

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2 level; Reopening)
8-18HCP, occasionally 4 cards at the one level
Resp; Mixed raise, New suit=Constructive NF
J/S=Fit showing jump, CUE=Limit raise+ or good hand
Fit non-jump at 3Level by passed hand
REOPENING; maybe weaker, Jump=Intermediate
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
2nd; (14+)15-18HCP
RESP; same as our 1NT open
4th; 1NT=11-17HCP RESP; 2C/R/NT=ASK/TRF/P to 3C after 2C, 2D/2M/2NT/3M=no 4M/4M/15-17/5M, 15-17 2NT=19-21HCP RESP; same as our 2NT open
JUMP OVERCALL (Style; Responses; Unusual NT)
BAL position : intermediate
Others : Weak
Responses : 2NT: Feature ASK. New suit: F1. CUE: F1.
Unusual NT=Lower rank 2-suiter
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Direct; Michaels, any strength
RESP;(1m)-2m-2NT=INV; 3C=H INV+; 3D=S INV+ (1M)-2M-2NT=min ask; 3-7C=P/C; 3D=o-M INV+
(1M)-3M = ask stopper: (1m)-3m = NAT PRE
VS. NT (vs. Strong / Weak; Reopening; PH)
Vs Strong/Weak NT : modified Brozel
DBL=Any 1suit sound, 2m=m&H, 2H=Ms, 2S=S&m 2NT=C or STR 2suit, 3C=minors
Vs Min NT :
DBL=PEN, 2C=Ms, 2D=1M, 2M=M&m 2NT=STR 2suit
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
T/O DBL thru 4H, Lebensohl
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS
Vs Strong 1C
DBL=C or D, 1R=TRF O/C, 1S=C&M, 1NT=ms 2C=D&M, 2D=Ms, 2M/3m=NAT PRE
VS Strong 2C: CRASH
OVER OPPONENTS' TAKEOUT DOUBLES
RDBL = Power: J/S = Fit showing Jump or ART raise: DJS = SPL
1m-(X)-2H/S/NT/3m=FR/LR/PreR/MixedR
1H-(X)-2C/D/H/NT=3+Sup INV+/Good R/Bad R/Mixed R
1S-(X)-2C/D/H/S/NT=3+Sup INV+/5+H/GR/Bad R/Mixed R

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd or lowest	Same	
NT	4th	Same	
subseq	Same	Same	
Other:	0 or 2 (10, 9) vs.NT		
	Ace ask ATT, K ask Count vs Suit		
LEADS			
LEAD	Vs. Suit	Vs. NT	
Ace	Ax, AK(x), AKQ(x)	Strong, HUB or CT	
King	AK(x) Kx, AK, KQ(x)	Kx, AK(x), KQ(x)	
Queen	Qx, QJ(x), AKQ(x)	QJ(x), KQ109(x), AQJ(x)	
Jack	Jx, J10(x), HJ10(x)	Jx, J10(x)	
10	10x, 109(x), H109(x)	10x, 109(x), HJ10(x)	
9	KJ9(x), 9x	9x, 9xx, H109(x)	
Hi-x	Sx, xxSx, xxSxxx	Sx, Sxx, SSxS	
Lo-x	xxS, xxxS, xxxxxS	HxS, HxxS(+), xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Lo = ENCRG	Lo = EVEN	Lo = ENCRG
	2 Lo = EVEN	S/P	Lo = EVEN
	3 S/P		S/P
NT	1 Lo = ENCRG	Lo = EVEN	Lo = ENCRG
	2 Lo = EVEN	S/P	Lo = EVEN
	3 S/P		S/P
Signals (including Trumps):			
Reverse smith echo in NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
GENERAL STYLE; Natural style			
RESP; Jump=INV, but PRE over RDBL			
CUE=F1			
REOPENING; May be lighter, RESP; CUE=F1			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative DBL through 4H			
Responsive DBL through 4H			
Support DBL/RDBL through 2H			
Maximal overcall DBL through 3H			
Competitive DBL through 4H			
Snap dragon DBL through 2H			

WBF Convention Card

CATEGORY: Natural - Green 26-Apr-19

NCBO: JAPAN EVENT:

PLAYERS Yuko Noda - Hiroyuki Noda

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Major, 2 over 1 FG
various ART raises after 1M/m openings
ART raises after Opp's T/O DBL
1NT Opening; (14+)15-17HCP
SPECIAL OPENING & RESPONSE
2C = ART STR, CTRL ASK
2D = (17+)18-19HCP BAL
2M = NAT Weak, 5-10HCP
2NT = (19+)20-21HCP BAL
3NT = 7+H or S, Promise 8+tricks (NV) 8.5+tricks (VUL)
4NT = Acol Ace ASK
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
vs 2 suiter O/C: High-Low Cue (Hi=Higher suit)
1m-(1NT)-2C/D/H/S/NT=Ms/H/S/ms/Pup to 3C
1M-(1NT)-2C/D/H/S/NT=Neg./H/S/ms/Pup to 3C
1m-1M-2NT=6+m & 3M, 16+pts
1H-1S-2NT=6+H & 3S or 4+S STR
(1S)-2H-(2S)-2NT=3+Sup INV+
(1x)-1M- (X)-2C/2M-1/2NT/3x =3 Sup INV+/3 Sup 7-9/4+Sup 7-9/4+Sup INV+
Good 2NT in comp
Bad 4NT in comp
1m-2S=INV w/o 4cards M
1D-2NT=6+C, 3-9HCP
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL	THRU	JAPAN			26 Apr 2019
					DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1C		3	4H	10-21HCP	1D=denies 4M unless FG hand 1H/S=may have 5+D: 2D=NAT INV 2C/H/3C=FG/LR/PRE-MixedR 1/2NT=8-10/BAL FG: 2S=10-12HCP INV w/o 4M	1C-1D-1NT=may have 4M, 1C-1D-1M=un-balanced hand XYZ convention except 1C-1D-1M: Structured reverse 1C-2H-2S=ART FG 1C-1M-2NT=6+C & 3M 16+pts; then 3D/oM/M=ART FG/M Fit FG/NF	Fit jump in COMP P-1C-2C/D/H/S/3C =6-9/NAT INV/LR/Mixed R/PRE	
1D		3	4H	10-21HCP	1/3NT=6-10/12-14HCP: 2C=FG: 2NT=6+C, 3-9 HCP 3C=NAT INV: other same as 1C opening	1D-2C-2D=5+D may have 4M: 1D-2C-2M=4M without 5+D 1D-1M-2NT=6+D & 3M 16+pts; then 3C/oM/M=ART FG/M Fit FG/NF	Fit jump in COMP P-1D-2D/H/S same as after 1C	
1H		5(4)	4H	10-21HCP	1NT=semi-forcing: 2S=16+ with 4+SUP 2NT=4+SUP INV: 3C/D=NAT INV 3H=4+SUP 7-9: 3S=SPL raise (suit unknown) 3NT=4+SUP, 4+con. : 4C=4+SUP, 1-3con. 4D=Good PRE raise: 4H=PRE raise	1H-1NT-2NT=FG asking: 1H-1NT-2m-2S=good m raise 1H-1S-2NT=1RF; 1)6+H&3S 16+ 2)4S 19+ 1H-1NT-2H-2S=puppet to 2NT, 2card H INV Serious 3S: Picture Raise: 1H-3S-3NT=SSA, then 4C/D/H=S/C/D S/S	2C=Reversed Drury Fit jump in COMP after X-2C/D/NT =3+H INV+/3+H const./mixed R	
1S		5(4)	4H	10-21HCP	2NT=16+ with 4+SUPP: 3C/D=NAT INV 3H=4+SUP INV: 3S=4+SUP 7-9 3NT=SPL raise: 4C/D=4+SUP: 4H=Good PRE raise	1S-1NT-2m/S-3H=6+H INV: 1S-1NT-2NT=FG asking: 1S-3NT-4C=SSA, then 4D/H/S=C/D/H S/S Serious 3NT: Picture Raise:	2C=Reversed Drury Fit jump in COMP	
1NT				(14)15-17HCP, BAL may have 5M, 6m	2C=STAY: 2D/H=TRF 2S=5+C: 2NT=5+D: 3C=Puppet STAY 3D=15+HCP BAL. Slam try 3H/S=6+H/S Slam try: 4C=Roman Gerber 0314 4D/H=Texas transfer	1NT-2C-2D-2H=Scramble: 1NT-2C-2D-2S=GF asking shape 1NT-2C-2X-3m=5+m with 4M signoff 1NT-2D-2H-2S=walsh relay 5+D & 4+C FG 1NT-2S-2NT-3D=5+C & 4+D FG: 1NT-3C-3D/M=no 5M/5M 1NT-3D-3H/S/NT/4X=mid 4-con/min 5+con/min/4+X (F to slam)	Rubensohl vs 2-level O/C	
2C	X			1) Artificial Strong 2) 22+HCP BAL	2D/H/S=0-1/2/3+control 3X=solid 6+suit w/o side AKQ	Kokish relay 2C-2D-2H-2S-2NT=22-23HCP: 2C-2D-2NT=24+HCP 2C-2D-2H-2NT/3m=weak ms/weak m	Pass=positive; DBL=Negative	
2D	X			(17) 18-19HCP, BAL may have 5M, 6m	2H=5+S: 2S=P to 2NT: 2NT=5+C 3C=STAY: 3D=5+D FG: 3M=4oM: 3NT=solid 7+ 4C=5-5M S/T: 4D=5-5M Game: 4H=Texas TRF	2D-2H-2S-2NT~3S=TRF: 2D-2NT-3C-3D/H/S/NT=4H/4S/4D/mild ST 2D-2S-2NT-3C/D/H/S=PUP STAY/TRF/MSS/INV to Slam 2D-4C-4D/4M=no interest in slam/1RF	DBL=T/O	
2H/S		6(5)		Weak, 5-10HCP	New suit=1RF, 2NT=Feature, 2H-3S/2S-3NT=ASK	2H/S-3S/NT- 1st~5step=0Keycard/1K noQ/1K+Q/2K noQ/2K+Q	DBL=PEN	
2NT				(19) 20-21HCP, BAL	3C=STAY: 3R=TRF: 3S=MSS: 4R=Texas: 4C=D S/T	walsh relay=C S/T	DBL=PEN	
3X		6		Preempt				
3NT	X			Good 4M opening 8+tricks(NV) 8.5+tricks(V)	4C=Request to bid the suit just below her Major 4D=Request to bid the suit directly 4H/S=NAT: 4NT/5C/D=asking control of other M/C/D then 1st/2nd/3rd/Raise=no/2ndCTR/1stCTR/Void	HIGH LEVEL BIDDING KICK BACK 0314 Roman Gerber 0314 Grand slam force, 1st/2nd/3rd/4th=A or K with extra length/A or K/Q/no AKQ		
4m		7		Preempt		Exclusion Keycard Ask 0123		
4M		7		Preempt at 1st/2nd seat Preempt or good hand at 3rd/4th seat		DOPI DEPO over 5D at S (5C at H, 4NT at D, 4S at C)		
4NT	X			Acol ace ask	5C/5D/5H/5S/5NT/6C=no/D/H/S/two/C Ace			