

WBF Convention Card

CATEGORY: Natural-GREEN

NCBO: EVENT:

PLAYERS: Masaru YOSHIDA Tadashi YOSHIDA

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2level; Reopening)
8-17HCP, may be good 4 card at 1level
New Suit=NF Constructive, Cue-Bid=Limit Raise+ or STR
Jump Raise=PRE, Jump Cue=Mixed Raise, FSJ
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
15-18HCP(Except 4th Pos); Systems ON
11-15HCP(4th Pos) ; Systems ON
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak;2NT=Ogust ASK, Raises=PRE, New suit=F1
2-Suit: Unusual 2NT (NV 5+HCP, Vul 10+HCP)
Leaping Michaels vs weak 2(FG)
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;3C=P/C;3D=G/T in M)
after (1m)-2m, 3C/3D=INV in H/S, 3M=PRE
(1X)-3X=stopper ASK
VS. NT (vs. Strong / Weak; Reopening; PH)
2C=Both Ms, then 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE
2D=H or S, then 2H/2S/3H/3S/4H=P/C
2H=H+m,then 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive)
2S=S+m,then 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive)
DBL=PEN (Sys on vs weak NT)
DBL by PH=C or D
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
X=T/O, lebensohl
Leaping Michaels vs weak 2 (FG)
VS. ARTIFICIAL STRONG OPENINGS
CRASH; DBL/D/NT vs STR1C/2C
DBL/1NT/2C after 1C-1D
OVER OPPONENTS' TAKEOUT DOUBLES
1m-(X)-2NT/3m=PRE/Limit Raise
1M-(X)-2NT/3M/3NT=Limit Raise+/PRE/Good Triple Raise
1M-(X)-2M/2M-1=Bad raise(3-6)/Good single raise(7-9)

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	same	
Other: Lead high (or 2nd high) from worthless holdings vs NT			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	AK(x),Ax(+)	UB/CT	
King	KQ(x),Kx	KQ(x): ATT	
Queen	QJ(x),Qx	QJ(x), KQ109	
Jack	J10(x),Jx,KJ10(x)	J10(x), AJ10(x), KJ10(x)	
10	109(x),H109(x),10x	109x, 10x, H109(x)	
9	9x,KJ9(x)	9x	
Hi-x	Sx,xxSxxx	Sx,SSxS,Sxx	
Lo-x	xxS,xxSx,xxxxS	HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENCRG	Hi/Lo=O	Lo=ENCRG
Suit	2 Hi/Lo=O	S/P	S/P
	3 S/P		
1	Lo=ENCRG	Smith Echo	Lo=ENCRG
NT	2 Hi/Lo=O	Hi/Lo=O	S/P
	3 S/P		
Signals (including Trumps):			
Standard present count, Trump suit preference			
Reverse Smith Echo vs NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound or Shape (Tends to have correct shape)			
RESP: CUE=F thru suit agreement, Jump Cue=Stopper ASK			
Reopening may be weaker			
RESP: CUE=F1			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL thru 4H			
RESP DBL thru 4H			
MAX DBL thru 3H			
COMP DBL thru 3H			
SUPP DBL thru 2H			
Card Showing DBL			
Snapdragon			

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 card M;
2/1 Always FG
1NT Opening: 14+-17HCP
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2D=Weak 2 in a Major
2M=M and either minor, weak
vs Michaels/UNT: Higher Cue=Limit Raise+, Lower Cue=4th suit, FG
Fit Showing Jumps by PH/in COMP
Good-Bad 2NT by opener
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND/IN COMP
1C/1D		3	4H	11+HCP	1C-1D=2+D, 1C-1M may have longer D 1NT/2NT/3NT=6-10/11-12/13-15 (1C-1NT=8-10) Single Raise=INV+, Double Raise=PRE 2M=STR 1C-2D=STR, 1D-3C=INV, 3M=SPL, 1C-3D=SPL	Opener's 1NT rebid may have 4M(s) after 1C-1D, 1m-1NT-2NT=18-19 Two way checkback after 1NT rebid (2C forces 2D), NMF by PH After opener's 1/1 reverse, lower of 4th suit/2NT=ART weak 1C-1D-1H-1S/2S=4th Suit FG/NAT FG; 1m-1M-4M=18-19 BAL raise 1m-2m-4m=RKCB(1430)	Single raise by PH=INV CUE=Limit Raise or better Single Jump Shift=FSJ 1m-(1NT)=Multi&Landy
1H/1S		5(4)	4H	11+HCP, 5+cards, 4+cards in 3rd, 4th seat	1NT=F1(includes 3 card LR) ; Single Raise=3 card sup 2NT=Jacoby;3C/3D=7-9/10-12, 4+SUPP 3M=PRE;3NT=Good PRE Raise (A or K in a side suit) Doble Jump Shift=SPL, 1H-2S=STR,1S-3H= INV	Reraise=not INV, 1M-1NT-2NT=18-19 2NT/3NT rebid after 2/1=12-15 or 18-19/16-17	CUE=Limit Raise or better Single Jump Shift=FSJ PH 2NT=FSJ in C; 3C=NAT DRURY FIT
1NT			3S	(14)15-17HCP may have 6m, 5M	2C=STAY; 2D/H=JTB; 2S=range ask, C or INV to 3NT 2NT=D or weak ms 3C=PUP STAY, 3D=ms, slam try 3H/3S=31(54)/13(54), FG 4D/4H=Texas TRF	BAL/UNBAL Fit showing slam try after Stayman after 3D, 3H=C fit. 3S=D fit	lebensohl SLOW over PEN X, DONT escape RDBL= any 1 suiter
2C	✓	0		22+HCP BAL or ART STR;	2D=ART FG; 2H=0-3HCP&0Ctrl;2NT=H POS 3M=6 cards w 2 tops, 3NT=any SOL 7+cards suit	2C-2D-2NT/3NT=22-23 BAL/TRICKS 2C-2D-2H=PUP 2S, 5+H or 24+ BAL (Kokish Relay)	Responder's Pass=FG DBL/RDBL=NEG
2D	✓	0		Weak 2M 5-10HCP	2NT=ASK, 2M/3M=P/C, 3C=PUP 3D, FG 1 Suiter 3D=MSS, 4C/4D=PUP/TRF, 4M=NAT	2D-2NT-3C/3D/3H/3S/3NT=MIN/MED H/MED S/MAX H/MAX S 2D-2NT-3C; 3D=PUP OM, 3H=P/C, OTHERS=NAT,FG	RDBL=Relay, 2 LVL X=P/C 2NT after O/C=PUP 3C
2H/2S		5		5H/S+5m 5-10HCP	2NT=ASK, 3C/4C=P/C 3D=G/T in M, 3M=PRE	2M-2NT-3C/3D/3H/3S=MIN C/MIN D/MAX C/MAX D	DBL over 3m=P/C DBL over 2M/3M=PEN
2NT			3S	(19)20-21HCP BAL	3C=PUP STAY; 3D/H=JTB; 3S=PUP 3NT 4C=Gerber, 4D/H=Texas TRF	2NT-3C-3D-4C/4D=both Ms, slam try/game only 2NT-3S-3NT-4m/4M/4NT=NAT/SPL 55m/2254 or 2245	
3x		6		PRE	New suit=F1, may be Lead Directing or CUE; 4C=RKCB, over 3C, 4D=RKCB(0,1,1+Q,2,2+Q)		
3NT	✓			Solid Minor, no side A/K	4D=S/S ASK, then 4M=short, 5m=short in om		
4C/4D		7		PRE		HIGH LEVEL BIDDING	
4H/4S		7		PRE		RKCB(1430), DOP1 thru 5 of the agreed suit, DEPO at higher level	
4NT	✓			ACOL ACE ASK	5C=0A; 5D/H/D/6C=Ace in the bid suit; 5NT=2 Aces	Exclusion RKCB(0314) 1m-2m-4m/1m-3m-4m=RKCB1430	

NCBO:

PLAYERS: Masaru YOSHIDA

Tadashi YOSHIDA

(Note 1) After 1NT

2C-2M-3OM=Slam try with S/S, Next step=S/S ASK, L/M/H
 2C-2M-4C=Roman Keycard Gerber(1430)
 2C-2M-4D=BAL Slam try
 2C-2D-2M=4M+5 or 6OM, INV+
 2C-2D-3H=5-5M INV
 2C-2D-3S=5-5M FG
 2H-2S-3H=5-5M Slammish
 JTB then jump in a new suit=SPL
 Texas TRF then 4NT=RKCB1430, new suit=Exclusion0314
 2S-2NT-3C=to play
 2S-2NT(or 3C)-new suit(other than 3C)=SPL, then 3NT=sign off, 4C=RKCB1430
 2S-2NT-3NT=6C322 or 7C222, then 4C=RKCB1430
 2S-3C-3NT=to play, 2S-3C-4C=RKCB1430
 2NT-3C-3D=to play
 2NT-3C(or 3D)-3M=SPL, then 3NT=sign off, 4D=RKCB1430
 2NT-3C(or 3D)-3NT=6D322 or 7D222, 4D=RKCB1430
 System on over 2C (except both M) or ART X, XX over ART X= 1 suited m or both M
 1NT-(PEN X): RDBL=PUP to 2C, shows 1 suiter, other bids=DONT style
 vs 2C/2D showing both M
 1NT-(2C/2D):DBL=PEN for H and/or S, 2H/2S=ms INV/FG, 2NT=LEB, 3m=NAT,FG, 3M=Stopper

(Note 2) Jacoby 2NT

After 1M-2NT
 3C=any minimum (less than good 14)
 then 3D=short suit ASK
 3H=no shortness, 3S=C short, 3NT=D short, 4C=OM short
 3D=some shortness, at least good 14
 then 3H=short suit ASK
 3S=C short, 3NT=D short, 4C=OM short
 3H=5422, at least good 14
 then 3S=4 card suit ASK
 3NT=4 card C, 4C=4 card D, 4D=4 card OM
 3S=6322 or 7222, at least good 14
 then new suit=cue bid, 3NT=cue in OM
 3NT=5332, 18-19
 then new suit=cue bid
 4M=dead minimum, no short suit

(Note 3) Good Bad 2NT

2NT by opener after responder's first action was 1 level bid or NEG DBL, and RHO has bid at the 2 level shows a weaker hand than if a suit was bid at the 3 level.
 Responder is expected to bid 3C unless he has sufficient extra values or shortness in clubs.

(Note 4) After 1D - 2C

2D = all hands with reasonable 5+ diamonds
 2H = 4H and 3 or 4D (bad 5 card D possible), or 5H+6D(rebid H next)
 2S = 4S, denies 5D and 4H, or 5S+6D(rebid S next)
 2NT = denies majors, normally 3343 but bad 5 card D possible
 3C = usually 2254 or (23)44
 3D = solid D, demands cue bid
 3M = SPL

(Note 5) After Multi 2D

2M/3M=P/C, 3C=PUP 3D, GF 1 Suiter, 3D=MSS, GF
 2NT=ASK, then 3C=MIN, 3D/3H=MED H/S, 3S/3NT=MAX H/S
 after 3C, 3D asks opener to bid OM, 3H=P/C, others=NAT,FG
 After 3C-3D, 3H/3S/4C/4D=Trump set, requests CUE; 3NT=1 suited m, NF
 After 3D, 3H/3S=3 card C/D, 3NT=no 3+ card m, 4C/4D=4 card D/C, then next step=RKCB, 4M=good suit
 After 2D-(X), P=5+D, short in one or both M, 2M=P/C, RDBL=HCP

After 2D-(2M), X=P/C, 2S(over 2H)=P/C, 2NT=PUP 3C, then P/3D=to play, 3C/3D=SYS ON

After 2D-2S, 2NT/3C/3D=MIN/MED/MAX H

2D-2H-2S-2NT=Ogust

(Note 6) After Michaels Cue Bid

After 1H-(2H)

DBL=10+HCP, doubleton H

2S = 3 card limit raise+

2NT = TRF to C, any strength

3C = TRF to D, any strength

3D = 4 card limit raise

3H = NF

After 1S-(2S)

DBL=10+HCP, doubleton S

2NT = TRF to C, any strength

3C = TRF to D, any strength

3D = 3 card limit raise+

3H = 4 card limit raise

3S = NF