

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
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
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> Weak except unfavourable RESP: 2NT=OGUST Ask
<b>2-Suit:</b> 2NT=Unbid Lower 2-Suiter
Reopen: 11-12HCP 6+suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's CUE
(1m)2m=MM (P)-3♣/3♦/3♥/3♠=inv♥/inv♠/mild inv♥/inv♠
(1M) 2M=OM+m, (2M)4M/4NT=mm ST/mm GF
(1x)-3x=STOPPER ASK (2M)3M=Stopper Ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
LEB after (WK2)-DBL-(P) ,Leaping Michaels
(3NT)-X/4C/4D=TO/MM6+4/MM55+
(2M)-4M/4NT=mm55+ Slam Try / Pick m
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣: DBL=MM, 1NT=M&m→2♣/2♦=m pick/M pick, 2NT=mm
2♣: DBL=MM, 2NT=mm
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	2nd/4th	4th	
Subseq	same	same	
Other: Top of sequence Top of nothing			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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 ATT , K = ask ask CT return suit= original 3/Low NT=original 4th			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
can be light if good shape			
Response: Lebensohl 2NT Response , Cue-bid = Forcing			
Reopening: same as above			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUP DBL , SUP RDBL up to 2♥			
NEG DBL, thru 4♥ RESP DBL, thru4♦			
MAXIMAL O/C DBL , LIGHTNER DBL			
Lead Directing DBL			

WBF Convention Card
<b>CATEGORY: <u>Natural-GREEN</u></b>
<b>NCBO: <u>JAPAN</u> 22 -Dec-2024</b>
<b>PLAYERS <u>Sato-Shirogane</u></b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 cards Major , 2/1 GF
REV Bergen , XYZ , Good Bad 2NT , gazzilli , Catch All REV
2♣ ART STR
1NT (14)15-17
2NT (19)20-21HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♦ Major 1 suit 3-9
2♥ 54+ Majors 3-9 (in favourable VUL 44+)
2♠ 54+ ♠ & m 3-9
3NT solid minor , Gambling
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we are in a GF situation
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

