OVERCALL	(Style; Responses; 1/2level; Reopening)
	ay be good 4 card at 1level
	NF Constructive, Cue-Bid=Limit Raise+ or STR
	se=PRE, Jump Cue=Mixed Raise, FSJ
- Camp Hair	
	ALLS (2nd/4th Live; Responses; Reopening)
,	xcept 4th Pos); System ON
11-15HCP(4t	th Pos) ; System ON
	RCALL (Style; Responses; Unusual NT)
	k;2NT=Ogust ASK, Raises=PRE, New suit=F1
	rual 2NT (NV 5+HCP, Vul 10+HCP)
	naels vs weak 2
	termediate (1x)-P-(P)-2NT=19-20HCP
	JUMP CUE BIDS (Style; Responses; Reopening)
	JE for Ms or M&m (2NT asks m;3C=P/C;3D=G/T in M)
	n, 3C/3D=INV in H/S, 3M=PRE
(1X)-3X=stop	per ASK
VS NT (vs 9	Strong / Weak; Reopening; PH)
	, then 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE
	then 2H/2S=P/C
	n 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive)
	n 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive)
DBL by PH=0	J Or D
VS. PREEMI	PTS (Doubles; Cue-bids; jumps; NT bids)
X=T/O, LEBE	
Leaping Mich	naels vs weak 2 (FG)
	Michaels vs 3M (4m=m+OM),
	IAL STRONG OPENINGS
	D/NT vs STR1C/2C
	1NT/2C after 1C-1D
OVER ORDO	DNENTS' TAKEOUT DOUBLES
	- DDE#: '.D '
1m-(X)-2NT/	3m=PRE/Limit Raise
1m-(X)-2NT/3 1M-(X)-2NT/3	3m=PRE/Limit Raise 3M/3NT=Limit Raise+/PRE/Good Triple Raise =Good Single Raise

LEADS AND SIGNALS						
OPENII	NG	LEADS STYLE				
		Lead	Lead		Partner's suit	
Suit		3rd=even;low=odd		3rd=even	;low=odd	
NT		4th from honor		4th from I	honor	
subsec	1	same as above		same as	above	
Other:	Lea	ad high (or 2nd high)	from wors	se holdings	vs NT,	
LEADS						
LEAD)	Vs. Suit			Vs. NT	
Ace		AK(x),Ax(+)		AKJ10(+)	:UB/CT	
King		KQ(x),Kx		KQx(+),K	x,AKx	
Quee	n	QJ(x),Qx		KQ109,Q	Jx(+),Qx	
Jack		J10(x),Jx,KJ10(x)		J10(x), A	J10(x), KJ10(x)	
10		109(x),H109(x),10x		109x, 10x	k, H109(x)	
9		9x,KJ9(x)		9x		
Hi-x		Sx,xxSxxx		Sx,SSxS,	Sxx	
Lo-x		xxS,xxSx,xxxxS		HxxS		
SIGNA	LS	IN ORDER OF PRIC	OITY			
		Partner's Lead	Declare	er's Lead	Discarding	
	1	Lo=ENCRG	Hi/Lo=O		Lo=ENCRG	
Suit	2	Hi/Lo=O	S/P		Hi/Lo=O	
	3	S/P			S/P	
	1	Lo=ENCRG	Hi/Lo=O		Lo=ENCRG	
NT	2	Hi/Lo=O	S/P		Hi/lo=O	
	3	S/P			S/P	
Signals) (i	ncluding Trumps):	1			
Suit pre	fer	ence by trump follow	ving			
		С	OUBLE	S		
TAKEO	UT	DOUBLES (Style;	Response	es; Reopei	ning)	
		Shape (Tends to hav				
RESP: CUE=F thru suit agreement, Jump Cue=Stopper ASK						
Reopening may be weaker						
RESP: CUE=F1						
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
NEG DBL thru 4D						
	RESP DBL thru 4D					
MAX DBL thru 3H						
COMP DBL thru 3H						
	SUPP DBL thru 2H					
	Card Showing DBL					
Snapdragon						

WBF Convention Card

CATEGORY: Natural-GREEN

NCBO: JAPAN EVENT:

PLAYERS: Makoto HIRATA Tadashi YOSHIDA

- <u></u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural 5 card M;
2/1 Always FG
1NT Opening: 14+-17HCP
2 OVER 1 Response: FG
SPECIAL BIDS THAT MAY REQUIRE DEFFENCE
<list conventions="" d=""></list>
2D=Weak Two in either M
2M=M and a minor, weak
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare

OPENING	K IF	. No. :ARD	. DBL RU				
OPE	TICK	ARTIFICIAL MIN. No. OF CARD	NEG.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND/IN COMP
1C/1D		3	4H	11+HCP	1C-1M may have longer D	Opener's 1NT rebid may have 4M(s), 1m-1NT-2NT=INV	Single raise=NF
					1NT/2NT/3NT=6-10/11-12/13-15	Two way checkback after 1NT rebid (2C forces 2D)	CUE=Limit Raise or better
					Single Raise=FG, Double Raise=PRE	After opener's 1/1 reverse, lower of 4th suit/2NT=ART weak	Single Jump Shift=FSJ
					2H=Limit Raise, 2S=5+SUPP, 7-9	1C-1D-1H-1S/2S=4th Suit FG/NAT FG;	1m-(1NT)=Multy&Landy
					1C-2D=STR, 1D-3C=INV, 3M=SPL, 1C-3D=SPL	1m-1H-2NT-3H/3S=5+H(may have 4S)/4-4Ms, 1m-2m-4m=RKCB(1430)	
1H/1S		5(4)	4D	11+HCP, 5+cards,	1NT=F1; 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=BAL Raise,12-14	Two way G/T after single raise	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; Walsh Relay	Modified Smolen TRF	
				may have 6m, 5M	2S=MSS(D bust or weak/strong MINs)	BAL/UNBAL Fit showing slam try after Stayman	LEBENSOHL SLOW
					2NT=TRF to 3C(C bust or strong 4441);	1NT-2D-2H-2S=Walsh Relay, 6+C/D, Slam try	RDBL after PEN DBL=PUP 2C
					3C/3D=INV; 3H/3S=Short H/S		
					4D/4H=Texas TRF		
2C	~	0		22+HCP BAL or	2D=Neutral; 2H=0-3HCP&0Ctrl;2NT=H POS	2C-2D-2NT/3NT=22-24 BAL/TRICKS	Responder's Pass=Waiting, F
				ART STR;	3M=6 cards, 4-7, 3NT=any SOL 7+cards suit	2C-2D-2H=PUPP 2S, 5+H or 25+ BAL (Kokish Relay)	DBL/RDBL=WK
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=HCP, 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=STAY; 3D/H=JTB; 3S=MSS	2NT-3D-3H-3S=Walsh Relay	
					4C=Gerber, 4D/H=Texas TRF	2NT-3C-3D-3M/4H=SMOLEN/55M; 3H-3S-4H=55M Slammish	
						2NT-3C-3M-OM/4C/4D=Trump Set/5+C/5+D	
						2NT-3S-3NT-4M=SPL. 54+m, Slammish	
3x		6		PRE	New suit=F1, may be Lead Directing or CUE;		
					Raise=PRE; 4NT=RKCB;		
3NT	~			Solid Minor, no side A/K		HIGH LEVEL BIDDING	
4C/4D		7		PRE		RKCB(1430), D0P1 thru 5 of the agreed suit, DEPO at higher level	
4H/4S		7		PRE		5NT:GSF:(Steps: A or K/Q/Extra Length/No Extra)	
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=RKCB	
	-						2010/12/12

PAGE 1

NCBO: Japan PLAYERS: <u>Makoto HIRATA</u> <u>Tadashi YOSHIDA</u>

ново. Јаран	PLATERS. WAKOLO HIKATA	Tauasiii TOSHIDA
(Note 1) After 1M-2M/1m-1M-2M		
, ,	n 3C/3D/3H=SSGT C/SSGT D/SSGT S	
1H-2H-2NT/3C/3D=HSG		
	n 3D/3H/3S=SSGT C/SSGT/D SSGT H	
1S-2S-3C/3D/3H=HSGT		
same after 1m-1M-2M	5/11001 5/11001 11	
(Note 2) After 1NT		
	h S/S, Next step=S/S ASK, L/M/H	
2C-2M-4C=Roman Keyca	•	
2C-2M-4D=BAL Slam try	ild Gelbei (1400)	
2C-2D-3H=5-5M INV		
2C-2D-3N=5-5M FG		
2H-2S-3H=5-5M Slammis	h	
		aard C/D_2NT_Solid m
	elay, then 3C/3D=Bad 6+ cards, 3H/3S=Good 6+	Card C/D, 3NT=Solid III
	, then 2NT=H, 3 of a suit=Walsh	
, , ,	a new suit=SPL, Texas then new suit=Exclusion	1
	WK ms/WK D/STR ms, short M/54m22M STR	
2S-3m-3M/3NT=STR ms,	short M/54m22M STR	
2S-3C-3D=WK D		
	/4C=to play/4414/4144/1444/4441/4441, better the	nan 3NT
System on over 2C (exce	,	
, ,	of to 2C, shows 1 suiter, other bids=DONT style	
vs 2C/2D showing both M		
,	=PEN for H and/or S, 2H/2S=ms INV/FG, 2NT=l	LEB, 3m=NAT,FG, 3M=Stopper
(Note 3) After Multi 2D		
2M/3M=P/C, 3C=PUP 3D	, GF 1 Suiter, 3D=MSS, GF	
	nder his M, 4D asks opener to bid his M, 4M=NA	AT
2NT=ASK, then 3C=MIN,	3D/3H=MED H/S, 3S/3NT=MAX H/S	
after 3C, 3D asks	opener to bid OM, 3H=P/C, others=NAT,FG	
After 3C-3D, 3H/3S/4C/4[D=Trump set, requests CUE; 3NT=1 suited m, N	F
After 3D, 3H/3S=3 card C	/D, 3NT=no 3+ card m, 4C/4D=4 card D/C, then	next step=RKCB, 4M=good suit
After 2D-(X), P=5+D, sho	rt in one or both M, 2M=P/C, RDBL=HCP	
After 2D-(2M), X=P/C, 2S	(over 2H)=P/C, 2NT=PUP 3C, then P/3D=to play	v, 3C/3D=SYS ON
After 2D-2S, 2NT/3C/3D=	MIN/MED/MAX H	
2D-2H-2S-2NT=Ogust		