

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Hiroko OTA Nobuko SETOGUCHI JAPAN 7-Aug-2007			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/1♦		3	4♥	11HCP+, 3+cards	1/2/3NT=6-9/10-12/13-15HCP; Single raise=FG → LSCA [1]; Crisscross L/R w/o Intervention; Over X: Crisscross=FG; 2♠=WK ♠	4th Suit=FG; 2way checkback (2♣ → 2♦, 2♦=FG); CUE=L/R+; JUMP CUE=TRF to 3NT When 4th suit is higher than 2nd suit, FG. Closet 2NT or 4th suit after reverse shows weakest hand. Opener's re-raise after PRE shows PRE. After T/O DBL=TRF	
1♥/1♠		5(4)	4♦	11HCP+, 5+cards, 4+cards in 3rd, 4th seat	1NT=F1; Single/Double/Triple Raise=6-9 [9]/PRE/PRE (-1)/(-2)/(-3)/(-4)=4 SUPP Limit Raise/3 SUPP Limit Raise+/4+SUPP BAL FG/4+SUPP Shape FG Raise [2]; SPL=8-12	1M-1NT-2m could be 3 cards; Various relay after raises 1♣-2♥-2NT=Strength, length ASK; After T/O DBL: TRF	Double Jump=Void; Reverse Drury 2{ [7] Fit showing jump
1NT			3x	(14)15-17HCP may have 6m, 5M	2♣=STAY; 2♦/♥=JTB; 2♠=m suit STAY; 2NT=TRF to 3♣ (S/O ♣ or 3♦=Puppet Stayman); 3♠/♦=INV w/ 2/3H; 3♥/♠=4-card ♠/♥, FG; 4♣=Gerber; 4♦/♥=TRF to 4♥/♠ 4NT=QUANT w/ 4333; Walsh Relay; Crawling STAY [3,4,5]	Reverse second suit showing; Various relay after constructive move; 2♦ could be showing 6-cards good m/M; Responder's self SPL shows 6331 → Next step=RKCB -2♣-2♦-2♠=Strength & length ASK -2♣-2x-3♣♦=Strength & CTRL ASK in ♦♣	
2♣	✓	0	4♥	FG (may have few HCP w/ shape)	2♦/2♥/2♠/2NT/3♣=0-1/2/3/4/5+CTRL; 3♦/3♥/3♠/3NT/4♣=6+♥/♠/♦/♦;	2♣-2♦-2♥(PUP2♠)-2♠-2NT/3♥/3♣♦♠= STR BAL/6+♥/ ♥+2nd suit	
2♦	✓	0		MULTI 0-10 WK2M; or 18+HCP 1444	2NT/4♣/4♦=Check hand; 2♥♠/3♥♠=P/C; 3♣/3♦=1suited/m check	Reraise=PRE after WK2	Not open WK2 hand in 4th seat
2♥	✓	5		FLANNERY (11-15)	2NT=Check hand; 3♠=m stopper ASK; 4♣/♦/4NT/5♣=♣/♦/♥/♠RKCB	-2NT-3♣/♦/♥/♠/NT=3♣/3♦/22m/4♣/4♦	
2♠	✓	4		0-10HCP 45+Ms	2NT=Check hand, 3♣=m 1 suiter, 3♦=m ask	-2NT-3♣/♦/♥/♠/NT=4♠5♥/5♠4♥ MIN/5♠4♥ MAX/5♠5♥ MIN/5♠5♥ MAX	
2NT			4♦	20-22HCP BAL	3♣=PUPPET STAY [8]; 3♦/♥=JTB; 3♠=m suit STAY; 3NT/4♠=TRF to 4♠/♦	vs O/C: PASS/DBL=To play/NEG	
3x		6		PRE, terrible PRE in NV or 3rd seat	New suit=F1, may be Lead Directing or CUE; Raise=PRE; Crisscross RKCB; 4♣/♦=RKCB	HIGH LEVEL BIDDING	
3NT	✓			GAMBLING; No side AK	4♣=P/C; 4♦=3-card M ASK 4NT=Length ASK	LSCA vs m opening, 1NT rebid K location bids after TCA; TCA, S/S ASK after Strong raise	
4♣/4♦	✓			NAMYATS		CUE interesting in upper suit CTRL	
4♥/4♠		7		PRE		GOOD/BAD 4NT	
4NT	✓			ACOL ACE ASK	5♣=0A; 5♦/♥/♠/6♠=Ace in the bid suit; 5NT=2 Aces	DOPI, DEPO, various relay after strong M raise RKCB by 3NT	

NCBO: JAPAN

PLAYERS: Hiroko OTANobuko SETOGUCHI**(NOTE 1) LSCA MINOR RAISES**

1♣-2♣/1♦-2♦=FG, no 4+card M

-Next Step=LENGTH ASK

-1st,2nd,3rd,4th Step=5,6,4,7+ SUPP

-Next Step=STRENGTH ASK

-1st,2nd,3rd,4th Step=12-14,15-17,18-19,20-21HCP

-Next Step=TOTAL CTRL ASK

-Next after TCA=Astronauts (POSITION of A & K)

-Next after Astronauts=QUEEN ASK

(NOTE 2) RAISES TO 1M OPENING

(-1)/(-2)=4+SUPP L/R / 3SUPP limit or better

(-3)=BAL FG raise

(+1)/(+2)/(+3)/(+4)-TCA / Except (L) / (M) / (H) → Astronauts

(-4)=FG raise w/ S/S

(+1)=S/S ASK → (+1)=void → Next=ASK → L/M/H → RKCB

(+2)/(+3)/(+4)=S/S in L/M/H → TCA → Astronauts

SPLINTER=4+SUPP, 8-11HCP

3NT=LENGTH ASK → (+1)=RKCB, (+2)/(+3)/(+4)=L/M/H EXRKCB

By passed hand: JUMP SHIFT=6-cards in the suit w/ 3SUPP

(NOTE 3) AFTER 1NT-2♣

1NT-2♣-2♦-2♥=Crawling stayman (Pick a M)

-2♠=Relay

-2NT=MIN, any shape

-3♣=5♣ → 3♦/3♥/3♠=fit/Smolen/Smolen

-3♦=5♦ → 3♥/3♠/4♣=Smolen/Smolen/fit

-3♥=2-3-4-4 → 3♠/4♣/4♦=♥ fit TCA/RKCB ♠/RKCB ♦

-3♠=3-2-4-4 → 4♣/4♦/4♥=RKCB ♠/RKCB ♦/♠ fit TCA

-3NT=33(34) → 4♣/4♦/4NT/5♠=RKCB ♠/RKCB ♦/RKCB ♥/RKCB ♠

-2NT=INV to 3NT

-3♣/3♦=5+♦/♠ S/T → New Suit=accept, 4♦=RKCB

-3♥/3♠=5-5 in Ms, G/T / FG

1NT-2♣-2♥-2♠=Check HCP & ♠s (may be ♥ strong raise)

-2NT=MIN, 2/3 card ♠ → 3♥=♥ fit TCA

-3♠=MIN, 4 card ♠ → 3♦/3♥/3♠=♠ fit TCA/♥ fit TCA/stop

-3♦=MAX, 4 card ♠ → 3♥/♠=♥ fit TCA/♠ fit TCA

-3♥=MAX, 2/3 card ♠ → 3♠/3NT=♥ fit TCA/To play

-2NT/3♥=G/T to 3NT/4♥

-3♣/3♦=♦/♠ S/T → 4♦=RKCB, New suit=fragment (at least Qxx SUPP)

-3♠/4♣/4♦=SPL → 4♣/4♦/4NT=RKCB

1NT-2♣-2♠-2NT/3♠=G/T to 3NT/4♠

-3♣/3♦=♦/♠ S/T → 4♦=RKCB, New suit=fragment (at least Qxx SUPP)

-3♥=Strong ♠ raise → TCA

-4♣/4♦/4♥=SPL → 4♦/4♥=RKCB

(NOTE 4) AFTER 1NT-2♦/2♥

1NT-2♦-2♥-2♠-2NT=reverse Walsh relay

-3♣/3♦=6-card ♦/♣

-3♥/3♠=6-card solid ♥/♠ → 3♠/4♣=Side CTRL ASK

-3NT=SOL 5-card m w/ 2 side suit CTRLs

-4♣=SIDE CTRL ASK

-4♦/♥/♠/NT=missing m King/♥/♠/Ace

1NT-2♦/♥-2♥/♠-2NT/3M=INV

-3♣/♦=2nd suit ♦/♣

-3♠/4♣/4♦=SPL → 4♣/4♦/4♥=RKCB

1NT-2♥-2♠-3♥=6+♠ TCA

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1NT-2♠-2NT=No 4+m

-3♣/♦/♥/♠/NT=5-5m WK/♦ Sign off/4♦5♣ Slam Try/5♦4♣ Slam Try/4-4m

-4♣/♦=STR 5-5m w/ SHORT ♥/♠

-4♥/♠=6♦6♣ w/ void in ♥/♠

-5♣/♦=♣/♦ RKCB

-3♣-3♦=♦ S/O

-3♣♦-3♥♠=FIT w/ SHORT ♥♠

-4♣/♦=5CTRL/RKCB

1NT-2NT-3♣-P=S/O

-3♦=Puppet Stayman

(NOTE 6) OVER OPPT INTERFERENCE OF 1NT OPENING

1NT-(2♣)-DBL=STAY

-2♦/2♥/2♠/3♣=TRF TO 2♥/2♠/3♣/3♦

-2NT=Pick m

-3♣/♦-P=To play

-3NT=has stopper in OPPT suit

1NT-(2♦♥♠)-DBL/2,3any=TRF to upper suit

-2NT=pick m

-3♣/♦-P=To play

-3NT=has stopper in OPPT suit

-3CUE=STAY w/ stopper

-TRF to OPPT suit=STAY w/o stopper

-3NT=enough HCP but no stopper in OPPT suit

(NOTE 7) REVERSE DRURY BY PASSED HAND OVER 1M OPENING

P-1M-2♠-2♦=Fair hand

-2M/2NT=3/5-card SUPP

-New suit=Value showing w/ 4-card SUPP

-Jump shift=SPL w/ 4-card SUPP

-2M=Not fair hand

-(+2)/(+3)/(+4)=L/M/H Help suit G/T

-(+1)=S/S G/T

(NOTE 8) OVER 2NT OPENING MODIFIED PUPPET STAYMAN

2NT-3♣=Modified Puppet Stayman

-3♦=1 or 2 4-card M

-3♥=No 4-card M

-3♠=TRF TO 3NT

-3NT=4♥&5♠

-3♠=5+♠

-3NT=5+♥

-4♦=TRF TO 4♥

(NOTE 9) HELP/SHORT SUIT GAME TRY AFTER 1M-2M/1m-1M-2M

1st step=TRF TO NEXT STEP

-1st/2nd/3rd step=♣/♦/OM S/S G/T

2nd/3rd/4th step=♣/♦/OM HELP SUIT G/T

(NOTE 10) DEFENSIVE BID VS BIG ♣

DBL=T/O for ♣

1♦/♥/♠=T/O for ♦/♥/♠, unspecified HCP, 4333 is biddable in any suit for blocking

1NT=Serious O/C, Unspecified suit

-2♣/♦/♥/♠=junk/pass or correct////fair

2♣=Weak any one suiter

2♦=♠ & ♥; 2♥/♠=♥/♠ & m; 2NT=♣ & ♦

3x=NAT

3NT=Solid m

4♣/♦=NAMYATS