DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD
OVERCALLS - General Style  7 <sup>+</sup> -17HCP, 5 <sup>+</sup> Suit, often good 4 Suit at 1 level.	SUIT 3rd/5th A from AK 4th best	Class C
Responses New: F1	4th best	JAPAN (A)
Simple Cue: F1.	N.T. Hill best	NCBO
Simple Cue at 3: shows support, INV <sup>+</sup>	SUBSEQUENT LEADS	GREEN
Jump Cue = mixed raise.		Yuki Fukuyoshi Akiko Yanagisawa
fit jump, SPL, PRE jump raises.	CIRCLE OPENING LEADS vs. NO-TRUMPS	NAME OF PLAYER NAME OF PLAYER
	Underline leads against suit contracts if different  AC (QJ QJ 0)10 (Dx SIDE SHOWED SUIT	SYSTEM SUMMARY: GENERAL APPROACH AND
responsive DBL~4◆		5 card Major
TAKE-OUT DOUBLE - General Style	<u>A</u> ®x (B)Qx (Q)Jx (Q)10x (Q)9 (YES NO	2 over 1 GF (except m rebid)
Responses responsive DBL ~ 4 ♦.	A@IX BQXX QJ109 Q1098 Q9X	Strong NT
(1m)-X-(1NT)-X/2m: Penalty/Ms See space for "Speical" DBL elsewhere in this card	(A)XJ10x (B)QJx (B)Q10x (Q)109 (98x (A)X	Weak 2 • / • / • A
1NT OVERCALL	<u>A</u> JXO KXO QXO JXO (10x) (10x)	SPECIAL OPENINGS THAT MAY REQUIRE DEFENCE
	AJX KX QX JX TOX TOX TOX	OPENINGS DESCRIPTION OP.1 1NT 14+-17HCP
2nd POS 15-18 <sup>+</sup> , system on. 4th POS 12-15 <sup>+</sup> , system on.	KJx6x Kxx60 Qxx60 Jxx60 10xx60 x0x60x Kxx60x Kxx6x QQ09x Jxx60x 10xx60x x0x60x	OP.1 1NT 14 <sup>+</sup> -17HCP OP.2 2◆/▼/♠ Weak
JUMP OVERCALL PRE except BAL position.	$K_{N} \otimes K_{N} \otimes K_{N$	OP.3 2NT 20-21HCP
BAL position 2NT: 18-19HCP.	SIGNALS WHEN FOLLOWING OR DISCARDING	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE
Responses 2NT: Ogust.	USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS	CB.1 Micheals CUE.
UNUSUAL NT Unusual 2NT for 5-5 <sup>+</sup> in 2 lower unbid suits.	D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE	CB.2 Unusual 2NT for lower unbid two suits.
DIRECT CUE-BID Michaels	BRACKET THE SIGNALING SYMBOL WHEN RARELY USED	CB.3 Jump CUE: Western CUE.
STYLE (1m)-2m-(P)-2NT/3♣/3♠/3M: NAT/♥INV/♠INV/to play.	CARDS HIGH LOW ODD EVEN	CB.4 Unusual vs Unusual NT overcall
(11√)-2√-(P/2♠)-2♠/DBL: ♠ sup	On portuguida lond DCO ECA	CB.5 Hamilton vs 1NT overcall and weak 1NT open.
-2NT: ASK, opening value.	On declarer's lead S2 S1	CB.6 DON'T vs 1NT
→ 3♣/♦: bad hand♣/♦	Discarding	CB.7 Leaping Micheals over weak 2M.
3♥/♠: good hand♣/♦	On partner's lead DS2 FS1	CB.8 [vs Flannery 2♦ open] DBL: minors, 2♥: take out of ♥.
-3 <b>.</b> ms, P/C	On declarer's lead S2 S1	CB.9 [vs Michaels] Rubensohl
-3 <b>♦</b> ∶ <b>ѧ</b> sup, INV <sup>+</sup>	Discarding	
-3♥: stopper ASK	SIGNALS IN TRUMP SUIT	
Jump CUE Western Cue; Ask for Stop	Trump suit preference.	
VS. Strong NT OPEN DBL: any one suiter	SIGNALS IN NT	
2 <b>♣</b> : <b>♣</b> +another; 2 <b>♦</b> : <b>♦</b> +M; 2 <b>♥</b> : Ms.	Smith Echo by both defender (reversed signal).	
VS. Weak-mini NT OPEN DBL: penalty.	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL	
2. any one-suiter; 2. Image = Ms; 2M: M and unknown minor.	T/O DBL	
VS. PREEMPTS	(1x)-DBL-(any)-1y; (bid)-2b: 4 <sup>+</sup> Sup, no extra strength.	
Lebensohl applies after DBL of 2♦/♥/♣ open.	(1x)-DBL-(any)-1y; (P)-2b: 4*Sup, extra strength.	
Leaping Michaels.	Negative DBL ~4♦	
3/4♦ over Weak 2♦: stopper ASK/Micheals.	Responsive DBL ~4♦	
VS. ARTIFICIAL STRONG 1+ or 2+ OPENINGS	Support DBL/RDBL ~2♥ always 3Sup.	
DBL: Majors; 1NT: minors.  OVER OPPONENTS' TAKE-OUT DOUBLE	(applies any non-jump suit response up to 2♦) Maximal Overcall DBL	IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
New suit at 1/2: F1/NF. fit jump.	Honor Doubleton support:	
2M/2M-1 after 1M open: 3*Sup., 0-6/7-9.	(1any)-Overcall-(bid)-DBL/RDBL: Hx support	
2NT: limit raise <sup>+</sup> / PRE raise to 1M/m open (Flip Flop)	SPECIAL FORCING PASS SEQUENCES	
RDBL: denies strong fit.		PSYCHICS : rare
IMPORTANT: Use symbols ♠, ♥, ♦, ♣ when needed	2013/3/29 :update	IMPORTANT: All text must be typewritten or block letters

Opening	TICK IF ARTIFICI	MIN. NO. OF	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1m		5	4.	5 <sup>+</sup> M.	Major first.  1NT after 1*/1*: 8-10/6-9.  Inverted raise.  PRE jump raises.  1*-3*: NAT, INV.  SPL raise.  weak jump shift at 2 (NPH).  fit jump (PH).  (A) 1NT: F1.	Short suit game try after M fit.  Help suit game try after M fit.  Two way checkback after 1X-1Y-1NT.  2♣: ART, TRF to 2♠, INV or to play 2♠.  2♠: ART, FG.  Fourth suit forcing  After structured reverse  opener's suit: support, FG.  2NT (if lower/higher than 4th suit): ART, weak/BAL, FG.  4th suit (if lower/higher than 2NT): ART, weak/ART, FG.	<pre><vs (oc="" hereafter)="" overcall=""> Limit Raise<sup>+</sup> Cue PRE Jump Raise Jump Shift = Fit Jump. Dbl Jump / Jump Cue = SPL. Good-bad 2NT by opener. <vs 3m》="" below="" jump="" oc="" our="" 《1under=""> CUE: FG raise, 0-1 their suit. Lowest "fit jump": FG raise, 2<sup>+</sup> in their suit.     ("fit jump"=jump in a new suit )</vs></vs></pre>
		(4)		[3rd/4th seat] 4 <sup>+</sup> M.	<ul> <li>(B) 2N: 4+sup, GF (either 16+ BH or 13+ UB)</li> <li>(C) 3C: 4⁺sup, Bergen raise.</li> <li>(D) 3D: 4⁺sup, INV.</li> <li>(E) 3N: 4+sup, BH 13-15</li> <li>(F) SPL raise.</li> <li>(H) Reversed Drury (PH).</li> <li>(I) Fit jump (PH).</li> </ul>	Bad 2NT by opener after 1-level response or negative X.  (B) 3 level: short suit 4 level: 2nd (good) suit	Other "fit jump" below 4M: SPL. <vs 1nt="" oc=""> Hamilton.  <vs nt="" oc="" unusual="">  Hi/Lo CUE (Hi=support).  <vs 1m="" micheals="" open="" our="" to="">  DBL: single raise hand  Cue their M OR 3♦: INV<sup>+</sup> raise.  2NT/3♣: TRF to 3♣/◆</vs></vs></vs>
1NT			3♠	may have 5M.	Stayman. Jacoby TRF with Walsh ◆. minor suit Stayman. 2NT: TRF to 3♣. 3m: NAT, INV. 3M: 5440 or 4441, short M, 4oM, GF. Gerber1430. Texas TRF.	Smolen TRF.  1NT-2♦; 2♥-2♠: ♦suit, strong.  1NT-2♦; 2♠-2NT/Others: ♦suit, strong/♥ suit, any strength.	<pre><vs. 2♣="" oc="">     DBL: Stayman; Others: system on. <vs. nat="" oc="">     DBL of OC at 2 and 3: negative.     New at 3: 5⁺card.     Lebensohl (slow shows stopper).     Texas TRF applies through 3♣. <vs. dbl="" penalty="">: DONT escape. <vs. conventional="" dbl="">: system on. <vs. 2♣="" dbl="" of="" stayman=""> 2♠: 5⁺♠.     RDBL: suggest to play there. <vs. dbl="" jacoby="" of="" trf="">     Pass: 1-2Sup. → RDBL: re-TRF.</vs.></vs.></vs.></vs.></vs.></vs.></pre>
2*	7	0			<ul><li>(A) 2 ◆: ART waiting, guarantees an A, a K or 3Q.</li><li>(B) 2 ▼: ART weak. (C) 2NT: ▼ suit.</li></ul>	(A) 2♥: ♥ suit or NT, TRF to 2♠. → 2♠ → 2NT/3NT/Others: 24-25 BAL/ 26-27 BAL/ ♥ suit.	<vs. 2*="" dbl="" lead="" of="" open="" showing=""> RDBL: suggest to play 2* RDBL.</vs.>
2 <b>♦</b> /		6 (5)		Weak, 6-10HCP	<ul><li>(A) 2NT after 2 → open: asks Feature.</li><li>(B) 2NT after 2M open: Ogust.</li></ul>	(B) 3♣/♦: minimum, bad/good trump. 3♥/♠: maximum, bad/good trump.	Pass: super negative. 2 • : waiting.
2NT				20-21. may have 5M.	<ul> <li>(A) 3♣: Stayman.</li> <li>(B) 3♠: Jacoby TRF with GF Walsh for m relay.</li> <li>(C) 3♥: Jacoby TRF.</li> <li>(D) 3♠:mss.</li> <li>(E) 4♣:RKC Gerber.</li> <li>(F) 4♠/♥:Texas TRF.</li> </ul>	(B) 3v-3♠: Walsh realy, slam interest with long minor.	<vs. dbls="" other=""> RDBL: super Neg. <vs. oc=""> DBL: super negative.</vs.></vs.>
Suit a				PRE.			
3NT	7			minor.	A DICO Disalawas d ANT (4400)	HIGH LEVEL BIDDING	A FNIT: wood class force
			4 ♦ =	P/C. :ASK S/S. :NAT.	◆RKC Blackwood 4NT (1430)  Trump Q ASK after RKC: 1step denies the Q.  Outside K ASK after RKC: positional ASK. (lmh)	<ul> <li>◆ 4minor RKCB (1430): step response.</li> <li>◆ non-serious 3NT.</li> <li>◆ RKC Gerber 4♣ (1430)</li> </ul>	<ul> <li>◆ 5NT: grand slam force.</li> <li>◆ DOPI/ROPI below 5♠.</li> <li>◆ DEPO/REPO from 5♠ or above.</li> </ul>
			4NT	=length ASK	2nd inquiry after K ASK: bid 7 with K in the suit.	◆ 5♣ Super Gerber after 2NT open.	◆ Exclusion RKCB (0314).

#### DEFENSIVE AND COMPETITIVE BIDDING

# OVERCALL (Style; Responses; 1/2 level; Reopening)

1 level: Good 4-cards possible: 2-level: Sound

RESP: Jump raise=PRE

New suit after 1-level O/C=NF

2-level O/C=F1

CUE=3-SUPP, INV+

Jump CUE=4+SUPP, INV+ 7-9

# 1NT OVERCALLS (2nd/4th Live; Responses; Reopeni

2nd/4th: 14-17HCP; As over 1NT open

Reopen=12-17(18-)HCP; 2♣=asking2 ◆ ♥ ♠(min)2NT=max

Reopen 2NT=19-21HCP

# JUMP OVERCALL (Style; Responses; Unusual NT)

1-Suit: Weak except unfavorable

RESP: 2NT=OGUST

2-Suit: 2NT=Unbid Lower 2--Suiter

REOPEN:

# DIRECT and JUMP CUE BIDS (Style; Responses; Re-

MICHAELS CUE

(1m)-2m=Ms

(1M)-2M=OM+m

(1x)-3x=STOPPER ASK

# VS. NT (vs. Strong / Weak; Reopening; PH)

MutliLandv

2♣=Both M: RESP: 2♦=Ask better M

2 ◆ = M 2NT=F1: 3m=NF

2♥=♥+m: 2NT=ASK m: 2♠/3m=NF

2♠=♠+m: 2NT=ASK m; 3m/3♥=NF

### VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)

LEB after (WK2)-DBL-(P)-

LEAPING MICHAELS

#### VS. ARTIFICIAL STRONG OPENINGS

Vs.1♣:DBL=♦&♥or♣&♠,1♦=♣&♦or♥&♠, 1NT=♣&♥or♦&

Vs.2\*:DBL=♦&♥or\*&\*.2♦=\*&♦or♥&\*. 2NT=\*&♥or♦&\*

### **OVER OPPONENTS' TAKEOUT DOUBLES**

New suit=F1 at 1-level

1m/M-(DBL)-2NT=PRE raise / L/R

### **LEADS AND SIGNALS**

### OPENING LEADS STYLE

	Lead	In Partner's suit
	3rd=even;low=odd	
NT	1	low from xxx if not raised
subsea		

Other:

# **LEADS**

LEAD	Vs. Suit	Vs. NT				
Ace	AKx(+); AK; ASK ATT	STR HOLDING UB/CT				
King	AKx(+); KQx(+); ASK Count	AK(+); KQx(+); Kx				
Queen	QJx(+); QJ; Qx	QJ(10/9)(+); AQJ(+); KQ109(+)				
Jack	J10x(+); KJ10x(+); J10; Jx	J10(9/8)(+); HJ10(+)				
10	H109x(+); 109x(+); 109; 10x	109(8/7)(+); H109(+)				
9	9x	9x;				
Hi-x	Sx; HxSx; HxSxxx; xxSx	Sx; Sxx; SSXS;				
Lo-x	HxS: HxxxS: xxS	HxxS: HxS				

# SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
Suit	2	Hi/Lo=Odd	S/P	S/P
	3	S/P		
	1	Hi=DISCRG	Hi/Lo=Odd	Hi=DISCRG
NT	2	Hi/Lo=Odd	S/P	S/P
	3	S/P		

# Signals (including Trumps):

Reverced SMITH against NT

### DOUBLES

# TAKEOUT DOUBLES (Style; Responses; Reopening)

can be light if good shape

### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUB

NEG DBL thru 4

RESP DBL thru 4 V

SUPP DBL thru 2♥ SUPP REDBL

HONOR RDBL

SNAP DRAGON COMP DBL

MAXIMAL O/C DBL

LIGHTNER DBL

POSITIVE SLAM DBL

# **WBF**Convention Card

**CATEGORY: Natural-GREEN** 28-Mar-13

NCBO: JAPAN EVENT: Women

PLAYERS: Kyoko Shimamura Makiko Sato

### SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

5-cards M 1NT=F1 2/1=FG

1NT Opening: 14+-17HCP BAL

2 OVER 1 Response: FG

# SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2 ♦=WK ♥ & ♠

3NT=PRE in m

4♣/♦=NAMYATS 8(.5) playing tricks in ♥/♠

1m-(1NT)-2♣/♦/♥/♠=Ms/♥/♠/ms

1M-(1NT)-2♣/♦=♣/♦+OM

1M-(2NT)-3♣/◆=OM / L/R+

1 ◆ -(2NT)-3♣/ ♥=L/R+ / ♠

1 ♣ -(2NT)-3 ♦ / ♥= L/R+ /♠

 $1m-(2m=Ms)-2 \lor / = om / L/R+$ 

### SPECIAL FORCING PASS SEQUENCES

When we DBL(=PEN) OPPT's 1NT opening. we are in a force thru 2

# IMPORTANT NOTES THAT DON'T FIT ELSEWHE

Lebensohl

(1A)-P-(1B)-2A/B=NAT

1m-(1♥)-X/1♠=4+♠/3-♠

**PSYCHICS**: Rare

OPENING	K IF	No. ARD	DBL RU			JAPAN	
OPE	TICK IF ARTIFICIA	MIN. No. OF CARD	NEG.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1♣		3	4♥	11-21pts	1 ←=may be Short; 1M=Bypass 1 ◆	1♣-1M-1NT-2♣/♦=PUP 2♦, INV / Checkback, FG	Fit Jump
					1NT=8-10HCP, BAL; 2♣=INVERTED; SPL	Bad 2NT by opener	
					2 ♦ / ♥ / ♠=Good 6+suit or good 5+suit w / ♣ SUPP	1♣-1 <b>v</b> -1 <b>a</b> -2♣ / <b>b</b> =PUP 2 <b>b</b> , INV / Checkback, FG	
					2NT=13-15HCP or 18+, BAL; 3NT=16-17HCP,	1♣-1♠♥-4♣/♠♥=BAL 18+ ♠♥4 /♣6+♠♥4 UNBAL	
					3334 or 3343 TRF after rebid 2NT	Structured Rererced rebid2M=5+F1/3M=Good6+FG/4thSuit=ART.F1	
1 ♦		3	4♥	11-21pts	1NT=6-10HCP; NT=13-15HCP or 18+, BAL; 3NT=16-17HC	1 ◆ −1M−1NT−2 ∲ /2 ◆ =PUP 2 ◆ , INV / Checkback, FG	Fit Jump
					2♦=INVERTED; 2♣=FG; 2♥/♠=Good 5+suit	Bad 2NT by opener	
					3♣=6+suit, INV; SPL	1 ♦ −1 ♥ −1 ♠ −2♠ / ♦=PUP 2 ♦, INV / Checkback, FG	
					TRF after rebid 2NT	1 → -1 ♠ ♥ -4 → / ♠ ♥ =BAL 18+   ♠ ♥ 4 / ♦ 5 + ♠ ♥ 4 UNBAL	
1♥		5	4 🔸	11-21pts, 5+cards	1NT=F1; 2/1=FG; Jacoby 2NT 1♣=4+	Help suit G/T	Drury Fit
1♠		(4)	4♥	4+cards in 3rd/4th seat	3♣/ ♦= 3+ I NV+/4+INV 3♥=♥6+INV	1M-2NT-3x/3NT/4x=S/S / 6+suit / Good 5+suit	3♣=NAT, INV
					3NT=4+SUPP; SPL	1 ♦ -1 ♦ -1NT-♣ / ♦ = pupp 2 ♦, INV / Checkback, FG	2NT/3 ♦ /3 ♥=
					TRF after rebid 2NT	1m-1M-1NT-2NT=pup3♣	<b>♣/♦/♥</b> =Fit Jump
1NT			3♠	14+-17HCP, BAL	2♣=STAY may not have 4-card M	1NT-2♣-2 ♦-2 ♥/♠=4-4M WK/♠5 & ♥4INV	
				may have 5M or 6m	2 ♦ / ♥ = ♥ 5 + or m S/T / \$ 5 + 2 ♠ = \$ S/O, STR, \$ 5 + & M4 +	1NT-2♣-2♥-2♠=4-card ♠ & min WK	
					2NT=♦S/O,STR、♣5+&M4+/m'S	1NT-2♣-2M-3OM/4♣♦=4+SUPP, FG, UNBAL / BAL /RKC	
					4♦/♥=Texas TRF 3♣=pup, 3♦=♦short	1NT-2♣-2♦-3♥/♠=5-4/4-5 FG	
					3♥/♠=♥short/♠short with ♥	1NT=2♥-2♠-3♥=M5-5 INV 1NT-2♣-2♦-3♣/♦=M4&♣S/O,M4&♦INV	
					4♣=Gerber	1NT-2 ♦ -2 ♥ -2 ♠=♥5 & ♠ 4INV	
2♣	~	0		ART/STR or 22+BAL	2♦=Waiting;, 2NT=m's	2♣-2 ◆-2NT/3NT=24-25/running min To play, may not BAL Kokish Rela	
					2♥/♠/3♠/3♣/=NAT,8+HCP, Good ♥ /♠/♠/♣	2♣-2♦-2♥-2NT/3♣/3♦=m's weak ~3pt/♥5&m 2♣-2NT=GF m's	
						2♣-2♦-3♣-3♦=M ask 2♣-2♦-2♥-2♠-2NT/4NT=22-23/28-29	
						2♣-2 ♦ -3 ♥ /3 ♠= ♦ & ♥ 4+/ ♦ & ♠ 4+	
2•	~	0		WK♥&♠	2NT=ASK	$2NT-3  / \bullet /  /  / 3NT=MIN/  \ge  (\text{med})/  >   (\text{medn})/  \ge   (\text{Max})/  >   (\text{Max})/  >   (\text{Max})/  >    (\text{Max})/  >       $	ax)
						2♦-2N-3♣-3♦/♥/♠=ask/so/so 2♦-2N-3♣-3♦-3♥/♠/NT=♥=♠/♥>♠/♠<♥	
2♥/2♠		5		WK5+♥/♠	2NT=Feature; New Suit=F1		
2NT				20-21HCP BAL	3♣= STAYMAN 3 ♦ / ♥= ♥ 5+ or m S/T / ♠ 5+	2NT-3♥-3♠-4♥=M's 2NT-3♣-3♦-4♥/♠=M's S/T/Slam	
				may have 5M	3♠=m STAY 4♦/♥=TEXAS TRF Walsh Relay	2NT-3♣-3♥/♠-3♠/4♥=♥ST/♠S/T	
3x		6		PRE			
3NT	~			PRE in m	4♣=P/C; 4♦=M ASK; 4♥/♠=To Play 4NT=slam ask	HIGH LEVEL BIDDING	
						RKCB (1430)	
4♣	~			Namyats ♥ 8or8.5Trick	4 <b>+</b> =TRF4 <b>*</b>	Voidwood(0314)	
4 •	~			Namyats ♠ 8or8.5Trick	4♥-TRF4♠	Grand Slam Force	
4x		7		PRE		DOPI; ROPI; DEPO (5♠ or Higher)	
4NT	~			66+ms Pre.			

1 10 14 1 11 6: : : : :	
level: Good 4-cards possible; 2-level: Sound	
RESP: Jump raise=PRE	
New suit after 1-level O/C=NF	
2-level O/C=F1	
CUE=3-SUPP, INV+	
Jump CUE=4+SUPP w/ Shape, INV+	
NT OVERCALLS (2nd/4th Live; Responses; Reopening)	
2nd/4th LIVE: 15-17HCP; As over 1NT open	
Reopen=12-14(15)HCP; As over 1NT open	
Reopen 2NT=19-21HCP	
IUMP OVERCALL (Style; Responses; Unusual NT)	
-Suit: Weak except unfavorable	
RESP: 2NT=OGUST ASK, 3♣=S/S ASK	
2-Suit: 2NT=Unbid Lower 2Suiter	
REOPEN:	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening	ıg)
MICHAELS CUE	
(1m)-2m=Ms	
(1M)-2M=OM+m	
1x)-3x=STOPPER ASK	
/S. NT (vs. Strong / Weak; Reopening; PH)	
DBL=PEN (m 1 suiter when DBL by Passed hand)	
2♣=Majors; 2♦=ASK	
2♦=Major 1 suiter; 2♥=P/C	
2♥=♥+m: 2NT=ASK m; 2♠/3m=NF	
2♠=♠+m: 2NT=ASK m; 3m/3♡=NF	
/S. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)	
EB after (WK2)-DBL-(P)-	
EAPING MICHAELS	
/S. ARTIFICIAL STRONG OPENINGS	
DBL=♦ or Ms, NT=♣ & ♥ or ♦ & ♠ (3NT=to play)	
/2/3/4♦=♥ or ♠+♣	
/2/3/4♥=♠ or ms	·
/2/3/4 <b>♠=♣</b> or ♦+♥	
OVER OPPONENTS' TAKEOUT DOUBLES	
New suit=F1 at 1-level	
m/M-(DBL)-2NT=PRE / Limit raise	
TH/W-(DDL)-ZIVI - I ICL / Ellilli Taise	

			S AND S				
OPENI	NG	LEADS STYLE			<b>.</b>		
<b>.</b>		Lead		ln In	Partner's suit		
Suit 3rd=even;low=odd  NT 4th							
NT		4(1)		low from	xxx if not raised		
subsec	7						
Other:							
LEVDO							
LEADS		Vs. Sui	1		Vs. NT		
Ace		AKx(+); AK; ASK A		STR HOL	DING UB/CT		
King		AKx(+); KQx(+); AS		AK(+); K(			
Queen		QJx(+); QJ; Qx		` ,.	+); AQJ(+); KQ109(+		
Jack		J10x(+); KJ10x(+);	J10: Jx		+); HJ10(+)		
10		H109x(+); 109x(+);			+); H109(+)		
9		9x		9x;	, , ,		
Hi-x		Sx; HxSx; HxSxxx;	xxSx	Sx; Sxx;	xSx; xSxS; <u>9</u> 8xx		
Lo-x	(	HxS; HxxxS; xxS		HxxS; Hx	S		
SIGNA	LS	IN ORDER OF PRI	ORITY				
		Partner's Lead	Declare	er's Lead	Discarding		
	1	Hi=DISCRG	Hi/Lo=Oc	ld	Hi=DISCRG		
Suit	_	Hi/Lo=Odd	S/P				
	3	S/P					
		Hi=DISCRG	Hi/Lo=Oc	ld	Hi=DISCRG		
NT	_	Hi/Lo=Odd	S/P				
		S/P					
		ncluding Trumps):					
Revers	e S	MITH against NT					
1010101010101010101010101	310101010						
			DOUBLE	S			
TA1/E/	\	F DOUBLES (Style	. <b>D</b>	<b>D</b>			
Scramb		T DOUBLES (Style	Response	ss; Reope	iiiig)		
Sciaini	ווווע	y 211 I					
SPECI	ΔΙ	ARTIFICIAL AND	COMPETIT	IVE DOI!	BLES/REDOUBLES		
				(100) 11			
NEG DBL thru 4♥; 1m-(1♥)-Dbl=4+♠, 1m-(1♥)-1♠=0-3♠ RESP DBL thru 4♥							
		L thru 2♥					
HONOR RDBL							
HONO	SNAP DRAGON COMP DBL						
	-	MAXIMAL O/C DBL					
SNAP		O/C DBL					
SNAP	IAL						

# **WBF** Convention Card

CATEGORY: Natural-GREEN 26-Mar-13

NCBO: JAPAN EVENT: Women

PLAYERS: Kyoko SHIMAMURA Natsuko NISHIDA

PLAYERS: Kyoko SHIMAMURA Natsuko NISHIDA
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-cards M
1NT/1M=F1
2/1=FG
1NT Opening: (11)12-14HCP BAL
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦=WK55(4) Ms
3NT=PRE in m
4♣/◇=NAMYATS 8(.5) playing tricks in ♡/♠
1M-(1NT)-2♣/♦=♣/♦+OM
vs Specified two suiter O/C: Lower CUE=Lower suit, Higher CUE=
Higher suit
1M-(2NT=ms)-3♣/♦=♥/♠ (L/R+ when opener's suit)
1♦-(2NT=♣&♥)-3♣/♥=♦ L/R+/♠
1m-(2m=Ms)-2♥/♠=♣/♦ (L/R+ when opener's suit)
SPECIAL FORCING PASS SEQUENCES
When we DBL(=PEN) OPPT's 1NT opening, we are in a force thru 2♥
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Lebensohl

Rubensohl after 1NT-(?)-, 1M-(Dbl)-, 1♥-(2♠)-, 1♠-(2♥)-

PSYCHICS: Rare

OPENING	K IF	. No.	. DBL RU		Kyoko SHIMAMURA	Natsuko NISHIDA JAPAN	26 Mar 2013
OPEI	TICE ARTIF	MIN. No. OF CARD	NEG	DESCRIPTION RESPONSES		SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♡	11-21pts	1♦=may be 3-cards; 1M=May bypass 1♦	1♣-1M-1NT-2♣/◇=PUP 2◇, INV / Checkback, FG	
					1NT=8-10HCP, BAL; 2♣=INVERTED; SPL	Bad 2NT by opener	
					2♦/♥/Bood 6+suit or good 5+suit w/ - SUPP	1x-1y-2NT-?=TRF	
					2NT=13-15 or 18+HCP, BAL; 3NT=16-17HCP, 3334 or 3	3343	
1\$		3	4♡	11-21pts	1NT=6-10HCP; 2NT/3NT=11-12/13-15HCP, BAL	1♦-1M-1NT-2♣/2♦=PUP 2♦, INV / Checkback, FG	
					2♦=INVERTED; 2♣=FG; 2♥/♠=Good 5+suit	Bad 2NT by opener	
					3♣=6+suit, INV; SPL		
1♡		5	4\$	11-21pts, 5+cards	1NT=F1; 2/1=FG; Jacoby 2NT	Help suit G/T	Drury Fit
1♠		(4)	4♡	4+cards in 3rd/4th seat	3♣/◇=4+SUPP 6-9 / I NV; 1♠-3♡=6+♡ NF	1M-2NT-3x/3NT/4x=S/S / 6+suit / Good 5+suit	3♣=NAT, INV
					3NT=4+SUPP; SPL	1M-1NT-2NT-?=TRF; 1♥-1♣-3NT=4522, 19-20HCP	Fit jump (2NT=♣)
1NT				(11)12-14HCP, BAL	2♣=STAY may not have 4-card M	1NT-2♦/♥-2♥/♠-4♥/♠=Mild slam interest;	
				5♥ possible	2♦=Jacoby TRF or WALSH; 2♥=Jacoby TRF or 55 m's;	Auto SPL after STAY and TRF	
					2♣/2NT=5+♣/♦, WK or STR; 3♣=PUPPET STAY	1NT-(Dbl)-Pass=PUP RDBL (to play or escape w/ touching suits);	
					3♦/♥/ <b>♠</b> =SPL	-Rdbl=PUP 2♣ then Pass=♣; 2♦=♦+♠; 2♥=♥+♠; 2♠/2NT=FG	(3/2 suiter)
					4♣=Roman Gerber; 4♦/♥=Texas TRF	-2♣=♣+♡/♠; 2♦♡♠=NAT, S/O; 2NT=♣, INV+; 3m/♡=TRF, INV	/+; 4♦/♥=Texas TRF
2♣	>	0		ART/STR or 22+BAL	2♦/2♥/2♣/2NT/3♣=0-1/2/3/3(3K)/4/5CTRLs	2♣-2♦♥-2NT=24+HCP Semi-BAL (As for 2NT open)	
						Kokish Relay	
2\$	>	0		0-12HCP 55Majors	2♥/♠=S/O; 2NT=ASK; 3♣=S/O; 3♦=NAT INV;	$2\lozenge$ -2NT-3\(\Phi=MIN $\rightarrow$ 3\(\Phi=ASK $\rightarrow$ 3\(\Phi=\(\Phi\)>=\(\Phi\)	
				(May open 4♠5♥ w/	3♥/♠=INV; 3NT=To play	-3♦=♥>=♠ MED; -3♥=♠>♥ MED	
				5+HCP in Ms)		-3♠=♡>=♠ MAX; 3NT=♠>♡ MAX	
2♥/2♠		5		Weak 5+suit	2NT=OGUST ASK		
2NT				20-21HCP BAL	3♣=STAY; 3♦=Jacoby or Walsh; 3♥=Jacoby TRF;	Smolen TRF	
				may have 5M	3♠=m STAY; 4♦/♡=Texas TRF	2NT-3♦-3♥-3♣=Walsh (S/T in m)	
3x		6		PRE			
3NT	>			PRE in m	4♣=P/C; 4♦=M ASK; 4♥/♠=To Play		
					New suit=CTRL ASK	HIGH LEVEL BIDDING	
4♣/4♦	>			NAMYATS; 8(.5) playing	4♦/4♥=PUP 4♥/4♠ → New suit=CUE	RKCB (1430)	
				tricks in ♥/♠	New suit=CTRL ASK	Voidwood (03/14)	
4♡/4♠		7		PRE		6 Key card Blackwood (1430)	
4NT	>			66+ms		Super Roman Gerber / Roman Gerber (14/03/2MIN/2MAX)	
						Grand Slam Force	
						DOPI; ROPI; DEPO	
						4♣/4♦ after minor fit=Slam Try / RKCB	

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENIN
Responses:Cue=F1:New suit=almost F1:	
Jump cue=Mixed raise:New suit Jump=fit showing	Suit
Jump raise=Preempt:Honor Rdbl	NT
inBAL pos:same direct position	Subseq
	_
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS
2nd pos:15~18HCP all system on	Lead
4th pos:12~17HCP system on	Ace
4th pos: 2NT=20~21HCP :	King
	Queen
	Jack
JUMP OVERCALLS (Style; Responses; Unusual NT)	10
Style: weak	9
Response 2NT=feature: New suit=F1:cue=F1	Hi-x
Unusual 2NT=minor/2lower T/O	Lo-x
	SIGNAL
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	
Michael'S cue for Major or M+m(2NT asks m)	
Jump cue =asks for stopper in the suit w/running minor	Suit
VS. NT (vs. Strong/ Weak; Reopening; PH)	⊢ I <sub>NT</sub>
vs Strong=DONT/ vs Weak=Helm's2:*	
2♣=♣+higher suit:2♦=any 2suiter:2♥=Majors	signal in
2♠=weak♠:2NT=minors:3NT=Majors:DBL=any 1suiter	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	$\exists \vdash$
Lebensohl vs weak2	
Leaping michael's 4♣/♦=other Majhor+♣/♦	$\dashv$
4NT=T/O in high level competition	TAKEO
vs weak2 -4♥/♠=strong minor T/O	Shape o
vs weak2 -4NT=weak minor T/O	
	_
VS. ARTIFICIAL STRONG OPENINGS	SPECIA
vs strong 1♣exclusion T/O	Negative
·	Respons
	Lightner
	4th suit l
OVER OPPONENTS' TAKEOUT DOUBLE	1
1M-Dbl-2NT=Limit raise or better	11
1m-DBL-2NT=Preempt: Jump raise=10+value J/S in other minor=FG:	1
New suit=Natural F1	1

Category: Green			LEADS	AND SIG	GNALS		WBF	<b>Convention Card</b>	
Lead	OPENIN	IG LEA	ADS STYLE					<b>•</b> •	<b>7</b> • •
NT 4th 4th 4th   Subseq same as above   Subseq same as above same as a					In P	artner's suit			
NT 4th 4th 4th 5ubseq same as above same as	Suit	3r	d/Lowest		3rd/Lowest	1	Category:	Green	
LEADS  Lead		4tl	h		4th		NCBO:	87429/JAPAN	EVENT: W
LEADS  Lead Vs. Suit Vs. NT  Ace Ax(+)-Axxx(+)-Akx(+)-Akk Attitude AKG,\text{X-KTX-AQJT}  King Kx.AKK(\text{Cy(+)-Akx count AKx-AKT(+)-KQx(+)}  Queen Qux.QTT-AQux(+)-Qx KQT9(+)QuTx(+)-Qx  Jack Jx:KJTx(+): KJTx(+): Jy.JTx(+)-XJTx:  10 HT9x.T9: HT3x(+)-Y-3JTx(+):  10 HT9x.T9: HT3x(+)-Y-3JTx(+):  11 HT9x.T9: Xx.Sx.Sx:  Lo-x   xxx(S,xxxx:   Hxxx(S,xxx)    Li-x   Sx:   x.Sx.Sx:  SIGNALS IN ORDER OF PRIORITY  Partner's Lead   Declarer's Lead   Discarding    1 High=E:Low=D   High=E:Low=D   High=E:Low=D    Suit 2   2   2   2    3   1   High=E:Low=D   High=E:Low=D    NT 2   3   3                      signal in trump suitability to ruff   DOUBLES   DOUBLES   DOUBLES  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES    SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES    Responsive thru 4+ Maximal thru 3+ Competitive thru 3+: Responsive thru 3+ Suppositive thru 3+	Subseq	sa	me as above		same as al	oove	PLAYERS	S: Michiko Ohn	_
Lead Vs. Suit Vs. NT Ace Ax(+)-Axx(-)-AKX(+)-Ak Attitude AKQJxx:AKJTx:AQJT King Kx:AK:KQx(+)-Akx (count Akx:AKT(+):KQx(+) Queen Q.x:QJT:AQJx(+):Cx KGT9(+):QJTx(+):Qx Jack Jx:KJTx(+): KJTx(+)-AJT(+):JT9x: 10 HT9x:T9: HT9x(+):T							_	Natsuko Nish	nida
Lead Vs. Suit Vs. NT Ace Ax(+):Axxx(+)ask Attitude AKGJxxxAxTx:AQJT King Kx.AK:KQx(+):Ask count AK2,AxxT(+):KQx(+) Queen QxxQJT:AQJx(+)Qx KQT9(+):QJTx(+):Qx Jack Jx:KJTx(+): KJTx(+):ATJ(+):JT9x: 10 HT9x:T9: HT9x(+):T98x(+): 9 9x:987(+): x5x:5x: Lo-x xxx5:xx: Lo-x xxx5:xx: Lo-x xxx5:xx: INTOpening=14+-17 BAL 2over1 Response:FG  NT 2 High=E:Low=D High=E:Low=D High=E:Low=D Signal in trump suit-ability to ruff  DOUBLES  DOUBLES  DOUBLES  SPECIAL, ARTIFICIAL AND COMPETITIVE (Re-)DOUBLES  Negative thru 3♠:Support Dbi/Rdbi thru 2♥ Lightner Dbi-Honor Rdbi 4th suit Dbi(Snapp dragon) thru 3♥ with 10pts value  Vs. NT AKX:AXT(+): AKXCXX(+): NAXXXX(X(+): NAXXXX(+): NAXXX(+): NAXXXX(+): NAXXXX(+): NAXXXX(+): NAXXXX(+): NAXXXX(+): NAXXX(+): NAXXXX(+):	LEADS							9763	EM CLIMMADV
K::AK:KQx(+):Ask count   AK::AKT(+):KQx(+)	Lead					Vs. NT		3131	EIVI SUIVIIVIAK I
Queen QJx:QJT:AQJx(+):Qx KQT9(+):QJTx(+):Qx Jack Jx:KJTx(+): KJTx(+):AJT(+):JJTs::  10 HT9x:T9: HT9x(+):T9	Ace	Ах	x(+):Axxx(+):AKx(+)Ask	Attitude	AKQJxx:Al	KJTx:AQJT	GENERAL	. APPROACH AND STYL	E
Jack Jx:KJTx(+): KJTx(+):JT9x: 10 HT9x:T9: HT9x(+):T98x(+): 9 9x:987(+): XSx.Sx: Lo-x xxxS:xxx: HxxSx:xxxS: SIGNALS IN ORDER OF PRIORITY  Partner's Lead Declarer's Lead Discarding 1 HigheE:Low=D HigheE:Low=D HighteE:Low=D 3 1 HigheE:Low=D High=E:Low=D High=E:Low=D NT 2 2 2 2 3 3	King	Kx	c:AK:KQx(+):Ask count		AKx:AKT(+	·):KQx(+)	Natural 5ca	ards Major:1NT response	to Major opening F
10 HT9x:T9: HT9x(+):T98x(+):  9 9 9x:987(+): xSx:Sx: Lo-x xxxS:xxxxSx:  SIGNALS IN ORDER OF PRIORITY  Partner's Lead Declarer's Lead Discarding  1 High=E:Low=D High=E:Low=D  XII 2 3 3	Queen	Q٠	Jx:QJT:AQJx(+):Qx		KQT9(+):Q	JTx(+):Qx	Open light	if UNBAL:PRE=Light:4SI	F=FG
9    9x:987(+):	Jack	Jx	::KJTx(+):		KJTx(+):AJ	IT(+):JT9x:			
Hi-x Sx: xxxS:xx:  Lo-x xxxS:xxx: HxxSx:xxx:  SIGNALS IN ORDER OF PRIORITY  Partner's Lead Declarer's Lead Discarding  High=E:Low=D High=E:Low=D High=E:Low=D  Suit 2  3	10	HΓ	Г9x:Т9:		HT9x(+):T9	98x(+):			
Lo-x xxxS:xxx: HxxSx:xxxS:  SIGNALS IN ORDER OF PRIORITY  Partner's Lead Declarer's Lead Discarding  1 High=E:Low=D High=E:Low=D High=E:Low=D 3	9	9x	::987(+):		xSx:Sx:		1NTOpenir	ng=14+~17 BAL	
SIGNALS IN ORDER OF PRIORITY  Partner's Lead Declarer's Lead Discarding  High=E:Low=D High=E:Low=D Hight=E:Low=D  All High=E:Low=D High=E:Low=D High=E:Low=D  All High=E:	Hi-x	Sx	C:		xSx:Sx:		2over1 Res	sponse:FG	
Partner's Lead Declarer's Lead Discarding    High=E:Low=D   High=E:Low=D   High=E:Low=D     Suit 2   3   2   2   3     NT 2   3   3   3   3     NT 2   3   4   4   4   4   4   4   4   4   4	Lo-x	xx	xS:xxx:		HxxSx:xxx	Sx:			
1 High=E:Low=D High=E:Low=D Suit 2 3     High=E:Low=D High=E:Low=D   High=E:Low=D	SIGNAL	S IN C	RDER OF PRIORITY						
Suit 2 3   1   High=E:Low=D   High=E:Low=D   High=E:Low=D   2. SMajor+5(4)minor 3-9points   2. SMajor+5(4)minor 3-9points   2. SMajor+5(4)minor 3-9points   2. SMajor+5(4)minor 3-9points   3. NT:Broken minor (4. SMajor ask)   Fit showing Jump resp to partner's O/C &1M by PH   Weak Jump raise in competition & partner's O/C Competitive cue = Limit raise or more   Competitive 2NT=Limit+Major/Preemptive minor   Lebensohl after 1NT opeing/vs Weak2 oeping/Partner'   Escaping from 1NT Dbl=as DONT   After opener rebid 1NT:2way checkback   Structured Reverse   SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES   SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES   SPECIAL FORCING PASS SEQUENCES   SPECIAL FORCING PASS PASS PASS PASS PASS PASS PASS PAS			Partner's Lead	Declarer	's Lead	Discarding	SPECIAL E	BIDS THAT MAY REQUI	RE DEFENCE
3   High=E:Low=D   High=E:Low=D   High=E:Low=D    NT 2   Signal in trump suit:ability to ruff    DOUBLES   Shajor+5(4)minor 3~9points    3   Shajor +5(4)minor 3~9points    4   Shajor +5(4)minor 3~9points    3   Shajor +5(4)minor 3~9points    4   Shajor +5(4)minor 4~9major    4   Shajor +5(4)minor 4~9major    4   Shajor +5(4)minor 4~9major    4   Shajor +5(4)minor		1	High=E:Low=D	High=E:L	_ow=D	Hight=E:Low=D	2 <b>⊕</b> :Artificia	l strong	
1 High=E:Low=D High=E:Low=D High=E:Low=D NT 2 3    Signal in trump suit:ability to ruff	Suit	2					2♦:mini Mu	ılti 3~0points( weak2 Maj	or) 3~9points
NT 2 3 3NT:Broken minor (4♣=P/C: 4♣=Major ask) Fit showing Jump resp to partner's O/C &1M by PH Weak Jump raise in competition & partner's O/C Competitive cue =Limit raise or more Competitive 2NT=Limit+Major/Preemptive minor Lebensohl after 1NT opeing/vs Weak2 opeing/Partner' Escaping from 1NT Dbl=as DONT After opener rebid 1NT:2way checkback Structured Reverse  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Negative thru 4♣:Maximal thru 3♠:Competitive thru 3♠: Responsive thru 3♠:Support Dbl/Rdbl thru 2♥ Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE Vs Unusual 2NT:Low Low cue bid after pass sandwich NT:1♠-1♠-2♣=♥>♠ 2♠=♥<♠  AND THE P-1♠-2♣=♥>♠ 2♠=♥<♠  AND THE P-1♠-2♣=♥>♠ 2♠=♥<♠  AND THE P-1♠-2♣=♥>♠ 2♠=♥<♠  AND THE P-1♠-2♣=♥>♠ 2♠=♥<♠		3					2 <b>♥</b> :5Major⊦	+5(4)minor 3~9points	
Fit showing Jump resp to partner's O/C &1M by PH  signal in trump suit:ability to ruff  DOUBLES  DOUBLES  TAKEOUT DOUBLES (Style; Response; Reopening)  Shape oriented:Cue bid=F1  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 3♠:Support Dbl/Rdbl thru 3♥:  Responsive thru 3♠:Support Dbl/Rdbl thru 2♥  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Fit showing Jump resp to partner's O/C &1M by PH  Weak Jump raise in competition & partner's O/C  Competitive cue =Limit raise or more  Competitive 2NT=Limit+Major/Preemptive minor  Lebensohl after 1NT opeing/vs Weak2 oeping/Partner'  Escaping from 1NT Dbl=as DONT  After opener rebid 1NT:2way checkback  Structured Reverse  SPECIAL FORCING PASS SEQUENCES  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♠P-1♠ 2♠-♥>♠ 2♠-♥>♠ 2♠-♥>♠		1	High=E:Low=D	High=E:L	_ow=D	High=E:Low=D	2 <b>≜</b> :5Major⊦	+5(4)minor 3~9points	
Signal in trump suit:ability to ruff  DOUBLES  DOUBLES  DOUBLES  TAKEOUT DOUBLES (Style; Response; Reopening)  Shape oriented:Cue bid=F1  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4♠:Maximal thru 3♠:Competitive thru 3♥:  Responsive thru 3♠:Support Dbl/Rdbl thru 2♥  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Weak Jump raise in competition & partner's O/C  Competitive cue =Limit raise or more  Competitive 2NT=Limit+Major/Preemptive minor  Lebensohl after 1NT opeing/vs Weak2 oeping/Partner'  Escaping from 1NT Dbl=as DONT  After opener rebid 1NT:2way checkback  Structured Reverse  SPECIAL FORCING PASS SEQUENCES  SPECIAL FORCING PASS SEQUENCES  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♠-P-1♠- 2♠-♥>♠ 2♠-♥>♠ 2♠-♥>♠	NT	2					3NT:Broke	n minor (4♣=P/C: 4♦=Ma	ijor ask)
Competitive cue =Limit raise or more Competitive 2NT=Limit+Major/Preemptive minor Lebensohl after 1NT opeing/vs Weak2 oeping/Partner' Escaping from 1NT Dbl=as DONT After opener rebid 1NT:2way checkback Structured Reverse  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Negative thru 4*:Maximal thru 3*:Competitive thru 3*: Responsive thru 3*:Support Dbl/Rdbl thru 2* Lightner Dbl:Honor Rdbl 4th suit Dbl(Snapp dragon) thru 3* with 10pts value  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE Vs Unusual 2NT:Low Low cue bid Vs Michael's cue :Low Low cue bid after pass sandwich NT:1*-P-1*- 2*-** 2*-*** 2*-****		3					Fit showing	Jump resp to partner's	D/C &1M by PH
DOUBLES  Competitive 2NT=Limit+Major/Preemptive minor Lebensohl after 1NT opeing/vs Weak2 oeping/Partner' Escaping from 1NT Dbl=as DONT  After opener rebid 1NT:2way checkback Structured Reverse  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES Negative thru 4 ◆:Maximal thru 3 ◆:Competitive thru 3 ▼:  Responsive thru 3 ★:Support Dbl/Rdbl thru 2 ▼  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3 ▼ with 10pts value  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1 ♣ P-1 ◆- 2 ♣ ■ ▼ ◆ 2 ◆ ■ ▼ ◆	signal in	trump	suit:ability to ruff	1			Weak Jum	p raise in competition & p	artner's O/C
Lebensohl after 1NT opeing/vs Weak2 oeping/Partner' Escaping from 1NT Dbl=as DONT  After opener rebid 1NT:2way checkback  Structured Reverse  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4◆:Maximal thru 3♠:Competitive thru 3♥:  Responsive thru 3♠:Support Dbl/Rdbl thru 2♥  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Ws Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♠P-1♦- 2♠-♥>♠ 2♦-♥<			·				Competitive	e cue =Limit raise or mor	e
Escaping from 1NT Dbl=as DONT  After opener rebid 1NT:2way checkback  Structured Reverse  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4*:Maximal thru 3*:Competitive thru 3*:  Responsive thru 3*:Support Dbl/Rdbl thru 2*  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3* with 10pts value  Wightner Dbl:Honor Rdbl  After opener rebid 1NT:2way checkback  Structured Reverse  SPECIAL FORCING PASS SEQUENCES  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1*-P-1*-2*-V** 2*-V**							Competitive	e 2NT=Limit+Major/Pree	mptive minor
Escaping from 1NT Dbl=as DONT  After opener rebid 1NT:2way checkback  Structured Reverse  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4*:Maximal thru 3*:Competitive thru 3*:  Responsive thru 3*:Support Dbl/Rdbl thru 2*  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3* with 10pts value  Wightner Dbl:Honor Rdbl  After opener rebid 1NT:2way checkback  Structured Reverse  SPECIAL FORCING PASS SEQUENCES  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1*-P-1*-2*-V** 2*-V**							Lebensohl	after 1NT opeing/vs Wea	k2 oeping/Partner's
Structured Reverse  Structured Reverse  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4\[Display: Maximal thru 3\[Display: Competitive thru 3\[Display: Responsive thru 3\[Display: Competitive thru 2\[Display: Responsive thru 3\[Display: Support Dbl/Rdbl thru 2\[Display: Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3\[Display with 10pts value  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1\[Display: NT:1\[Displa			υ	OUBLES	)				
Structured Reverse  Structured Reverse  SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4\[Display: Maximal thru 3\[Display: Competitive thru 3\[Display: Responsive thru 3\[Display: Competitive thru 2\[Display: Responsive thru 3\[Display: Support Dbl/Rdbl thru 2\[Display: Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3\[Display with 10pts value  IMPORTANT NOTES THAT DON'T FIT ELSEWHERE  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1\[Display: NT:1\[Displa	TAKEO	UT DO	UBLES (Style; Respor	nse: Reop	ening)		After opene	er rebid 1NT:2way check	back
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4♦:Maximal thru 3♠:Competitive thru 3♥:  Responsive thru 3♠:Support Dbl/Rdbl thru 2♥  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  WS Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♠-P-1♦- 2♠=♥>♠ 2♦=♥<♠				,	· J/				
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4♦:Maximal thru 3♠:Competitive thru 3♥:  Responsive thru 3♠:Support Dbl/Rdbl thru 2♥  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♠-P-1♦- 2♠=♥>♠ 2♦=♥<♠									
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES  Negative thru 4♦:Maximal thru 3♠:Competitive thru 3♥:  Responsive thru 3♠:Support Dbl/Rdbl thru 2♥  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♠-P-1♦- 2♠=♥>♠ 2♦=♥<♠							SPECIAL F	FORCING PASS SEQUE	NCES
Negative thru 4♦:Maximal thru 3♠:Competitive thru 3♥:  Responsive thru 3♠:Support Dbl/Rdbl thru 2♥  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Ws Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♠-P-1♦- 2♠=♥>♠ 2♦=♥<♠	SPECIA	L, AR	TIFICIAL AND COMPE	TITIVE (R	RE-)DOUBLE	ES .			
Responsive thru 3♠:Support Dbl/Rdbl thru 2♥  Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♣-P-1♦- 2♣=♥>♠ 2♦=♥<♠									
Lightner Dbl:Honor Rdbl  4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♣P-1♦- 2♣=♥>♠ 2♦=♥<♠									
4th suit Dbl(Snapp dragon) thru 3♥ with 10pts value  Vs Unusual 2NT:Low Low cue bid  Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♣P-1♦- 2♣=♥>♠ 2♦=♥<♠	Lightner	Dbl:H	onor Rdbl				IMPORTAI	NT NOTES THAT DON'T	FIT ELSEWHERE
Vs Michael's cue :Low Low cue bid  after pass sandwich NT:1♣-P-1♦- 2♣=♥>♠ 2♦=♥<♠	4th suit	Dbl(Sn	app dragon) thru 3 w	ith 10pts v	/alue				
after pass sandwich NT:1♣-P-1♦- 2♣=♥>♠ 2♦=♥<♠		,	· · · · · · · · · · · · · · · · · · ·	· ·					
									<b>♣=♥&gt;</b> ♠ 2 <b>♦=♥</b> <♠

# WBF Convention Card



EVENT: WOMEN



Natsuko Nishida
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5cards Major:1NT response to Major opening F1
Open light if UNBAL:PRE=Light:4SF=FG
1NTOpening=14+~17 BAL
2over1 Response:FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 <b>♠</b> :Artificial strong
2♦:mini Multi 3~0points( weak2 Major) 3~9points
2♥:5Major+5(4)minor 3~9points
2 <b>♦</b> :5Major+5(4)minor 3~9points
3NT:Broken minor (4♣=P/C: 4♦=Major ask)
Fit showing Jump resp to partner's O/C &1M by PH
Weak Jump raise in competition & partner's O/C
Competitive cue =Limit raise or more
Competitive 2NT=Limit+Major/Preemptive minor
Lebensohl after 1NT opeing/vs Weak2 oeping/Partner's DBL
Escaping from 1NT Dbl=as DONT
After opener rebid 1NT:2way checkback
Structured Reverse
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Vs Unusual 2NT:Low Low cue bid
Vs Michael's cue :Low Low cue bid

OP EN - NG	T A C R T I F F	OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	10-20HCP:3cards	1NT=5~9:2NT=INVI:3NT=12~15HCP:	4th suit F1 at 1level: 4th suit FG at 2level	after pass inverted minor
					1m-2m=FG(LSSC*(1)criss cross limit raise:	2way checkback : ov O.C.invertedminor off	(off cirsscross limit)
1♦		3	4♥	same as above	same as above	cue bid=Limit raise+	sameas above
						sameas above	
1♥		5(4)	4	10~20HCP:5+cards in 1st/2nd	1NT=F1:Dbl raise=Weak:3♣/♦=3/4cards Limit	Major rebid 6+cards by opener:Help suit gme try	reverse drury
				4+cards in 3rd/4th pos.	2NT=4+cards/16+pts:3NT=4cards 12~15pts.	Ogust game try*(4) Truscott 2NT	Fit showing JUMPS
						after competition Bad4NT	1M-2N/3♣=fit jump/♣INVI
1 <b>≜</b>		5(4)	4♦	same as above	same as above	same as above	same as above
1 NT			3♣	Balanced 14+~17HCP	Jacoby:Texas:2♠=MSS*(2):Smolen:Delayed Texas	1N-2♣-2♦-2M=4M&5OMINVI+	
			~		2 <del>_</del> stayman promise4cards in the Major	1N-2♣-2♦-3♥/3♠=55Ms,INVI/FG	
			3♠		2♦=Jacoby or Walsh relay*(3):2♥=Jacoby	1N-3♥/3♠=4144/1444	
2♣	<b>✓</b>			artificial strong	2♦=waiting Kokish relay****	2♣2♦2N=24~25HCPsystem on:after kokish relay 2NT=22~23HCP:3NT=26~27HCP	
2•				mini MULTI (weak2 Major)	2 <b>♥</b> /2 <b>♠</b> =P/C	2♦-2♠ 2NT=mini 3♣=Midium 3♦=Maximum	
				3~9HCP	3♣/3♦=constructive Non forcing 2NT=asks	2♦-2NT 3♣=mini 3♦=♥midium ♥ 3♥=♠midium 3♠=♥Max 3N=♠Max	
2♥				5Major+5(4)minor	2NT ask	2M-2N 3♣=♣mini3♦=♦mini 3♥=♣Max3♠=♦Max	
				3~9HCP	3♣/4♣=P/C 3Major raise=Bar Not invi		
2♠				same as abive	same as above	same as above	
2 NT			3♠	20(19)~21HCP balanced	Jacoby:Texas:Smolen:Walsh relay		
3 bids		6+		Preempt	New suit=F1		
3NT				Broken minor	4 <del>♣</del> =P/C:4♦=Major ask		
					-		
4♣		7+		Natural:Pre			
4		7+		Natural :Pre			
4NT				ACOL Ace ask	5♣=No Ace:5♦/♥/♠=Ace i n the suit :5NT=2aces	HIGH LEVEL BIDDING	
						RKC=1403:DEPO:DOPI:ROPI	
						Exclusion void wood 0314	
						6Key cards RKCB	
					Сор	pyright © BCC 6.3.19	J

### SUPPLEMENTAL NOTES: OHNO 6 NISHIDA

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### SUPPLEMENTAL NOTES\*NISHIDA&OHNO

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NCBO:JAPAN
                                       Player Natsuko Nishida & Michiko Ohno
       <Note **1> Inverted minor raise (1m-2m=Forcing game) (1♣2♦/1♦-3♣=INVI)
                L.S.S.C. ask Length: Strenght: Shortness: Control
                         1m-2m 1st step= Length ask
                                2nd step=Strength ask
                                3rd step=Shortness ask(case by case)
                                4th step=Control ask(only 18+hcp in responder's hand)
      <Note **2> Over 1NT
                     1NT-2♠=minor suit ask (1) minor 1suiter (2) good hand 5/5in the minor
                     1NT-2♠ 2NT=♣<♦
                              3♣=♣>♦
                      1NT-2♠
                      2NT/3♣-3♥/3♠=short in ♥/♠
                      1NT=2NT=INVITATION
                       1NT-3 = 4144
                      1NT-3★=1444
                      1NT-2♦
                      2♥-24=sing off
       <Note **3> Walsh relay
                      1NT-2♦
                      2♥-2♠
                      2NT-3♣/♦=6♣/6♦ w/1top honor
                         -3♥/3♠=6♣/6♦ w/2top honor
       <Note **4>Major raise
                      1M-2M
                      2NT =Ogust game try
                         -3€=3cards minimum
                         -3♦=3aards maximum
                         -3♥=4cards minimu
                         -3<sub>4</sub>=4cards maximum
```

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Resonses:Cue=F1:New suit =almost F1:
Jump cue=Mixed raise:New suit Jump=fit showing
Jump raise=Preempt:Honor Rdbl
4NT OVEDCALL (2nd/4th Live: Peanance: Peananing)
1NT OVERCALL (2nd/4th Live; Responses; Reopening) 2nd pos:15-18HCP all system on:
4th pos vs 1m-P-P-1N=12~14HCP system on
vs 1M-P-P-1NT=12~17HCP
P-2♣=check the strength 2♦/♥/♠=12~14 2NT=15~17
4th pos 2NT=18~20HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style:Weak
Response; 2NT=feature:New suit=F1:cue=F1
Unusual 2NT;minor/2lower T/O
Ondoddi 2111,mmon2iowoi 170
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michae'ls cue for Major or M+m(2NT asks m)
Jump cue=asks for stopper in the suit w/running minor
VS. NT (vs. Strong/ Weak; Reopening; PH)
vs Strong NT=DONT vs weak NT=Helm's2
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Lebensohl vs weak2
Leaping Michael's 4♣/♦=other Major+♣/♦
4NT=T/O in high level cometition
vs weak2 4♥/♣=strong minor T/O
vs weak2 4NT=weak minor T/O
VS ADTIFICIAL STDONG ODENINGS
VS. ARTIFICIAL STRONG OPENINGS vs strong 1♠ =exclusion T/O
vs suong 1 CAGUSION 1/O
OVER OPPONENTS' TAKEOUT DOUBLE
1M-Dbl-2NT=Limit raise or better
1m-DBL-2NT=Preempt:3m=10pts w/support
New suit=Natrual F1

		LEAD	S AND SIG	GNALS		
OPENIN	G LE/	ADS STYLE				
		Lead			Partner's suit	
Suit	3r	d/Lowest	st			
NT	4t	h		4th		
Subseq	sa	me as above		same as a	above	_
						-
LEADS						
Lead		Vs. Suit			Vs. NT	
Ace	A	(+):Axxx(+):AKx(+)		AKQJxx:A	\KJTx:AQJT	$\exists$
King	_	c:AK:KQx		AKx:AKT	· · · · · · · · · · · · · · · · · · ·	$\dashv$
Queen	_	Jx:QJT:AQJx(+):Qx			QJTx(+):Qx	$\dashv$
Jack	_	::KJTx(+):		· · · ·	\JT(+):JT9x	$\dashv$
10		T9x:T9:		HT9x(+):7		$\dashv$
9		(:987(+)		xSx:Sx:	\ /	$\dashv$
Hi-x	S	· /		xSx:Sx:		一
Lo-x		xS:xxx:		HxxSx:xx	xSx:	$\dashv$
		ORDER OF PRIORI	ΓΥ			ᅦ
3. 2 <b></b>		Partner's Lead	Declarer	's Lead	Discarding	ᅦ
	1	High=E:Low=D	High=E:I			ᅦ
Suit	2		J			一
J	3					$\dashv$
	1	High=E:Low=D	h=E:Low=D High=E:l		High=E:Low=D	$\dashv$
NT	2	3	J. 2		J .== =	$\dashv$
	3					$\dashv$
signal in		suit:ability to ruff				$\dashv$
J ···	٠۴					$\dashv$
			DOUBLES	3		
TAKEOL	JT DC	OUBLES (Style; Res	ponse; Reop	ening)		
		1♥:Maximal thru 3♠:				_1
		ru 3♥:Support Dbl/R	dbl/ thru 2♥:			
Lightner l	Dbl:H	onor Rdbl:				
4th suit D	bl(Sn	app dragon) thru 3	with 10pts v	/alue		
SPECIAL	_, AR	TIFICIAL AND COM	PETITIVE (F	RE-)DOUBL	ES	
		•:Maximal thru 3 <b>♠</b> :C		nru 3♥:		
Respons	ive th	ru 3 <b>≙</b> :Support Dbl/R	dblthru 2 :			
Lighter Dbl:Honor Rdbl:						
4th suit Dbl(Snapp dragon)thru 3♥ with 10pts value						
						1

# WBF Convention Card





ategory:	Green

NCBO: 87429 EVENT: NEC

PLAYERS: Michiko Ohno

Yuki Fukuyoshi

# SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Natural 5cards Major:1NT response to Major opening F1

Open ligh if UNBAL:PRE=Light :4SF=FG

1NT opening =14+~17BAL(may have 1444)

2over 1 Response =FG

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣=artificial strong

2♦=♦suit strong/♦suit+Major4+strong/Balanced 25+HCP

2♥=weak2 ♥suit 6~10HCP

2♠=weak2 ♠suit 6~10HCP

3NT=Gambring Solid minor .No AK in side suit.4♦=Major ask

Weak jump raise in competition&partner's O/C

Competitive cue=Limit raise or more

Competitive 2NT=Limit+Major/Preemptive Minor

Lebensohl after 1NT openeing /vs Weak2 opening/Partner's DBL

Escaping from 1NT Dbl=looks like DONT style

after opener rebid 1NT=2way checkback

Bad 4NT in competition

Michael's cued bid

DONT vs NT

Leaping Michael's ove rWeak 2M/Multi 2

SPECIAL FORCING PASS SEQUENCES

### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

vs Unusual 2NT/Michael's cue:Low Low cue

1 **♦**-1 **♥**-1 **♦**=4+cards

after pass 1NTSandwich 1NT

PSYCHICS: Rare

OPEN-NG	T A C R T I F	M F C A R D S	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING								
1♣		3	4	10~20HCP:3+cards	1NT=6~10HCP:2NT=INVI:3NT=12~15HCP:	4th suit F1 at 1 level:4th suit FG at 2level	after pass invered minor off								
					1m-2m=INVI+	2way checkback:ov O.C. inverted minor off:cue bid=Limit raise:									
1 <b>♦</b>		3	4s♦	same as above	same as above	same as above	same as above								
1♥		(4)5	5 <b>4</b> ♦	10~20HCP:5+cards in 1st/2nd	1NT=F1:Dbl raise=Weak:3♣=3cards Limit+/3♦=4cardsLimit	Major rebid 5+cards by opener:Help suit game try	1way reveresd drury								
				4+cards in 3rd/4th	2NT=4+cards16+pts=3NT=4cards 12~15pts	Truscott 2NT	Fit showing JUMPS								
						after competition Bad 4NT									
1 <b>♠</b>		(4)5	5 4♦		same as above	same as above	same as above								
1 NT			3♣	Balanced 14+~17HCP	Jacoby:Texas:2♠=M.S.S.:Smolen:Crowling stayman:	1N-2N=transfer to ♠ and then P=sigh off 3♦=♦=sign off/									
					3♥=♣ slamish:3♠=♦slamish:	3♥/♠=♣/♦5cards slm try :1N-2♠ 2N-3♣/♦=m5+5 weak/m5+5 strong									
					3♣/♦=INVI to 3NT w/2top in the minor										
2♣	<b>✓</b>		3♠	Artificial strong or Bal 22~24HCP	Ctrl showing by 2♦=0~1ctrl 2♥=2ctrl 2♠=3ctr 2N=4ctrl	2N=22~24HCP Bal system on:									
						after ctrl response opener's bid shows Naturl or 2x-3♦=♣+♦									
2♦	<b>✓</b>		3♠	STR ◆1suit or ◆+OtherorBAL25+	Ctrl showing by 2♥=01 Ctrl 2♠=2Ctrl 2NT=3Ctrl	opener shows ♦ 1suit or ♦+2nd suit or Bal 25+HCP									
2♥		5+		Weak2	New=F1 2NT=Ogust ask										
2♠		5+		same as above	same as above										
2 NT				(19)~21HCP BAL	Jacoby :Texas: Smolen:M.S.S.										
3 bids		6+		PRE.	New suit F1:										
3NT				Gambling: Solid minor side no AK	4,5,6,7, <b>♣</b> /5,6 <b>♦</b> =P/C										
					4♦=Major ask										
4♣		7+		PRE	New suit F1:										
4		7+		same as above	same as above										
						HIGH LEVEL BIDDING									
						RKC Blackwood(1430):									
						Exclusion Blackwood (0314)									
						DOPI ROPI									
						DEPO(5♠ or higher)									
					Сор	yright © BCC 6.3.19	Copyright © BCC 6.3.19								

OPEN-NG	T A C R T I F	M F C A R D S	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING								
1♣		3	4	10~20HCP:3+cards	1NT=6~10HCP:2NT=INVI:3NT=12~15HCP:	4th suit F1 at 1 level:4th suit FG at 2level	after pass invered minor off								
					1m-2m=INVI+	2way checkback:ov O.C. inverted minor off:cue bid=Limit raise:									
1 <b>♦</b>		3	4s♦	same as above	same as above	same as above	same as above								
1♥		(4)5	5 <b>4</b> ♦	10~20HCP:5+cards in 1st/2nd	1NT=F1:Dbl raise=Weak:3♣=3cards Limit+/3♦=4cardsLimit	Major rebid 5+cards by opener:Help suit game try	1way reveresd drury								
				4+cards in 3rd/4th	2NT=4+cards16+pts=3NT=4cards 12~15pts	Truscott 2NT	Fit showing JUMPS								
						after competition Bad 4NT									
1 <b>♠</b>		(4)5	5 4♦		same as above	same as above	same as above								
1 NT			3♣	Balanced 14+~17HCP	Jacoby:Texas:2♠=M.S.S.:Smolen:Crowling stayman:	1N-2N=transfer to ♠ and then P=sigh off 3♦=♦=sign off/									
					3♥=♣ slamish:3♠=♦slamish:	3♥/♠=♣/♦5cards slm try :1N-2♠ 2N-3♣/♦=m5+5 weak/m5+5 strong									
					3♣/♦=INVI to 3NT w/2top in the minor										
2♣	<b>✓</b>		3♠	Artificial strong or Bal 22~24HCP	Ctrl showing by 2♦=0~1ctrl 2♥=2ctrl 2♠=3ctr 2N=4ctrl	2N=22~24HCP Bal system on:									
						after ctrl response opener's bid shows Naturl or 2x-3♦=♣+♦									
2♦	<b>✓</b>		3♠	STR ◆1suit or ◆+OtherorBAL25+	Ctrl showing by 2♥=01 Ctrl 2♠=2Ctrl 2NT=3Ctrl	opener shows ♦ 1suit or ♦+2nd suit or Bal 25+HCP									
2♥		5+		Weak2	New=F1 2NT=Ogust ask										
2♠		5+		same as above	same as above										
2 NT				(19)~21HCP BAL	Jacoby :Texas: Smolen:M.S.S.										
3 bids		6+		PRE.	New suit F1:										
3NT				Gambling: Solid minor side no AK	4,5,6,7, <b>♣</b> /5,6 <b>♦</b> =P/C										
					4♦=Major ask										
4♣		7+		PRE	New suit F1:										
4		7+		same as above	same as above										
						HIGH LEVEL BIDDING									
						RKC Blackwood(1430):									
						Exclusion Blackwood (0314)									
						DOPI ROPI									
						DEPO(5♠ or higher)									
					Сор	yright © BCC 6.3.19	Copyright © BCC 6.3.19								