

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: Good 4-cards possible; 2-level: Sound
Jump raise=PRE
New suit = F1
m: CUE=3+SUP inv+ or STR
M: CUE=3SUP inv+ or STR, 2NT=4SUP inv+
Jump CUE=4SUP 7-9
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18HCP System ON
Reopening 1NT
11-16HCP , 2♣/2♦/2♥/2♠/2NT=Stayman/♥/♠/mm/PUP to 3♣
2♣-2♦/2♥/2♠/2NT=min no M/min♥/min♠/MAX any
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak except unfavourable
RESP: 2NT=OGUST Ask
2-Suit: 2NT=Unbid Lower 2-Suiter
Reopen: 11-12HCP 6+suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's CUE
(1m)-2m=MM , -(P)-3♣/3♦/ 3♥/3♠=inv♥/inv♠/mild inv♥/♠
(1M) 2M=OM+m, (2M)4M/4NT=mm ST/mm GF
(1x)-3x=STOPPER ASK (2M)3M=Stopper Ask
VS. NT (vs. Strong/Weak; Reopening;PH)
vs Strong
DBL = (1) m & M (2)17+ any
2♣=MM, 2♦=6+M, 2♥/2♠=M&m55(4)+, 2NT=mm
vs Weak
DBL=PEN, 2♣=MM,2♦=1M, 2♥=♥+m, 2♠=♠&m, 2NT=mm
1m(1NT)2C/2D/2H/2S/2NT
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
LEB after (WK2)-DBL-(P) ,Leaping Michaels
(3NT)-X/4C/4D=TO/MM6+4/MM55+
(2M)-4M/4NT=mm55+ Slam Try / Pick m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: DBL=MM, 1NT=M&m→2♣/2♦=m pick/M pick, 2NT=mm
2♣: DBL=MM, 2NT=mm
OVER OPPONENTS' TAKEOUT DOUBLE
XX=Power
1♣/1♦(X)?? 2♦/3♣=GF, 2NT=PRE, 3♣/3♦=inv
1♥(X)?? 2♣/2♦/2♥/2♠/2NT/3♣/3♦/3M=
3SUP inv+/3SUP 7-9/♥ 3-6/FSJ/4SUP inv+/FSJ/4SUP 7-9/PRE
1♠(X)?? 2♣/2♦/2♥/2♠/2NT/3♣/3♦/3♥/3♠=3SUP inv+/NF/3SUP
7-9/♠ 3-6/4SUP inv+/FSJ/4SUP 7-9/FSJ/PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	2nd/4th	4th	
Subseq	same	same	
Other: Top of sequence Top of nothing			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax, ask CT	STR, ask CT/UB	
King	KQ(+), Kx, AK, ask ATT	KQ(+), Kx, AK , ask ATT	
Queen	QJ(+), Qx	KQT9(+), QJ(+)	
Jack	JT(+), HJT(+), Jx	JT(+),HJT(+)	
10	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx	
9	KJ9(+), 9x,	9xx, 9x	
Hi-X	Xx, xxXx	Xx, Xxx(after sup), xXxx	
Lo-X	xxX, xxxX	xxX(wo sup), xxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=ENC	Low=EVN	Low=ENC
Suit 2	Low=EVN		Low=EVN
3	S/P standard		
1	Low=ENC	Low=EVN	Low=ENC
NT 2	Low=EVN		Low=EVN
3	S/P standard		
Signals (including Trumps): UDCA , REV Smith echo in NT			
over 5X A= ask CT , K = ask ATT			
return suit= orignal 3/Low NT=original 4th			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
can be light if good shape			
Response: Lebensohl 2NT Response , Cue-bid = Forcing			
Reopening: same as above			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUP DBL , SUP RDBL up to 2♥			
NEG DBL, thru 4♥ RESP DBL, thru4♦			
MAXIMAL O/C DBL , LIGHTNER DBL			
Lead Directing DBL			

WBFF Convention Card
CATEGORY: <u>Natural-GREEN</u>
NCBO: JAPAN 26 -Aug-2024
PLAYERS Makiko Sato — Motomi Shirogane
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 cards Major , 2/1 GF
REV Bergen , XYZ , Good Bad 2NT , gazzilli , Catch All REV
2♣ ART STR
1NT (14)15-17
※ 1st 2nd 3rd we NON VUL 1NT=11-13
1X-1Y, 1NT=14-16
2NT (19)20-21HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ Major 1 suit 3-9
2♥ 54+ Majors 3-9 (in favourable VUL 44+)
2♠ 54+ ♠ & m 3-9
3NT solid minor , Gambling
SPECIAL FORCING PASS SEQUENCES
When we are in a GF situation
IMPORTANT NOTES
PSYCHICS: Rare

Opening	Trick if ART	Min NO of card	NEC,DB L THRU	DESCRIPTION	RESPONSES	SUB SEQUENT ACTON	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21HCP	1♦=4+♦, 1M=May Bypass 1♦, 1NT=6-10 2♣/2♦/2♥/2♠ =4+SUP GF/6+♦ inv/limitRaise/Mixed Raise	XYZ 1m-1M, 1NT-2♣/2♦=PUP 2♦ inv or ♦ so / GF 1♣-1♦, 1♥-1♠/2♣/2♦/2♠=♣ so/PUP 2♦ inv or ♦so/GF/♠4 GF	FSJ XYZ → System ON Bad 2NT
1♦		3	4♥	11-21HCP	2m=NAT GF, 2♥=inv ♦, 2♠=Mixed raise, 2NT=inv, 3♣=6+♣ inv, 3♦=PRE, 3M/4♠=SPL	1m-1♥/1♠, 2♥/2♠-2♣/2NT=ASK 1m-1♥, 1♠-3♠=GF TRF after 2NT Jump rebid by opener	m(1NT)2♣/2♦/2♥/2♠/2NT =MM/♥/♠/♣&m/mm
1♥ 1♠		5(4)	4♥	11-21HCP	1NT=1RF ①6-12 wo SUP ②4-6 wt SUP 1♥-2♠=3SUP inv, 1♠-3♥=3SUP inv 3♣/3♦/3M=4+SUP inv/4+SUP 7-9/PRE 2NT/3NT=4+SUP 16+/4+SUP 13-15 1♥-3♠/4♣/4♦=SPL, 1♠-4♣/4♦/4♥=SPL 10-13	1M-2NT, 3X / 3M / 3NT / 4X / 4M =short/ BAL 15+ / 13-14 / 5+ good suit / to play 11-12 help suit G/T 1M-1NT/1♠, 2♣ = ①11-15 ♣2+ ②16+ any 2♣ - 2♦ = 8+ 1M-1NT/1♠, 2NT/3m= 14-15 M6+m4 / 14-15 M5 & m5	P-1M,3M=4SUP 7-9 1M(2X)2NT=4SUP inv+ Drury Fit, FSJ P-1M, 2NT=FSJ(♣ & 4SUP) 1M(1NT) 2♣/2♦/2M/2OM/2NT =♣& OM / ♦&OM/NAT/NAT/ mm
INT			3♠	(14)15-17 5-cards M 6-cards m possible	2♣/2♦/2♥/2♠/2NT/3♣/3♦/3♥/3♠/4♣/4R =stayman/TRF ♥/TRF ♠/mss/PUP 3♣/5M ask/inv ♦/4144 GF/1444 GF/Gerber/TEXAS TRF 2♣=mm s/o or ST or ♦ s/o 2NT=♣ s/o or ST, 2♦=♥ or ♦ ST	1NT-2♣,2M-3OM/4♣/4♦=M ST wt short/ST BAL/RKCB 1NT-2♦,2♥-2♠,2NT-3♣/3♥/3♠/3NT/4♦ =♦ ST short ♣/♥/♠/BAL 17+/BAL 15-16/ask CUE 1NT-2♠,2NT-3♣/3♦/3M=mm s/o / ♦ s/o / 55+ mm SPL GF 1NT-2NT,3♣-3♦/3♥/3♠/3NT/4♣ =♣ ST short ♥/♥/♠/BAL 15-16/17+	Rubensohl→till 3♣, Texas→ till 3♦ vs PEN DBL 1NT(X)?? →P/XX/2♣♦♥♠ = PUP to XX ①to play ②DONT / un touching 2suits / NAT 1NT(P)P(X), P(P)?? →P/2♣♦♥♠ = 1suit PUP to 2♣ / DONT
	1st 2nd 3rd NON VUL		3♠	11-13 same as above	same as above except 3♦/3♥/3♠=NAT PRE		
2♣	♣	0		①STR ②Major 4 loser ③minor 3 loser	2♦ = waiting, 2♥=super NEG 2♠/2NT/3♣/3♦ = ♠/♥/♠/♦ 8+ good suit	2♣-2♦, ?? 2NT/3♥/3♠/3NT= 22-23/♦5+&♥4+/♦5+&♠4+/running m To play, include UNBAL 2♣-2♦, 2♥-2♠, ?? 2NT/3♣/3♦/3♥/3♠ = 24+/♥5+& ♣4+/♥5+&♦4+/♥6+/♥5+&♠4+ 2♣-2♦,3♣-3♦ = Major ASK	vs O/C P=waiting, DBL=Super Negative vs DBL P=waiting, RDBL=Defensive, 2D=Negative(no K nor A)
2♦	♣	0		Major 1 suit 3-9	2♥/2♠=P/C, 2NT=ASK, 3m=NAT 1RF 3♥=PRE 44+M 4♣=Request for Texas, 4♦=Major Pick	2NT-3♣/3♦/3♥/3♠/3NT = min / ♥ Mid / ♠ Mid / ♥ MAX / ♠ MAX 2NT-3♣ - 3♦/3♥/3♠ = GF ask / PC / PC	2♦ (X) P/XX = to play/1suit 7+cards
2♥		4		Both Majors 3-9	2NT=ASK 2♠/3m/3M=NF	2NT-3♣/3♦/3♥/3♠/3NT =♠4♥5/♠5♥5 min/♠5♥4/65+/♠5♥5MAX	
2♠		5		♠ & m 3-9	2NT=ASK, 3♣=m P/C, 3♦=♠ inv, 3♥=NF 3♠=Mixed raise, 4m=SPL, 4M=to play	2NT-3♣/3♦/3♥/3♠/3NT =♠ & ♣/♦4 min/♦5 min/♦4 MAX/♦5 MAX	
2NT				(19)20-21 5-cards M 6-cards m	3♣/3♦/3♥/3♠/4♣/4♦/4♥/4NT = Stayman / TRF ♥ / TRF ♠ / mss / Roman Gerber / TRF ♥ / TRF ♠ / QUANT	2NT-3♣,3M-OM=ST wt SUP 2NT-3♦,3♥-3♠,3NT-4♣/4♦/4♥/4♠ =ST 6+♣/6+♦/5♠/5♦	
3♣/3♦ 3♥/3♠		6		NAT PRE	New suit = 1RF 3♣-4♦, 3♦/3♥/3♠-4♣ = ART short ask	3♣-4♦, ?? Rebid=no short, 4♥/4♠/4NT=short ♥/♠/♦ 3X-4♣, ?? Rebid=no short, 4♦/4♥/4♠/4NT=short ♦/♥/♠/♣	
3NT	♣			solid m, gambling	4♣/4♦/4NT=PC/Short ASK/length ASK 3NT-4D-?? 4M/4NT/5m=short/no short/om short	HIGH LEVEL BIDDING	
4♣/4♦ 4♥/4♠		7		NAT PRE		4NT=RKCB 1430, minor wood = 1430, void wood = 0314, 5NT = Grand S/T Double RKCB 4NT - 5♣/5♦/5♥/5♠/5NT/6♣ = 14/30/25 no TQ/25 lower TQ/25 higher TQ / 25 both TQ	
4NT	♣			ACOL Ace ASK	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/2 Ace/♣	K ask = Position, TQ ask = Position, Roman DOPI - X/P/+1/+2 = 03/14/2 wo TQ/2 wt TQ, DEPO vs DBL → 4N-(X)- 5♣/5♦/5♥/5♠ = 14/30/2 no TQ/2 wt TQ	