

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2 level; Reopening)
1 level: Good 4-cards possible; 2-level: Sound
RESP: Jump raise=PRE
New suit after 1-level O/C=NF
2-level O/C=F1
CUE=3-SUPP, INV+
Jump CUE=4+SUPP, INV+ 7-9
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
2nd/4th: 14-17HCP; As over 1NT open
Reopen=12-17(18-)HCP; 2♣=asking 2♦♥♠(min) 2NT=max
Reopen 2NT=19-21HCP
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak except unfavorable
RESP: 2NT=OGUST
2-Suit: 2NT=Unbid Lower 2--Suiter
REOPEN:
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
MICHAELS CUE
(1m)-2m=Ms
(1M)-2M=OM+m
(1x)-3x=STOPPER ASK
VS. NT (vs. Strong / Weak; Reopening; PH)
MutliLandy
2♣=Both M: RESP: 2♦=Ask better M
2♦=M 2NT=F1; 3m=NF
2♥=♥+m: 2NT=ASK m; 2♠/3m=NF
2♠=♠+m: 2NT=ASK m; 3m/3♥=NF
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
LEB after (WK2)-DBL-(P)-
LEAPING MICHAELS
VS. ARTIFICIAL STRONG OPENINGS
Vs.1♣:DBL=♦&♥or♣&♠,1♦=♣&♦or♥&♠, 1NT=♣&♥or♦&♠
Vs.2♣:DBL=♦&♥or♣&♠,2♦=♣&♦or♥&♠, 2NT=♣&♥or♦&♠
OVER OPPONENTS' TAKEOUT DOUBLES
New suit=F1 at 1-level
1m/M-(DBL)-2NT=PRE raise / L/R

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd=even;low=odd		
NT	4th	low from xxx if not raised	
subseq			
Other:			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	AKx(+); AK; ASK ATT	STR HOLDING UB/CT	
King	AKx(+); KQx(+); ASK Count	AK(+); KQx(+); Kx	
Queen	QJx(+); QJ; Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	
Jack	J10x(+); KJ10x(+); J10; Jx	J10(9/8)(+); HJ10(+)	
10	H109x(+); 109x(+); 109; 10x	109(8/7)(+); H109(+)	
9	9x	9x;	
Hi-x	Sx; HxSx; HxSxxx; xxSx	Sx; Sxx; SSXS;	
Lo-x	HxS; HxxxS; xxS	HxxS; HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
	2 Hi/Lo=Odd	S/P	S/P
	3 S/P		
NT	1 Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
	2 Hi/Lo=Odd	S/P	S/P
	3 S/P		
Signals (including Trumps):			
Reverced SMITH against NT ODD EVEN First Discard			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
can be light if good shape			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUB			
NEG DBL thru 4♥			
RESP DBL thru 4♥			
SUPP DBL thru 2♥ SUPP REDBL			
HONOR RDBL			
SNAP DRAGON COMP DBL			
MAXIMAL O/C DBL			
LIGHTNER DBL			
POSITIVE SLAM DBL			

WBF Convention Card
CATEGORY: <u>Natural-GREEN</u> 7-May-13
NCBO: <u>JAPAN</u> EVENT: <u>Women</u>
PLAYERS: <u>Kyoko Shimamura</u> <u>Makiko Sato</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-cards M 1NT=F1
2/1=FG
1NT Opening: 14+--17HCP BAL
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=WK♥&♠
3NT=PRE in m
4♣/♦=NAMYATS 8(.5) playing tricks in ♥/♠
1m-(1NT)-2♣/♦/♥/♠=Ms/♥/♠/ms
1M-(1NT)-2♣/♦=♣/♦+OM
1M-(2NT)-3♣/♦=OM / L/R+
1♦-(2NT)-3♣/♥=L/R+ / ♠
1♣-(2NT)-3♦/♥= L/R+ / ♠
1m-(2m=Ms)-2♥/♠=om / L/R+
SPECIAL FORCING PASS SEQUENCES
When we DBL(=PEN) OPPT's 1NT opening,
we are in a force thru 2♥
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl
(1A)-P-(1B)-2A/B=NAT
1m-(1♥)-X/1♠=4+♠/3-♠
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	JAPAN			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1♣		3	4♥	11-21pts	1♦=may be Short; 1M=Bypass 1♦ 1NT=8-10HCP, BAL; 2♣=INVERTED; SPL 2♦/♥/♠=Good 6+suit or good 5+suit w/ ♣ SUPP 2NT=13-15HCP or 18+, BAL; 3NT=16-17HCP, 3334 or 3343 TRF after rebid 2NT	1♣-1M-1NT-2♣/♦=PUP 2♦, INV / Checkback, FG Bad 2NT by opener 1♣-1♥-1♠-2♣/♦=PUP 2♦, INV / Checkback, FG 1♣-1♠♥-4♣/♠♥=BAL 18+ ♠♥4 / ♣6+♠♥4 UNBAL Structured Rereced rebid2M=5+F1/3M=Good6+FG/4thSuit=ART.F1	Fit Jump
1♦		3	4♥	11-21pts	1NT=6-10HCP; 2NT=13-15HCP or 18+, BAL; 3NT=16-17H 2♦=INVERTED; 2♣=FG; 2♥/♠=Good 5+suit 3♣=6+suit, INV; SPL TRF after rebid 2NT	1♦-1M-1NT-2♣/2♦=PUP 2♦, INV / Checkback, FG Bad 2NT by opener 1♦-1♥-1♠-2♣/♦=PUP 2♦, INV / Checkback, FG 1♦-1♠♥-4♦/♠♥=BAL 18+ ♠♥4/♦5+♠♥4 UNBAL	Fit Jump
1♥		5	4♦	11-21pts, 5+cards	1NT=F1; 2/1=FG; Jacoby 2NT 1♠=4+	Help suit G/T	Drury Fit
1♠		(4)	4♥	4+cards in 3rd/4th seat	3♣/♦= 3+ I NV+/4+INV 3♥=♥6+INV 3NT=4+SUPP; SPL TRF after rebid 2NT	1M-2NT-3x/3NT/4x=S/S / 6+suit / Good 5+suit 1♦-1♠-1NT-♣/♦=pupp 2♦, INV / Checkback, FG 1m-1M-1NT-2NT=pup3♣	3♣=NAT, INV 2NT/3♦/3♥= ♣/♦/♥=Fit Jump
1NT			3♠	14+-17HCP, BAL may have 5M or 6m	2♣=STAY may not have 4-card M 2♦/♥=♥5+ /♠5+ 2♠=♣5+ 2NT=♦5 4♦/♥=Texas TRF 3♣=pup, 3♦=♦short 3♥/♠=♥short/♠short with ♥ 4♣=Gerber	1NT-2♣-2♦-2♥/♠=4-4M WK/♠5&♥4INV 1NT-2♣-2♥-2♠=4-card ♠ & min WK 1NT-2♣-2M-3OM/4♣♦=4+SUPP, FG, UNBAL / BAL / RKC 1NT-2♣-2♦-3♥/♠=5-4/4-5 FG 1NT=2♥-2♠-3♥=M5-5 INV 1NT-2♣-2♦-3♣/♦=M4&♣S/O,M4&♦INV 1NT-2♦-2♥-2♠=♥5&♠4INV	
2♣	✓	0		ART/STR or 22+BAL	2♦=Waiting; 2NT=m's 2♥/♠/3♦/3♠/=NAT,8+HCP, Good ♥/♠/♦/♣	2♣-2♦-2NT/3NT=24-25/running min To play, may not BAL Kokish Rela 2♣-2♦-2♥-2NT/3♣/3♦=m's weak ~3pt/♣5+/♦5+ 2♣-2NT=GF m's 2♣-2♦-3♠-3♦=M ask 2♣-2♦-2♥-2♠-2NT/4NT=22-23/28-29 2♣-2♦-3♥/3♠=♦&♥4+/♦&♠4+	
2♦	✓	0		WK♥&♠	2NT=ASK	2NT-3♣/♦/♥/♠/3NT=MIN/♥≥♠(med)/♠>♥(medn)/♥≥♠(Max)/♠>♥(Max) 2♦-2N-3♣-3♦/♥/♠=ask/so/so 2♦-2N-3♣-3♦-3♥/♠/NT=♥=♠/♥>♠/♠<♥	
2♥/2♠		5		WK5+♥/♠	2NT=Feature; New Suit=F1		
2NT				20-21HCP BAL may have 5M	3♣= STAYMAN 3♦/♥=♥5+ or m S/T /♠5+ 3♠=m STAY 4♦/♥=TEXAS TRF Walsh Relay	2NT-3♥-3♠-4♥=M'sSlam 2NT-3♣-3♦-4♥/♠=M's Game/SlamT 2NT-3♣-3♥/♠-3♠/4♥=♥ST/♠S/T	
3x		6		PRE			
3NT	✓			PRE in m	4♣=P/C; 4♦=M ASK; 4♥/♠=To Play 4NT=slam ask	HIGH LEVEL BIDDING	
						RKCB (1430)	
4♣	✓			Namyats ♥ 8or8.5Trick	4♦=TRF4♥	Voidwood(0314)	
4♦	✓			Namyats ♠ 8or8.5Trick	4♥-TRF4♠	Grand Slam Force	
4x		7		PRE		DOPI; ROPI; DEPO (5♠ or Higher)	
4NT	✓			66+ms Pre.			