DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

8–19HCP, (4)5⁺card suit, Sound.

RESP: New suit=F1. TRF RESP from lowest cue. Jump cue=Mixed raise.

Jump raise=PRE. Jump shift=Fit showing.

Reopening: 8–18HCP. Cue=Michaels.

RESP: New suit=NF, but constructive.

1NT OVERCALLS (2nd/4th Live; Responses; Reopening)

15–18HCP, BAL/semi–BAL. May be off–shape. (Unusual by PH).

RESP: Systems on.

Reopenning: 1NT=11–15HCP, (semi–)BAL.

May not have stoppers in OPPT's suit.

2NT=19–20HCP, (semi–)BAL.

RESP: Systems on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1–Suit: Weak.

RESP: New suit=F1. Cue=Limit⁺. 2NT=Ogust.

2–Suit: Unusual 2NT=Unbid lower rank 2–suiter.

Reopening: Intermediate.

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Direct: Michaels.

RESP: 2NT=INQ. 3♦ after (1M)–2M=INV⁺ w/ SUPP.

(1m)–3m=NAT PRE (NV)/Sound (V). (1M)–3M=Asks for stopper.

VS. NT (vs. Strong / Weak; Reopening; PH)

vs. STR NT: 2♣=♥&♠ or ♠, 2♦=♥ or ♠&m, 2♥=♥&m, 2♠=♣ or ♦ PRE,

2NT=♣&♦.

RESP: (1NT)–2♣–2♦=INQ.

(1NT)–2♦/2♥/2♠–2NT=INQ.

vs. WK NT: 2♣=♥&♠, 2♦=♦&M.

Reopening: X=TRF to 2♣ (♣, ♦, ♣&M, or ♣&♦ good hand),

2♦=♥&♠, 2♥=♦&M, 2M=NAT.

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O DBL thru 4♥ (vs. 4♠ open: X=OPT, 4NT=STR 2–suiter).

DBL vs. WK 2=T/O–>LEB 2NT.

4♣/4♦ vs. WK 2♦=5⁺&5⁺M/5⁺♥&5⁺♠. 4♣/4♦ vs. WK 2M=5⁺♣/♦&5⁺OM.

VS. ARTIFICIAL STRONG OPENINGS

vs. 1♣: X or ♣/♦/♥/♠=♦ or ♥&♣/♥ or ♠&♣/♠ or ♣&♦/♣ or ♦&♥.

NT=♣&♥ or ♦&♠, 3NT or upper=NAT.

vs. 2♣: X or ♣/♦/♥/♠=♦ or ♥&♣/♥ or ♠&♣/♠ or ♣&♦/♣ or ♦&♥.

NT=♣&♥ or ♦&♠, 4♣ or upper=NAT.

OVER OPPONENTS' TAKEOUT DOUBLE

TRF (NAT or values in TRF suit w/ SUPP). Fit jump. SPL.

1♣–(X)–XX/1♦/1♥/1♠/1NT/2♣/2♦=♦/♥/♠/♦/♦&♥&♣&♦ NF/♣&♦ FG.

1♦–(X)–XX/1♥/1♠/1NT/2♣=♥/♠/♦/♣&♥/Limit⁺.

1♥–(X)–1NT/2♣/2♦=♣/♦/good single raise.

1♠–(X)–1NT/2♣/2♦/2♥=♣/♦/♥/good single raise.

1M–(X)–XX/2M/2NT/3M/3NT=Cards/bad single raise/Limit⁺/PRE/good PRE.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd or lowest	3rd or lowest
NT	2nd or 4th	3rd or lowest
Subseq	same as above	same as above

Other: A asks ATT, K asks CT (& UB vs. NT).

If CT isn't needed, we lead for showing ATT, S/P, or for deception.

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax(+); AKx(+); AK	AKx(+); Ax(+)
King	AKx(+); AK; KQx(+); Kx	AK(Q/J)10(+); KQ(J/10)9(+)
Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQx(+)
Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)
10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)
9	9x	H98x(+); 98x(+)
Hi-x	Sx; HxSx(xx); xxSx(xx)	xSx(x)(+); HSx
Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); xS

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Lo=ENCRG	Hi/Lo=ODD	O/E first discard
	2	Hi/Lo=ODD	S/P	Lo=ENCRG
	3	S/P		Hi/Lo=ODD
NT	1	Lo=ENCRG	Rev. Smith Echo	O/E first discard
	2	Hi/Lo=ODD	Hi/Lo=ODD	Lo=ENCRG
	3	S/P	S/P	Hi/Lo=ODD

Signals (including Trumps):

Trumps: S/P. Other: Remainder CT (Present CT).

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11⁺HCP, Shape oriented, may be light if classical shape.

RESP: Cue=F1. Jump cue=Asks for stopper.

Reopening: 8⁺HCP.

RESP: Cue=F1.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 4♥.

RESP DBL thru 4♥ (Also applied after partner's O/C or T/O DBL).

MAX DBL thru 3♥.

SUPP DBL/REDBL thru 2(3)♥.

4th suit DBL (Snapdragon DBL), Impossible DBL, Corporate DBL,

Strong O/C DBL, Rosenkranz DBL, CUE T/O DBL,

L/D DBL, Lightner DBL, Roman–DOPI, ROPI, DEPO.

DBL of SPL shows L/D of higher ranking suit if both of us are PH

WBF Convention Card

CATEGORY: Artificial RED ver: 06 Apr. 2022

NCBO: JAPAN EVENT:

PLAYERS: Noriaki KOIKE Hiroaki MIURA

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5–card M, 2 over 1 FG except 1♠–2♥.

Open light. A lot of ART bids including TRF/relay structures.

1♣ opening could be 2–card and could have longer ♦.

1NT opening: (13⁺)14–16HCP in 1–2 seat or 3rd seat, NV.

(14⁺)15–17HCP in 4th seat or 3rd seat, V.

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENSE

1♣=(1) NAT (2) 11–13HCP BAL (3)17–19HCP BAL.

1♦=NAT, 5⁺♦ unBAL or 4441 or 4♦&5♣.

3NT=PRE in a 7⁺card minor.

4♣/4♦=Namyats (very good 7⁺♥/♠, 8–9.5 playing tricks).

1♠–2♥=5⁺♥ NF (6–12).

<List D Conventions>

2♦=Mini Multi (WK 2♥/2♠).

2♥=5⁺♥&4⁺♠, 0–10HCP.

2♠=5⁺♠&(4)5⁺m, 0–10HCP.

TRF RESP after 1♣ opening.

Interchange 1NT RESP (1♥–1♠/1NT=4⁻/5⁺♠ F1).

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

1m–(1NT)–2♣/2♦/2♥/2♠=♥&♠/♥/♠/♣&♦.

1M–(1NT)–2m=m&OM.

TRF RESP over OPPT's T/O DBL.

Good–Bad 2NT.

M's overcall is applied to this OPPT's bidding sequence: 1m–1NT/1♣–1♦;1NT.

<List D Conventions>

1m–(1R)–1♠=4⁻♠ F1.

TRF/switching RESP over 1–level O/C after 1m openings.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

1NT–(X)–XX=PUP(TRF) to 2♣, then Pass/2♦=S/O in ♣/♦.

1NT–(X)–P=PUP to XX, then 2♣/2♦/2♥=♣&another/♦&M/♥&♠.

1NT–(X)–2♣/2♦/2♥/2♠=STAY/TRF to ♥/TRF to ♠/mSS (Systems on).

RESP and rebids as NAT could be 3–card if there are no other convenient actions.

Leads and singnals could be departed from our treatments w/ intention.

PSYCHICS

Openings: rare For lead or w/ other intention.

Others: rare Comic O/C, Fake cue, Fake G/T.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	✔	2	4♥	(1) (10⁺)11-22HCP, NAT. (2) 11-13HCP, BAL. (3) 17-19HCP, BAL.	1♦/1♥/1♠/1NT=4⁺♥/4⁺♠/4⁺♦ or 3334/5⁺♣ 5-9 or FG BAL. 2♣=4⁺♣&4⁺♦ 5-9. 2♦/2♥/3♣=6⁺♣ FG/5⁺♣&4⁺♦ FG/PRE raise. 2♠=5⁺♣ INV. 2NT/3♣/3♥/3♠/4♦/4♥=♣&♦/♥/♠/♣&♦/♥/♠ PRE. 3NT=13-15.	1♣-1R;1NT=17-19 BAL. 1♣-1R;(+1)=11-13 (semi-)BAL w/o SUPP. 1♣-1R;2NT=17-19 BAL w/ 4SUPP or 6⁺♣ FG. 1♣-1♦;1♥-1♠=INQ, could be WK. 1♣-1♠;1NT-2♣=PUP to 2♠ (ART FG). 1♣-1NT;2♣=Various good hands. Structured Reverse. SPL.	Cue=Limit raise⁺. Jump raise=PRE. 1♣-1NT by PH=5⁺♣ 5-11. Fit jump by PH. Defensive bids vs. 2-suiter O/C.
1♦		4	4♥	(10⁺)11-22HCP, NAT. 5⁺♦ unBAL, 4441, or 4♦&5♣.	1NT/2NT/3NT=6-10/11-12/13-15. SPL. 2♣/2♥/2♠=6-9/Limit/FG raise. 2♣/3♣=NAT FG/6⁺♣ INV.	TRF rebids by opener after 1♦-1M. 1♦-1♥;1♠-2♣/2♦=TRF to 2♦ (S/O in ♦ or any INV)/ART FG. 1♦-1M;2NT=ART FG. 4th suit=ART FG. Structured Reverse. SPL.	Good-Bad 2NT.
1♥ 1♠		(4)5	4♦	(10⁺)11-22HCP, 5⁺♥/♠ NAT. May be good 4-card M in 3rd/4th seat.	1♥-1♠/1NT=4⁻♠/5⁺♠ F1. 1♠-1NT=F1 (Including 5⁺♥ FG hand). 2m=NAT FG. 1♥-2♥=5⁺♥ NF (6-12). 1M-2M/3M/3NT/4M=5-9/PRE/RKCB/PRE. SPL (8-12). 6/7step=4⁺SUPP FG unBAL/3SUPP INV⁺. 8/9step=4⁺SUPP FG BAL/Limit raise.	ART rebids by opener after 1♥-1♠/1♠-1NT. 1♠-2♥;2NT=INQ. 1M-2M;3M=PRE. 4th suit=ART FG. Structured Reverse. SPL. Various relays including 2-way G/T (help/short suit) after single raise. Various relays after 1♥-1♠/1NT, 1♠-1NT, ART raises.	Cue=Limit raise⁺. Jump raise=PRE. Good-Bad 2NT. REV Drury. by PH: Fit jump. 1M-2NT=♣ Fit jump. 1♥-1♠/1NT=NAT. 2-way CB STAY.
1NT		-	3♠	(13⁺)14-16HCP, (semi-)BAL. (14⁺)15-17HCP in 3rd(V)/4th seat. May be off-shape.	2♣=STAY (May not have 4M). 2♦/2♥=TRF to ♥/♠. 2♠=mSS. 2NT=PUP to 3♣ (S/O or S/T in ♣, or 1444/4144 FG). 3♣=PUP STAY. 3♦=NAT 6⁺card INV. 3M=SPL. 4♣=Roman Gerber. 4♦/4♥/4♠/5♣=TRF to ♥/♠/♣/♦.	1NT-2♣;2♦-2♥/2♠/3♣/3♦=INQ/PUP to 2NT/5⁺♣&5⁺♠ INV/5⁺♥&5⁺♠ FG. 1NT-2♣;2♥-2♠=INQ. 1NT-2♣;2♠-3♣/3♦/3♥=INQ/5⁺♠ FG/5⁺♦ FG. 1NT-2♦;2♥-2♠=PUP to 2NT (Cancel ♥suit, S/T in ♣/♦). 1NT-2♥;2♠-3♣=5⁺♥&5⁺♠ S/T. Various relays after STAY.	vs. DBL: Pass/XX=PUP to XX/2♣. Texas TRF Thru 3♣. Rubensohl. DBL by opener=T/O.
2♣	✔	0	-	ART STR. (1) 9⁺tricks. (2) 22⁺HCP, (semi-)BAL.	2♦/2♥/2♠/2NT=0-1/2/3/4⁺ CTRL. 3♣/3♦/3♥/3♠=6⁺♣/♦/♥/♠. 4♣=6⁺card any SOL suit.	2♣-2♦;2♥=PUP to 2♠ (5⁺♠ FG or 25⁺HCP BAL). 2♣-2♥;3♣/3♦=♥/♣. 2♣-2NT;3♣/3NT=(semi-)BAL/♣. After 2NT rebid, same as 2NT open. Opener's accept after 3♣/3♦/3♥/3♠ response is TCA.	vs. DBL: Pass/XX=1/0 CTRL. vs. O/C: Pass/DBL=Positive/NEG.
2♦	✔	0	-	Mini Multi (WK 2♥/2♠).	2M/3M=P/C. 2NT/4♣/4♦=INQ. 3♣=PUP to 3♦. 3♦=mSS. 3NT/4M=To play.	2♦-2NT;3♣/3♦/3♥/3♠/3NT=Min/♥ Med/♠ Med/♥ Max/♠ Max. 2♦-4♣;4♦/4♥♠=WK 2♥/2♠. 2♦-3♣;3♦-3♥/3♠/4♣/4♦/4♥=S/T in ♥/♠/♣/♦.	vs. DBL: Pass/XX=♦/PUP to 2♥. vs. 2M O/C: DBL=P/C.
2♥	✔	5	-	5⁺♥&4⁺♠, 0-10HCP.	2NT=INQ. 2♠/3M/3NT/4M/5M=To play. 3♣=PUP to 3♦. 3♦=mSS. 4♣/♦=RKCB of ♥/♠.	2♥-2NT;3♣/3♦/3♥/3♠=5♥&4♠/6♥&4♠ Min/5♥&5♠ Min/6♥&4♠ Max. 2♥-2NT;3♣-3♦;3♥/3♠=Min/Max. 2♥-3♣;3♦-3♥/3♠=S/T in ♥/♠.	vs. DBL: XX/Others=PUP to 2♠/System on.
2♠	✔	5	-	5⁺♠&(4)5⁺m, 0-10HCP.	2NT=INQ. 3♣/4m/5♣/6♣/7♣=P/C. 3♦=3⁺♠ INV⁺. 3♥=NAT FG. 3♠/3NT/4M=To play.	2♠-2NT;3♣/3♦/3♥/3♠=5♠&5⁺♣ Min/5♠&5⁺♦ Min/6♠&5⁺m Min/5♠&5⁺♣ Max. 2♠-2NT;3NT/4♣/4♦=5♠&5⁺♦ Max/6♠&5⁺♣ Max/6♠&5⁺♦ Max.	vs. DBL: XX/Others=PUP to 2NT/System on. vs. 3m O/C: DBL=P/C.
2NT		-	3♠	(19⁺)20-21HCP, (semi-)BAL. May be off-shape.	3♣=Modified Puppet STAY. 3♦/3♥/3NT/4♣=TRF to ♥/♠/♣/♦. 3♠=PUP to 3NT (To play or ♣&♦ S/T). 4♦/4♥=TRF to ♥/♠. 4♠=mSS.	2NT-3♣;3♦/3♥/3♠/3NT=4♥ and/or 4♠/No 4M/5♣/5♥. 2NT-3♣;3♦-3♥/3♠/4m=4♠, 5⁺♣, or 5⁺♦/4♥/4⁺♣&4⁺♠. 2NT-3♣;3♥-3♠=PUP to 3NT. 2NT-3♠;3NT-4♣/4♦=4♣&5⁺♦/5⁺♣&4♦.	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♠-4♦=RKCB. 3M-4♣=S/T w/ fit.		
3NT	✔	-	-	PRE in a 7⁺card minor.	4m/5♣/6♣/7♣=P/C. 4M/5♦/6♦=To play. 4NT=S/T in opener's suit.	3NT-4NT;5m/5♥/5♠=No slam interest/RKCB of ♣/RKCB of ♦. 3NT-4NT;5♣-5♦=RKCB of ♣. 3NT-4NT;5♦-5♥=RKCB of ♦.	
4♣	✔	0	-	Namyats (very good 7⁺♥).	4♦=S/T. 4♥=To play. 4NT=RKCB. 4♠/5♣/5♦=CTRL ASK. 5♥=PRE.	4♣-4♦;4♥/4NT=No slam interest/RKCB. 4♣-4♦;4♠/5♣/5♦=Good hand w/ 1st Rd CTRL in ♠/♣/♦.	
4♦	✔	0	-	Namyats (very good 7⁺♠).	4♥=S/T. 4♠=To play. 4NT=RKCB. 5♣/5♦/5♥=CTRL ASK. 5♠=PRE.	4♦-4♥;4♠/4NT=No slam interest/RKCB. 4♦-4♥;5♣/5♦/5♥=Good hand w/ 1st Rd CTRL in ♣/♦/♥.	
4♥ 4♠		7	-	NAT, PRE.		**HIGH LEVEL BIDDING** Roman Gerber. Super Gerber (5♣). Grand Slam Force (->1step=A/K, 2step=Q/Extra, 6 of trump=No).	
4NT	✔	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.	RKCB (1430). Exclusion RKCB (0314). Roman-DOPI (below 5 of the agreed suit). ROPI. DEPO (above).	
5♣ 5♦		8	-	NAT, PRE.		Various relays after the fit is found: Total CTRL asking, followed by CTRL location asking (Astronauts). Exclusion TCA. Spiral scan for specifying queens. Splinter. Autosplinter. CTRL showing cue at 3/4 level shows 1st/2nd Rd CTRL.	
Others						CTRL ASK after PRE open. In forcing situation, pass and pull shows STR offensive hand.	