

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Occasionally 4-cards at 1-level. 8-21HCP.
RESP: Fit Jump; Mixed raise; SPL; New suit=constructive but NF
CUE=Limit raise+ or good hand
REOPENING: May be a bad suit. Jump=Intermediate
RESP: CUE=F1
1NT OVERCALLS
(good14)15-17(bad18)HCP, frequently off-shape
RESP: As same as our strong 1NT open
1NT/2NT REOPENINGS
1NT=10-14HCP; 2NT=17-19HCP
RESP: As same as our NT open
JUMP OVERCALLS (Style; Responses)
1-Suit: weak
RESP: 2NT=Short suit ask, CUE=LIMIT+
New suit=F1(May not be suit)
2-Suit: Unusual 2NT=Lower rank 2-suiter
(1♣)-2♦=5+♥ & 5+♠
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
Direct: Michaels, but (1♣)-2♣ shows 44/45/54/46/64 Ms
RESP: (1M)-2M-2NT=minor ask; 3m=P/C
(1M)-3M=asks stopper
(1m)-3m=NAT, PRE(NV)SOUND(V)
VS. NT (vs. Strong / Weak; Reopening; PH)
2♣=Ms; 2♦=♥; 2♥=♠; 2♠=4♠+m
2NT~3♥=transfer to upper suit, but may not have the suit
3♠=transfer to 3NT
REOPEN:
Vs.Strong: DBL=puppet to 2♣, ♣/♦suit or T/O(♥=♠)
2♣=T/O(♥>♠); 2♦=T/O(♥<♠)
Vs.Weak or Mini: 2♣=Ms
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL up to 4♥. Lebensohl. Leaping Michaels.
VS. ARTIFICIAL STRONG OPENINGS
(1♣)-X/1♦=♥/♠
-1♥/1♠/1NT=♠♣ or ♥♦/♠♥ or ♦♣/♠♦ or ♥♣
OVER OPPONENTS' TAKEOUT DOUBLES
TRF (NAT or have SUPP with value in TRF suit)
1M-(X)-3M/2NT/JumpShift=PRE/Limit+/Fit Jump
1M-(X)-4M/3NT=PRE w/o defensive trick / PRE w/ 1defensive trick
1m-(X)-2NT/3m/CrissCross=PRE/Limit/FG raise

LEADS AND SIGNALS					
OPENING LEADS STYLE					
		Lead	In Partner's suit		
Suit		3rd or lowest	often an unsupported honor		
NT		Attitude	3rd or attitude		
Subseq		Suit: 2nd/4th, 2nd from bad suit			
Other: Ace asks standard attitude; King asks reverse count					
vs. NT: K asks UB/CT					
LEADS					
		Lead	Vs. Suit	Vs. NT	
		Ace	Ax(+); AKx(+)	AKx(x); AQx	
		King	AKx(+); KQx(+)	AKJ10(+); AKQ10(+); KQ109	
		Queen	QJx(+)	KQx(x); QJx; QJ10(+)	
		Jack	J10x(+); HJ10x(+)	J108(+); HJ10(+)	
		10	109x(+)	1097(+); H109(+); AQ109(+)	
		9	9x; HH9(x); H109(x)	9x; H98(+); H9x	
		Hi-x	Sx; HxSx(xx)	Sx; xSx(+); HSx(x)	
		Lo-x	Hx(xx)S; xx(xx)S	HxSx; HxxSx(+); HHxxS	
SIGNALS IN ORDER OF PRIORITY					
			Partner's Lead	Declarer's Lead	Discarding
Suit	1		Lo=ENCRG	Hi/Lo=ODD	S/P
	2		Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3		S/P		
NT	1		Lo=ENCRG	Hi/Lo=ODD	S/P
	2		Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3		S/P		
Signals (including Trumps): Hi/Lo=ODD or S/P					
DOUBLES					
TAKEOUT DOUBLES (Style; Responses; Reopening)					
GENERAL STYLE; Naturalish style but occasionally light					
RESP: Jump=INV, but PRE over RDBL					
CUE=F1					
REOPENING: May be lighter RESP: CUE=F1					
SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
Negative DBL through 4♥; Responsive DBL through 4♥					
Competitive DBL through 4♥; Maximal overcall DBL through 3♥					
Support DBL/RDBL through 3♥					
Strong OC DBL; Stolen DBL					
Step DOPI, DEPO					

WB F Convention Card

CATEGORY: Natural-GREEN

10-Dec-2006

NCBO: JAPAN

EVENT: _____

PLAYERS: Dawei CHEN

Kazuo FURUTA

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Major
various ART raises after MAJ/MIN openings
TRF after OPP's T/O DBL
1NT Opening: (good14)15-17
2 OVER 1 Response: FG except 1♠-2♥
SPECIAL OPENINGS & RESPONSES
2♣=Artificial Strong
2♦=Weak♥/♠
2♥=4+♥ & 4+♠, 0-10
2♠=♠ & minor, 0-10
3NT=16-20, 6 or 7-card semi running minor
4♣/4♦=Very good 7+♥/♠, 8.5-9 playing tricks
1♠-2♥=NAT, NF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1m-(1NT)-2♣/2♦/2♥=MAJs/♥/♠
1M-(1NT)-2m=m & oM
1m-(1♥)-2♥/2♠=6+♠, INV+/limit raise or better
1m-(1♠)-2om/2♥=♥, INV+/om, INV+
1m-(2♥)-3♥/3♠=6+♠, INV+/FG raise
1m-(2♠)-3om/3♥=♥, INV+/om, INV+
(3m)-4♣/4♦=MAJs/any strong 1-suiter
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
We occasionally response & rebid 3-card suit as NAT.
We occasionally neglect our lead & signal treatments.
PSYCHICS
Opening: occasionally
for lead or with other intention
Others: frequent
Comic OC
Fake CUE
Fake game try

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Dawei CHEN		Kazuo FURUTA	JAPAN	10-Dec-2006
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		IMPORTANT NOTES
1 ♣		3	4 ♥	10+pts.	1NT/2NT/3NT=6-10/10-12/13-15	2-way Checkback Stayman(2♣⇒2♦/2♠=FG)		Jump shift by PH=fit jump
1 ♦			4 ♥		2♥/Double raise=Limit/PRE raise	Transfers after 2NT rebid		CUE=Limit or better
					1♣-2♦/1♦-2♠=FG raise	Structured Reverse		Jump CUE
					1♣-2♠=PRE: 1♣-3♦/1♦-3♣=NAT, INV	Re-raise=PRE		=request to bid 3NT
					3M/4M=PRE	Help Suit/Short Suit Game Try after major fit is found		
1 ♥		5(4)	4 ♦	10+pts.	1♥-1♠=4 or less ♠, F1	1♥-1♠-1NT=4♠		Reversed Drury
1 ♠				May be only 4cards	1♥-1NT=5+♠, F1	1♥-1NT-2NT=strength & length of ♠ asking		Fit Jump
				in 3rd / 4th position	1♠-1NT=F1, including ♥ FG hand	1♠-2♥-2NT=strength & length of ♥ asking		
					1♠-2♥=5+♥, NF	1♥-1♠-2NT/1♠-1NT-2NT=ART FG		
					Double raise=PRE: 3NT=RKCB: SPL=8-12	1♠-1NT-2♠-2NT/3♠/3♦/3♥/3♣=♠/♦/♥/♣/6+♥, INV+/♠2, INV/5♥, FG		
					(-1)/(-2)/(-3)/(-4)=Limit/Bal/Shape/3-cards Raise	Help Suit/Short Suit Game Try after single raise		
1NT			2 ♦	(14)15-17	2♠=Stayman, may not have 4M: 2♦=xfer to 2♥	1NT-2♠-2♦-2♥/2♠=scramble/asking		Rubensohl
			~	Occasionally off-shape	2♥=♠suit: 2♠=MSS	1NT-2♠-2♦-3♥/3♠=5+M's, INV/FG		After X, XX=puppet to 2♠,
			3 ♠		2NT=xfer to 3♠, S/O w/ ♣ or FG with 4M	1NT-2♠-2♥-2♠=ask length of ♠ & strength		♣, ♦ or MAJs
					3m=INV: 3M=♠/♦ FG: 4♦/4♥=Texas	1NT-2♠-2♠-3♥=strong ♠ raise		
						1NT-2♦-2♥-2♠=Cancel ♥suit, good 5+ minor or 6+ solid major suit		
						1NT-2NT-3♠-3♦/3♥/3♠/3NT=4♠&3♥/4♠&0-2♥/0-2♠&4♥/3♠&4♥		
2 ♣		0		(1)Artificial Strong	CTRL showing by step responses	2♠-2♦-2NT=22-24 BAL: 2♠-2♦-2♥=puppet to 2♠		Vs.OC: DBL=Bad hand
				(2)22+ BAL	3♠/3♦/3♥/3♠=6+♦/♥/♠/♣: 4♠=any solid suit	2♠-2♦-2♥-2♠-2NT/3m/3♠/3NT=25+BAL/5+♥&4+m/5+♥&4♠/5♥332		
						2NT rebid may be off-shape: After 2NT rebid, same as 2NT open		
2 ♦		0		weak ♥/♠	2 or 3M=P/C: 2NT=asking: 3♦=MSS	2♦-2NT-3♠/3♦/3♥/3♠/3NT=5-cards weak/♥min/♠min/♥max/♠max		
					3♠⇒3♦, then 3♥/3♠/3NT/4♠ shows ♠/♦/♥/♠			
2 ♥		4		4+♥ & 4+♠	2NT=asking: 3♦=MSS	2♥-2NT-3♠/3♦/3♥/3♠/3NT=4♠5♥/5♠4♥, min/max/5♠5♥, min/max		
				0-10	3♠⇒3♦, then 3♥/3♠ shows ♠/♦	2♥-2NT-3♠-3♦-3♥/3♠=min/max		
2 ♠		5(4)		♠ & minor, 0-10	2NT=asking: 3♠/4♠=P/C	2♠-2NT-3♠/3♦=♠ & ♣, min/♠ & ♦, min		
					3♦=INV to 4♠	-3♥/3♠=♠ & ♣, max/♠ & ♦, max		
2NT				20-21HCP, BAL	3♠=Puppet Stayman: 3♦/3♥=Jacoby: 3NT=♠suit	2NT-3♠-3♦/3♥/3♠/3NT=1 or 2 4M/no 4M/5♠/5♥		
					3♠=PUPP 3NT; TO PLAY or minors			
					4♠=♦suit: 4♦/4♥=Texas: 4♠=MSS			
3NT				16-20HCP	4♠=strongest slam try	3NT-4♠-4♦/4♥/4♠=ask to bid for RKCB/♠ RKCB/♦ RKCB		DBLs at 4-level=COMP
				6/7m w/o M shortness	4♠/4NT=Slam try with fit/Slam try with HCP	3NT-4♠-4NT/5♥/5♠=min, ⇒5♠/♠ RKCB/♦ RKCB		Free bids=not strong
					4♦/4♥=Texas: 5♠/5♦/6♠/6♦/7♠=P/C	3NT-4NT-5♥/5♠=♠ RKCB/♦ RKCB		
4 ♣		0		Very good 7+♥	(+1)=2 uncontrol suits, 2KC/(+3)=1 uncontrol suit, 2KC	HIGH LEVEL BIDDING		
4 ♦				Very good 7+♠	(+4)=1 uncontrol suit, 3KC/(+5)=no uncontrol suit, 2KC	Roman Key Card Blackwood (1430style): 4♦ for RKCB of minor		
3 ♣		6		Normal PRE	New suit=F1, may be suit, may be lead showing	Roman Gerber: Step DOPI, DEPO: Various relays after the fit is found: TCA		
~				May be light if NV vs V				
4NT				Direct Ace Asking	5♠/5♦/5♥/5♠/5NT/6♠=no A/♦A/♥A/♠A/♣A/2A	In forcing situation, Pass and Pull is the strongest auction.		