

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS(Style; Responses; 1/2Level; Reopening)
8-19 HCP usually
4-cards possible 1 level
Aggressive 1-level , Sound 2-level
New suit = F1
Jump Shift = Fit Jump
Jump Raise = PRE
CUE = Limit Raise + or Opening Value
(1m)-P-(1M)-?? → 2m = NAT, 2M =NAT, 2NT = 55 T/O
INT OVERCALLS (2nd/4th; Responses; Reopening)
15-18 HCP , system on
Reopening
M: INT=12-17 HCP , 2NT=19-21 HCP , system on 2C=asking 2D=12/14
JUMP OVERCALL (Style; Responses; Unusual NT)
PRE 1-Suit ; weak ; -2NT = OGUST ASK
2NT = Unbid Lower 2 Suiter
Reopen = Intermediate
DIRECT AND JUMP CUEBIDS (Styel; Responses; Reopen)
Michaels = 55+
(1M)-2M = OM & m 55+ ; 2NT=m ASK INV+ ; 3C=P/C
(1X)-3X = Stopper ASK
VS. NT (vs. Strong/Weak; Responses; Reopen)
DBL=Penalty; 4th positon or past hand X=1m or 5m+4M;
2♠ = M1suiter; 2♥= H5m4~ ; 2S=S5m4~; 2NT = Both m
VS. 1NT overcall to our 1m open: 2C=BothM; 2D=H; 2H=S; 2S=Both m.
VS. 1NT overcall to our 1M open: 2m=5+oM, 4+m; 2Major: NAT.
VS. PREEMPTS (Doubles; Cuebids; Jumps; NT bids)
T/O DBL = up to 4♥
LEB after WK2 DBL
(2M)-3M = Stopper ASK
Leaping Michaels over WK2M/3level open
VS. ARTIFICAIL STRONG OPENINGS
Suction vs. Big Club and Strong 2C open and ART 1step (1D/2D) response.
OVER OPPONENTS' TAKEOUT DOUBLE
New Suit = F1 (1 level)
M: 2NT = 4supp Limit+ , 3M = PRE , Jump Shift = Fit Jump
m: 2NT = PRE , 3m = 5+cards INV (1C-2D,1D-3C=GF)
1M-(X)-"2M-1"=ART, sound single raise hand.
m: 2NT = PRE , 3m = 5+cards INV (1C-2D,1D-3C=GF)
1M-(X)-"2M-1"=ART, sound single raise hand.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
		Lead	In Partner's suit
Suit		3rd = even , Lowest = odd	3rd = even , Lowest = odd
NT		4th	4th
Subseq		as above	
LEADS			
Lead		Vs. Suit	Vs. NT
Ace		AKx, Ax	STR , ASK CT/UB
King		AKx, KQx,AK	AK(+), KQ(+)
Queen		QJx(+), QJ , Qx	QJ(+), AQJ(+), KQ10♠
Jack		HJ10x(+), J10x(+), J10	HJ10x(+), J10x(+), J10
10		H109(+), 109x(+), 10x	H109(+), 109x(+), 10x
9		9x	9x , 9xx
Lo-x			
SIGNALS IN ORDER OF PRIORI 1M-2M-3NT=Choice of Game			
		Partners Lead	Declarer's Lead
Suit	1	Low = ENCRG	Hi/Lo = odd
	2	Hi/Lo = odd	S/P
	3	S/P	S/P
NT	1	Low= ENCRG	Hi/Lo = odd
	2	Hi/Lo =odd	S/P
	3	S/P	
Signals (Including Trumps) :			
Trumps : Hi/Lo shows Odd number			
DOUBLES			
TAKEOUT DOUBLES (Style,Responses,Reopening)			
Opening Values			
Cuebid = F1			
SPECIAL , ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative DBL thru 4♠			
Responsive DBL thru 4♠			
Support DBL/RDBL thru 2♥			
After 1m-(1H)-1S-(2H)			
→ DBL = 3cards SUPP; 2S =4+ SUPP; 3S = 4+ SUPP INV;			
3♥ = GF, Stopper ASK or 4 SUPP 19+HCP Slam Intrest;			
4m = 4+ SUPP STR BAL; 4S =m6+&4S 13-15; 4om = SPL.			
3♥ = GF, Stopper ASK or 4 SUPP 19+HCP Slam Intrest;			
4m = 4+ SUPP STR BAL; 4S =m6+&4S 13-15; 4om = SPL.			

WBF Convention Card	
	2024/9/3
Category	GREEN <i>All Players Japan Women Team</i>
Country	JAPAN
Players	Sayori HARASAWA, Yuko NODA, Makiko SATO, Motomi SHIROGANE, Megumi TAKASAKI, Mariko UEDA
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card Major / 2 over 1 FG / Bergen Raise 3C>3D	
1NT 15-17HCP	
2C ART STR	
2D/H/S NAT Weak, 5-10HCP	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2D/H/S = WK2	
3NT = 7+minor , include AKQ , gambling	
Lebensohl	
PRE Jump Raise in COMP & Partner's O/C	
Escaping from 1NT DBL → DONT	
HILO CUE	
leadshowing redouble	
non-sirious 3NT	
1m-(1NT)-2C/2D/2H/2S =both M/H/S/both m	
After 1m-1M; 2NT	
→3C=puppet to 3D →3D →3H/S= to play.	
3D/3H=H/S	
3S=m S/T	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	

OPENING	TICK IF ART	MIN No of CARD	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING		
1♣		3	4♠	NAT(9)10+-21pts	2♣ = 4+ FG, 2♥ = ♣ INV, 2♠=♣ constructive raise 2♦ = ♠ INV 3♣ = PRE	1♣-1♦ = MIN no M or GF with 4-cards M (♦>M) 1♣-1♦-1NT = may have M 1♣-1♦-1♥-1♠/2♠ = ART/NAT GF.	【 1♣/1♦ Common 】 1♣/1♦-1M-4♣/4♦ = STR BAL 4+SUPP 1♣/1♦-1M-4M = Picture Raise 1♣/1♦-1M-3NT = Gambling Reverse = Good 16+pt Value (maybe minor 1 suiter) Jump REV = Mini SPL INV or 21+ Value 4+SUPP SPL=19+pt Value 4+SUPP (~6ctrl) 1a-1M; 1NT-2♣/2♦=ART, puppet to 2♦/ ART, GF.	2♣ = 4+inv, 2♥/2♥/2♠ = fit jump	
1♦		3	4♦	NAT(9)10+-21pts	2♦ = 4+ FG; 2♥ = ♦ INV; 2♠=♦ constructive raise; 3♦ = PRE.		2♦ = 4+inv, 2♥/2♠/3♣ = fit jump		
1♥		5(4)	4♦	NAT(9)10+-21pts	1NT = semi F1 2m = GF 2♣ = NAT INV 3♥ = PRE	2NT = Jacoby 2NT 3NT = BAL 12-14HCP 4+SUPP 3♣ = 3+SUPP 9-11 3♦ = 4+SUPP 6-9 Splinter = 9-12HCP	1♥-1♠-2NT = TRF on *See "Special bids that may require defence" overleaf 1♥-2♥-2♣ = SSGT → 2NT/3♣/3♦ = ♣/♦/♠ short. 1♥-2♥-2♣/3♣/3♦ = HSGT (LMH) 1♠-2♣-2NT = SSGT → 3♣/3♦/3♥ = ♣/♦/♥ short.	【 1♥/1♠ Common 】 1M-2NT-3M/3NT=no short (3M<3NT:16pts~)	【 1♥/1♠ Common 】 REV Drury Fit Jump P-1M-2NT = Fit Jump with ♣ P-1M-3C = ♣ INV
1♠		5(4)	4♦	NAT(9)10+-21 pts	1NT = semi F1 2X = GF 3♥ = NAT INV 3♠ = PRE	1M-2M-3NT=Choice of Game	1♠-2♣-3♣/3♦/3♥ = HSGT		
1NT				(14+)15~17 HCP 5-cards M common may have singleton honor	2♣ = STAY, 2♦/2♥ = Jacoby TRF, 2♦-2♥-2♠-2NT=walshrelay 2♠ = MSS or ♦s/o, 2NT = PUP to 3♣ 3♣ = PUP STAY, 3♦ = 6+inv 3♥ / 3♠ = short 4-4-4-1 or 5-4-4-0 4♣/♥ = Texas TRF 4♠ = Garber (14,30,min,max)	1NT-2♦-2♣ = superaccept → 2NT = reTRF to ♥ 1NT-2♥-2NT/3C/3D/3S = superaccept → 3NT = reTRF	INT-2♣-2♥-3♣ = UNBAL Good SUPP INT-2♣-2♠-3♥ = UNBAL Good SUPP INT-2♣-2♥/2♠-4♣ = BAL STRG with 4+SUPP INT-2♣-2♥/2♠-4♦ = RKCB		
2♣	✓			GF or 22+HCP	2♦ = Waiting, 2♥ = NEG 2♠/3♣/3♦ = NAT S/T 2+ top honour 2NT = ♥ S/T 2+ top honour	※Koikish Relay 2♣-2♦-2NT = 22-23HCP BAL 2♣-2♦; 2♥-2♠; 3♣/♦/♠ = ♥5+&♣/♦/♠4+ 2♣-2♦; 2♥-2♠; 2NT/3♥ = 24+BAL/♥6+.	2♣-2♦; 3♥/3♣ = ♦5+&♥4/♠4, 2♣-2♦; 3♣-3♦ = M asking		
2♦		5		WK2 5-9HCP	2NT = Feature	2♦-2NT-3♦ = MIN, 3♠/3♥/3♣ = MAX may have K or A in suit			
2♥		5		WK2 4-9HCP (4th hand 9-12)	2NT = Ougust New Suit = 1RF	2♥/2♠-2NT → -3♣ = MIN Bad suit, -3♦ = MAX Bad suit -3♥ = MIN Good suit, -3♠ = MAX Good suit, -3NT = Solid suit			
2NT				(19)20-21 HCP 5-cards M common	3♣ = stayman smolen 3♦/♥ = Jacoby TRF, 3♦-3♥-3♠-3NT=walshrelay, 3♠ = mss 4♣ = Roman Gerber, 4♦/♥ = Texas TRF	2NT-3♥; 3NT = Good Hand, 4+support. 2NT-3♥; 3NT-4H = retransfer to 4S			
3 bids		6		NAT PRE		HIGH LEVEL BIDDING			
3NT		7m		solid minor	4♣ = P/C, 4♦ = short suit ASK 4♥/♠ = NAT 4NT=Length ask	RKCB = 1430, 5♠ Super Romen Gerber = 1430, Void Wood = 0314 Roman Gerber = 1430/2Bad/2Good Over OPP PRE = STEP RESPONSE = p/dbl/... = 14/30/...			
4♣		7		NAT PRE		CD Convention (after 1m-2m only): 4♣ = S/T; 4♦ = RKCB (or opponentsuit cue); 4♥/4♠/4NT = ♥/♠/om voidwood			
4♦		7		NAT PRE		Q ASK = Step RESP (no Q/Q only / Lower denomination K / Middle denomination K / Higher denomination K)			
4♥/♠		7		NAT PRE		4♣ = S/T; 4♦ = RKCB (or opponentsuit cue); 4♥/4♠/4NT = ♥/♠/om voidwood			
4NT	✓			A asking	5C=no A; 5D/5H/5S/6C=Aposition; 5NT=2A	Q ASK = Step RESP (no Q/Q only / Lower denomination K / Middle denomination K / Higher denomination K)			
4♥/♠		7		NAT PRE					
4NT	✓			A asking	5C=no A; 5D/5H/5S/6C=Aposition; 5NT=2A				