


DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level, Reopening)	
sound. CUE are TRF to upper suit (6-9, 10-12, 13-15 w/support or S/O in MAJ or FG w/MIN), MAJ against o/c is F, MIN is N/F	
Jump Cue is 6-10 w/4-card SUPP w/ short suit	
CUE then raise = 10-12, W raise =13-15, Jump=splint	
if overcaller accepts TRF, then ordinary hand, if bypasses TRF, then shows good hand w/own suit or SUPP for TRF suit	
1NT OVERCALL (2nd/4th Live; Responses: Reopening)	
15-17 HCP, BAL or sandwich (unbid 2suiter)	
/15-17: System on (XX→2C, 2NT→3C)	
/sandwich: TRFs are used when there are room, Jump=Pre-empt	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: Weak 2NT=short suit asking; Raises=PRE, New suit=F1R	
2-Suit: Unusual 2NT (NV 3+, Vul 8+)	
namytas 4C/4D OC, leaping Micheal's for 2 suits	
Reopen: Intermediate 1x-P-P-2NT=19-20HCP	
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	
VS. NT (cs. Strong / Weak: Reopening; PH)	
vs.weak NT :direct POS: 2C=m or M+m	
2D=both majors,2H=H, 2S=S	
BAL POS: X=TRF to 2C(C,D or even Ms), 2C=H better than S	
2D=S better than H H=H, S=S	
vs.strong NT:DBL=pick a MIN; 4S+m, both MAJs, a MIN, both MINs	
2D=both majors, 2C=TRF to D; a MIN, 5S+m, 4H+m, both minor	
VS. PREEMPTS (Doubles; Cue-bids; Jumps: NT bids)	
X=T/O, CUE=LR 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 1Cstrong : Exclusion bids at 1 level ,	
1NT=serious O/C, 2level bids=DONT, over 2NT=TRF to upper suit	
vs 2Cstrong :DONT, over 2NT=TRF to upper suit	
OVER OPPONENT'S TAKEOUT DOUBLE	
STOLEN (may have support w/value in TRF suit)	
2NT/MAJ=LR or better, Raise=PRE, Support X applies	
2NT/MIN=PRE, JUMP in other MIN=FG Raise=Limit	
1S/2S/2H shows 1444 6-9/10-12/13+ after DBL / MIN	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/Lo	3rd/Lo	
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	Vs. Suit	Vs. NT	
Ace	AKx(+), 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	98(+), 9xx, H98(+)	
Hi-x	Sx, HxSx(xx), Sxx after raise	Sxx, SSxx(+)	
Lo-x	HxS(x), HxxxS, xxxxS	HxxS(+), HxS, 9xS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	count
Suit 2	suit preference	suit preference	suit preference
3			
1	count	smith echo	suit preference
NT 2	suit preference	count	count
3		suit preference	
Signals (including Trumps):			
Trump=S/P or Extra			
*Tend to suggest extra hand shape			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
Light shape oriented (4441), X then bid = FG			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Negative, Support, Responsive, Maximum overcall, Maximal			
Stolen TRF (over NT), Action, Impossible, Lead directing			
2S / H fit , 4S showing / 1H OC, 4+H showing / 1S OC			
Negative slam , Corporate , Intelligent , Snap Dragon			
Opponent's Cue bid , Opponent's 4NT			

WBF Convention Card			
ver:5 Jan. 2002		Tokyo Bridge Institute	
CATEGORY: GREEN <div></div>			
NCBO: JAPAN <div></div>		EVENT:	
PLAYERS: KENJI M.		YOSHIYUKI N.	
YASUHIRO S.		RYOGA T. KAZUO F.	
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
5 card majors , 2/1 FG(exc.1D-2C,1S-2H), open light 1-bids, w/ shape			
respond light, terrible PRE at favorable vulnerability,			
weak COMP raises			
mini splinters , transfer , 1444 showing /DBL			
1NT Opening: (14)15-17; 2 OVER 1 Response: FG			
SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
1H-1S : showing 0-4 cards in S 6+ HCP			
1H-1NT : showing 5+ cards in S 6+ HCP			
2D :① weak 2 in MAJ ② 22-23 BAL ③ 1444 19+ HCP			
2H :4+,4+ in both MAJ 0-10 HCP usualy 9+ cards			
2S :S & a minor 0-10HCP 5-4 or more			
3NT : 16-20HCP 6-card semi running minor, 2 cards in MAJ suit			
4C/4D :NAMYATS, good hand for H/S			
1NT overcall may be unusual: unbid two suits, 5-4			
1C-1D :maybe 2-cards if weak; 1C-1M :may bypass D			
1m-1M :maybe 3-cards if there is no convenient resp			
Good-Bad 2NT/4NT when competitive			
1S-2H :NAT, NF; 1D-2C :NAT, F1, could be weak			
Vs.over call			
MAJ,MIN switching response / MAJ OC after MIN opening			
transfer after MAJ Michaels cue bid			
defences vs. UNT & MIN Michaels cue bid			
SPECIAL FORCING PASS SEQUENCES			
PASS , DBL / OC . DBL after LR+ responses w/ 10+ HCP			
On the way to check the hand , CTRL , stopper			
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
Changing convention as follows			
unPASS or PASSEd hand , 3rd 4th seat or not			
PSYCHICS: rare			
fake suit, fake CTRL, for game, slam trial			

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1C		3	4H	11HCP+, 3+ cards	1/2/3NT=6-10/10-13/13-15HCP Single raise=FG →LSC+(relay) Crisscross Limit raise w/o Intervention Over X : crisscross=FG 2H/S=1444FG or long HFG	4th Suit=F1R, 2way checkback (2C→2D,2D=FG) TRF and Walsh warning after 2NT rebid CUE=LR+, JUMP CUE=TRF to 3NT FlipFlap/ T/O X, Buster/Reverse Bid	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 X=TRF
1D							
1H		5(4)	4D	11HCP+, 5+ cards  4+ cards at 3rd , 4th seat	1S-1NT :F1R , 1S-2H :NF.5+ cards 1H-1S:4-S,1H-1NT:5+S Single, Double, Triple Raise=6-9, PRE, PRE (-1)(-2)=Limit / 3 supp. LR+ (-3)(-4)=BAL / Shape FG Raise Splinter :8-12	1S-1NT-2m could be 3 cards various relay after constructive raise 1S-2H-2NT=strength , length asking 1H-1NT-2NT=strength ,length asking	After T/O X, TRF upto 2M JUMP is splint 8-10 w/ supp W JUMP is splint 10-12 w/ supp reverse drury 2C fit showing jump by passed hand
1S							
1NT			at 3 level	(14)15-17HCP may have 6card minor may have 5card major	2C=stayman, 2D/H=Jacoby TRF 2S=minor suit stayman, 2NT=TRF to 3C(SO withCor 4441FG) 3C,3D=INV w/2/3H, 3H/3S=5or7C/DST 4C=Gerber 4D/4H=TRF to 4H/4S 4NT=QUANT w/4333, Walsh relay Crawling ( drop off ) stayman	Reverse second suit showing various relay after constructive move 2D could be showing 6 cards good MIN responder's self splint shows 6331 Honor asking RKCB after responder's self splint 2S/2H after 2C(=stayman) strength length asking 3C/3D after 2C strength CTRL asking in D/C	vs. OC : Bids = transfer, : 2NT= pick a MIN or stopper vs. DBL : RDBL=transfer to 2C : 3H/3S is short suit warning
2C	V	0		FG may have few HCP w/shape	CTRL showing step responses 3D/3H=Good 6+H/S 3NT=SOL suit		vs.OC :pass/DBL=F1R/tend to penalize
2D	V	0		1.weak 2H/2S 2,strong BAL 22-23 3,1444,19+HCP	2NT/4C/4D : check hand 3C/3D: TRF to 3D/MIN stayman 2H/2S/3H/3S :pass or correct	2NT; 3C=maxi, 3D/3H=mini H/S, 3NT=BAL. Other=1444	1 isn't used in 4th seat DBL by opener shows BAL
2H	V	4		0-10 HCP 4+ cards in both MAJ	2NT=? shape 3C/3D: TRF to 3D/MIN stayman	2NT; 3C=4S5H, 3D/3H=5S4H mini/maxi, Other=55 or more	vs.OC :pass/DBL=to play/NEG vs. DBL : RDBL/2NT=NEG/to play
2S	V	5		0-10 HCP S & a minor	2NT=Ask, 3m=P/C, 3H=NAT	2NT; 3C/3D=mini, 3H/3S=maxi C/D	
2NT			3LvL	BAL (19)20-21	PUPP STAY, JTB, m STAY 3NT/4C/4D/4H=TRF	after 3H, :1,mini/1.max/2.H/2.S after 3S, :1,mini/1.max/2.H/2.Smini/2.H/2.Smax	vs.OC :pass/DBL=to play/NEG
3C		6		PRE			
3D		6		PRE			
3H		6		PRE		RKCB(1430), Exclusion RKCB(0314) NEG slam DBL LSCMA / MIN opening, 1NT rebid K location bids after TCA TCA , short suit asking after strong raise CUE bid interesting in upper suit's CTRL	Good Bad 4NT DOPI DEPO step DOPI various relay after strong MAJ raise Honar asking by austrarian count RKCB by 3NT Cue bid interested honors of the suit
3S		6		PRE			
3NT				16-20 6 card semi-running minor suit, 2+card in MAJ	4C=RKC, 4D/4H=TRF to 4H/4S 4S=ST w/supp, 4NT=QUANT ST 5C/5D=pass or correct		
4C/4D	V	0		NAMYATS (H/S)	1step=Slam try (Ask uncontrolled suit)	CUE bid interesting in upper suit's CTRL automatic RKCB on 4MIN	
SLAM DUNK				JAPAN	Jan. 2002		