

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2level; Reopening)
8-17HCP, may be good 4 card at 1level New Suit=NF Constructive, Cue-Bid=Limit Raise+ or STR Jump Raise=PRE, Jump Cue=Mixed Raise, FSJ 2NT adv to 1M O/C over 3rd hand bid=4 card INV+
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
15-18HCP(Except 4th Pos); Systems ON 11-15HCP(4th Pos); Systems ON
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak;2NT=Ogust ASK, Raises=PRE, New suit=F1 2-Suit: Unusual 2NT (NV 5+HCP, Vul 10+HCP) Leaping Michaels vs weak 2(FG) REOPEN: Intermediate (1x)-P-(P)-2NT=19-20HCP
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Michael's CUE for Ms or M&m (2NT asks m;3C=P/C;3D=G/T in M) after (1m)-2m, 3C/3D=INV in H/S, 3M=PRE (1X)-3X=stopper ASK
VS. NT (vs. Strong / Weak; Reopening; PH)
2C=Both Ms, then 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE 2D=H or S, then 2H/2S/3H/3S/4H=P/C 2H=H+m,then 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 2S=S+m,then 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) DBL=4M&5+m vs STR NT, PEN vs weak NT DBL by PH vs weak NT=C or D
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
X=T/O, lebensohl Leaping Michaels vs weak 2 (FG)
VS. ARTIFICIAL STRONG OPENINGS
DBL/NT over Str 1C/Str 1C-1D/Str 2C shows Ms/ms
OVER OPPONENTS' TAKEOUT DOUBLES
1m-(X)-2NT/3m=PRE/Limit Raise 1M-(X)-2NT/3M/3NT=Limit Raise+/PRE/Good Triple Raise 1M-(X)-2M/2M-1=Bad raise(3-6)/Good single raise(7-9)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd=even;low=odd	3rd=even;low=odd	
NT	4th from honor	4th from honor	
subseq	same	same	
Other: Lead high (or 2nd high) from worthless holdings vs NT			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	Ax(x)	UB/CT	
King	AK(x),AKQ(x),Kx	KQ(x): ATT	
Queen	KQ(x),KQJ(x),Qx	QJ(x), KQ109	
Jack	QJ(x),QJ10(x),Jx	J10(x), AJ10(x), KJ10(x)	
10	J10(x),J109(x),KJ10(x),10x	109x, 10x, H109(x)	
9	109(x),K109(x),Q109(x),9x	9x	
Hi-x	Sx,xxSxxx	Sx,SSxS,Sxx	
Lo-x	xxS,xxSx,xxxxS	HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENCRG	Hi/Lo=O	Lo=ENCRG
Suit 2	Hi/Lo=O	S/P	S/P
3	S/P		
1	Lo=ENCRG	Smith Echo	Lo=ENCRG
NT 2	Hi/Lo=O	Hi/Lo=O	S/P
3	S/P		
Signals (including Trumps):			
Standard present count, Trump suit preference			
Mixed Smith Echo vs NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound or Shape (Tends to have correct shape) RESP: CUE=F thru suit agreement, Jump Cue=Stopper ASK Reopening may be weaker RESP: CUE=F1			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 4H RESP DBL thru 4H MAX DBL thru 3H COMP DBL thru 3H SUPP DBL thru 2H Snapdragon Rosenkranz XX (Axx or Kxx)			

WBF Convention Card

CATEGORY: Natural-GREEN

NCBO: Japan EVENT:WBG

PLAYERS: Yoji MIZUMA

Tadashi YOSHIDA

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 card M; 2/1 Always FG
1NT Opening: 14+-17HCP
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
vs Michaels/UNT: Higher Cue=Limit Raise+, Lower Cue=4th suit, FG Fit Showing Jumps by PH/in COMP Good-Bad 2NT by opener
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND/IN COMP
1C/1D		3	4H	11+HCP	1C-1D=2+D, 1C-1M may have longer D 1NT/2NT/3NT=6-10/11-12/13-15 (1C-1NT=8-10) Single Raise=FG, Double Raise=PRE 2H=Limit Raise, 2S=Mixed Raise 1C-2D=INV, 1D-3C=INV, 3M=SPL, 1C-3D=SPL	Opener's 1NT rebid may have 4M(s) after 1C-1D, 1m-1NT-2NT=18-19 Two way checkback after 1NT rebid (2C forces 2D), NMF by PH After opener's 1/1 reverse, lower of 4th suit/2NT=ART weak 1C-1D-1H-1S/2S=4th Suit FG/NAT FG; 1m-1M-4m=18-19 BAL raise 1m-2m-4m=RKCB0314, 1C-1D-1NT-2m/3m=NF/FG	Single raise by PH=INV CUE=Limit Raise or better Single Jump Shift=F5J 1m-(1NT)=Multi&Landy
1H/1S		5(4)	4H	11+HCP, 5+cards, 4+cards in 3rd, 4th seat	1NT=Semi-F, Single Raise=3 card sup 2NT=Jacoby;3C/3D=7-9/10-12, 4+SUPP 3M=PRE;3NT=Good PRE Raise (A or K in a side suit) Doble Jump Shift=SPL, 1H-2S/1S-3H= INV	Reraise=not INV, 1M-1NT-2NT=18-19 2NT/3NT rebid after 2/1=12-15 or 18-19/16-17 After 1H-1S/1H-1NT/1S-1NT, 2C=Gazzilli Non-Serious 3NT	CUE=Limit Raise or better Single Jump Shift=F5J PH 2NT=F5J in C; 3C=NAT DRURY FIT
1NT			3S	(14)15-17HCP may have 6m, 5M	2C=STAY; 2D/H=JTB; 2S=MSS 2NT=PUP to 3C(C S/O or STR 4441) 3C=PUP STAY, 3D=NAT, INV 3H/3S=Slam try in C/D 4D/4H=Texas TRF	BAL/UNBAL Fit showing slam try after Stayman	lebensohl SLOW over PEN X, DONT escape RDBL= any 1 suiter
2C	✓	0		22+HCP BAL or ART STR;	2D=ART FG; 2H=0-3HCP&0Ctrl;2NT=H POS 3M=6 cards w 2 tops, 3NT=any SOL 7+cards suit	2C-2D-2NT/3NT=22-23 BAL/TRICKS 2C-2D-2H=PUP 2S, 5+H or 24+ BAL (Kokish Relay)	Responder's Pass=FG DBL/RDBL=NEG
2D	✓	0		4S+5H, 11-14HCP	2M=to play, 2NT=ASK, 3C/3D=INV in H/S 4C/4D=TRF to H/S	2D-2NT-3C/3D/3H/3S/3NT=4513/4531/4522/4504/4540	
2H/2S		5		Weak 2 5-10HCP	2NT=Ogust ASK, New Suit=F1 4C=RKCB (0,1,1+Q,2,2+Q)		
2NT			3S	(19)20-21HCP BAL	3C=PUP STAY; 3D/H=JTB; 3S=PUP 3NT 3NT=5S+4H, 4C=Gerber, 4D/H=Texas TRF	2NT-3S-3NT-4m/4M/4NT=NAT/SPL 55m/2254 or 2245	
3x		6		PRE	New suit=F1, may be Lead Directing or CUE; 4C=RKCB, over 3C, 4D=RKCB(0,1,1+Q,2,2+Q)		
3NT	✓			Solid Minor, no side A/K	4D=S/S ASK, then 4M=short, 5m=short in om		
4C/4D		7		PRE		HIGH LEVEL BIDDING	
4H/4S		7		PRE		RKCB1430 for M, 0314 for m, R2D2 thru 5 of the agreed suit, DEPO at higher level	
4NT	✓			ACOL ACE ASK	5C=0A; 5D/H/S/6C=Ace in the bid suit; 5NT=2 Aces	Exclusion RKCB(0314) 1m-2m-4m/1m-3m-4m=RKCB0314 Roman Gerber over NT Open (14/03/2/2)	

NCBO:

PLAYERS: Yoji MIZUMA

Tadashi YOSHIDA

(Note 1) After 1NT

2C-2M-3OM=Slam try with S/S, Next step=S/S ASK, L/M/H
 2C-2M-4C=BAL Slam try
 2C-2M-4D=Roman Keycard Gerber(1430)
 2C-2D-2M=4M+5 or 6OM, INV+
 2C-2D-3H=5-5M INV
 2C-2D-3S=5-5M FG
 2H-2S-3H=5-5M Slammish
 JTB then jump in a new suit=SPL
 Texas TRF then 4NT=RKCB1430, new suit=Exclusion0314
 2S-2NT-3C/3D/3M/3NT=WK ms/WK D/STR ms,short M/54m22M STR
 2S-3C-3D=WK D
 2NT-3C-P/3D/3H/3S/3NT/4C=to play/4414/4144/1444/4441/4441, better than 3NT
 System on over 2C(except for both M) or ART X
 1NT-(PEN X): RDBL=PUP to 2C, shows 1 suiter, other bids=DONT style
 vs 2C/2D showing both M
 1NT-(2C/2D):DBL=PEN for H and/or S, 2H/2S=ms INV/FG, 2NT=LEB, 3m=NAT,FG, 3M=Stopper

(Note 2) Jacoby 2NT

After 1M-2NT
 3C=any minimum (less than good 14)
 then 3D=short suit ASK
 3H=no shortness, 3S=C short, 3NT=D short, 4C=OM short
 3D=some shortness, at least good 14
 then 3H=short suit ASK
 3S=C short, 3NT=D short, 4C=OM short
 3H=5422, at least good 14
 then 3S=4 card suit ASK
 3NT=4 card C, 4C=4 card D, 4D=4 card OM
 3S=6322 or 7222, at least good 14
 then new suit=cue bid, 3NT=cue in OM
 3NT=5332, 18-19
 then new suit=cue bid
 4M=dead minimum, no short suit, then new suit=Exclusion0314

(Note 3) Good Bad 2NT

2NT by opener after responder's first action was 1 level bid or NEG DBL, and RHO has bid at the 2 level shows a weaker hand than if a suit was bid at the 3 level.
 Responder is expected to bid 3C unless he has sufficient extra values or shortness in clubs.

(Note 4) After 1D - 2C

2D = all hands with reasonable 5+ diamonds
 2H = 4H and 3 or 4D (bad 5 card D possible), or 5H+6D(rebid H next)
 2S = 4S, denies 5D and 4H, or 5S+6D(rebid S next)
 2NT = denies majors, normally 3343 but bad 5 card D possible
 3C = usually 2254 or (23)44
 3D = solid D, demands cue bid
 3M = SPL

(Note 5) After Michaels Cue Bid

After 1H-(2H)
 DBL=10+HCP, doubleton H
 2S = 3 card limit raise+
 2NT = TRF to C, any strength
 3C = TRF to D, any strength
 3D = 4 card limit raise
 3H = NF
 3S = 4+H, FG, some S/S, next step ASK(L/M/H)
 3NT = 4+H, FG, no S/S

4m = Fit Jump

After 1S-(2S)

DBL=10+HCP, doubleton S

2NT = TRF to C, any strength

3C = TRF to D, any strength

3D = 3 card limit raise+

3H = 4 card limit raise

3S = NF

3NT = 4+S, FG, some S/S, next step ASK(L/M/H)

4m = Fit Jump

4H = 4+S, FG, no S/S