

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 w/ Shape, INV+
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
2nd/4th LIVE: 15-17HCP; As over 1NT open
Reopen=12-14(15)HCP; As over 1NT open
Reopen 2NT=19-21HCP
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak except unfavorable
RESP: 2NT=OGUST ASK, 3♣=S/S ASK
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)
DBL=PEN (m 1 suiter when DBL by Passed hand)
2♣=Majors; 2♦=ASK
2♦=Major 1 suiter; 2♥=P/C
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
DBL=♦ or Ms, NT=♣ & ♥ or ♦ & ♠ (3NT=to play)
1/2/3/4♦=♥ or ♠+♣
1/2/3/4♥=♠ or ms
1/2/3/4♠=♣ or ♦+♥
OVER OPPONENTS' TAKEOUT DOUBLES
New suit=F1 at 1-level
1m/M-(DBL)-2NT=PRE / Limit raise

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; xSx; xSxS; 98xx	
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	
	3 S/P		
NT	1 Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
	2 Hi/Lo=Odd	S/P	
	3 S/P		
Signals (including Trumps):			
Reverse SMITH against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Scrambling 2NT			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 4♥; 1m-(1♥)-Dbl=4+♠, 1m-(1♥)-1♠=0-3♠			
RESP DBL thru 4♥			
SUPP DBL thru 2♥			
HONOR RDBL			
SNAP DRAGON COMP DBL			
MAXIMAL O/C DBL			
LIGHTNER DBL			
POSITIVE SLAM DBL			

WBF Convention Card	
CATEGORY: <u>Natural-GREEN</u>	26-Mar-13
NCBO: <u>JAPAN</u>	EVENT: <u>Women</u>
PLAYERS: <u>Kyoko SHIMAMURA</u> <u>Natsuko NISHIDA</u>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-cards M	
1NT/1M=F1	
2/1=FG	
1NT Opening: (11)12-14HCP BAL	
2 OVER 1 Response: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦=WK55(4) Ms	
3NT=PRE in m	
4♣/♦=NAMYATS 8(.5) playing tricks in ♥/♠	
1m-(1NT)-2♣/♦/♥/♠=Ms/♥/♠/ms	
1M-(1NT)-2♣/♦=♣/♦+OM	
vs Specified two suiter O/C: Lower CUE=Lower suit, Higher CUE=Higher suit	
1M-(2NT=ms)-3♣/♦=♥/♠ (L/R+ when opener's suit)	
1♦-(2NT=♣&♥)-3♣/♥=♦ L/R+/♠	
1m-(2m=Ms)-2♥/♠=♣/♦ (L/R+ when opener's suit)	
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	
Rubensohl after 1NT-(?)-, 1M-(Dbl)-, 1♥-(2♣)-, 1♠-(2♥)-	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Kyoko SHIMAMURA	Natsuko NISHIDA	JAPAN	26 Mar 2013
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11-21pts	1♦=may be 3-cards; 1M=May bypass 1♦	1♣-1M-1NT-2♣/♦=PUP 2♦, INV / Checkback, FG	
					1NT=8-10HCP, BAL; 2♣=INVERTED; SPL	Bad 2NT by opener	
					2♦/♥/♠=Good 6+suit or good 5+suit w/ ♣ SUPP	1x-1y-2NT-?=TRF	
					2NT=13-15 or 18+HCP, BAL; 3NT=16-17HCP, 3334 or 3343		
1♦		3	4♥	11-21pts	1NT=6-10HCP; 2NT/3NT=11-12/13-15HCP, BAL	1♦-1M-1NT-2♣/2♦=PUP 2♦, INV / Checkback, FG	
					2♦=INVERTED; 2♣=FG; 2♥/♠=Good 5+suit	Bad 2NT by opener	
					3♣=6+suit, INV; SPL		
1♥		5	4♦	11-21pts, 5+cards	1NT=F1; 2/1=FG; Jacoby 2NT	Help suit G/T	Drury Fit
1♠		(4)	4♥	4+cards in 3rd/4th seat	3♣/♦=4+SUPP 6-9 / I NV; 1♠-3♥=6+♥ NF	1M-2NT-3x/3NT/4x=S/S / 6+suit / Good 5+suit	3♣=NAT, INV
					3NT=4+SUPP; SPL	1M-1NT-2NT-?=TRF; 1♥-1♠-3NT=4522, 19-20HCP	Fit jump (2NT=♣)
1NT				(11)12-14HCP, BAL	2♣=STAY may not have 4-card M	1NT-2♦/♥-2♥/♠-4♥/♠=Mild slam interest;	
				5♥ possible	2♦=Jacoby TRF or WALSH; 2♥=Jacoby TRF or 55 m's;	Auto SPL after STAY and TRF	
					2♠/2NT=5+♠/♦, WK or STR; 3♣=PUPPET STAY	1NT-(Dbl)-Pass=PUP RDBL (to play or escape w/ touching suits);	
					3♦/♥/♠=SPL	-Rdbl=PUP 2♣ then Pass=♣; 2♦=♦+♠; 2♥=♥+♠; 2♠/2NT=FG (3/2 suiter)	
					4♣=Roman Gerber; 4♦/♥=Texas TRF	-2♣=♣+♥/♠; 2♦♥♠=NAT, S/O; 2NT=♣, INV+; 3m/♥=TRF, INV+; 4♦/♥=Texas TRF	
2♣	✓	0		ART/STR or 22+BAL	2♦/2♥/2♠/2NT/3♣...=0-1/2/3/3(3K)/4/5...CTRLs	2♣-2♦♥-2NT=24+HCP Semi-BAL (As for 2NT open)	
						Kokish Relay	
2♦	✓	0		0-12HCP 55Majors	2♥/♠=S/O; 2NT=ASK; 3♣=S/O; 3♦=NAT INV;	2♦-2NT-3♣=MIN → 3♦=ASK → 3♥=♠>=♥, 3♠=♥>=♠	
				(May open 4♠5♥ w/ 5+HCP in Ms)	3♥/♠=INV; 3NT=To play	-3♦=♥>=♠ MED; -3♥=♠>♥ MED	
						-3♠=♥>=♠ MAX; 3NT=♠>♥ MAX	
2♥/2♠		5		Weak 5+suit	2NT=OGUST ASK		
2NT				20-21HCP BAL	3♣=STAY; 3♦=Jacoby or Walsh; 3♥=Jacoby TRF;	Smolen TRF	
				may have 5M	3♠=m STAY; 4♦/♥=Texas TRF	2NT-3♦-3♥-3♠=Walsh (S/T in m)	
3x		6		PRE			
3NT	✓			PRE in m	4♣=P/C; 4♦=M ASK; 4♥/♠=To Play		
					New suit=CTRL ASK	HIGH LEVEL BIDDING	
4♣/4♦	✓			NAMYATS; 8(,5) playing	4♦/4♥=PUP 4♥/4♠ → New suit=CUE	RKCB (1430)	
				tricks in ♥/♠	New suit=CTRL ASK	Voidwood (03/14)	
4♥/4♠		7		PRE		6 Key card Blackwood (1430)	
4NT	✓			66+ms		Super Roman Gerber / Roman Gerber (14/03/2MIN/2MAX)	
						Grand Slam Force	
						DOPI; ROPI; DEPO	
						4♣/4♦ after minor fit=Slam Try / RKCB	