OVERCALL (Style; Responses; 1/2level; Reopening)	OPENIN	١G	LEADS STYLE			
Sound (8-17HCP), may be good 4-cards at 1 level			Lead	In Partner's suit		
New Suit=F1 at 1 level; CONST NF, CUE=Limit Raise+ or STR, F1	Suit		3rd=even;low=odd	3rd=even;low=odd		
Jump Raise=Mixed Raise; Fit Showiing Jumps	NT		4th		4th from honor same as above	
	subseq		same as above			
	Other: Lead high (or 2nd high) from worse holdings vs NT,					
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	LEADS					
15-17HCP(Except 4th Pos); System ON	LEAD	)	Vs. Suit			Vs. NT
11-14HCP(4th Pos) ; Systems ON	Ace		Ax(+), AKx(+) ASK	ATT	AKQ10x(-	+) ASK ATT
, , , , ,	King		AKx(+), KQx(+) ASK COUNT			
		Queen QJx(+), Qx			KQ109, (A)QJx(+), Qx	
	Jack		J10x(+), KJ10(+), Jx		J10x(+), A(K)J10(+), Jx	
JUMP OVERCALL (Style; Responses; Unusual NT)	10		109x(+),H109(+), 10		109x, 10x	
1-Suit: Weak;2NT=Ogust ASK, Raises=PRE, New suit=F1	9		9x		9x	
2-Suit: Unusual 2NT	Hi-x		Sx,xxSxxx		Sx,SSxS,Sxx	
Leaping Michaels for 2 suits	Lo-x		xxS,xxSx,xxxxS		HxxS(x)	
REOPEN: (1x)-P-(P)-2NT=19-20HCP; Intermediate Jump O/C	SIGNAL		IN ORDER OF PRIC	OITY Upsi	` ,	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead		r's Lead	Discardin
Michael's CUE for Ms or M&m (2NT asks m)		1	Lo=ENCRG	Hi/Lo=O		Lo=ENCRG
Raise=WK; CUE=F1	Suit	2	Hi/Lo=O	S/P		Hi/Lo=O
Jump CUE=ASK for stopper			S/P			
'		-	Lo=ENCRG	Hi/Lo=O		Lo=ENCRG
VS. NT (vs. Strong / Weak; Reopening; PH)	NT	2	Hi/Lo=O	S/P		Hi/Lo=O
Multi-Landy		3	S/P			
2♣=Both Ms, then 2♦=Better M ASK	Signals	(i	ncluding Trumps):	Trump Ech	no shows r	emaining trump
2♦=♥ or ♠, then 2♥/2♠=P/C		_	show Present Count			<u> </u>
2♥=♥+m, then 2♠=NF, 3♠=P/C, 3♦=♥ INV, 2NT=m ASK						
2♠=♠+m, then 3♥=NF, 3♣=P/C, 3♦=♠ INV, 2NT=m ASK						
4th seat vs STR 1NT: DBL=Sound O/C			D	OUBLE	ა	
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)	TAKEO	UΊ	DOUBLES (Style;	Response	s; Reoper	ning)
X=T/O	Sound or Shape (Tend to have correct shape)					
Unusual over Unusual			CUE=F thru suit agre			
	Reopening may be weaker					
VS. ARTIFICIAL STRONG OPENINGS			CUE=F1			
Modified CRASH:	SPECIA	۱L,	ARTIFICIAL AND C	OMPETIT	IVE DOUE	LES/REDOUB
(1♣)-DBL/1♦=5+♥/♠; 1♥/1♠/1NT=Color/RAnk/Shape	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLI Negative DBL thru 4					
(1♣)-P-(1♦)-DBL/1NT/2C=Color/RAnk/SHape			re DBL thru 4♦			
			BL thru 3♥			
OVER OPPONENTS' TAKEOUT DOUBLES			BL thru 2♥			
1x-(Dbl)-1y=F1; 1x-(Dbl)-2y=NF; Jump Shift=Fit Showing Jump						
1m-(Dbl); 2NT=WK Raise; 3m=Good Raise; Criss Cross=INV+Raise						
1M-(Dbl); 2M-1=Good Raise (up to mild INV); 2M=Bad Raise;						
2NT=INV+Raise w/ 4+SUPP; 3M=Good Raise w/ 4+SUPP	1					

## **WBF** Convention Card

**CATEGORY:** Natural-GREEN 28-Aug-24

NCBO: JAPAN EVENT: WBG Senior

PLAYERS: Akito OMASA Takashi MAEDA

SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
Natural 5 card M	
2/1 Always FG	
1NT resp:semi-F/1M;	
INT Opening: 15-17HCP	
2 OVER 1 Response: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFFENCE	
BNT=GAMBLING	
Competitive CUE=Limit Raise or Better	
_ebensohl-Slow	
Michaels CUE	
Modified CRASH vs Strong Club	
Good 2NT by Opener in Competition	
Fit Showing Jumps	
SPECIAL FORCING PASS SEQUENCES	
MPORTANT NOTES THAT DON'T FIT ELSEWHERE	
4th suit FG	
1♣-1◇-1♡-1♠=0-3♠, FG; 1♣-1◇-1♡-2♠=4+♠, FG	

DNIN	K IF	No. ARD	DBL 3U	,	Akito OMASA Takashi MAED	A JAPAN	28 Aug 2024 PASSED HAND BIDDING	
OPENING	TICK ARTIF	MIN. No. OF CARD	NEG.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		
1♣/1◊		3	4\$	11+HCP	1♣-1M=may bypass 5+♦ unless FG hands	1m-2m-Next step=ART, 15+ FG	Fit Showing Jump;;	
				1 <b>&gt;=4+</b> ♦ unless 4432	INVERTED Raise: 1m-2m/-3m=INV+/wK Raise	2-way Checkback 2♣/2♦;	CUE=INV+ Raise	
					Jump shift=6+cards INV	2♣=PUP 2♦, usually INV; 2♦=ART, FG	Reversed Good-Bad 2NT;	
					1NT/2NT/3NT=6-10/11-12-/12-15HCP	1x-1y-2NT-3♣=PUP 3♦	2NT shows Good Hand	
					Double Jump Shift=5+SUPP, SPL	Hi-Lo CUE vs Unusual 2NT/Michaels: Lo=unbid M, Hi=L/R+		
1♡/1♠		5(4)	4\$	11+HCP, 5+cards,	1NT=5-12, Semi-F; 2/1=NAT, FG; 2M=5-9, 3+SUPP;	After 1M-2M/1m-1M-2M: Help Suit G/T	Reverse Drury 2♣	
				may be good 4-cards	2NT=15+, 4+SUPP; 3♣=10+-15, 3 SUPP;	1M-2NT-3x=S/S; 3M=no S/S, Sound Opening or better; 4M=No S/S; MIN	P-1M-(Dbl)-2♣=Reverse Drury	
				in 3rd, 4th seat	3\$=10+-12- 4+SUPP; 3NT=12-14, 4+SUPP, BAL;	1M-3♣-3♦=ART, FG	Fit Showing Jump;	
1					Double Junp Shift=12-14, 4+SUPP, SPL			
1					1♥-2♠,/1♠-3♥=NAT, INV			
1NT			3x	(14)15-17HCP	2♣=STAY; 2♦/♡=JTB; 2♠=Minor Suit Stayman	1NT-2♣-2♦-2♥/2♠=Smolen TRF w/ 5♠4♥/4♠5♥		
				may have 6m, 5M	2NT=PUP 3♣ (S/O or S/T in ♣); 3♣=PUP STAY;	1NT-2♦(JTB)-2♥-2♠=PUP 2NT: S/T w/ 6+♦		
					3♦=INV w/ 6+♦; 3♥=3145 or3154; 3♠=1345 or 1354;	1NT-2NT(PUP3♣)-3♣-3x=6+♣ S/T, showing S/S		
					4♣=Roman Gerber; 4♦/♥=Texas TRF	System on vs 1NT-(DBL/2♣); DONT escape vs penalty DBL		
2♣	<b>√</b>	0	4♡	22+HCP BAL or	2¢/2♥=denies/promises 2+K or A/K w/ 8+HCP	2♣-2♦-2♥=PUP 2♠: 5+♥ or 24+BAL; 2♣-2♦-3♥/3♠=5+♦&4+♥/♠	2 <b>♣</b> -(Any)-Pass/DBL=Pos/Neg	
				Artificial STR;	2♠/2NT/3♣/3♦=Good 5+♥/♠/♣/♦, 2+K or A/K w/ 8+HCP	2♣-2♡-3♠=5+♡&4+♠		
					3♥/3♠=Semi-Solid 6+♥/♠; 3NT=Any Solid Suit	After Opener's 2NT rebid: Same as 2NT Open;		
2\$		5		5-10HCP, good 5+◊	2NT=Ogust ASK			
					Jump shift=RKC Lackwood			
2♥/2♠		5		5-10HCP, good 5+♥/♠	2NT=Ogust ASK			
					Jump shift=RKC Lackwood			
2NT				20-21HCP BAL	3♣=STAY; 3♦/♡=JTB; 3♠=Minor Suit Stayman	2NT-3♦-3♥-3♣=PUP 3NT: S/T w/6+♣ or ♦		
				may have 6m, 5M	4♣=Roman Gerber; 4♦/♡=Texas TRF	2NT-3♣-3M-OM=S/T		
3♣/3♦		6		PRE	New Suit=F1; Jump shift=RKC Lackwood			
3♡/3♠		6		PRE	New Suit below Game=RKC Lackwood			
3NT	✓			Solid m w/o side A/K	4♣/5♣=P/C; 4♦=S/S ASK; 4NT=Length ASK			
4♣/4♦		7		PRE	New suit=RKC Lackwood	HIGH LEVEL BIDDING		
4♡/4♠		7		PRE	New suit=RKC Lackwood	RKCB (14/30/2/2), DOPI (DBL=0/3, Pass=1/4), ROPI, DEPO		
4NT	✓			Direct Ace ASK	5♣=0A; 5♦/♥/♠/6♣=Ace in the bid suit; 5NT=2 Aces	Over Trump Queen ASK: Next step=No Trump Q		
						Roman Gerber 4♣ (14/30/2)		
						Exclusion RKC/RKC Lackwood (03/14)		