O V LINOMLL 13	Style; Responses; 1/2level; Reopening)
	be good 4 card at 1level
	F Constructive, Cue-Bid=Limit Raise+ or STR
Jump Raise	=PRE, Jump Cue=Mixed Raise, FSJ
	LLS (2nd/4th Live; Responses; Reopening)
15-18HCP(Exc	cept 4th Pos); Systems ON
11-15HCP(4th	Pos) ; Systems ON
	CALL (Style; Responses; Unusual NT)
	2NT=Ogust ASK, Raises=PRE, New suit=F1
	al 2NT (NV 5+HCP, Vul 10+HCP)
	els vs weak 2(FG)
	rmediate (1x)-P-(P)-2NT=19-20HCP
	UMP CUE BIDS (Style; Responses; Reopening)
Michael's CUE	for Ms or M&m (2NT asks m;3C=P/C;3D=G/T in M)
after (1m)-2m,	3C/3D=INV in H/S, 3M=PRE
(1X)-3X=stopp	er ASK
•	rong / Weak; Reopening; PH)
2C=Both Ms, t	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE
2C=Both Ms, the 2D=H or S, the	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C
2C=Both Ms, the 2D=H or S, the	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE
2C=Both Ms, the 2D=H or S, the 2H=H+m,then	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C
2C=Both Ms, the 2D=H or S, the 2H=H+m,then 2S=S+m,then	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive)
2C=Both Ms, the 2D=H or S, the 2H=H+m,then 2S=S+m,then	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT)
2C=Both Ms, the 2D=H or S, the 2H=H+m,then 2S=S+m,then DBL=PEN (SydDBL by PH=C	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT)
2C=Both Ms, the 2D=H or S, the 2H=H+m,then 2S=S+m,then DBL=PEN (SydDBL by PH=C	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D FS (Doubles; Cue-bids; jumps; NT bids)
2C=Both Ms, the 2D=H or S, the 2H=H+m,then 2S=S+m,then DBL=PEN (Symbol Symbol S	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D FS (Doubles; Cue-bids; jumps; NT bids)
2C=Both Ms, the 2D=H or S, the 2H=H+m,then 2S=S+m,then DBL=PEN (Symbol Symbol S	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D FS (Doubles; Cue-bids; jumps; NT bids) ohl
2C=Both Ms, the 2D=H or S, the 2H=H+m, then 2S=S+m, then DBL=PEN (Symbol Symbol	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D FS (Doubles; Cue-bids; jumps; NT bids) ohl els vs weak 2 (FG) AL STRONG OPENINGS
2C=Both Ms, the 2D=H or S, the 2H=H+m, then 2S=S+m, then DBL=PEN (Sy:DBL by PH=C VS. PREEMPT X=T/O, lebens Leaping Michal CRASH; DBL/I	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D TS (Doubles; Cue-bids; jumps; NT bids) ohl els vs weak 2 (FG) AL STRONG OPENINGS D/NT vs STR1C/2C
2C=Both Ms, the 2D=H or S, the 2H=H+m, then 2S=S+m, then DBL=PEN (Sy:DBL by PH=C VS. PREEMPT X=T/O, lebens Leaping Michal CRASH; DBL/I	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D FS (Doubles; Cue-bids; jumps; NT bids) ohl els vs weak 2 (FG) AL STRONG OPENINGS
2C=Both Ms, the 2D=H or S, the 2H=H+m, then 2S=S+m, then DBL=PEN (Sy:DBL by PH=C VS. PREEMPT X=T/O, lebens Leaping Michald VS. ARTIFICIA CRASH; DBL/II DBL/II	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D TS (Doubles; Cue-bids; jumps; NT bids) ohl els vs weak 2 (FG) AL STRONG OPENINGS D/NT vs STR1C/2C
2C=Both Ms, to 2D=H or S, tho 2H=H+m,then 2S=S+m,then DBL=PEN (Sy: DBL by PH=C VS. PREEMP1 X=T/O, lebens Leaping Micha VS. ARTIFICIA CRASH; DBL/II DBL/1N	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D FS (Doubles; Cue-bids; jumps; NT bids) ohl els vs weak 2 (FG) AL STRONG OPENINGS D/NT vs STR1C/2C NT/2C after 1C-1D
2C=Both Ms, to 2D=H or S, the 2H=H+m,then 2S=S+m,then DBL=PEN (Sy: DBL by PH=C VS. PREEMPT X=T/O, lebens Leaping Micha VS. ARTIFICIA CRASH; DBL/10 DBL/10 OVER OPPON 1m-(X)-2NT/3n	hen 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE en 2H/2S/3H/3S/4H=P/C 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive) 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive) s on vs weak NT) or D FS (Doubles; Cue-bids; jumps; NT bids) ohl els vs weak 2 (FG) AL STRONG OPENINGS D/NT vs STR1C/2C NT/2C after 1C-1D

OPENII	NG	LEADS STYLE		_		
-		Lead		In Partner's suit		
Suit		3rd=even;low=odd		3rd=even		
NT		4th from honor		4th from honor same		
	subseq same Other: Lead high (or 2nd high) from wo				ngo vo NT	
Other.	Le	ad flight (of Zhd fligh)	i iioiii wort	riiess rioidi	ilgs vs ivi	
LEADS						
LEAD)	Vs. Suit		Vs. NT		
Ace		AK(x),Ax(+)		UB/CT		
King		KQ(x),Kx		KQ(x): AT	Т	
Quee	n	QJ(x),Qx		QJ(x), KC	109	
Jack		J10(x),Jx,KJ10(x)		J10(x), A.	J10(x), KJ10(x)	
10		109(x),H109(x),10x		109x, 10x	, H109(x)	
9		9x,KJ9(x)		9x		
Hi-x		Sx,xxSxxx		Sx,SSxS,	Sxx	
Lo-x		xxS,xxSx,xxxxS		HxxS		
SIGNA	_S	IN ORDER OF PRIC				
		Partner's Lead	Declarer's Lead		Discarding	
	•	Lo=ENCRG	Hi/Lo=O		Lo=ENCRG	
Suit		Hi/Lo=O	S/P		S/P	
		S/P	0 11 5			
	•	Lo=ENCRG	Smith Ec	no	Lo=ENCRG	
NT		Hi/Lo=O S/P	Hi/Lo=O		S/P	
Cianala						
		ncluding Trumps): present count, Trum	o quit profe	ronco		
		mith Echo vs NT	o suit preie	il el lice		
ROVOIS	, С					
		[OUBLE	S		
TAKEO	UT	DOUBLES (Style;	Response	s; Reoper	ning)	
Sound	or S	Shape (Tends to hav	e correct s	shape)		
		CUE=F thru suit agre	eement, Ju	ımp Cue=S	Stopper ASK	
		g may be weaker				
_		CUE=F1				
	_	ARTIFICIAL AND C	OMPETIT	IVE DOUB	LES/REDOUBLES	
NEG DBL thru 4H						
		L thru 4H				
	MAX DBL thru 3H					
COMP DBL thru 3H						
SUPP DBL thru 2H						
Card Showing DBL Snapdragon						

WBF Convention Card

CATEGORY: Natural-GREEN

NCBO: EVENT:

PLAYERS: Masaru YOSHIDA Tadashi YOSHIDA

	SYSTEM SUMMARY
GENERA	L APPROACH AND STYLE
Natural 5	card M;
2/1 Alway	s FG
	ning: 14+-17HCP
	Response: FG
	BIDS THAT MAY REQUIRE DEFENCE
	onventions>
	2 in a Major
2M=M and	d either minor, weak
	els/UNT: Higher Cue=Limit Raise+, Lower Cue=4th suit, F
	ng Jumps by PH/in COMP
Good-Bac	2NT by opener
CDECIAL	FORCING PASS SEQUENCES
SPECIAL	FORCING PASS SEQUENCES
IMPORTA	NT NOTES THAT DON'T FIT ELSEWHERE
INIFORTA	INT NOTES THAT DON'T FIT ELSEWHERE

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OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. D THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND/IN COMP
1C/1D		3	4H	11+HCP	1C-1D=2+D, 1C-1M may have longer D	Opener's 1NT rebid may have 4M(s) after 1C-1D, 1m-1NT-2NT=18-19	Single raise by PH=INV
					1NT/2NT/3NT=6-10/11-12/13-15 (1C-1NT=8-10)	Two way checkback after 1NT rebid (2C forces 2D), NMF by PH	CUE=Limit Raise or better
					Single Raise=INV+, Double Raise=PRE	After opener's 1/1 reverse, lower of 4th suit/2NT=ART weak	Single Jump Shift=FSJ
					2M=STR	1C-1D-1H-1S/2S=4th Suit FG/NAT FG; 1m-1M-4M=18-19 BAL raise	1m-(1NT)=Multi&Landy
					1C-2D=STR, 1D-3C=INV, 3M=SPL, 1C-3D=SPL	1m-2m-4m=RKCB(1430)	
1H/1S		5(4)	4H	11+HCP, 5+cards,	1NT=F1(includes 3 card LR) ; Single Raise=3 card sup	Reraise=not INV, 1M-1NT-2NT=18-19	CUE=Limit Raise or better
				4+cards in 3rd, 4th seat	2NT=Jacoby;3C/3D=7-9/10-12, 4+SUPP	2NT/3NT rebid after 2/1=12-15 or 18-19/16-17	Single Jump Shift=FSJ
					3M=PRE;3NT=Good PRE Raise (A or K in a side suit)		PH 2NT=FSJ in C; 3C=NAT
					Doble Jump Shift=SPL, 1H-2S=STR,1S-3H= INV		DRURY FIT
1NT			3S	(14)15-17HCP	2C=STAY; 2D/H=JTB; 2S=range ask, C or INV to 3NT	BAL/UNBAL Fit showing slam try after Stayman	lebensohl SLOW
				may have 6m, 5M	2NT=D or weak ms	after 3D, 3H=C fit. 3S=D fit	over PEN X, DONT escape
					3C=PUP STAY, 3D=ms, slam try		RDBL= any 1 suiter
					3H/3S=31(54)/13(54), FG		
					4D/4H=Texas TRF		
2C	~	0		22+HCP BAL or	2D=ART FG; 2H=0-3HCP&0Ctrl;2NT=H POS	2C-2D-2NT/3NT=22-23 BAL/TRICKS	Responder's Pass=FG
				ART STR;	3M=6 cards w 2 tops, 3NT=any SOL 7+cards suit	2C-2D-2H=PUP 2S, 5+H or 24+ BAL (Kokish Relay)	DBL/RDBL=NEG
						2D-2NT-3C; 3D=PUP OM, 3H=P/C, OTHERS=NAT, FG	
2D		0		Weak 2M	2NT=ASK, 2M/3M=P/C, 3C=PUP 3D, FG 1 Suiter	2D-2NT-3C/3D/3H/3S/3NT=MIN/MED H/MED S/MAX H/MAX S	RDBL=Relay, 2 LVL X=P/C
				5-10HCP	3D=MSS, 4C/4D=PUP/TRF, 4M=NAT	2D-2NT-3C; 3D=PUP OM, 3H=P/C, OTHERS=NAT,FG	2NT after O/C=PUP 3C
2H/2S		5		5H/S+5m	2NT=ASK, 3C/4C=P/C	2M-2NT-3C/3D/3H/3S=MIN C/MIN D/MAX C/MAX D	DBL over 3m=P/C
				5-10HCP	3D=G/T in M, 3M=PRE		DBL over 2M/3M=PEN
2NT			3S	(19)20-21HCP BAL	3C=PUP STAY; 3D/H=JTB; 3S=PUP 3NT	2NT-3C-3D-4C/4D=both Ms, slam try/game only	
					4C=Gerber, 4D/H=Texas TRF	2NT-3S-3NT-4m/4M/4NT=NAT/SPL 55m/2254 or 2245	
3x		6		PRE	New suit=F1, may be Lead Directing or CUE;		
					4C=RKCB, over 3C, 4D=RKCB		
3NT	>			Solid Minor, no side A/K	4D=S/S ASK, then 4M=short, 5m=short in om		
4C/4D		7		PRE		HIGH LEVEL BIDDING	
4H/4S		7		PRE		RKCB(1430), D0P1 thru 5 of the agreed suit, DEPO at higher level	
4NT	~			ACOL ACE ASK	5C=0A; 5D/H/D/6C=Ace in the bid suit; 5NT=2 Aces	Exclusion RKCB(0314)	
						1m-2m-4m/1m-3m-4m=RKCB1430	

	WBF SUPPLE	MENTARY SHE	ET PAGE 1
NCBO:	PLAYERS: I	Masaru YOSHIDA	Tadashi YOSHIDA
(Note 1) After 1NT		_	
2C-2M-3OM=Slam try wit	n S/S, Next step=S/S A	SK, L/M/H	
2C-2M-4C=Roman Keyca	rd Gerber(1430)		
2C-2M-4D=BAL Slam try			
2C-2D-2M=4M+5 or 6OM	, INV+		
2C-2D-3H=5-5M INV	•		
2C-2D-3S=5-5M FG			
2H-2S-3H=5-5M Slammis	h		
JTB then jump in a new s	uit=SPL		
Texas TRF then 4NT=RK		lusion0314	
2S-2NT-3C=to play	,		
2S-2NT(or 3C)-new suit(c	ther than 3C)=SPL, the	en 3NT=sign off, 4C=R	KCB1430
2S-2NT-3NT=6C322 or 7			
2S-3C-3NT=to play, 2S-3			
2NT-3C-3D=to play			
2NT-3C(or 3D)-3M=SPL,	then 3NT=sign off, 4D=	RKCB1430	
2NT-3C(or 3D)-3NT=6D3			
System on over 2C (exce			d m or both M
1NT-(PEN X): RDBL=PUI			
vs 2C/2D showing both M	•	, ,	
		2H/2S=ms INV/FG, 2N	T=LEB, 3m=NAT,FG, 3M=Stopper
(Note 2) Jacoby 2NT		·	, , , , , , , , , , , , , , , , , , , ,
After 1M-2NT			
3C=any minimum (less th	an good 14)		
then 3D=short sui	·		
	ortness, 3S=C short, 3	NT=D short, 4C=OM sl	hort
3D=some shortness, at le			
then 3H=short sui			
	rt, 3NT=D short, 4C=O	M short	
3H=5422, at least good 14			
then 3S=4 card su			
3NT=4 ca	rd C, 4C=4 card D, 4D	=4 card OM	
3S=6322 or 7222, at least			
	bid, 3NT=cue in OM		
3NT=5332, at least good	· · · · · · · · · · · · · · · · · · ·		
then new suit=cue			
4M=dead minimum, no sh			
(Note 3) Good Bad 2NT			
,	onder's first action was	1 level bid or NEG DB	L, and RHO has bid at the 2 level
shows a weaker hand th			
Responder is expected to			or shortness in clubs
. toopenson to expedited to	2.2 00 umooo no nao (James on the value of	
(Note 4) After 1D - 2C			
2D = all hands with reaso	nable 5+ diamonds		
2H = 4H and 3 or 4D (bac		5H+6D(rebid H next)	
2S = 4S, denies 5D and 4			
2NT = denies majors, nor	,	,	
3C = usually 2254 or (23)		D pood.bio	
3D = solid D, demands cu			
3M = SPL	- Jiu		
J J. L			