

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Responses:Cue=F1:New suit=almost F1:
Jump cue=Mixed raise:New suit Jump=fit showing
Jump raise=Preempt:Honor Rdbl
inBAL pos:same direct position
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd pos:15~18HCP all system on
4th pos:12~17HCP system on
4th pos: 2NT=20~21HCP :
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: weak
Response 2NT=feature: New suit=F1:cue=F1
Unusual 2NT=minor/2lower T/O
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michael'S cue for Major or M+m(2NT asks m)
Jump cue =asks for stopper in the suit w/running minor
VS. NT (vs. Strong/ Weak; Reopening; PH)
vs Strong=DONT/ vs Weak=Helm's2:*
2♣=♣+higher suit:2♦=any 2suiter:2♥=Majors
2♠=weak♠:2NT=minors:3NT=Majors:DBL=any 1suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Lebensohl vs weak2
Leaping michael's 4♣/♦=other Major+♣/♦:mini Michael's
4NT=T/O in high level competition
vs weak2 -4♥/♠=strong minor T/O
vs weak2 -4NT=weak minor T/O
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣=exclusion T/O
OVER OPPONENTS' TAKEOUT DOUBLE
1M-DbI-2NT=Limit raise or better
1m-DBL-2NT=Preempt: Jump raise=10+value J/S in other minor=FG:
New suit=Natural F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/Lowest	3rd/Lowest	
NT	4th	4th	
Subseq	same as above	same as above	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+):Axxx(+):AKx(+):Ask Attitude	AKQJxx:AKJTx:AQJT	
King	Kx:AK:KQx(+):Ask count	AKx:AKT(+):KQx(+)	
Queen	QJx:QJT:AQJx(+):Qx	KQT9(+):QJTx(+):Qx	
Jack	Jx:KJTx(+):	KJTx(+):AJT(+):JT9x:	
10	HT9x:T9:	HT9x(+):T98x(+):	
9	9x:987(+):	xSx:Sx:	
Hi-x	Sx:	xSx:Sx:	
Lo-x	xxxS:xxx:	HxxSx:xxxSx:	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 High=E:Low=D	High=E:Low=D	Hight=E:Low=D
	2		
	3		
NT	1 High=E:Low=D	High=E:Low=D	High=E:Low=D
	2		
	3		
signal in trump suit:ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Shape oriented:Cue bid=F1			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative thru 4♦:Maximal thru 3♠:Competitive thru 3♥:			
Responsive thru 3♣:Support DbI/Rdbl thru 2♥			
Lightner DbI:Honor Rdbl			
4th suit DbI(Snapp dragon) thru 3♥ with 10pts value			

WBF Convention Card
<div> <div>♠♥♦♣</div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div>
Category: Green
NCBO: 87429/JAPAN EVENT: NEC
PLAYERS: Michiko Ohno
Natsuko Nishida
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5cards Major:1NT response to Major opening F1
Open light if UNBAL:PRE=Light:4SF=FG
1NTOpening=14+~17 BAL
2over1 Response:FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♣:Artificial strong
2♦:mini Multi ( weak2 Major) 3~9points
2♥:5Major+5(4)minor 3~9points
2♠:5Major+5(4)minor 3~9points
3NT:Broken minor (4♣=P/C: 4♦=Major ask)
Fit showing Jump resp to partner's O/C &1M by PH
Weak Jump raise in competition & partner's O/C
Competitive cue =Limit raise or more
Competitive 2NT=Limit+Major/Preemptive minor
Lebensohl after 1NT opeing/vs Weak2 oeping/Partner's DBL
Escaping from 1NT DbI=as DONT
After opener rebid 1NT:2way checkback
Structured Reverse
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Vs Unusual 2NT:Low Low cue bid
Vs Michael's cue :Low Low cue bid
after pass sandwich NT:1♣-P-1♦- 2♣=♥>♠ 2♦=♥<♠
PSYCHICS: rare



OPENING	TICKET	ARTIFICIAL	OF MINOR CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥		10-20HCP:3cards	1NT=5~9:2NT=INVI:3NT=12~15HCP: 1m-2m=FG(LSSC*(1)criss cross limit raise:	4th suit F1 at 1level: 4th suit FG at 2level 2way checkback : ov O.C.invertedminor off	after pass inverted minor (off cirsscross limit)
1♦		3	4♥		same as above	same as above	cue bid=Limit raise+ sameas above	sameas above
1♥		5(4)	4♦		10~20HCP:5+cards in 1st/2nd 4+cards in 3rd/4th pos.	1NT=F1:Dbl raise=Weak:3♣/♦=3/4cards Limit 2NT=4+cards/16+pts:3NT=4cards 12~15pts.	Major rebid 6+cards by opener:Help suit gme try Ogust game try*(4) Truscott 2NT after competition Bad4NT	reverse drury Fit showing JUMPS 1M-2N/3♣=♦+fit jump/♠INVI
1♠		5(4)	4♦		same as above	same as above	same as above	same as above
1 NT			3♣		Balanced 14+~17HCP	Jacoby:Texas:2♠=MSS*(2):Smolen:Delayed Texas 3♣=Puppet:3♦=INVI:3♥/♠=shows short suit	1N-2♣-2♦-2M=4M&5other Major.INVI+(Smolen) 1N-2♣-2♦-3♥/3♠=55Ms,INVI/FG+	
			~			2♦=Jacoby or Walsh relay*(3):2♥=Jacoby	1N-3♦/3♥/3♠=4414or4441/4144/1444 F.G.	
2♣	✓				artificial strong	2♦=waiting Kokish relay****	2♣-2♦2N=24~25HCPsystem on:after kokish relay 2NT=22~23HCP:3NT=26~27HCP	
2♦					mini MULTI (weak2 Major) 3~9HCP	2♥/2♠=P/C 3♣/3♦=constructive Non forcing 2NT=asks	2♦-2♠ 2NT=mini 3♣=Midium 3♦=Maximum 2♦-2NT 3♣=mini 3♦=♥midium ♥ 3♥=♠midium 3♠=♥Max 3N=♠Max	
2♥					5Major+5(4)minor 3~9HCP	2NT ask 3♣/4♠=P/C 3Major raise=Bar Not invi	2M-2N 3♠=♣mini3♦=♦mini 3♥=♠Max3♠=♦Max	
2♠					same as abive	same as above	same as above	
2 NT			3♠		20(19)~21HCP balanced	Jacoby:Texas:Smolen:Walsh relay		
3 bids		6+			Preempt	New suit=F1		
3NT					Broken minor	4♠=P/C:4♦=Major ask		
4♣		7+			Natural:Pre			
4♦		7+			Natural :Pre			
4NT					ACOL Ace ask	5♠=No Ace:5♦/♥/♠=Ace i n the suit :5NT=2aces	HIGH LEVEL BIDDING	
							RKC=1403:DEPO:DOPI:ROPI	
							Exclusion void wood 0314	
							6Key cards RKCB	

# SUPPLEMENTAL NOTES: OHNO 6 NISHIDA

## SUPPLEMENTAL NOTES\*NISHIDA&OHNO

NCBO:JAPAN

Player Natsuko Nishida & Michiko Ohno

<Note \*\*1> Inverted minor raise (1m-2m=Forcing game) (1♣-2♦/1♦-3♣=INVI)  
L.S.S.C. ask Length: Strenght: Shortness: Control

1m-2m 1st step= Length ask  
2nd step=Strength ask  
3rd step=Shortness ask(case by case)  
4th step=Control ask(only 18+hcp in responder's hand)

<Note \*\*2> Over 1NT

1NT-2♠=minor suit ask (1) minor 1suiter (2) good hand 5/5in the minor

1NT-2♠ 2NT=♣<♦

3♣=♣>♦

1NT-2♠

2NT/3♣-3♥/3♠=short in ♥/♠

1NT=2NT=INVITATION

1NT-3♥=4144

1NT-3♠=1444

1NT-2♦

2♥-2♠=sing off

<Note \*\*3> Walsh relay

1NT-2♦

2♥-2♠

2NT-3♣/♦=6♣/6♦ w/1top honor

-3♥/3♠=6♣/6♦ w/2top honor

<Note \*\*4>Major raise

1M-2M

2NT =Ogust game try

-3♣=3cards minimum

-3♦=3aards maximum

-3♥=4cards minimu

-3♠=4cards maximum