

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>
Sound(8-17HCP); New Suit=1level=F,other=NF,Cue-Bid=Limit Raise+ Jump Raise=PRE,Mixed Raise,Fit Jumps
<b>1NT OVERCALLS (2nd/4th Live; Responses; Reopening)</b>
15-17HCP(Except 4th Pos); System ON 11-14HCP(4th Pos); Systems ON
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>
<b>1-Suit:</b> Weak;2NT=Ogust ASK, Raises=PRE, New suit=F1 <b>2-Suit:</b> Unusual 2NT (NV 5+HCP, Vul 10+HCP) Leaping Michaels for 2 suits <b>REOPEN:</b> Intermediate (1x)-P-(P)-2NT=19-20HCP
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)</b>
Michael's CUE for Ms or M&m (2NT asks m)
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Multi-Landy; 2C=Both Ms, then 2D=Better M ASK 2D=H or S, then 2H/2S=P/C 2H=H+m, then 2S=NF, 3C=P/C, 3D=H INV,2NT=m ASK 2S=S+m, then 3H=NF, 3C=P/C, 3D=S INV,2NT=m ASK
<b>VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)</b>
X=T/O Unusual over Unusual (Hi-Cue=SUPP, Lo-Cue=NEG)
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
Saction
<b>OVER OPPONENTS' TAKEOUT DOUBLES</b>
M Open: 2NT=System ON, Double Raise=PRE 1D Open: 2NT=NAT INV, Other=System ON

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's suit</b>	
<b>Suit</b>	3rd=even;low=odd	3rd=even;low=odd	
<b>NT</b>	4th from honor	4th from honor	
<b>subseq</b>	same as above	same as above	
<b>Other:</b> Lead high (or 2nd high) from worse holdings vs NT,			
<b>LEADS</b>			
<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	Ax(+), AKx(+) ASK ATT	AKQ10x(+) ASK ATT	
<b>King</b>	AKx(+), KQx(+) ASK COUNT	AKx(+), KQx(+) ASK COUNT	
<b>Queen</b>	QJx(+), Qx	KQ109, (A)QJx(+), Qx	
<b>Jack</b>	J10x(+), KJ10(+), Jx	J10x(+), AJ10(+), KJ10(+), Jx	
<b>10</b>	109x(+),H109(+), 10x	109x, 10x, H109(x)	
<b>9</b>	9x	9x	
<b>Hi-x</b>	Sx,xxSxxx	Sx,SSxS,Sxx	
<b>Lo-x</b>	xxS,xxSx,xxxxS	HxxS	
<b>SIGNALS IN ORDER OF PRIORITY Attitude Upside Down</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
<b>Suit</b>	1 Lo/=ENCRG	Hi/Lo=E	1st Odd/Even
	2 Hi/Lo=E	S/P	Lo=ENCRG
	3 S/P		Hi/Lo=E
<b>NT</b>	1 Lo/=ENCRG	Hi/Lo=E	1st Odd/Even
	2 Hi/Lo=E	S/P	Lo=ENCRG
	3 S/P		Hi/Lo=E
<b>Signals (including Trumps):</b> trump echo shows remaining trump; Suit preference by trump following Odd/Even 1st Discard			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Sound or Shape (Tend to have correct shape) RESP: CUE=F thru suit agreement			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
Negative, Support, Responsive, Competitive,Snap Dragon			

# WBF Convention Card

CATEGORY: Precision

16-Nov-24

NCBO: JAPAN EVENT:

PLAYERS: Naoko YOSHINO Koji ITO

SYSTEM SUMMARY
<b>GENERAL APPROACH AND STYLE</b>
Strong Club; 1NT resp:semi-F/1M; 2/1 FG except 1D-2C; Open light 1-bids; PRE=Random; Aggressive COMP Style;
<b>1NT Opening:</b> 14-15HCP
<b>2 OVER 1 Response:</b> FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFFENCE</b>
2C=C Natural 6+Cards 11(10)-15HCP 2D=4315,3415,4414,4405 11(10)-15HCP 2H/2S=Weak <b>2NT=18<sup>+</sup>-20HCP,BAL</b> <b>3C=C5+D5,10-12HCP</b> 3NT=Solid M Side no AK 4C/D=PRE
Competitive CUE=Limit Raise or Better Lebensohl-Slow Micheals CUE Bad-Good 2NT by Opener Fit Showing Jumps Scramble 2NT[2] <a href="#">1 Under Raise</a>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Vs OPPT 1NT O/C: Cappelletti; 2C=any one suiter or 3-SUPP 1M-(1NT)-2M=4-SUPP 1D-(1NT)-?: Cappelletti

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Naoko YOSHINO Koji ITO		JAPAN	16 Nov 2024
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		0		16+HCP	1D=0-7HCP,any shape;1H=8-11HCP,any shape; 1S/2C/2D/2H=12+HCP,5+cards;1NT=12-14,BAL; 2S=12+,any 4441 shape;2NT=15-16,BAL; 1C-3C/3NT=17-18/19-20,BAL; 1C-(X)-P/XX/1D/other=0-5/6-7/8-11,any/12+HCP,NAT; 1C-(1 levelOC)-P/X/2C/other=0-5/6-7/8-11,any/12+,NAT 5+Card 1C-(1 levelOC)-1NT/2NT=12-14/15+,BAL w/ Stopper; 1C-(1 levelOC)-Cue=12+ w/o Stopper; 1C-(2 levelOC)-P/X=0-7/8-11BAL or 12+, 5+Cards; 1C-(2 levelOC)-New Suit=8-11,NAT 5+Cards; 1C-(3 levelOC)-P/X/New Suit=0-7/8+,BAL/8+,NAT 5+Cards; 1C-3D/H=5-7HCP,7+Cards,H/S with 2top Honor; 1C-3S=Solid 7+Cards withAKQ ;	1C-1D-1H/S=4+,F1; 1C-1D-1H-1S=0-4,any hand ;1C-1D-1H-1NT=5-7,S5+ ; 1C-1D-1H/S-2C=5-7,2-SUPP;1C-1D-1H/S-2D=5-7,3+SUPP; 1C-2NT/3NT-4C=BARON,1C-3C-3NT=BARON ; 1C-1NT-2C=STAY,1C-1NT-2D/H/S=NAT,1C-1NT-2NT=C ; 1C-(X)-XX-(P)-1H/1S-(P)-2C/2D=6-7,2-SUPP/5-7,3+SUPP 1C-2NT-3C=STAY; 1C-1H-2C-2D=Waiting ; 1C-1H-2C-2H/2S=5+H/S ; 1C-1H-2D-2H/2S=4+H/S ; 1C-3S=? 3NT=to play ,4C=length ASK,4D=SS ASK ;	1C-1D=0-7HCP,any shape; 1C-1H=8-10HCP,any shape; 1C-1S=4441, 8-10HCP; →1NT=SS ASK; 1C-1NT=55m,0-7HCP; 1C-2H/2S=55m,H/S Short 8-9HCP; 1C-2C/2D=55M,0-4/5-7HCP; 1C-2NT=55M,8-10HCP;
1D		2	4H	11(10)-15HCP, 2+cards	1/2/3NT=6-11/11 <sup>+</sup> -13/13 <sup>+</sup> -15HCP; 1D-2C/D=5+cards,F1,then 2H=11-13,BAL; 1D-3C=C+D,6-9HCP; 2H/2S=6-10/11-12,H4+S5,; 1D-3D=7-9HCP,6+cards;	4th Suit=FG; 2WAY-Checkback; Over O/C or Double =SYS ON;1D-(1M)-Cue=Both minors,INV+ ; 1D-2H/S-2NT(ASK)-3C/D/H/S=54min/54MAX/55min/55MAX; 1D-1H/S-2NT=14-15HCP,D6+&H3 SUPP, then 3C(SS Ask)→No min/C/OM/No Max;	
1H/1S		5(4)	4D	11(10)-15HCP, 5+cards	1NT=Semi-F; Double/Triple Raise=PRE/To Play; 2NT=3 SUPP INV+ or 4+SUPP CONST+ [3]; 3NT=3SUPP,4333Shape,13-15HCP,BAL ; 3C/3D=NAT,6+Cards,9-11; SPL=12-14 HCP; 1H-2S=S6,INV;	1M-1NT-2m could be 3 cards; 1H/1S-2H/S-2NT=ASK→3C/3D/3H/3S=min 3/4cards/ Max 3/4Cards Help Suit G/T(Step); 1M-(DBL)-3M=PRE;1M-(OC)-3M=PRE(non-V),CONST(V); 1M-(DBL)-2NT=SYS ON;	Reverse Drury 2C Fit showing jump; P-1M-2C-(DBL)-P=4cards;
1NT			3x	14-15HCP may have 6m, 5M	2C=STAY; 2D/H=JTB; 2S=Minor Pick; [1] 2NT=NAT,INV; 3C=PUP STAY;3D=INV ; 3H/S=6+Cards,Slamish; 4D/H=Texas TRF	Smolen TRF;	
2C		6	4D	11(10)-15HCP,NAT,6+C	2D=ASK,INV+; 2H/S=NAT,NF; 2NT=Puppet to 3C; 3C/3D/3H=D/H/S 6+Cards INV+;3S=H4+S6 FG;		
2D		0		11(10)-15HCP 4315,3415,4414,4405	2NT=ASK,then 3C/3D/3H/3S=Any min/Max 44M/H3/S3; 2NT-3C(Any min)-3D(ASK)-3H/3S/3NT=min H3/S3/44M;		
2H/S		6		5-10HCP WK	2NT=OGUST;		
2NT				18*-20HCP BAL	3C=STAY; 3D/H=JTB; 3S=minor STAY; Walsh Relay;	2NT-3C-3D-3H/S=Smolen TRF	
3C		5		minor5-5,10-12HCP	4C/D=Inv ;4NT=6key cards ASK ;others=SO ;	4NT-5C/D/H/S/5NT=1/2/3/3+CQ/3+DQ	
3D/H/S		6		PRE, terrible PRE in NV or 3rd seat	New suit=F1, may be Lead Directing or CUE; Raise=PRE; 4NT=RKCB;		
3NT				Solid Major	4C/D=Cue,4H/S=P/C;	RKCB (14/30/2/2), DIPO (DBL=1/4, Pass=0/3), ROPI	
4C/4D		7		PRE		Over Queen ASK: No Q / Q w/o side K / Q w/ side K in L/M/H	
4H/4S		7		PRE		Over King ASK: No K/L/M/H	
4NT				ACOL ACE ASK	5C=0A; 5D/H/S/6C=Ace in the bid suit; 5NT=2 Aces	5NT:GSF: 6C=No Top H, 6D=1Top H, 6H=A or K	