

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2level; Reopening)
8-17HCP
New Suit:constractive NF
Jump CUE=7-9 4-card SUPP
CUE=LR+ or FG
JUMP SHIFT=FIT JUMP
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
2nd=15-18 HCP, BAL System on
4th=10-16HCP
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak; Raises=PRE, New suit=F1
2-Suit: Unusual 2NT (NV 3+, Vul 8+)
REOPEN: Intermediate
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Michael's CUE for Ms or M&m (2NT asks m)
Jump CUE=(m)NAT PRE(M) asks for stopper
VS. NT (vs. Strong / Weak; Reopening; PH)
DBL=PEN: 2♣=both M, 2♦=1-suited M, 2♥/2♠=M & m,
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: CRASH
vs 2♣ strong: NAT
OVER OPPONENTS' TAKEOUT DOUBLES
(M); RDL=10+;2M-1=7-9;2M=4-6 or defensive
2NT=INV
(m);2NT=PRE; Crisscross=FG; Jump Raise=LR;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd=even;low=odd	3rd=even;low=odd	
NT	4th	4th	
subseq	same as above	same as above	
Other: Top of sequence. may Lead top from xxxx or xxxxx			
lead low from xxx in unsupported pard suit			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKQJxx, AQJ10x	
King	KQxx, Kx,AK	KQJx, Akx	
Queen	QJxx, Qx	KQ109, QJT _x , Q _x	
Jack	J10xx, KJ10(x)	J109x, AJ10, KJ10	
10	109x, 10x, H109(x)	109x, 10x, H109(x)	
9	KJ9x, 9x	H98x, 98x, 9xx	
Hi-x	S _x	Sxx,S _x ,(Sxxx)	
Lo-x	HxS(x), xxS,	HxxS,(xxxS)	
SIGNALS IN ORDER OF PRIOTY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi=DISCRG	Hi/lo=ODD	Hi=DISCRG
	2 Hi/lo=ODD	S/P	Hi/lo=ODD
	3 S/P		S/P
NT	1 Hi=DISCRG	Hi/lo=ODD	Hi=DISCRG
	2 Hi/lo=ODD	S/P	Hi/lo=ODD
	3 S/P		S/P
Signals (includng Trumps):			
Suit preference by trump following			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SOUND			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative, Support, Responsive, Maximum overcall,			
Lead directing			
Snap Dragon			
Opponent's Cuebid			
honor rdl			

WBF Convention Card	
CATEGORY: <u>Natural-GREEN</u>	1-Sep-01
NCBO: <u>JAPAN</u>	EVENT:
PLAYERS: <u>Dawai Chen</u>	<u>Hideki Takano</u>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card M 2/1 almost FG	
1NT Opening: NV 1st/2nd/3rd=9-12(in both NV 3rd=10-12)	
4th or VUL=15-17	
2 OVER 1 Response: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFFENCE	
1NT(NV 1st/2nd/3rd) = 9-12(in both NV 3rd=10-12)	
MULTI 2◇ (3-10 Weak 2M or 26+bal)	
2♥=both M 4-4+ 0-10HCP	
2♠=5♣ & 4+m 0-10	
3NT=broken minor PRE	
4♣/4◇=NAMYATS	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
PSYCHICS: Freequent	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Dawai Chen	Hideki Takano	JAPAN	1-Sept-2001
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣/1♦		3	4♥	11HCP+, 3+cards	1♣-1/2/3NT=8-10/11-12/13-15HCP; 1♣-2♦=NAT INV 1♦-3♣=NAT INV	4th Suit=FG 2way checkback (2♣ 2♦, 2♦=FG)	INV minor raise FIT JUMP
					1♣-2♣/2♥/3♣=FG/LR/PRE 1♦-2♦/2♥/3♦=FG/LR/PRE	structured reverse	
					1♣-1♦=3+♦ M FIRST	1m-1M-2M-2NT=ASK	
					1m-2♠=4-7PTS PRE	1♦-1M-2♦-2M=ASK	
1♥/1♠		5(4)	4♦	11HCP+, 5+cards,	1♥-1♠/1NT=0-4♠ 0-12HCP/5+♠ (-2)/(-3)/(-4)=4+SUP LR/7-9/16+	(-2)-next=INV (-3)-next/next+1=general INV/INV request A & good trump	Reverse Drury 2♣ FIT JUMP
					1♥-3♠=FG 9-11 SPL 1♠-3♥=NAT INV	(+1)-next=SSA 1♥-3♦-3♥=SSA	1♥-1♠=4+♠
					(+1)/(+2)/(+3)=12-14 SPL/13-15 4+CON/0-3CON	1M-2M-2NT=ASK 1♥-1NT-2♠-2NT=ASK 1♥-1NT-2♥-2♠=ASK	
1NT			3x	15-17HCP(4th or VUL)	2♣=STAY; 2♦/♥=JTB; 2♠=m suit STAY;2NT=NAT INV	2♣-2♦/2♥-2M=NAT INV 2♣-2♦-3♥/3♠=55 INV/FG 2♣-2♦-4♦/4♥=TRF	
				may have 6m, 5M	3♠/♦=NAT FG;3♥/♠=4♠/4♥ game choice;	2♦-2♥-2♠-2NT-3♣/3♦/3♠=5♥4♠/5♥4♦/5♥4♠ FG	
					4♣=Gerber; 4♦/♥=TRF to 4♥/♠ ;Walsh Relay	2♦-2♥-3♣/3♦=5♥4+m NF 2♥-2♠-3♣/3♦/3♥=5♠4♠/5♠4♦/5♠4♥ FG	
				9-12HCP(NV 1/2/3rd)	2♣=NF STAY; 2♦=FG STAY ;2NT=any 6cards INV	2♦-2♥/2♠=4♠/4♥, 2♦-2NT=no 4M, 2♦-3m=NAT good 5m	
				may have singleton or 5M	4NT/5NT=INV to 6NT/7NT 2M/3suit/4suit=NAT to play	2♦-3♥/3♠=5♠/5♥, 2♦-3NT=44M, 2NT-3suit/3NT=mini 2-3cards/MAX	
2♣	✓	0		ART STR	2♦=0-4HCP & 0CON; 2♥=5+HCP or 1+CON	2♣-2♦-2♥=pup to 2♣	
					2♥/3♠/3♦=5+cards 2/3 TOP	2♣-2♦-2♥-2♠-2NT/3NT=22-23/24-25	
					2NT=5+♥ 2/3 TOP	2♣-2♦-2♥-2♠-3♣/3♦/3♥/3♠=5♥4♠/5♥/4♦/6♥/5♥4♠	
2♦	✓	0		MULTI 3-10 WK2M; or	2♥/2♠/3♥/4♥=P/C; 2NT=ASK	2NT-3♣/3♦/3♥/3♠/3NT=bad/int♥/int♠/good♥/good♠	
				26+ BAL	3m=const NF; 3NT/4♠=to play	2♥-2♠-2NT=ASK 2♥-2♠-3♥/4♥=INV/to play	
2♥	✓	4		both M 4-4+ 0-10HCP	2♠/3M/3NT=to play; 2NT=ASK; 3m=INV;	2NT-3♣/3♦/3♥/3♠=5♥4♠min/5♥5♠min/5♥4♠MAX/5♥5♠MAX	
2♠	✓	5		5♠ & 4+m 0-10HCP	2NT=ASK; 3♠=P/C; 3♦=INV+ w/ ♠; 3♣/3NT=to play	2NT-3♣/3♦/3♥/3♠=♣min/♦min/♠MAX/♦MAX	
2NT			4♦	20-21HCP BAL	3♠=STAY; 3♦/♥=JTB; 3♠=m suit STAY	3♦-3♥-3♠-3NT-4m/4♥/4♠=6m/55M slam try NF/55M F1	
3x		6		NAT PRE	New suit=F1, may be Lead Directing or CUE;		
3NT	✓			broken minor PRE	4♠=P/C	HIGH LEVEL BIDDING	
4♣/4♦	✓			NAMYATS	NEXT=slam try	RKCB (14/30/2/2)	
4♥/4♠		7		PRE		4m RKC & 4♠ RKC	
4NT	✓			GOOD 5m OPEN	5♣/5♦=P/C	grand slam force	
5♣/5♦		8		BAD 5m OPEN		serious 3NT	
						DOPI, DEPO	