

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2 level; Reopening)
OCC 4-cards at 1 level, 8HCP-
RESP: Fit Jump; DBL R=WK
New suit=F1 after 2 level O/C
CUE=L/R+ or good hand
Reopening: may be WK suit; Jump=Intermediate
RESP: CUE=F1
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
15-18-HCP SYSTEM ON
Reopening: 11-15HCP SYSTEM ON
2NT=19-21HCP
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: WK but Intermediate when we VUL, they NV
2-Suit:
REOPEN:
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Direct=Michaels 6-10/16+
VS. NT (vs. Strong / Weak; Reopening; PH)
2♣=any 1suiter → PUP 2♦
2♦=Majors
2♥/2♠=♥/♠+minor → 2NT=m ASK
2NT=minors
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
T/O DBL up to 4♥; Lebensohl
Leaping Michaels
(WK2x)-3x=stopper ASK
VS. ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL=Majors; 1NT=minors; TRF O/C
OVER OPPONENTS' TAKEOUT DOUBLES
1 level new suit=F1
1M-(DBL)-3M/2NT/Jump shift=PRE / L/R+ / Fit jump
1m-(DBL)-3m/2NT/Jump shift=L/R+ / PRE / Fit jump
1x-(O/C)-Jump shift / Double jump shift=Fit jump / SPL

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/low RNOW	3rd/low	
NT	4th	4th (lowest from unsup 3card)	
subseq	ditto but No RNOW		
Other:			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	AK; Axx	AKJ10x	
King	AKx; KQ	AKJx; Akx; KQJ	
Queen	KQx; QJ; Qx	KQ109; QJ10x	
Jack	QJx; J10; Jx	J10x; KJ10x	
10	J10x; HJ10(x)	109x; H109(x)	
9	109x; H109(x)	9x	
Hi-x	Sx	xSXX; Sxx	
Lo-x	HxS; HxSx; xxS	HxS; HxxS; HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=ENCRG	Hi/lo=E	Hi=ENCRG
	2 S/P	S/P	Hi/lo=E
	3 Hi/lo=E		S/P
NT	1 Hi=ENCRG	Hi/lo=E	Hi=ENCRG
	2 S/P	S/P	Hi/lo=E
	3 Hi/lo=E		S/P
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape: tend to have correct shape			
occasionally light			
RESP: jump=INV; CUE=F1			
REOPEN: may be lighter RESP: CUE=F1			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 4♥ (after M open, thru 4♦)			
RESP DBL thru 4♥			
MAX DBL thru 3♥			
COMP DBL thru 4♥			
L/D DBL			

WBF Convention Card
CATEGORY: <u>Natural - GREEN</u> 1-May-07
NCBO: <u>JAPAN</u> EVENT: <u>VENICE CUP</u>
PLAYERS: <u>Mitsue TAJIMA</u> <u>Kyoko SHIMAMURA</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card M STD
1NT Opening: 14+-17HCP
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
3NT=4-level m PRE
4♣/♦=very good 7+♥/♠, 8-9 playing tricks
1m-(1NT)-2♣/♦/♥=Ms/♥/♠
1m-(1NT)-2♠=4m & 5+om
1M-(1NT)-2m=m & OM
1M-(2NT)-3♣/♦=OM / L/R+
1♦-(2NT)-3♠/♥=L/R+ / ♠
1m-(2m:Ms)-2♥/♠=om / L/R+
SPECIAL FORCING PASS SEQUENCES
After (1NT)-Dbl: Forcing up to 2♥
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1NT-(X)-XX/2♠/♦/♥=1suit / ♣+♦ / ♦+♥ / ♥+♠
1NT-(X)-P-(P)-XX-(P)-2♠/♦=♣+♥ / ♦+♠
PSYCHICS: Occasionally

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Mitsue TAJIMA	Kyoko SHIMAMURA	JAPAN	1 May 2007
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11+pts	1♣-1◇: could be 3-cards	1m-1M-1NT-2om=New minor F	Jump shift=Fit jump
					1♣-1NT/2NT=8-10/13-15	Structured reverse	CUE=limit or better
					1♣-2♣/3♣/4♣=INVERTED/PRE/PRE	4th suit: F1	
					1♣-2◇/2♥/2♠=NAT, FG	Good Bad 2NT	
1◇		3	4♥	11+pts	1◇-1NT/2NT=6-10/11-12	Help suit G/T	
					1◇-2♥/2♠=NAT FG; 1◇-3♣=NF		
1♥		5	4◇	11+pts	1M-1NT=F1	1♥-1♠-1NT-2m=not NAT, F1	Reverse Drury
1♠		(4)	4♥	may be 4-cards in	1M-3♣/3◇/3M=4+SUPP 7-9 / L/R / PRE	Help suit G/T; 4th suit: F1;	Fit jump
				3rd/4th	1M-2NT/3NT=4+SUPP 15+/13-15 BAL	1♥-1NT-2m-2♠/3m=L/R / 7-9	P-1M-3♠=NAT, INV
					SPL	1♠-1NT-2♣◇♥-2NT-3♣◇♥=NF	P-1M-2NT=Fit jump of ♣
					1♥-2♠=NAT FG	1♠-1NT-2♥-2NT-3♠=PUP 3◇	
1NT			3x	14+-17HCP	2♠=Stayman, may not have 4M; Smolen TRF	1NT-2♠-2◇-2M=Smolen TRF	
					2◇/2♥=Jacoby TRF; 2♠=mss (WK/ST ms or WK ◇)	1NT-2♠-2◇-3♥/3♠=55+Ms INV/FG	
					2NT=TRF to 3♠ (WK ♠ or 4441); 3m=INV	1NT-2♠-2♥-2♠/3♠/4♠/4◇=4♠ INV / ART SPL / RKC / BAL S/T w/ SUPP	
					3♥/3♠=6+♠/◇, FG; 4♠=Midified Gerber	1NT-2♠-2♠-3♥/4♠/4◇=ART SPL / RKC Gerber / BAL S/T w/ SUPP	
					4◇/4♥=Texas TRF	1NT-2NT-3♠-P/3◇/3♥/3♠/3NT=S/O / 4414 / 4144 / 1444 / 4441	
2♣	✓	0		1) Artificial Strong	2◇=Waiting; 2♥=0-3HCP w/o K	2♣-2◇-2♥(PUP2♠)-2♠-2NT/3♥/3♠◇♠=25+BAL / 6+♥ / ♥ & 2nd suit	
				2) 22+HCP, BAL	2♠/2NT/3♠/3◇=5+♠/♥/♠/◇ w/ 2 top honors	2♣-2◇-2NT-3♠=Puppet Stayman	
2◇		5		5-10HCP	2NT=OGUST ASK; 3♠=S/S ASK	2◇♥♠-3♠-3◇/3♥/3♠/3NT=S/S in the suit (rebid=no S/S, NT=♣)	
2♥		5			New suit=F1		
2♠		5			Jump shift=CTRL ASK of upper suit	→ CUE/6x/cheapest trump=1st / 2nd/ No CTRL in the suit	
2NT				20-21 BAL	3♠=Puppet Stayman; 3◇/3♥=Jacoby TRF;	2NT-3♠-3◇/3♥/3♠/3NT=4M / 5♥ / 5♠ / No 4-card M	
					3♠=minor suit STAY	2NT-3♠-3◇-3♥/3♠/3NT/4♠/4◇=4♠ / 4♥ / S/O / 44M S/T / 44M	
3x		6		PRE	New suit=F1, may not suit		
3NT	✓			7+♠/◇ PRE	4♣/4◇/5♠/6♠/7♠=P/C	3NT-4NT-5♠/5◇/5♥/5♠=MIN ♠ / MIN◇ / MAX ♠ / MAX ◇	
					4NT=S/T w/ fit	HIGH LEVEL BIDDING	
4♣/4◇	✓			Very good 7+♥/♠,	4◇/4♥=S/T	Roman Key Card Balckwood (14/30)	
				8-9 playing tricks		Roman Gerber	
4♥/4♠		7		PRE		DOPI; DEPO; ROPI	
						Voidwood (0-3 / 1-4 / 2 w/o Q / 2 w/ Q)	
						4♣/4◇ RKCB	
						After 2NT use 5♠ for RKCB	