DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Generally sound.
Single Raise: Min/ W Raise: Pre
Jump Cue: 6~10, 4-card SUPP w/short suit, W Jump Shift : SPL
Cue ∼Raise (-1): TRF to upper suit = holding in the indicated suit
INT OVERCALLS (Styles, Responses, Unsual NT)
15~17(18) HCP BAL/ sandwich position unbid 2 suiter (no limit)
After 1NTovercall (BAL) system on (XX→2♣, 2NT→pick a MIN)
After sandwich 1NT : Jump Response PRE
Reopen 1NT OC: (8)9~15HCP, Responses: NAT
JUMP OVERCALLS (Style, Responses, Unusual NT)
1-Suit: Weak, 2NT: Ogust, 34: Feature, Raises:PRE, New suit: F1R
2-Suit: Unusual 2NT (Lower two unbids)
Leaping Michael's for 2 Suiter. Namyats OC: 4♣/4♦
Reopen: Intermediate 1x-P-P-2NT:19~20 HCP
DIRECT & JUMP CUE BIDS (Style, Responses, Reopen)
Michael's CUE for MAJs or MAJ & MIN
Jump CUE: asks for stopper in the suit w/running suit
1x-1xOC-Jump Cue: TRF to 3NT, has stopper in the OC suit
Vs. NT (Strong / Weak: Reopening, PH)
X:PEN orTRF to 2♣* (♣, ♦ or equal Ms or M+m or both m)/ 2♣:♥>♠/2♦: ♠>♥/ 2M : suit/
2N~3♠:=>3♣~3NT/3NT:=>4♣, MIN PRE/4♣•◆:NAM OC/4♥•♠:PRE
*X-2♣: P : ♣suit/ 2♦: suit/ 2♥: Both MAJ (♥=♠)/2♠: ♠+m/2NT: MINs/
$3 : \forall + A / 3 : \forall + A / 3 : \forall + A / 3 : Both M (), good hand / 3 : A > V, good hand / 3 $
3NT : MINs/ 4♣: ♥+♣/ 4♦: ♥+♦
Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X : T/O, CUE : Stopper Ask, NT: To play
vs Weak 2M: 2NT: NAT/ CUE: STOP Ask/ 4m: MIN+MAJ/ 4M CUE: MINs
vs Weak 2♦: 4♣: ♣+MAJ/ 4♦: MAJs/ 3♦: Stopper Ask
Vs. ARTIFICIAL STRONG OPENINGS
vs 1♣ Strong: X : TO vs ♣/ Exclusion bids at 1 level/ 1NT : serious O/C
$2 \div + \frac{1}{2} \cdot \frac{1}{2} $
vs 1♦ ART: X : TO, 2♦: Michael's
vs Strong 2♣: 2♣: X/2♦/2♥/2♠/2NT:relay to♦/♥/♠/♣/2suiter may not real suits
vs Mullti 2♦: X: TO vs ♦/ 2♥: TO vs ♥/ 2♠: Suit/ 2NT: NAT 16~18 HCP
$3\$ \cdot ♦$: NAT / $3♥ \cdot ♠$ = NAT, good hand/ $4\$$: $\$+M/4♦$: $♦+M$
2♦ Flannary: X/ 2♥/ 2NT/2♠/ 3MIN/ 3MAJ:
BAL 13-15/ MINs/ To Play/ Suit/ STOP ASK
OVER OPPONENT'S TAKEOUT DOUBLE
STOLEN (may have support w/value in TRF suit)
2NT/MAJ : LR+/ raise : PRE /3NT : PRE raise w/1 defensive trick
2NT/MIN : PRE/ JUMP in other MIN : FG/ W raise = Limit
1 \(\lambda / 2 \times \) shows 1 444 6 0/10 12/12 often DDI / MINI
1♠/2♠/2♥ shows 1-444, 6~9/10~12/13+ after DBL / MIN

			S AND SI	GNALS						
OPEN:	IN	G LEADS STYLE								
		Lead		In Partner's Suit						
Suit		3rd/5th		3rd/5th						
NT		3rd/5th		3rd/5th						
Subseq	l	same as above		same as above						
Other		Top of sequence	op of sequence		Top of sequence					
LEAD	S	Vs. Suit		Vs. NT						
Ace		Ax(+), Ax		STR, CT/UB or Ax(+)						
King		KQ(+), $KJTxx(x)$, Kx ,	[AK(+)*]	KQ(+), $KJTxx(x)$, $AK(+)$						
Queen		QJ(+), Qx		QJ(+), KQT9, Qx						
Jack		JT(+), HJT(+), Jx		JT(+), HJT(+), Jx						
10		T9(+), HT9(+), Tx		T9(+), HT9(+), Tx						
9		KJ9(x)(xx), 9x, 98x,	, H98x	98x, H98x, 9x						
Hi-x		Sx, HxSx(xx), Sxx a	after raise	Sx, <u>8</u> 7x, S	Sxx after raise					
Lo-x		HxS(x), HxxxS, xxx			, HxS, xxS, xxxxS					
SIGNA	L	S IN ORDER OF PI	RIORITY							
		Partner's Lead	Declare	r's Lead	Discarding					
Suit	1	count	count		count					
	2	suit preference	suit prefer	rence	suit preference					
	3									
NT	1	count	count		count					
	2	suit preference	suit preference		suit preference					
	3			1						
Signals	s (i	ncluding Trumps):								
		P or Extra								
		suggest extra hand sh	ape							
			DOUBLE	S						
TAKE	ΟI	JT DOUBLES (Style		-	ning)					
		be oriented (4441), X			····· S)					
		s cue/(+1)/(+2): TRF			if no intervention					
		n: W Cue : Both MAJ			11 110 1111011					
		L, ARTIFICIAL & (•	TIVE (RI	E)DOUBLES					
					·					
Negative (4♥); SUPP X/XX; Responsive (3♠); Max ^{II} (3♥); Maxim. OC,										
Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible, Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid; MAJ (40)										
		\$-2♥-2\$-X/2NT/3m/3♥								
2 * DDL	,. I'	OTHER C								
Va In			OMITEII	IIVE BID	'S					
Vs. Jump OC & 2 level OC										
1m-2 V -2 A /2NT/3 A /3 V /3 A : NAT/-3 A /-3 A										
1m-2♠-2NT/3♣/3♠/3♠/3♠: →3♣/→3♠/→3♥/STAY 4♥+4m/FG w/SUPP										
Vs. 2 Suiter OC										
1♥-2♥-DBL/2♠/2NT・3♣/3◆/3♥/3♠: NEG/INV/→3♣・◆/Raise/INV/SPL 1♠-2♠-DBL/2NT・3♣/3◆/3♥/3♠: NEG/→3♣・◆/INV/INV/Raise										
1M-2N	Γ-31	NT/4OMAJ : w/SUPP, s	shortness in	OMAJ/ EXR	RKCB in OMAJ					



PSYCHICS: Rare

WBF Convention Card



May 2014

CATEGORY: GREEN
NCBO: JAPAN
Ruri Ote &Ayako Miyakuni
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, 2/1 FG (exc.1♦-2♣, 1♣-2♥), open light 1-bids, w/shape
3rd seat openings may be very light
Weak COMP raises
Mini splinters, transfers, 1444 showing DBL
1NT Opening: (14)15-17; 2 OVER 1 Response: FG except 1D-2C/1S-2H
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♥-1♠: showing 0-4 cards in ♠ 6+ HCP
1♥-1NT: showing 5+ cards in ♠ 6+ HCP
2♦: 5S+4H (10)11-14
2♥: Weak 2
2♠: Weak 2
3NT: 16~20 HCP 6-card semi running MIN, min 1 card in MAJ suits
1NT overcall may be unusual, unbid two suits, 4-5+
1♣-1M : may bypass ♦
1m-1M: may be 3-cards if there is no convenient response
Good-Bad 2NT/4NT in competition
1♠- 2♥: NAT, NF; 1♦- 2♣: NAT, F1, could be weak
Puppet to upper suit over OPPs 2 level OC
Vs. OVERCALL
(1x) -1xOC - (X): STOLEN (may have support w/value in TRF suit)
Unusual-unusual vs 2 suiter OC
TRF Bids after MAJ Michael's Cue Bid/ 2 Level OC
After SUPP D, 1 round TRF from cheapest NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1x-(1NTOC)-Majors/(1x)-1xOC-(1NT)-Majors (See Vs.NT)

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣/1◆		3		(9)10+ HCP, 3+ cards	1/2/3NT 6~10/11~13/13~15 HCP;	4th Suit: F1R but if reversed by Responder, FG	CUE: LR+/ JUMP CUE: TRF to 3NT
					Single raise FG; next step length asking	1NT: 2 way checkback (2♣→2♦, 2♦:FG, 2♣→M Raise: Min)	Opener's re-raise after PRE shows PRE
			4♥		Crisscross: LR	2NT: TRF to upper suit	After T/O DBL: single / W raise: weak/ LR
					1♦-2♥: 1-444 FG or long ♥FG/ 2♠: Weak/ W raise : PRE	Closer of 2NT/ 4th suit after Reverse shows Min/STR	2NT: PRE/ Criss Cross: FG/others:TRF up to 2m
					2m rebid, 1♦-1M-2♣: 12~18 HCP	1m-1M-4M/4m: w/ shape /STR BAL hand	
		5(4)		(9)10HCP+, 5+ cards	1♥-1♠/1NT: F1R 4-♠/5+♠, 1♠-2♥: NF, 5+ cards	1♠-1NT/1♥-1♠-2m could be 3 cards/2NT FG	After T/O X: TRF upto 2M/ 2NT LR/
				4+ cards at 3rd/4th seat	1♠-1NT: 1RF, includes FG hand in ♥	Various relay after constructive raise	Jump: SPL 8~10HCP, W Jump: SPL 10~12
1♥/1♠			4♦		Single/Double/Triple Raise : 3~9/ PRE/ PRE	1♠-2♥-2NT: length, strength asking in ♥	2♣: Reverse Drury/ 2NT: ♣ Suit
					(-1)(-2)(-3)(-4): LR/3 SUPP LR+/BAL/Shape FG	1♥-1NT-2NT: length, strength asking in ♠	Fit showing jump by passed hand
					Splinter: 8-12HCP. 1M-3NT: RKCB	3NT after (-1) raise: RKCB; 1♥-1♠-2N/1♠-1N-2N=FG	
			at	(14)15~17HCP	2 ♣ :STAY, 2 ♦ / ♥ :JTB TRF, 2 ♠ :mSS, 2N:PUP 3 ♣ ; then	1NT-2♣-2♦-2♥: MAJ SO, choose ♠ if ♥= ♠	vs OC: X & Bids:TRFs, 2NT: Pick m or STOP
			3	May have 6 card m	P:♣SO/3♦: 4♠3♥/ 3♥: 4♠2-♥/ 3♠: 2-♠4♥/ 3NT: 3♠4♥	1NT-2♣-2♦-2♠: ASK m; 2NT/3♣: 4+C/D	vs DBL: RDBL TRF to 2♣; m SO
			level	May have 5 card M	3m: INV/3M: m FG+ST (5/7 cards)/ 4*: Roman Gerber	3♦: 2344or3244 3♥ 2245 3♦2254 3NT: 3343 Max	vs 24: X:STAY, System ON
1NT					4♦•4♥: TRF to 4♥•4♠/4NT: QUANT	1NT-2♣-2♥-2♠: ASK-2NT: 4♠ 3♣: ♦4+ 3♦: ♣4+	TEXAS, Gerber ON upto 3♣ OC
					2♣-2♦-2♥ Crawling (drop off) STAY	3♥:5♥ 3♠ 3433min 3♠ 3433 MAX	We often bid RDBL by opener to play
					Various relays	1NT-2♣-2♠-2NT: ASK-3♣/3♦/3♥/3♠/3NT=4+♦/4+♣/5♠/4333MIN/MAX	
					2♦-2♥-2♦-2NT-3♣♦/3♥♦/3NT:6♦♣/6+♥♦/5 card solid m	1N-2♦/♥-4♠5♣5♦/5♣5♦5♥= Exclusion RKCB LMH	1NT-any-2any-3m; NF inv by PH
2*				FG	2♦:-1/2♥: 2/2♠:A+K/2NT: 3Ks/3♣: 4+CTRLs	2NT rebid by opener may have any shape & strength	CTRL by STEP
	$\sqrt{}$	0		May have fewer HCP	3♦/3♥/3♠/3NT/4♣:6+♥/♠/♣/♦-2CTRLs/♦3+CTRLs	Acceptance by opener of resp's suit is asking CTRL (0~1/2/3/)	
				if w/shape/tricks	4♦: solid suit w/o side entry	Opener's Junmp Bid: (Semi)Solid suit, ask CTRL	
2♦				5s+4h (10)11-14	2NT; Pattern ASK; 3♣/3♦/3♥/3♠; 13/31/22/04/40		
2▼	$\sqrt{}$	0			4 . 4.4.4.7.4.4.4.4.4.4.4.4.4.4.4.4.4.4.4.		
2♥		4		2-10 HCP 5+H	2NT: SSA 3C;Feature ASK		
2♠				2-10 HCP 5+S	2NT: SSA 3C;Feature ASK		
2NT		0		BAL (19) 20~21HCP	3♣/3◆/3♥/3♠: PUPP STAY, JTB, m STAY	After 3♥: 3♠→3NT/ 3NT: 5♠/4♣: STAY/4♠, ♥:TRF / 4♠ ASK	vs OC: 3X: TRF, 4X: NAT, CUE : ①444
					3N/4♣/4♦/4♥: TRF, 5♣: Roman Gerber	3NT-4♣-P/4♦/4♥:SO/♥+♣/♠+♣, 4♣-4♦-P/4♥/4♠: SO/♥+♦/♠+€	vs DBL: System ON, Stayman: 4 Card MAJ ASK
					2N-3♣-3♦/♥/♠/NT=either or both M/no 4M/5♠/5♥	2NT-3♦→♥/ 3♥→3♠:4♠5♣5♦/5♣5♦5♥: EXRKCB LMH	
3♣/3♦/ 3♥/3♠				PRE	New suit: F1R: Rebid: 0/3NT: 1/Raise: 2/Cue: 3 SUPP	4♣over3♦/♥/♠:RKC(0,1,1+Q,2,2+Q)	
		6			Jump in new suit asking for CTRL of upper suit (MQ)	4♦over3♣; RKC(0,1,1+Q,2,2+Q)	
					3 ♣ -4 ♦ /3 ♦ -4 ♥ : ♣ / ♦ RKCB	SLAM BIDDING, HIGH LEVEL BIDDING	
3NT				16~20 HCP,	4 . RKCB, 4 . 4 . 4 . 4 . 4 . 4 . 14 . 184 RKCB/ . RKCB/. RKC	RKCB (1430), Exclusion RKCB (0314)	Good Bad 4NT in competition
				6+ card semi-running suit	4♦/4♥=TRF to 4♥/4♠; 4NT RKCB. Others Warp RKCB	4♦: MIN RKCB,WARP RKCB, RKCB via 3NT	Roman DOPI (X:03, P:14), DEPO
				no voids	4♠: ST w/SUPP, 4NT: QUANT ST, 5♣/5♦: P/C	LSC-MDA, SSR / MIN opening & single raise	Honour asking after splint / 1NT opening
4♣/4♦		6		PRE	to play	CTRL location bids after TCA (Astronauts)	Various relay after strong M/m raise
4♥/4♠		6		PRE	New suit: ask for CTRL in upper suit (Mike Q)	TCA: Total CTRL ASK	Vs opp't intervation: P/DBL: 1st/2nd step
4NT				ACOL 4NT		Cue bid, interested in CTRL in upper suit (Mike Q)	