

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2level; Reopening)
Sound.
New Suit:M=F1, m=NF
Jump CUE=6-10, 4-card SUPP w/ S/S
CUE=TRF to upper suit
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
15-17 HCP, BAL or sandwich (unbid 2 suiter)
/15-17: System on (RDBL → 2 ()
/sandwich: CUE=F1, Jump=PRE
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak, 2NT S/S ASK; Raises=PRE, New suit=F1
2-Suit: Unusual 2NT (NV 3+, Vul 8+)
NAMYATS 4{ / } O/C, Leaping Michaels for 2 suits
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)
Jump CUE= asks for stopper in the suit w/ running suit
VS. NT (vs. Strong / Weak; Reopening; PH)
Direct POS: 2{ =1 suited hand, 2} =both majors, 2[=[& m,
2] =] & m, 2NT=m's
BAL POS: X=TRF to 2{ ({ , } or even Ms), 2{ =[better than] ,
2} =} better than [, 2[=[, 2] =]
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
X=T/O, CUE=L/R or better, Unusual over Unusual
Raise=COMP, NT=to play
TRF when they show 1 specific suit of 2 suits
VS. ARTIFICIAL STRONG OPENINGS
vs 1{ strong: Exclusion bids at 1 level,
1NT=serious O/C, 2 level bids=DON'T
vs 2{ strong: DONT [10]
OVER OPPONENTS' TAKEOUT DOUBLES
STOLEN (may have support w/ value in TRF suit)
2NT/M=L/R or better, Raise=PRE, SUPP DBL applies
2NT/m=L/R, Crisscross=FG, Jump Raise=PRE
1] /2] /2[shows 1444 6-9/10-12/13+ after DBL vs m

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 as above	same as above	
Other: Lead high (or 2nd high) from worse holdings vs NT, Top of sequence			
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKQJxx, AQJ10x	
King	KQxx, KJ10xx(x), Kx, Akx	KQxx, KJ10xx(x), Akx	
Queen	QJxx, Qx	KQ109, QJxx, Qx	
Jack	J10xx, AJ10(x), KJ10(x)	J10xx, AJ10, KJ10	
10	109x, 10x, H109(x)	109x, 10x, H109(x)	
9	KJ9x, 9x	H98x(x), 98x, 9xx	
Hi-x	Sx	10Sxx, xSx, Sx	
Lo-x	HxS(x), xxS,	HxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Hi/lo=E	Hi/lo=E	Hi/lo=E
	2 S/P	Hi=ENCRG	Hi=ENCRG
	3 Hi=ENCRG	S/P	S/P
NT	1 Hi/lo=E	Smith Echo	Hi/lo=E
	2 Hi=ENCRG	Hi=ENCRG	S/P
	3 S/P	S/P	Hi=ENCRG
Signals (inclcding Trumps): trump echo shows remaining trump; Suit preference by trump following			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Light shape oriented (4441), DBL then bid = almost FG			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative, Support, Responsive, Maximum overcall,			
Maximal,			
Stolen TRF (over NT), action, Impossible, Lead directing			
2] / [fit, 4] showing /1[O/C, 4+[showing /1] O/C			
Corporate, Intelligent, Snap Dragon			
Opponent's Cuebid			

WBF Convention Card	
CATEGORY: <u>Natural-GREEN</u>	27-Jul-01
NCBO: <u>JAPAN</u>	EVENT: <u>NEC CUP</u>
PLAYERS: <u>Hiroko OTA</u>	<u>Nobuko SETOGUCHI</u>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card M, 1NT resp:F1/1M, 2/1 FG, Open light 1-bids,	
RESP light if has 1 King, MULTI 2 level bids, terrible NV PRE,	
Sound O/C (Strongish at 2 level), WEAK COMP Raises,	
Fit showing jump by PH, Mini SPL, Transfers,	
1444 showing /DBL,	
1NT O/C may be unusual: unbid two suits 5-4	
1NT Opening: (14)15-17	
2 OVER 1 Response: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFFENCE	
MULTI 2} (3-10 Weak 2M; or 1444 19+HCP)	
FLANNERY 2[(11-15)	
2] =54+MAJORS (0-10)	
GAMBLING 3NT	
SPECIAL FORCING PASS SEQUENCES	
PASS, DBL vs O/C, DBL after L/R+ RESP w/ 10+HCP,	
On the way to check the hand, CTRL, Stopper	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Changing conventions as follows	
unPASS oe PASSED hand	
PSYCHICS: Rare	
fake suit, fake CTRL for G/T & S/T	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Hiroko OTA	Nobuko SETOGUCHI	JAPAN	27-Jul-2001
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1{ /1 }		3	4[11HCP+, 3+cards	1/2/3NT=6-9/10-12/13-15HCP; Single raise=FG → LSCA [1]; Crisscross L/R w/o Intervention; Over X: Crisscross=FG; 2[/] =1444 or long [FG/ WK]	4th Suit=F1; 2way checkback (2{ → 2} , 2} =FG); CUE=L/R+; JUMP CUE=TRF to 3NT When 4th suit is higher than 2nd suit, FG. Closet 2NT or 4th suit after reverse shows weakest hand. Opener's re-raise after PRE shows PRE. After T/O DBL=TRF	
1[/1]		5(4)	4}	11HCP+, 5+cards, 4+cards in 3rd, 4th seat	1NT=F1; Single/Double/Triple Raise=6-9 [10]/PRE/PRE (-1)/(-2)/(-3)/(-4)=4 SUPP Limit Raise/3 SUPP Limit Raise+/4+SUPP BAL FG/4+SUPP Shape FG Raise [2]; SPL=8-12	1M-1NT-2m could be 3 cards; Various relay after raises 1] -2[-2NT=Strength, length ASK; After T/O DBL: TRF	Jump=SPL 8-10; Double Jump=SPL 10-12; Reverse Drury 2{ [7] Fit showing jump
1NT			3x	(14)15-17HCP may have 6m, 5M	2{ =STAY; 2} / [=JTB; 2] =m suit STAY; 2NT=TRF to 3{ (S/O { or 4441FG); 3{ / } =INV w/ 2/3H; 3[/] =5 or 7 { / } S/T; 4{ =Gerber; 4} / [=TRF to 4[/] 4NT=QUANT w/ 4333; Walsh Relay; Crawling STAY [3,4,5]	Reverse second suit showing; Various relay after constructive move; 2} could be showing 6-cards good m; Responder's self SPL shows 6331; H ASK RKCB after RESP's self SPL -2{ -2} -2[] =Strength & length ASK -2{ -2x-3{ } =Strength & CTRL ASK in } {	
2{	✓	0	4[FG (may have few HCP w/ shape)	2} =FG(4+); 2[=DIRECT 2nd NEG (0-3 w/o shape)	Kokish 2{ -(2x)-PASS/DBL=0-1/2+CTRL 2{ -(3x)-PASS/DBL=2+/0-1CTRL	
2}	✓	0	4[MULTI 3-10 WK2M; or 19+HCP 1444	2NT/4{ =Check hand; 2[] /3[] =P/C; 3{ /3} /3NT=1suited/m check/BW	Reraise=PRE after WK2	Not open WK2 hand in 4th seat
2[✓	5	4}	FLANNERY (11-15)	2NT=Check hand	-2NT-3{ / } / [/] /NT=3{ /3} /22m/4{ /4}	
2]	✓	5	4}	0-10HCP 54+Ms	2NT=Check hand, 3{ =m 1 suiter, 3} =m ask	-2NT-3{ / } / [/] /NT=4] 5[/5] 4[MIN/5] 4[MAX/5] 5[MIN/5] 5[MAX	
2NT			4}	20-21HCP BAL	3{ =PUPPET STAY [8]; 3} / [=JTB; 3] =m suit STAY	vs O/C: PASS/DBL=To play/NEG	
3x		6		PRE, terrible PRE in NV or 3rd seat	New suit=F1, may be Lead Directing or CUE; Raise=PRE; 4NT=RKCB; Crisscross RKCB; 4{ /M=RKCB		
3NT	✓			GAMBLING		HIGH LEVEL BIDDING	
4{ /4 }	✓			NAMYATS		RKCB (14/30/2/2)	
4[/4]		7		PRE		LSCA vs m opening, 1NT rebid	
4NT	✓			ACOL ACE ASK	5{ =0A; 5} / [/] /6{ =Ace in the bid suit; 5NT=2 Aces	K location bids after TCA; TCA, S/S ASK after Strong raise CUE interesting in upper suit CTRL automatic RKCB on 4m GOOD/BAD 4NT DOPI, DEPO, steo DOPI various relay after strong M raise RKCB by 3NT	

NCBO: JAPAN

PLAYERS: Hiroko OTANobuko SETOGUCHI**(NOTE 1) LSCA MINOR RAISES**

1{ -2{ /1 } -2 } =FG, no 4+card M

-Next Step=LENGTH ASK

-1st,2nd,3rd,4th,5th Step=4,5,6,7,8 SUPP

-Next Step=STRENGTH ASK

-1st,2nd,3rd,4th Step=12-14,15-17,18-19,20-21HCP

-Next Step=TOTAL CTRL ASK

-Next after TCA=Astronauts (POSITION of A & K)

-Next after Astronauts=QUEEN ASK

(NOTE 2) RAISES TO 1M OPENING

(-1)/(-2)=4+SUPP L/R / 3SUPP limit or better

(-3)=BAL FG raise

(+1) / (+2) / (+3) / (+4) -TCA/Rush(L)/(M)/(H) → Astronauts

(-4)=FG raise w/ S/S

(+1) =S/S ASK → (+1) =void → Next=ASK → L/M/H → RKCB

(+2) / (+3) / (+4) =S/S in L/M/H → TCA → Astronauts

SPLINTER=4+SUPP, 8-11HCP

3NT=RKCB (14/30/2/2)

By passed hand: JUMP SHIFT=6-cards in the suit w/ 3SUPP

(NOTE 3) AFTER 1NT-2{

1NT-2{ -2 } -2[=Crawling stayman (Pick a M)

-2[=Relay

-2NT=MIN, any shape

-3{ =5{ → 3 } /3[/3] =fit/Smolen/Smolen

-3{ =5 } → 3[/3] /4{ =Smolen/Smolen/fit

-3[=2-3-4-4 → 3] /4{ /4 } = [fit RKCB/RKCB { /RKCB }]

-3[=3-2-4-4 → 4{ /4 } /4[=RKCB { /RKCB } /] fit RKCB

-2NT=INV to 3NT

-3{ /3 } =5+{ / } S/T → New Suit=accept, 4{ / } =RKCB

-3[/3] =5-5 in Ms, G/T / FG → 4{ /4 } = [/] fit MAX

1NT-2{ -2[-2] =Check HCP &] s (may be [strong raise)

-2NT=MIN, 2/3 card] → 3[= [fit TCA

-3{ =MIN, 4 card] → 3[/3] /3NT= [fit TCA/stop/] fit TCA

-3{ =MAX, 4 card] → 3[/] = [fit TCA/] fit TCA

-3[=MAX, 2/3 card] → 3[/3NT= [fit TCA/To play

-2NT/3[=G/T to 3NT/4[

-3{ /3 } = } /{ S/T → Raise=RKCB, New suit=fragment (at least Qxx SUPP)

-3[/4{ /4 } =SPL

1NT-2{ -2[-2NT/3[=G/T to 3NT/4[

-3{ /3 } = } /{ S/T → Raise=RKCB, New suit=fragment (at least Qxx SUPP)

-3[=Strong] raise → TCA

-4{ /4 } /4[=SPL

(NOTE 4) AFTER 1NT-2{ } /2[

1NT-2{ } -2[-2] -2NT=reverse Walsh relay

-3{ /3 } =6-card } /{ w/ 1/3H

-3[/3] =6-card { / } w/ 2/3H

-3NT=SOL 5-card m w/ 2 side suit CTRLs

-4{ =SIDE CTRL ASK

-4{ } / [/] /NT=missing m King/[/] /Ace

1NT-2{ } / [-2[/] -2NT/3M=INV

-3{ / } =2nd suit } /{

-3[4{ } /4{ }] =SPL

1NT-2[-2] -3[=6+] TCA

NCBO: JAPAN

PLAYERS: Hiroko OTANobuko SETOGUCHI**(NOTE 5) AFTER 1NT-2] (m SUIT STAY), -2NT (TRF TO 3{ }, -3[] (S/T w/ 5/7 { })**

1NT-2] -2NT=No 4+m

-3{ / } / [/] / NT=5-5m WK/ } Sign off/4} 5{ Slam Try/5} 4{ Slam Try/4-4m

-4{ / } =STR 5-5m w/ SHORT [/]

-4[/] =5} 6{ /6} /5{

-3{ -3} = } S/O

-3{ } -3[] =FIT w/ SHORT []

-4{ } =RKCB

1NT-2NT-3{ -P=S/O

-3} / [/] =4144/1444/4441 S/T

-3NT/4{ =4414 -14HCP/15+HCP

1NT-3[] -3NT=S/O

-4{ / } =RKCB

-4[/] =CUE asking [] CTRL/CUE asking om CTRL

(NOTE 6) OVER OPPT INTERFERENCE OF 1NT OPENING

1NT-(2{ })-DBL=STAY

-2} /2[/2] =TRF TO 2[/2] /3{

-2NT=Pick m

-3{ / } -P=To play

-3NT=has stopper in OPPT suit

1NT-(2{ } [])-DBL/2,3any=TRF to upper suit

-2NT=pick m

-3{ / } -P=To play

-3NT=has stopper in OPPT suit

-3CUE=STAY w/ stopper

-TRF to OPPT suit=STAY w/o stopper

-3NT=enough HCP but no stopper in OPPT suit

(NOTE 7) REVERSE DRURY BY PASSED HAND OVER 1M OPENING

P-1M-2{ -2} =Fair hand

-2M/2NT=3/5-card SUPP

-New suit=Value showing w/ 4-card SUPP

-Jump shift=SPL w/ 4-card SUPP

-2M=Not fair hand

-(+2)/(+3)/(+4)=L/M/H Help suit G/T

-(+1)=S/S G/T

(NOTE 8) OVER 2NT OPENING MODIFIED PUPPET STAYMAN

2NT-3{ =Modified Puppet Stayman

-3} =1 or 2 4-card M

-3[=No 4-card M

-3] =TRF TO 3NT

-3NT=4[&5]

-3] =5+]

-3NT=5+[

-4} =TRF TO 4[

(NOTE 9) HELP/SHORT SUIT GAME TRY AFTER 1M-2M/1m-1M-2M

1st step=TRF TO NEXT STEP

-1st/2nd/3rd step={ / } /OM S/S G/T

2nd/3rd/4th step={ / } /OM HELP SUIT G/T

(NOTE 10) DEFENSIVE BID VS BIG {

DBL=T/O for {

1} / [/] =T/O for } / [/] , unspecified HCP, 4333 is biddable in any suit for blocking

1NT=Serious O/C, Unspecified suit

-2{ / } / [/] =junk/pass or correct////fair

2{ / } / [=Bid suit & Higher suit

2] =]

2NT/3x=TRF TO Higher suit, may not have the suit, only values