



DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style, Responses, 1/2 Level, Reopening)</b>	
Generally sound	
Single Raise: Min/ W Raise: Pre	
Jump Cue: 6~10, 4-card SUPP w/short suit, W Jump Shift : SPL	
Cue ~ Raise (-1): TRF to upper suit = holding in the indicated suit	
<b>INT OVERCALLS (Styles, Responses, Unusual NT)</b>	
15~17 (18) HCP BAL/ sandwich position unbid 2 suiter (no limit)	
After 1NT overcall (BAL) system on (XX→2♣, 2NT→pick a MIN)	
After sandwich 1NT: Jump Response PRE	
Reopen 1NT OC: (8)9~15HCP, Responses: NAT	
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>	
1-Suit: Weak, 2NT: SSA, 3♣: Feature ask, Raises: PRE, New suit: F1	
2-Suit: Unusual 2NT (Lower two unbid)	
Leaping Michael's for 2 Suiter. Namyats OC: 4♣/4♦	
Reopen: Intermediate 1x-P-P-2NT: 19~20 HCP	
<b>DIRECT &amp; JUMP CUE BIDS (Style, Responses, Reopen)</b>	
Michael's CUE for MAJs or MAJ & MIN	
Jump CUE: asks for stopper in the suit w/running suit	
1x-1xOC-Jump Cue: TRF to 3NT, has stopper in the OC suit	
<b>Vs. NT (Strong / Weak: Reopening, PH)</b>	
X: relay to 2♣* (♣, ♦ or equal Ms or M+m or both m) OR 14+HCP (NPH) OR good 6+m	
2♣♥> 2: ♠>♥2M: suit, 2NT/3♦/3♥: relay to 3♣/3♦/3♥/3♣, 4♥·♠ to play	
*X-2♣: P: ♠suit/ 2♦: suit/ 2♥: Both MAJ (♥=♠)/ 2♣: ♠+m/ 2NT: MINS/	
3♣: ♥+♠/ 3♦: ♥+♠/ 3♥: Both M (♥=♠), good hand/ 3♣: ♠>♥, good hand/	
<b>Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>	
X: T/O, CUE: Stopper Ask, NT: To play	
vs Weak 2M: 2NT: NAT/ CUE: STOP Ask/ 4m: MIN+MAJ/ 4M CUE: MINS	
vs Weak 2♦: 4♣: ♠+MAJ/ 4♦: MAJs/ 3♦: Stopper Ask	
<b>Vs. ARTIFICIAL STRONG OPENINGS</b>	
vs 1♠ Strong : X/1♦/1♥/1♣: TO of ♠/♦/♥/♣, 1NT: relay to 2C 1 suit	
2♣: ♠+M: 2♦: ♠+M, 2♥: Both M / 2♣: ♠	
vs 1♦ ART: X: TO, 2♦: Michael's	
vs Strong 2♣: 2NT/3c/d/h: relay to ♣/♦/♥/♣ may not real suit	
vs Multi 2♦: X: TO vs ♣/ 2♥: TO vs ♥/ 2♣: Suit/ 2NT: NAT 16-18 HCP	
3♣: ♦: NAT/ 3♥: ♠= NAT, good hand/ 4♣: ♠+M/ 4♦: ♠+M	
2♣ Flannery: X/2♥/2NT/2♣/3MIN/3MAJ: BAL 13-15/mns/T.P/ Suit/ STOP ASK	
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>	
STOLEN (may have support w/value in TRF suit)	
2NT/MAJ: LR+/ raise: PRE/3NT: PRE raise w/1 defensive trick	
2NT/MIN: PRE/ JUMP in other MIN: FG/ W raise = Limit	
1♣/2♥/2♥ shows 1-444, 6-9/10~12/13+ after DBL/ MIN	
2M/ X, Suit: TRF to upper suit; 2NT: SSA	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	3rd/5th	3rd/5th	
<b>NT</b>	3rd/5th/7th	3rd/5th/7th	
<b>Subseq</b>	same as above	same as above	
<b>Other</b>	Top of sequence	Top of sequence	
<b>LEADS</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	Ax(+), A	STR, CT/UB or Ax(+)	
<b>King</b>	KQ(+), KJTxx(x), Kx, [AK(+)*]	KQ(+), KJTxx(x), AK(+)	
<b>Queen</b>	QJ(+), Qx	QJ(+), KQT9, Qx	
<b>Jack</b>	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx, Jxx	
<b>10</b>	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx, Txx	
<b>9</b>	KJ9(x)(xx), 9x, 98x, H98x	98x, H98x, 9x	
<b>Hi-x</b>	Sx, HxSx(xx)	Sx, 87x	
<b>Lo-x</b>	HxS(x), HxxxS, xxxS, xxS	HxxxS(+), HxS, xxS, xxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>Suit 1</b>	count	count	count
<b>2</b>	suit preference	suit preference	suit preference
<b>NT 1</b>	count	count	count
<b>2</b>	suit preference	suit preference	suit preference
<b>Signals (including Trumps):</b>			
Trump=S/P or Extra			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
Light shape oriented (4441), X then bid = FG			
Advancer's cue/(+1)/(+2): TRF to upper suit, INV+, if no intervention			
X over 1m: W Cue: Both MAJ, INV			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE (RE) DOUBLES</b>			
Negative (4♥); SUPP X/XX; Responsive (3♣); Max'l (3♥); Maxim. OC,			
Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible,			
Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid; MAJ (4♥)			
2♣ DBL: 1♣-2♥-2♣-X/2NT/3m/3♥/3♣/4m: ♥INV/MINS/Suit/Raise/♥FG/SPL			
<b>OTHER COMPETITIVE BIDS</b>			
<b>Vs. Jump OC &amp; 2 level OC</b>			
1m-2♥-2♣/2NT/3♣/3♦/3♥/3♠: NAT/→3♣/→3♦/STAY 4♣+4m/NAT, good suit			
1m-2♣-2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/STAY 4♥+4m/FG w/SUPP			
<b>Vs. 2 Suiter OC</b>			
1♥-2♥-DBL/2♣/2NT/3♣/3♦/3♥/3♠: ♥INV/→3♣/→♦/→♥/♥raise/cue			
1♣-2♣-DBL/2NT/3♣/3♦/3♥/3♠: ♠/→♣/→♦/→♥raise/raise			
1M-2NT-3♣/3♦/3♥/3♠/show OM/LR/6-9sup			
3NT/4OMAJ : w/SUPP, shortness in OMAJ/ EXRKC B in OMAJ			



WBFC Convention Card

Aug. 2020



CATEGORY: GREEN  

NCBO: JAPAN  

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### SYSTEM SUMMARY

**GENERAL APPROACH AND STYLE**

5 Card Majors, 2/1 FG (exc. 1♦-2♣, 1♣-2♥), open light 1-bids w/shape

Weak COMP raises

Mini splinters, transfers, (1444) showing DBL

1NT Opening: (14)15-18

**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**

2♣: 54(xx) (10)11-14HCP

2♥: Weak 2, 2♠: Weak 2

3NT: 16~20 HCP 6-card semi running MIN (occ MAJ), min 1 card in MAJ suits

1NT overcall at 2nd: STR NT / at 3rd, 4th: unusual, unbid two suits, 4-5+

1m-1M: may be 3-cards if there is no convenient response

Good-Bad 2NT/4NT in competition

1♣-2♥: NAT, NF; 1♦-2♣: NAT, F1, could be weak

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TRF (from 2NT) to upper suit over OPPs 2 level OC

1♥-1♠: showing 0-4 cards in ♠ 6+ HCP

1♥-1NT: showing 5+ cards in ♠ 6+ HCP

1NT open or overall is SMALL singletons possible

**Vs. OVERCALL**

1x - (X): TRF to upper suit (may have support w/value in TRF suit)

Unusual-unusual vs 2 suiter OC

TRF Bids after MAJ Michael's Cue Bid/ 2 Level OC

After SUPP D, 1 round TRF from cheapest NT

**SPECIAL FORCING PASS SEQUENCES**

**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**

1x - (1NTOC)-Majors/ (1x)-1xOC - (1NT)-Majors (See Vs.NT)

**PSYCHICS: occasional** for LEADS, or other intentions 1NT open/OC may be comic rare fake CUE, chaff HELP SUIT/SHORT SUIT game tries

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣/1♦		3	4♥	(8)10+ HCP, 3+ cards	1♦/♥/♠: 3+cards 1/2/3NT: 6-10*12/11-13/13-15 HCP; Single raise FG; next step length asking *1 Crisscross: LR	4th Suit: F1 but if reversed by Responder. FG after 1NT: 2 way checkback (2♣→2♦, 2♦→FG, 2♠→M Raise: min) MAJ raise*2	CUE: LR+/ JUMP CUE: TRF to 3NT Opener's re-raise after PRE shows PRE After T/O DBL: single/ W raise: weak/ LR(TRFres)
					1♦-2♥: 1444 FG or long ♥FG/2♠: Weak/ W raise: PRE 2m rebid: 12-18 HCP; 1♦-2♠: 6+HCP	Closer of 2NT/ 4th suit after Reverse shows min/SIR 1m-1M-4M/4m/4Om: w/ shape /void in Om/OM	2NT: PRE/ Criss Cross: FG/others: TRF up to 2m 2-Level NF Vs OC
1♥/1♠		5(4)	4♦	(8)10HCP+, 5+ cards 4+ cards in 3rd/ 4th seat	1♥-1♠/1NT: F1 4♣*19/5+♠, 1♠-2♥: NF, 5+♥ cards*18 1♠-1NT: TRF, includes FG hand in ♥ Single/Double/Triple Raise: 3-9*5/ PRE/ PRE (-1)(-2)(-3)(-4): LR/3 SUPP LR+/BAL/Shape FG *3*4 Splinter: 8-12HCP, 1M-3NT: RKCB	1♠-1NT/1♥-1♠-2m could be 3 cards/2NT FG Various relay after CONST raise*6 1♠-2♥-2NT: length, strength asking in ♥ 1♥-1NT-2NT: length, strength asking in ♠ 3NT after (-1) raise: RKCB; 1♥-1♠-2N/1♠-1N-2N=FG	After T/O X: TRF upto 2M/ 2NT LR/ Jump: SPL 8-10HCP, W Jump: SPL 10-12 2♣: Reverse Drury/ 2NT: ♠ Suit Fit showing jump by passed hand 2-Level NF Vs OC
1NT		at 3 level		(13)14+~18HCP May have 6 card m May have 5 card M SMALL singletons possible	2♣: STAY*7, 2♦/♥: JTB, 2♠: mSS, 2N: PUP 3♣; then P: ♠SO/3♦: 4♣3♥/3♥: 4♠2♥/3♠: 2-♠4♥/3NT: 3♠4♥ 3m: INV/ 3M: m FG+ST (5/7 cards) 4♣: Roman Gerber 4♦/4♥: TRF to 4♥/4♠, 4NT: QUANT 2♠-2♦-2♥ Crawling (drop off) STAY Various relays	1NT-2♠-2♦-2♥: MAJ SO, choose ♠ if ♥=♠*7 1NT-2♠-2♦-2♥: ASK m then 2NT: ♠, 3♣, ♦*7 3♦: 2344or3244 3♥2245 3♠2254 3NT: 3343 max 1NT-2♠-2♥-2♠: ASK-2NT: 4♠ 3♣, ♦4+ 3♦, ♠4+ 3♥5♥, 3♠ 3433 min, 3NT 3433 max 1NT-2♠-2♠-2NT: ASK-3♣/3♦/3♠/3NT=4+♦/4+♠/5♣/4333min/max 1N-2♥/♥-4♠5♣/5♠5♦5♥= Exclusion RKCB LMH	vs OC: X & Bids: TRFs*8, 2NT: Pick m or STOP vs DBL: RDBL ♦ better than ♣, otherwise SYS ON vs 2♣: X: STAY, System ON TEXAS, Gerber ON upto 3♣ OC We often bid RDBL by opener to play 1NT-any-2any-3m; NF inv by PH
2♣	√	0		FG May have fewer HCP if w/shape/tricks	2♦:-1/2♥: 2/2♠: A+K/ 2NT: 3Ks/ 3♣: 4+CTRLs 3♦/3♥/3♠/3NT/4♠: 6+♥/♠/♦-2CTRLs/♦3+CTRLs*10 4♦: solid suit w/o side entry	2NT rebid by opener may have any shape & strength Acceptance by opener of resp's suit is asking CTRL (0-1/2/3/) Opener's Jump Bid: (Semi)Solid suit, ask CTRL	CTRL by STEP
2♦	√	0		54(xx) (10)11-14HCP	2NT: Pattern ASK; 3♣/3♦/3♥/3♠: 13/31/22/04/40 4♠/4♦: RKCB♥♠		
2♥		5		2-10 HCP 5+♥	2NT: SSA 3C: Feature ASK		
2♠		5		2-10 HCP 5+♠	2NT: SSA 3C: Feature ASK		
2NT				BAL (19) 20-21HCP	3♣/3♦/3♥/3♠: Modified Puppet Stayman, JTB, m STAY 3N/4♣/4♦/4♥: TRF, 5♠: Roman Gerber 2N-3♣-♦/♥/♠/NT=either or both M/no 4M/5♠/5♥	3♣-3♦/3♥/3♠/3NT: have 4 cards M/no 4 cards M/5 cards ♠/5 cards ♥ 3NT-4♣-P/4♦/4♥: SO/♥/♠/♣+♠, 4♣-4♦-P/4♥/4♠: SO/♥/♦/♠+♦ 2NT-3♦-♥/3♥→3♠: 4♠5♠5♦/5♠5♦5♥: EXRRKCB LMH	vs OC: 3X: NAT, 4♦/♥: TRF vs DBL: System ON, STAY: 4 Card MAJ ASK
3♣/3♦		6		PRE	New suit : F1: Rebid: 0/ 3NT: 1/ Raise: 2 / Cue: 3 SUPP Jump in new suit asking for CTRL of upper suit (MQ) 3♣-4♦/3♦-4♦: ♠/♦ RKCB	4♣ over 3♦/♥/♠: RKC(0,1,1+Q,2,2+Q) 4♦ over 3♠: RKC(0,1,1+Q,2,2+Q)	
3♥/3♠						<b>SLAM BIDDING, HIGH LEVEL BIDDING</b>	
3NT				16-20 HCP, 6+ card semi-running suit no voids	4♣: RKCB, 4♠-4♦/4♥/4♠: Rqst RKCB/♣ RKCB/♦ RKCB 4♦/4♥=TRF to 4♥/4♠, 4NT RKCB, Others Warp RKCB 4♠: ST w/SUPP, 4NT: QUANT ST, 5♠/5♦: P/C	RKCB (1430), Exclusion RKCB (0314) 4♦: minor RKCB*14, WARP RKCB, RKCB via 3NT LSC-MDA, SSR / MIN opening & single raise	Good Bad 4NT in competition Roman DOPH (X-03, P-14), DEPO Honour asking after splint*9 / 1NT opening
4♣/4♦		6		PRE	to play	CTRL location bids after TCA (Astronauts)*13	Various relay after strong M/m raise
4♥/4♠		6		PRE	New suit: ask for CTRL in upper suit (Mike Q)	TCA: Total CTRL ASK	Vs opp't intevation of 2C: P/DBL...: 0or1/2/3ctrls...
4NT				ACOL 4NT	5♣=0A, 5♦/5♥/5♠/6♣=A in the bid suit, 5NT=2As	Cue bid, interested in CTRL in upper suit (Mike Q)*11	Higher suit double