

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>
Sound, 4+cards
RESP: CUE=PUP upper step (6-9, 10-12, 13+ w/ SUPP, S/O in F w/ minor, F w/o Stopper)
M=F, m=NF, Jump CUE=6-9 w/ SUPP & w/ S/S
<b>1NT OVERCALLS (2nd/4th Live; Responses; Reopening)</b>
15-17 HCP, BAL or sandwich (unbid 2 suiter)
RESP: As 1NT opening
Reopening: 8-15 HCP
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> Weak
<b>2-Suit:</b> Unusual 2NT
<b>REOPEN:</b> Intermediate (1x)-P-(P)-2NT=19-21HCP
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)</b>
Michael's CUE
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Direct POS: 2♠=1 suited hand, 2♦=♠+♥, 2♥/♠=♥/♠ & m, 2NT=m's, 3x=PRE
BAL POS: X=TRF to 2♠(♣, ♦, M's(♥=♠) ♥+m or ♠+m), 2♣=M's (♥>♠), 2♦=M's (♠>♥), 2♥/♠=NAT
<b>VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)</b>
LEB after (WK2)-DBL-(P)- Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
vs 1♠: 1x=Exclusion, 1NT=Serious, 2x=DON'T, 2NT-3♠=PRE
vs 2♠: 2x=NAT or short 3-suit
<b>OVER OPPONENTS' TAKEOUT DOUBLES</b>
TRF: 1M-(X): -2M(-1), 1♦-(X): -3♥
1M-(X)-2NT=4SUPP, INV+; -3x=6-9, SPL; -4x=10+ SPL; -3NT=4M, PRE w/ def. trick

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's suit</b>	
<b>Suit</b>	3rd=even;low=odd	3rd=even;low=odd	
<b>NT</b>	3rd=even;low=odd	3rd=even;low=odd	
<b>subseq</b>	same as above	same as above	
<b>Other:</b>			
<b>LEADS</b>			
<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	AKx, Ax	AKQ10x, AKJ10x	
<b>King</b>	KQxx, AK, Kx	KQxx, Akx(+)	
<b>Queen</b>	QJxx, Qx	QJ(10/9)x, AQJX, KQ109, Q	
<b>Jack</b>	J10xx, KJ10(x), Jx	J10xx, AJ10x, KJ10x	
<b>10</b>	109x, H109(x), 10x	109x, H109(x), 10x	
<b>9</b>	KJ9x, 9x	H98x(x), 98x(x), 9x	
<b>Hi-x</b>	xxSx, xxSxxx, Sx	xxSx, xxSxxx, Sx	
<b>Lo-x</b>	HxxxS, HxS(x), xxS	HxxxS, HxS(x), xxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>Suit</b>	1 Hi/lo=E	Hi/lo=E	Hi/lo=E
	2 S/P		S/P
	3 Hi=ENCRG		Hi=ENCRG
<b>NT</b>	1 Hi/lo=E	Hi/lo=E	S/P
	2 Hi=ENCRG		Hi/lo=E
	3		Hi=ENCRG
<b>Signals (including Trumps): trump Hi-lo=Odd</b>			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Light shape oriented (4441), DBL then bid = almost FG			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUB</b>			
NEG, SUPP, RESP, MAX O/C, MAXIMAL, IMPOSSIBLE, 2♠/♥ fit, NEG SLAM, INTELLIGENT			
SNAP DRAGON			

# WBF Convention Card

CATEGORY: **BLUE (Strong Club)** 31-Jan-06

NCBO: **JAPAN** EVENT:

PLAYERS: **Ryoga TANAKA** **Tomoyuki HARADA**

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
STR/ART 1♠Opening
After 1♠: Many Relays and Asking Bids
5-Card M; Open very light
<b>1NT Opening:</b> 14-16
<b>2 OVER 1 Response:</b> NAT, NF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFFENCE</b>
1♠=16+HCP, any hand pattern
2NT=8-15HCP, Both minor(♣+♦=11cards or more)
3NT=(18)19-21HCP, 6-7 card minor, semi BAL
1M-1NT-2♦=4OM
1M-1NT-2OM=5+m
1♠-2♠/2♦/2♥=NAT, NF
1♥-1♠/2♠/2♦=NAT, NF
SANDWICH NT
1♦-2♠/3♠/3♦=NAT, PRE
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>PSYCHICS:</b>
fake suit, fake CTRL for G/T & S/T

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Ryoga TANAKA	Tomoyuki HARADA	JAPAN	31-Jan-2006
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1♣	✓	0	2♠	16+HCP, any except 1NT and 3NT	1♦=0-7pts; 1♥=4+♠&3-♥; 1♠=4+♥&3-♠&no 5m unB 1NT=4+♠ & 4♥; 2♣=5+♦&4-♣&no 4M; 7♥ opening hands	1♣-1♦-1♥=17+ BAL or 22+; -1♠/1NT=4+♠/4♥,16-18 canappe; -2♣/2♦=5+♣/♦,16-18,no 4M;2♥/2♠=54+m's,19-21,♥>♠/♥<♣ -2NT=55+m's,16-18;-3♣/3♦=7+♣/♦16-21; 2♠=no 4M,5m BAL;2NT/3♣=34(24),3433 8-10 or 13 11-12HCP;3♦=2434,2443;3♥=m's;3♠/3NT/4♣=5+♥&♠ 5+♣/♦/♦ goodhand;4♦/4♥=♥/♠;4NT=ace asking	X~1NT:showing HCP or TRF 2♣~7♥:X=NEG,other=NAT
1♦	✓	0	4♥	10-15HCP, No 5+M Can't open anything els	1M=NAT, Occ. 3-cards, 1NT=NAT, 2♣=3+♣, INV+; 2♦=5+♦, INV+; 2♥/2♠=NAT, PRE;2NT=INV; 3m=NAT, PRE; 3♥=M's, INV; 3♠=M's, FG; 3NT=To play; 4♣=m's w/ HCO; 4♦=m's w/ Shape	1♦-1M-2♣=3SUPP, UNBAL;-2♦=0-2M, UNBAL; 1♦-1♠-2♥=0-2♠, 4♥, UNBAL; 1♦-1♥/1♠-2♠/2NT=♣short or shapeful hand; 1♦-1♥/1♠-3♣3♦/3♦3♥=♦♠/♥♥short;1♦-1♥/1♠-3♦3♥/3♥3♠=4225 /4252 MAX;1♦-1♥/1♠-3♣3NT4♣4♦/3NT4♣4♦4♥=s/s in two suits; 1♦-1♥-1♠-2♣/2♦=TRF to 2♦/FG; 1♦-1M-1NT-2♣/2♦=PUP 2♦ (INV or S/O) / FG Relay	X:TRF(~3♥) except 1♠=1444 6-9HCP,2♥=♥FG or 1444 13+HCP 2♠=1444 10-12HCP VS1♥, 1♠, 2♣:[29]
1♥/1♠		5		(8)10-15HCP	New suit w/o Jump=NAT, NF; 1NT=F1 (WK-FG); 2♠/2NT=4SUPP, INV+; 2NT3♣3♦/3♣3♦3♥=3SUPP INV+, S/S in ♣♦♠♥♥♥; 3♥/3♠=PRE; 3NT=RKCB; 3	1♥-1♠-2NT/1♠-2♥-2NT=ASK 1M-1NT-2♣=Any hands not corresponding to 2♦ or higher rebid; -2♦ OM; -2M=8-10(11), 6+M; -2OM=5+m; -2NT/3♣/3♦=6+M, S/S in OM/♦/♠; 3M=8-10(11), 7M;1M-1NT-2♣-2♦=ART, INV+ 1M-1NT-2♣-2♦-2♥/2♠/2NT/3♣/3♦/3♥/3♠/3NT=5M,min/6M/5M,w/ S/S /5M,w/o S/S /7+M,S/S in oM/♦/♠	X:TRF(~2M-1),2NT:4+supp INV+, 3M/4M=PRE,3NT:4M PRE w1 defensive trick,3*/4*=SPL 6-9 HCP/10+HCP
1NT				14-16 BAL	STAY; JACOBY; TEXAS; 2♠=m STAY(m's FG or S/O or ♦S/O) 2NT=TRF to 3♣;3m=INV 1NT-3♥/3♠=♠/♥short 10-13HCP	1NT-2♣-2♦-2♥=M's S/O; -2♠=ASK; -3m=5+om; -3♥/3♠=M's INV/F 1NT-2♣-2♥-2♠=ASK;-3m=5+om,1NT-2♣-2♠-3♣=ASK;3♦/3♥=♣/♦ 1NT-2♦/2♥-2♥/2♠-3m=4+om 1NT-2NT-3♣/3♦/3♥/3♠=S/O/♦short/3451/4351/4441or4450 10-13HCP 1NT-2NT-3♣-3♦-3♥-3♠/3NT/4♣=3415/4315/4414or4405 10-13HCP	X:XX=TRF to 2♣ (m 1suiter S/O) STOLEN,LEB
2♣		6	4♥	(8)10-15, w/o side suit	2♦=ASK;2♥/2♠/2NT=♥/♠/♦SUPP ASK 4♣=PRE; 4♦=RKCB; 4♥/4♠/4NT=♦/♥/♠-Ex RKCB	2♣-2♦-2♥/2♠/2NT/3♣/3♦/3♥/3♠=6♣or2227 / 7+♣,8-12HCP /7+♣/6-7♣, BAL/1336/3136/3316 13-15HCP	
2♦		6	4♥	(8)10-15, w/o side suit	2♥=ASK;2♠/2NT/3♣=♠/♥/♠SUPP ASK 4♣=RKCB; 4♦=PRE; 4♥/4♠/4NT=♠/♥/♠-Ex RKCB	2♦-2♥-2♠/2NT/3♣/3♦/3♥/3♠/3NT=6♦or2227 / 7+♦,8-12HCP /7+♦/6-7♦, BAL/1363/3163/3361 13-15HCP	
2♥/2♠		5		-9HCP, WK	2NT=ASK; New suit=SUPP ASK	<b>HIGH LEVEL BIDDING</b>	
2NT	✓			8-15HCP, 4+♣&4+♦ ♣+♦=11cards or more	3♣/3♦=S/O; 3♥/3♠=PUP 3♠/3NT; 3NT=♣ or ♦ Fit, 4♣/4♦=PRE; 4♥/4♠=To play	RKCB: 14/30/2/2+Q; Ex-RKCB: 03/14/2/2+Q;GERBER: 14/30/2 K Location Bid after TCA	
3x		6		PRE		CUEBID; NEG CUEBID	
3NT	✓			(18)19-21, 6-7♣ or ♦, Semi-BAL	4♣=P/C; 4♦/4♥=TRF to 4♥/4♠; 4♠=S/T w/ Fit; 4NT=S/T w/ HCP	CUEBID interesting in specific suit's control (MC) ; DOPI; DEPO; STEP DOPI GOOD BAD 4NT ; NEG SLAM DBL	
4x		7		PRE			