

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Direct: 5+suit. 8-17HCP. Usually sound.
May be good 4 cards at 1-level.
New suit=F1; Cue=3+support, INV+; Jump cue=4+support 7-9HCP
Reopening: 5+suit. 8-15HCP. May be good 4 cards.
RESPs are same as direct position.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct=(14)15-18HCP with stopper. RESP: System on.
Reopening=(11)12-15HCP. RESP: System on.
Reopening 2NT O/C=19-20HCP. RESP: 3level suit=TRF
VS Precision 1♦:Direct 1NT=13-16HCP. May have no ♦ stopper.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: Weak. Could be very light in favorable vulnerability.
RESP: New suit=F1, Cue=Limit raise+, 2NT=Ogust
2-suit: Unusual 2NT. Unbid lower rank 2-suiter
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue=Michaels
VS Short 1♣, Polish 1♣ :2♣=NAT/2♦=Majors
Direct jump cue=Ask stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣=Majors(5-4+); Other suit=NAT
DBL=PEN; DBL by P/H=♣
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
VS Natural Weak Two: 2NT=14-18BAL RESP: 3suit =TRF
DBL=T/O or strong RESP: 2NT=LEB, 4m=Leaping Michaels
VS Multi 2♦: DBL=12-14BAL or strong. Other=Same as above
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 1♣: CRASH
DBL=♥&♦ or ♠&♣ / 1♦=♠&♥ or ♦&♣ / 1NT=♠&♦ or ♥&♣
VS 2♣: Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(DBL)-1NT to 2M-1=TRF(2M-1=3+M 0-7HCP or 11+HCP)
1M-(DBL)-2M+1=4+M Limit raise+
1♣-(DBL)-P/1♦=NEG(0-7)/NAT F1; 1♦-(DBL)-2NT=♦ Weak

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /low	3 <sup>rd</sup> /low	
NT	4 <sup>th</sup> best	4 <sup>th</sup> best	
Subseq	4 <sup>th</sup> best/Top of nothing	4 <sup>th</sup> best/Top of nothing	
Other: Top of sequence			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A(x)+	UB/CT	
King	AKx+, KQx	AKx, AKJ(x)	
Queen	QJ(x)+	AQJ(+)+, QJT(+), QJ9(+), KQT9	
Jack	KJT(x)+, JT(x)+	AJT(x)+, KJT(x)+, JT9(x)+	
10	KT9(x)+, QT9(x)+, T9(x)+	KT9(x)+, QT9(+), T98(x)+	
9	9x	9(x)+	
Hi-X	Sx, HxSx(xx), xxSx(xx)	Sx, SSx(+)	
Lo-X	xx(xx)S, Hx(xx)S	HHxS, HxS, HxxS(x)+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1 Attitude	Count	Count	Attitude
Suit 2	Count		Count
3 S/P			S/P
1 Attitude	Count	Count	Attitude
NT 2	Count		Count
3 S/P			S/P
Signals (including Trumps):			
Standard Carding(Hi=ENCRG/Even, Lo=DISCRG/Odd)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Direct=11+HCP. Could be light with shape.			
Responses: Cue=F1(Almost FG), Jump Cue=Ask stopper			
Reopening=8+HCP Responses: Same as direct position			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG, RESP thru to 4♥			
SUPP thru to 2♥			
Maximal, Lightner, Lead showing			
Roman DOPI, ROPI			

WBF CONVENTION CARD
<b>CATEGORY: Red, BROWN</b>
<b>NCBO: Japan</b>
<b>PLAYERS: Takahiro Shirasaki – Keita Ogawara</b>
<b>EVENT</b>
Japan League 2 <sup>nd</sup> Flight
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Modified Polish Club, 5cards Major.
Various artificial responses/raises after 1-level opening.
2-way 2/1 response after 1M opening.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<Special opening bid List C or below>
1♣=Polish 3-way.
[a]12-14HCP BAL / [b]15+HCP. 5+♣ / [c]18+HCP. Any shape.
2♣=10-14HCP. 6+♣ or 5+♣ with 4cards Major
<Special opening bids List D or above>
2♦=6+♥ weak or 16+HCP 1444/4441
2♥=6+♠ weak or 16+HCP 4144/4414
2♠=3-level PRE opening with two top honors or solid 7+ minor
2NT=5+♦&5+♣ [V]7-10HCP. [NV]4-9HCP
<Special responses List D or above>
1M-2♣ to 2M-1=2-way
[a]NAT 5+suit. 10+HCP.
[b]Weak hand with 6+cards in next suit.
Weak 3+support when next suit is opener's suit.
1♥-1♠=ART F1. Usually 0-3♠ or 6+♠
1♥-1NT=4 or 5cards♠ 8+HCP
1M-2M+2 to 4(Ex.1♠-3♦)=3-way
[a]4+M 8-11HCP. Bid suit is short.
[b]4+M 15+HCP. Bid suit is short.
[c]NAT 6+good suit. 17+HCP.
<b>SPECIAL FORCING PASS SEQUENCES:</b>
1NT-(DBL)-P=Force to RDBL; 2♠-(DBL)-P=Deny ♠ stopper
<b>IMPORTANT NOTES: None</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	4♥	Polish 3-way opening. [a]12-14HCP. BAL/Semi-BAL Include (441)4 shape. [b]15+HCP. 5+♣ UNBAL [c]18+HCP. Any shape.	1♦=0-7HCP or 8-11HCP with 5+m 1M= (7)8+HCP. 4+M 1NT/2♠/2NT=8-10/13+/11-12BAL 2m/3m=5+m FG/6+m INV 2♥=5♠4+♥ 7-9HCP	1♦-1M/1NT/2NT=(3)4+M/18-20BAL/21-23BAL 1♦-2♣/2♦/2M/3m=15+HCP 5+♣/ART FG/6+M/6+m 1♦-3♥/3♠/4♣=5-5+ FG ♥&other/♠&m/minors 1M-2♣/2♦/2NT=5+♣/3+M FG. Ask M length/2-M FG XYZ; 4SF;	NEG DBL, SUPP DBL 1♣-(1R)-Pass=0-7HCP 1♣-(1R)-DBL=8+HCP catch-all Good-bad 2NT; WJS after O/C; Cue=FG; DBL then Cue=NAT
1♦		4	4♥	Natural but limited. [a]10-17HCP. 5+♦ except 4441 [b]18-21HCP. 5+♦. No 4+Major	1M/2♣/2♦=4+M F1/5+♣FG/4+♦ INV+ 1NT/2♠/2NT=8-10/13+/11-12BAL 2♥=5♠4+♥ 7-9HCP 3♣/3♦/3M/3NT=6+♣ INV/PRE/SPL/Play	1M-2NT=6+♦ 15-17HCP with 2-M or 6+♦ FG 1M-3♦=6+♦ 15-17HCP with 3M 1X-2♣=Could be 4♦5♣ shape. XYZ; 4SF;	NEG DBL, SUPP DBL Good-bad 2NT Cue=Limit raise+; FSJ Jump raise=PRE
1♥ 1♠		5(4)	4♥	10-17HCP. 5+M May have only 4M in 3 <sup>rd</sup> /4 <sup>th</sup> seat.	1♥-1♠=ART F1. Usually 0-3 or 6+♠ 1♥-1NT=8+HCP. 4 or 5cards♠ 2/1 RESP=5+suit 10+HCP or 6+next suit 0-7HCP 2M-1=5+suit 10+HCP or 3+M 4-7HCP 2M/2M+1/3M=3+M 8-10HCP/4+M INV+/PRE 3NT=COG; 4m=SPL 12-14HCP; 2M+2 to 4=3-way [a]Mini-SPL(Bid suit is short. 4+M 8-11HCP) [b]Strong-SPL(Bid suit is short. 4+M 15+HCP) [c]NAT Strong(17+HCP. 6+good suit)	1♥-1♠-1NT/2m=11-14BAL/4+m. Usually UNBAL 1♥-1♠-1NT-2♣/2♦/2♥/2♠=Play/ART FG/INV/Play 1♥-1NT-2♣=INQ then 2♦/other=Less than FG/NAT FG 1M-2M+1- +1/+2-5/+6=MIN BAL/shortness/MAX BAL 1♠-1NT-2♣=Catch-all (2+♣) 1M-1X-2NT/3M=6+M with value/7+M INV 2-way G/T(Help/Short) 4SF;	NEG DBL, SUPP DBL Drury; FSJ by P/H; 1M-2NT/3♣ by P/H=♣FSJ/6+♣ Cue=Limit raise+ Jump raise=PRE 1M-(DBL)-1NT to 2M-1=TRF 1M-(DBL)-2M=8-10HCP 1M-(DBL)-2M+1=Limit raise+ 1M-(DBL)-2M+2-4=FSJ
1NT			4♥	(14)15-17HCP. BAL/Semi-BAL May have 5cards Major, 6cards minor or (4441) shape.	2♣/2R/2♠/2NT=STAY/JTB/(5)6+♣/(5)6+♦ 3♣/3♦=Ask 5M(Puppet STAY)/Both minors FG 3♥/3♠/4♣/4R=31(45)/13(45)/Gerber/TRF	2♣-2♦/2M/3♥/3♠=Smolen/Ms INV/Ms FG 3♦-3♥/3♠/3NT/4m=3+♣/3+♦/play/NAT S/T	NEG DBL; LEB; System on after DBL, 2♣ (DBL)-P/RDBL=F to RDBL/2♣
2♣		5	4♥	10-14HCP. 6+♣ or 5♣ with 4M Could be light in 3 <sup>rd</sup> seat.	Raise=Bar bid. Play. 2♦/2M/2NT/3X=INQ/5+M NF/INV/6+X INV	2♦-2M=4cards M or MAX with feature in M 2♦-2NT/3♣=MAX and suitable for NT/MIN	NEG DBL; Cue=FG 2♣-(DBL)-2♦=System on.
2♦	✓	0		4+♥. 2-way opening. [a]4-9HCP. 6+♥ [b]16+HCP. 1444 or 4441	2♥/2♠/♥raise=Catch-all(P/C)/INV+/5+♥ PRE New suit=NAT F1	2♥-2♠/2NT=4441 16-17/1444 16-17(after step RESP) 2♠-2NT/3♣/3♦=4441/6+♥MIN/6+♥MAX 2♠-3♥/3♠=1444 16-17/1444 18-19(after step RESP)	DBL=PEN Opener's rebid after ♣/♠ O/C =(4441) with short in OPP's suit
2♥	✓	0		4+♠. 2-way opening. [a]4-9HCP. 6+♠ [b]16+HCP. 4144 or 4414	2♠/2NT/♠raise=Catch-all(P/C)/INV+/5+♠ PRE New suit=NAT F1	2♠-2NT/3♣=4414 16-17/4144 16-17(after step RESP) 2NT-3♣/3♦/3♥=4414/6+♠bad/6+♠good 2NT-3♠/3NT=4144 16-17/4144 18-19(after step RESP)	DBL=PEN Opener's rebid after ♦/♥ O/C =(4441) with short in OPP's suit
2♠	✓	0		Good 3-level PRE. 1 <sup>st</sup> /2 <sup>nd</sup> :7+ any suit with two top honors or solid 7+ minor 3 <sup>rd</sup> /4 <sup>th</sup> :Solid 7+ minor	2NT/4M=Catch-all. Asking/Play New suit=NAT F1	2NT-3X/3NT=NAT Suit/Solid minor 2NT-3NT/4♣/4♦/4NT=P/C /Ask short/Ask length 2NT-3X-New suit=Cue-bid. S/T on X	(DBL)-2NT=Show ♠ stopper (DBL)-RDBL/3X=PEN/NF (DBL)-P=Deny ♠ stopper.
2NT	✓			5+♦5+♣ PRE. [V]7-10HCP/[NV]4-9HCP [V]5-10/[NV]0-10 in 3 <sup>rd</sup> seat.	Any level minor=Bar bid. Play 3♥=ART FG. ♥NAT, S/T on a minor or 3NT play. 3♠=NAT FG. 3NT= Both fit S/T	3♥-3♠/3NT=♥agree/disagree <b>HIGH LEVEL BIDDING</b> Kickback RKCB(1430), Roman DOPI, ROPI, Roman Gerber	
3X		7(6)		PRE. 0 or 1 top honor in 1 <sup>st</sup> /2 <sup>nd</sup>		4NT RKCB(1430) when can't use Kickback.	
3NT	✓	0		4-level minor PRE.	4♣/4♦/4M/4NT=P/C / Ask short/Play/Ask length	5NT=Gland Slam Force(1 <sup>st</sup> =A or K, 2 <sup>nd</sup> =Q or Extra length, 6 of Trump =No)	
4m	✓	0		NAMYATS.	+1/+2/+3=S/T / Play / RKCB	Exclusion RKCB(0314); Pass and pull shows STR offensive hand.	
4M				NAT PRE.		CTRL showing cue at 3/4 level shows 1 <sup>st</sup> /2 <sup>nd</sup> CTRL	
4NT	✓			ACOL Ace asking.	5♣/5♦/5♥/5♠/5NT/6♣=No A/♦A/♥A/♠A/2A/♣A	4m or 4NT after 2♦/2♥ opening shows (4441) shape=Relay to next suit then RKCB step.	

<b>BROWN STICKER OPENING BID ANNOUNCEMENT FORM</b>
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**This form is to be completed and sent, by email, to [anna@ecats.co.uk](mailto:anna@ecats.co.uk) in accordance with the Supplemental Conditions of Contest for the event**

**Names:** Takahiro Shirasaki – Keita Ogawara

**Country:** Japan

**Event:** Japan League 2<sup>nd</sup> Flight

**Opening bid of** 2S **in** All **seat at** All vulnerability

**Shows:** 3 level preempting opening unspecified suit with 2 top honors or solid 7+minor.  
In 3<sup>rd</sup> / 4<sup>th</sup> seat, only shows solid 7+minor.

**Detailed Description:**

AKxxxxx/AQxxxxx/KQxxxxx in any 1-suit or AKQxxxx(x) in a minor suit.

In 3<sup>rd</sup> / 4<sup>th</sup> seat, AKQxxxx(x) in a minor suit.

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**Responses and Rebids in Uncontested auctions**

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**With what hands will responder pass the opening bid?**

Weak hand with 7+S.

**Meanings of other responses and rebids:**

2NT=Ask suit(then 3X=Suit, 3NT=Solid minor)/3X=NAT Forcing/3NT=Play/4M=Play

2S-2NT-3X-New suit=Slam try in X(opener's suit).

2S-2NT-3NT-? 4C=Pass or correct/4D=Ask short/4NT=Ask length

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**Competitive Agreements**

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**Responses after opponent's DBL** (including Pass, RDBL and expected follow-ups)

2S-(DBL)-?

Pass=Forcing. Don't have S stopper

RDBL=PEN.

2NT=Ask suit. Promise S stopper

Suit=NAT long suit. NF

**Responses after opponent's overcall:**

DBL=PEN. Suit=NAT GF, 3NT=Play

**Rebids after 4<sup>th</sup> hand DBLs the response:**

Same as undisturbed.

**Rebids after 4<sup>th</sup> hand overcalls:**

2S-2NT-(3X)-?

Pass=My suit is lower rank than X / DBL=X is my suit(PEN) / 3NT=Solid minor. Don't promise stopper.

**Proposed Defence**

DBL=Lead showing or STR

2NT=15-18BAL

3X=NAT. Serious but NF

3NT=Play (Strong with a running suit)

2S-(P)-2NT-?

DBL=PEN or STR

Suit=NAT. Serious but NF

2S-(P)-2NT-(P)-3X-?

DBL=T/O

Suit=NAT Competitive