

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2level; Reopening)
Sound.
New Suit:M=F1, m=NF
Jump CUE=6-10, 4-card SUPP w/ S/S
CUE=TRF to upper suit
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
15-17 HCP, BAL
RESP: System on (RDBL → 2♣)
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak, 2NT S/S ASK; Raises=PRE, New suit=F1
2-Suit: Unusual 2NT (NV 3+, Vul 8+)
NAMYATS, Leaping Michaels for 2 suits
REOPEN: Intermediate (1x)-P-(P)-2NT=19-20HCP
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Michael's CUE for Ms or M&m (2NT asks m)
Jump CUE= asks for stopper in the suit w/ running suit
VS. NT (vs. Strong / Weak; Reopening; PH)
Direct POS: 2♣=1 suited hand, 2♦=both majors, 2♥=♥ & m,
2♠=♠ & m, 2NT=m's
BAL POS: X=TRF to 2♣(♠, ♦ or even Ms), 2♣=♥ better than ♠,
2♦=♦ better than ♥, 2♥=♥, 2♠=♠
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
X=T/O, CUE=L/R or better, Unusual over Unusual
Raise=COMP, NT=to play
VS. ARTIFICIAL STRONG OPENINGS
vs 1♣ strong: Exclusion bids at 1 level,
1NT/2♣/2♦/2♥=HAMILTON
2NT or higher=TRF [7]
OVER OPPONENTS' TAKEOUT DOUBLES
1♥/1♠-(DBL)-2♦/2♥=Good raise
2NT/M=L/R or better, Raise=PRE, SUPP DBL applies
2NT/m=L/R, Crisscross=FG, Jump Raise=PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd=even;low=odd	3rd=even;low=odd	
NT	4th from honor	4th from honor	
subseq	same as above	same as above	
Other: Lead high (or 2nd high) from worse holdings vs NT, Top of sequence			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKQJxx, AQJ10x	
King	KQxx, KJ10xx(x), Kx, Akx	KQxx, KJ10xx(x), Akx	
Queen	QJxx, Qx	KQ109, QJxx, AQJ10x, Qx	
Jack	J10xx, KJ10(x)	J10xx, AJ10, KJ10	
10	109x, 10x, H109(x)	109x, 10x, H109(x)	
9	KJ9x, 9x	H98x(x), 98x, 9xx	
Hi-x	Sx	10Sxx, xSx, Sx	
Lo-x	HxS(x), xxS,	HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/lo=E / Hi=ENCRG	Hi/lo=E / Hi=ENCRG	Hi/lo=E / Hi=ENCRG
	2 S/P	S/P	S/P
	3		
NT	1 Hi/lo=E	Smith Echo	Hi/lo=E
	2 Hi=ENCRG	Hi=ENCRG	S/P
	3 S/P	S/P	Hi=ENCRG
Signals (incleding Trumps): trump echo shows remaining trump; Suit preference by trump following			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light shape oriented (4441), DBL then bid = almost FG			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative, Support, Responsive, Maximum overcall,			
Action, Impossible, Lead directing			
COMP DBL			
Opponent's Cuebid			

WBF Convention Card
CATEGORY: <u>Natural-GREEN</u> 1-May-07
NCBO: <u>JAPAN</u> EVENT: <u>VENICE CUP</u>
PLAYERS: <u>K. SHIMAMURA - H. OTA - N. SETOGUCHI</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card M, 1NT resp:F1/1M, 2/1 FG, Open light 1-bids, terrible NV PRE,
Sound O/C (Strongish at 2 level), WEAK COMP Raises, Fit showing jump by PH, Transfers,
1NT O/C may be unusual: unbid two suits 5-4
1NT Opening: (14)15-17
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
4♣/4♦=NAMYATS
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Changing conventions as follows
unPASS or PASSed hand
PSYCHICS: Rare
fake suit, fake CTRL for G/T & S/T

[illegible]

NCBO: JAPAN

PLAYERS: Kyoko SHIMAMURA Hiroko OTA Nobuko SETOBUCHI**(NOTE 1) LSCA MINOR RAISES**

1♣-2♣/1♦-2♦=FG, no 4+card M

-Next Step=LENGTH ASK

-1st,2nd,3rd,4th,5th Step=5,6,4,7,8 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=RKCB

(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/Rush(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=RKCB (14/30/2/2)

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

(NOTE 3) AFTER 1NT-2♠ (m SUIT STAY), -2NT (TRF TO 3♠), -3♥♠ (S/T w/ ♠♦)

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 ♥/♠

-3♣-3♦=♦ S/O

1NT-2NT-3♣-P=S/O

-3♦/♥/♠=4144/1444/4441 S/T

-3NT/4♣=4414 -14HCP/15+HCP

1NT-3♥♠-3NT=S/O

-4♣/♦=RKCB

(NOTE 4) OVER OPPT INTERFERENCE OF 1NT OPENING

1NT-(2♦♥♠)-DBL/2,3any=Penalty/NAT

-2NT=Lebensohl

-3♣/♦-P=To play

-3NT=has stopper in OPPT suit

-3CUE=STAY w/ stopper

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

(NOTE 5) REVERSE DRURY BY PASSED HAND OVER 1M OPENING

P-1M-2♣-2♦=Fair hand

-2M=3-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 6) 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 7) DEFENSIVE BIDS VS BIG ♣

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

1NT/2♣/2♦/2♥/2♠=Hamilton

2NT/3x/3NT/4x=TRF to higher suit