

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2 level; Reopening)

8-19HCP, (4)5<sup>+</sup> card suit, Sound.

RESP: New suit=F1. Cue=INV<sup>+</sup> w/ SUPP. Jump cue=Mixed raise.

Jump raise=PRE. Jump shift=Fit showing.

Reopening: 8-18HCP. Cue=Michaels.

RESP: New suit=NF, but constructive. SUPP 2NT

### 1NT OVERCALLS (2nd/4th Live; Responses; Reopening)

15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH).

RESP: System on.

Reopening: 1NT=11-15HCP, BAL/semi-BAL.

May not have stoppers in OPPT's suit.

2NT=19-20HCP, BAL/semi-BAL.

RESP: System on.

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak.

RESP: New suit=F1. Cue=Limit<sup>+</sup>. 2NT=Ogust.

2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.

Reopening: Intermediate.

### DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Direct: Michaels.

RESP: 2NT=INQ. 3♦ after (1M)-2M=INV<sup>+</sup> w/ SUPP.

(1m)-3m=NAT PRE (NV)/Sound (V). (1M)-3M=Asks for stopper.

### VS. NT (vs. Strong / Weak; Reopening; PH)

vs. STR NT: 2♣=♥&♠, 2♦=♥ or ♠, 2M=M&m, 2NT=♣&♦.

RESP: (1NT)-2♣-2♦=Ask better M. (1NT)-2♦/2M-2NT=INQ.

Reopening: X=TRF to 2♣ (♣, ♦, ♠&M, or ♣&♦ good hand).

2♣=♥&♠, 2♦=♦&M, 2M=NAT.

vs. WK NT: same as above

### VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O DBL thru 4♥ (vs. 4♠ open: X=OPT, 4NT=STR T/O or STR 2-suiter).

DBL vs. WK 2=T/O->LEB 2NT.

4♣/4♦ vs. WK 2♦=5<sup>+</sup>♣&5<sup>+</sup>M/5<sup>+</sup>♥&5<sup>+</sup>♠. 4♣/4♦ vs. WK 2M=5<sup>+</sup>♣/♦&5<sup>+</sup>OM.

### VS. ARTIFICIAL STRONG OPENINGS

vs. 1♣: X or ♣/♦/♥/♠=♦ or ♥&♠/♥ or ♠&♣/♠ or ♣&♦/♣ or ♦&♥.

NT=♣&♥ or ♦&♠, 3NT or upper=NAT.

vs. 2♣: X or ♣/♦/♥/♠=♦ or ♥&♠/♥ or ♠&♣/♠ or ♣&♦/♣ or ♦&♥.

NT=♣&♥ or ♦&♠, 4♣ or upper=NAT.

### OVER OPPONENTS' TAKEOUT DOUBLE

TRF (NAT or values in TRF suit w/ SUPP). Fit jump. SPL.

1♣-(X)-2♦/2NT/3♣/3♦=FG raise/PRE/Limit raise.

1♦-(X)-2NT/3♣/3♦=PRE/FG raise/Limit raise.

1♥-(X)-1NT/2♣/2♦=♣/♦/good single raise.

1♠-(X)-1NT/2♣/2♦/2♥=♣/♦/♥/good single raise.

1M-(X)-2NT/3M/3NT=Limit<sup>+</sup>/PRE/good PRE.

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
<b>Suit</b>	3rd or lowest	3rd or lowest
<b>NT</b>	4th	3rd or lowest
<b>Subseq</b>	same as above	same as above

**Other:**

vs. NT: K asks CT/UB, A asks ATT. Top, 2nd or 4th from 4 (or more) small.

vs. suit: A asks ATT, K asks CT.

### LEADS

Lead	Vs. Suit	Vs. NT
<b>Ace</b>	AKx(+); Ax(+); AK	AKx(+); Ax(+)
<b>King</b>	AKx(+); KQx(+); Kx	AK(Q/J)10(+); KQ(J/10)9(+)
<b>Queen</b>	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQx(+)
<b>Jack</b>	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)
<b>10</b>	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)
<b>9</b>	9x	98x; 9x
<b>Hi-x</b>	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx
<b>Lo-x</b>	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)

### SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
<b>Suit</b>	<b>1</b>	Lo=ENCRG	Hi/Lo=ODD	O/E first discard
	<b>2</b>	Hi/Lo=ODD	S/P	Lo=ENCRG
	<b>3</b>	S/P		Hi/Lo=ODD
<b>NT</b>	<b>1</b>	Lo=ENCRG	Hi/Lo=ODD	O/E first discard
	<b>2</b>	Hi/Lo=ODD	S/P	Lo=ENCRG
	<b>3</b>	S/P		Hi/Lo=ODD

**Signals (including Trumps):**

Trumps: S/P. Other: Remainder CT (Present CT).

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

11<sup>+</sup>HCP, Shape oriented, may be light if classical shape.

RESP: Cue=F1. Jump cue=Asks for stopper.

Reopening: 8<sup>+</sup>HCP.

RESP: Cue=F1.

### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 4♥.

RESP DBL thru 4♥ (Also applied after partner's O/C or T/O DBL).

MAX DBL thru 3♥.

SUPP DBL/REDBL thru 2(3)♥.

4th suit DBL (Snapdragon DBL), Strong O/C DBL, Rosenkranz DBL, CUE T/O DBL.

L/D DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.

## WBF Convention Card

CATEGORY: Natural GREEN

ver: 21 Dec. 2023

NCBO: JAPAN

EVENT:

PLAYERS: Kyoko SENGOKU

Hiroaki MIURA

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5-card M, 2 over 1 always FG.

Various ART raises after 1m/1M openings.

1NT opening: (14<sup>+</sup>)15-17.

### SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENSE

2♣=ART STR (9<sup>+</sup>tricks or 24<sup>+</sup>HCP BAL).

3NT=PRE in a 7<sup>+</sup> card minor.

4♣/4♦=Namysats (very good 7<sup>+</sup>♥/♠, 8-9.5 playing tricks).

### SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

1m-(1NT)-2♣/2♦/2♥/2♠=♥&♠/♥/♠/♣&♦.

1M-(1NT)-2m=m&OM.

Defensive bids vs. 2-suiter O/C.

Good-Bad 2NT.

M's overcall is applied to this OPPT's bidding sequence: 1m-1NT/1♣-1♦;1NT.

### SPECIAL FORGING PASS SEQUENCES

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1NT-(X)-XX=PUP to 2♣, then Pass/2♦=S/O in ♣/♦.

1NT-(X)-2♣/2♦/2♥=♣&upper suit/♦&M/♥&♠.

### PSYCHIGS

Openings: rare

Others: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣ 1♦		3	4♥	(10 <sup>+</sup> )11-22HCP, NAT. May have better minor. 1♦=4 <sup>+</sup> unless 4432.	1m-2m/2♥/2♠/3m=FG/Limit/Mixed/PRE raise. 1NT/2NT/3NT=6-10/11-12/13-15 (1♠-1NT=8-10). 1♣-1♦/1M=May 3 <sup>+</sup> cards/May bypass 5 <sup>+</sup> ♦. 1♣-2♦/1♦-3♣=6 <sup>+</sup> ♦/♣ INV. 1♦-2♣=NAT FG. SPL.	Opener's 1NT rebid may conceal 4-card M after 1♣-1♦ RESP. 1♣-1♦; 1♥-1♠/2♠=3 <sup>+</sup> ♠ FG/4 <sup>+</sup> ♠ FG. 4th suit=ART FG. 1m-1M; 1NT-2♣=1-way CB. 1m-1M; 4m=STR BAL w/ SUPP. 1m-2m/2♥; 4m=RKCB of m. Structured Reverse. SPL.	Cue=Limit raise <sup>+</sup> . Jump raise=PRE. 1m-2m by PH=Limit raise. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT. Fit jump by PH.
1♥ 1♠		(4)5	4♦	(10 <sup>+</sup> )11-22HCP, 5 <sup>+</sup> ♥/♠ NAT. May be good 4-card M in 3rd/4th seat.	1M-1NT=F1. 2/1=NAT FG. 1M-2M/3M/3NT/4M=5-9/PRE/PRE. SPL (8-12). 3♣/3♦=Limit raise/7-9 4 <sup>+</sup> SUPP. 1♥-2♠=3 <sup>+</sup> ♥&5 <sup>+</sup> ♠ FG. 1♠-3♥=6 <sup>+</sup> ♥ INV.	1M-2M; 3M=PRE. 1M-3♣; 3NT=RKCB. 1-way CB. 4th suit=ART FG. Structured Reverse. SPL. Various relays including 2-way G/T (help/short suit) after single raise.	Cue=Limit raise <sup>+</sup> . Jump raise=PRE. Good-Bad 2NT. Rev Drury. Fit jump by PH. SUPP 2NT 1M-2NT by PH=♣ Fit jump.
1NT		-	3♠	(14 <sup>+</sup> )15-17HCP, BAL/semi-BAL. May be off-shape.	2♣=STAY (May not have 4M). 2♦/2♥=TRF to ♥/♠. 2♠=mSS. 2NT=PUP to 3♣(S/O or S/T in ♣). 3♣=PUP STAY. 3♦=NAT 6 <sup>+</sup> card INV. 3M=SPL 4♣=Roman Gerber. 4♦/4♥=TRF to ♥/♠. 4♠/4NT=3334/3343.	1NT-2♣; 2♦-3♥/3♠=5 <sup>+</sup> ♥&5 <sup>+</sup> ♠ INV/FG. 1NT-2♣; 2M-3OM/4♣/4♦=STR raise w/ shortness/STR BAL raise/RKCB. 1NT-2♦; 2♥-2♠=PUP to 2NT(Cancel ♥suit, S/T in ♣/♦). 1NT-2♥; 2♠-3♥=5 <sup>+</sup> ♥&5 <sup>+</sup> ♠ S/T.	vs. PEN DBL: XX=PUP 2♣. Texas TRF Thru 3♣. Lebensohl. DBL by opener=T/O.
2♣	✓	0	-	ART STR. (1) 9 <sup>+</sup> tricks. (2) 24 <sup>+</sup> HCP, BAL/semi-BAL.	2♦/2♥=Waiting (w/ A or 5 <sup>+</sup> HCP)/NEG (0-4HCP w/o A). 2♠/2NT/3♣/3♦=Good 5 <sup>+</sup> ♥/♠/♣/♦. 3NT=6 <sup>+</sup> card any SOL suit.	After 2NT rebid, same as 2NT open. 2♣-2♦; 2♥=PUP to 2♠ (5 <sup>+</sup> ♥ FG or 24 <sup>+</sup> HCP BAL).	vs. DBL: Pass/XX=Positive/NEG. vs. O/C: Pass/DBL=Positive/NEG.
2♦ 2♥ 2♠		5	-	NAT, PRE.	2NT=Ogust. Raise=PRE. New suit=F1. JS=CTRL ASK. 2♦/2M-4♣=S/T w/ fit.		vs. DBL: XX=PUP to cheapest step. 4x=L/D w/ SUPP.
2NT		-	3♠	(19 <sup>+</sup> )20-21HCP, BAL/semi-BAL. May be off-shape.	3♣=STAY. 3♦/3♥=TRF to ♥/♠. 3♠=mSS. 4♣=Roman Gerber. 4♦/4♥=TRF to ♥/♠.	2NT-3♣; 3♦-4♥/4♠=5 <sup>+</sup> ♥&5 <sup>+</sup> ♠ S/T NF/F to 5♥. Smolen TRF. 2NT-3♣; 3♥/3♠-3♠/4♥=STR raise. 2NT-3♦; 3♥-3♠=PUP to 3NT, then 4m/4♥/4♠=6 <sup>+</sup> card m/5♣/5♦ S/T.	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=S/T w/ fit. 3M-4♣=S/T w/ fit.		
3NT	✓	-	-	PRE in a 7 <sup>+</sup> card minor.	4m/5♣/6♣/7♣=P/C. 4M/5♦/6♦=To play. 4NT=S/T in opener's suit.	3NT-4NT; 5m/5♥/5♠=No slam interest/RKCB of ♣/RKCB of ♦. 3NT-4NT; 5♣-5♦=RKCB of ♣. 3NT-4NT; 5♦-5♥=RKCB of ♦.	
4♣	✓	0	-	Namyats (very good 7 <sup>+</sup> ♥).	4♦=S/T. 4♥=To play. 4NT=RKCB. 4♠/5♣/5♦=CTRL ASK. 5♥=PRE.	4♣-4♦; 4♥/4NT=No slam interest/RKCB. 4♣-4♦; 4♠/5♣/5♦=Good hand w/ 1st Rd CTRL in ♠/♣/♦.	
4♦	✓	0	-	Namyats (very good 7 <sup>+</sup> ♠).	4♥=S/T. 4♠=To play. 4NT=RKCB. 5♣/5♦/5♥=CTRL ASK. 5♠=PRE.	4♦-4♥; 4♠/4NT=No slam interest/RKCB. 4♦-4♥; 5♣/5♦/5♥=Good hand w/ 1st Rd CTRL in ♣/♦/♥.	
4♥ 4♠		7	-	NAT, PRE.		<b>HIGH LEVEL BIDDING</b>	
4NT	✓	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.	Roman Gerber. Super Gerber (5♣). Grand Slam Force (->1step=A/K, 2step=Q/Extra, 6 of trump=No). RKCB (1430). Exclusion RKCB (0314). Roman-DOPI (below 5 of the agreed suit). ROPI. DEPO (above).	
5♣ 5♦		8	-	NAT, PRE.		Splinter. Autosplinter. CTRL showing cue at 3/4 level shows 1st/2nd Rd CTRL. CTRL ASK after PRE open. In forcing situation, pass and pull shows STR offensive hand.	
Others							