



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Generally sound. Single Raise: m/ W Raise: Pre Jump Cue: 6~10. 4-card SUPP w/short suit. W Jump Shift : SPL Cue ~Raise (-1): TRF to upper suit = holding in the indicated suit
INT OVERCALLS (Styles, Responses, Unusual NT)
15~17(18) HCP BAL/ sandwich position unbid 2 suiter (no limit) After 1NTovercall (BAL) system on (XX→2♣, 2NT→pick a m) After sandwich 1NT : Jump Response PRE Reopen 1NT OC: (8)9~15HCP, Responses: NAT
JUMP OVERCALLS (Style, Responses, Unusual NT)
1-Suit: Weak, 2NT: Ogust, 3♣: Feature, Raises:PRE, New suit: FIR 2-Suit: Unusual 2NT (Lower two unbids) Leaping Michael's for 2 Suiter. Reopen: Intermediate 1x-P-P-2NT:19~20 HCP
DIRECT & JUMP CUE BIDS (Style, Responses, Reopen)
Michael's CUE for M's or M & m Jump CUE: asks for stopper in the suit w/running suit 1x-1xOC-Jump Cue: TRF to 3NT, has stopper in the OC suit
Vs. NT (Strong / Weak: Reopening, PH)
X: PEN or TRF to 2♣* (♠, ♣ or equal Ms or M+m or both m)/ 2♣: ♥>♠, 2♦: ♠>♥, 2M: suit, 2NT: m's, 3♣/3♦/3♥: relay to 3♦/3♥/3♠ 2N~3♣: => 3♣~3NT/3NT: => 4♣, m PRE/4♣: ♦: NAM OC/4♥: ♠: PRE *X-2♣: P: ♣suit/ 2♦: suit/ 2♥: Both M (♥=♠)/2♠: ♠+m/2NT: ms/ 3♣: ♥+♠/ 3♦: ♥+♠/3♥: Both M (♥=♠), good hand/ 3♠: ♠>♥, good hand/ 3NT: m's/ 4♣: ♥+♠/ 4♦: ♥+♦
Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X: T/O, CUE: Stopper Ask, NT: To play vs Weak 2M: 2NT: NAT/ CUE: STOP Ask/ 4m: m+M/ 4M CUE: ms vs Weak 2♦: 4♣: ♠+M/ 4♦: Ms/ 3♦: Stopper Ask
Vs. ARTIFICIAL STRONG OPENINGS
vs 1♣ Strong: X: TO vs ♣/ Exclusion bids at 1 level/ INT: serious O/C 2♣: ♠+any/ 2♦: ♠+M/ 2♥: Both M / 2♠: ♠/ 2NT~3♥: => 3♣~3♠ vs 1♦ ART: X: TO, 2♦: Michael's vs Strong 2♣: X/2♦/2♥/2♠/2NT: relay to ♠/♥/♣/2suiter may not real suits vs Multi 2♦: X: TO vs ♠/ 2♥: TO vs ♥/ 2♠: Suit/ 2NT: NAT 16~18 HCP 3♣: ♦: NAT / 3♥: ♠= NAT, good hand/ 4♣: ♠+M/ 4♦: ♠+M 2♦ Flannery: X/2♥/2NT/2♠/3m/3M: BAL13-15ms/T.P/ Suit/ STOP ASK
OVER OPPONENT'S TAKEOUT DOUBLE
STOLEN (may have support w/value in TRF suit) 2NT/M: LR+/ raise: PRE /3NT: PRE raise w/1 defensive trick 2NT/min: PRE/ JUMP in other m: FG/ W raise = Limit 1♠/2♠/2♥ shows 1-444, 6~9/10~12/13+ after DBL / m 2M/ X, Suit: TRF to upper suit; 2NT: ASK(Ogust)

LEADS AND SIGNALS			
OPENING	LEADS STYLE		
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq	same as above	same as above	
Other	Top of sequence	Top of sequence	
LEADS	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax	STR, CT/UB or Ax(+)	
King	KQ(+), KJTxx(x), Kx, [AK(+)*]	KQ(+), KJTxx(x), AK(+)	
Queen	QJ(+), Qx	QJ(+), KQT9, Qx	
Jack	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx	
10	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx	
9	KJ9(x)(xx), 9x, 98x, H98x	98x, H98x, 9x	
Hi-x	Sx, HxSx(xx), Sxx after raise	Sx, 87x, Sxx after raise	
Lo-x	HxS(x), HxxxS, xxxS, xxS	HxxxS(+), HxS, xxS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 count	count	count
	2 suit preference	suit preference	suit preference
	3		
NT	1 count	count	count
	2 suit preference	suit preference	suit preference
	3		
Signals (including Trumps):			
Trump=S/P or Extra			
*Tend to suggest extra hand shape			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Light shape oriented (4441), X then bid = FG Advancer's cue/(+1)/(+2): TRF to upper suit, INV+, if no intervention X over 1m: W Cue: Both M, INV			
SPECIAL ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Negative (4♥); SUPP X/XX; Responsive (3♣); Max'l (3♥); Max. OC, Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible, Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid; M (4♥) 2♠ DBL: 1♠-2♥-2♠-X/2NT/3m/3♥/3♠/4m: ♥INVI/ms/Suit/Raise/♥FG/ST			
OTHER COMPETITIVE BIDS			
Vs. Jump OC & 2 level OC			
1m-(2♥)-2♠/2NT/3♣/3♦/3♥/3♠: NAT/→3♣/→3♦/STAY 4♠+4m/NAT, good suit 1m-(2♠)-2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/STAY 4♥+4m/FG w/SUPP			
Vs. 2 Suiter OC			
1♥-(2♥)-DBL/2♠/2NT•3♣/3♦/3♥/3♠: NEG/INV/→3♣•♦/Raise/INV/SPL 1♠-(2♠)-DBL/2NT•3♣/3♦/3♥/3♠: NEG/→3♣•♦/INV/INV/Raise 1M-(2NT)-3♣/3♦/3M/show OM/LR/6-9sup 3NT/4OM: w/SUPP, shortness in OM/ EXRKC in OM			

WBF Convention Card	
	
May 2014	
CATEGORY: GREEN	<div style="width: 100px; height: 10px; background-color: green;"></div>
NCBO: JAPAN	●
Ruri Ote & Ayako Miyakuni	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Majors, 2/1 FG (exc. 1♦-2♣, 1♠-2♥), open light 1-bids, w/shape 3rd seat openings may be very light Weak COMP raises Mini splinters, transfers, 1444 showing DBL 1NT Opening: (14)15-17: 2 OVER 1 Response: always FG except 1D-2C	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♥-1♠: showing 0-4 cards in ♠ 6+ HCP 1♥-1NT: showing 5+ cards in ♠ 6+ HCP 2♦: 5S+4H (10)11-14 2♥: Weak 2 2♠: Weak 2 3NT: 16~20 HCP 6-card semi running suits 1NT overcall at 2nd: STR NT / at 3rd, 4th: unusual, unbid two suits, 4- 1♣-1M: may bypass ♦ 1m-1M: may be 3-cards if there is no convenient response Good-Bad 2NT/4NT in competition 1♠-2♥: NAT, NF; 1♦-2♣: NAT, F1, could be weak Modified Romex Stayman to upper suit over OPPs 2 level OC	
Vs. OVERCALL	
(1x)-1xOC-(X): STOLEN (may have support w/value in TRF suit) Unusual-unusual vs 2 suiter OC TRF Bids after M Michael's Cue Bid/ 2 Level OC After SUPP D, 1 round TRF from cheapest NT	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1x-(1NTOC)-Majors/ (1x)-1xOC-(1NT)-Majors (See Vs.NT)	
1m-(2♥)-2♠/2NT/3♣/3♦/3♥/3♠: NAT/→3♣/→3♦/STAY 4♠+4m/NAT, good suit 1m-(2♠)-2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/STAY 4♥+4m/FG w/SUPP	
PSYCHICS:	
Rare	

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC	
1♣/1♦		3	4♥	(9)10+ HCP, 3+ cards	1♦/♥/♠ : 3+cards 1/2/3NT : 6~10/ 11~13/ 13~15 HCP; Single raise FG; next step length asking Crisscross: LR 1♦-2♥: 1-444 FG or long ♥FG/ 2♠: Weak/ W raise : PRE 2m rebid, 1♦-1M-2♣: 12~18 HCP	4th Suit: F1R but if reversed by Responder, FG after 1NT: 2 way checkback (2♣→2♦, 2♦:FG, 2♣→M Raise: N 2NT: TRF to upper suit Closer of 2NT/ 4th suit after Reverse shows Min/STR 1m-1M-4M/4m/4Om: w/ shape /void in Om/OM	CUE: LR+/ JUMP CUE: TRF to 3NT Opener's re-raise after PRE shows PRE After T/O DBL: single / W raise: weak/ LR(TRF) 2NT: PRE/ Criss Cross: FG/others:TRF up to 2m	
1♥/1♠		5(4)	4♦	(9)10HCP+, 5+ cards 4+ cards in 3rd/ 4th seat	1♥-1♠/1NT: F1R 4♣/5+♠, 1♠-2♥: NF, 5+♥ cards 1♠-1NT: 1RF, includes FG hand in ♥ Single/Double/Triple Raise : 3~9/ PRE/ PRE (-1)(-2)(-3)(-4) : LR/3 SUPP LR+/BAL/Shape FG Splinter: 8-12HCP. 1M-3NT: RKCB	1♠-1NT/1♥-1♠-2m could be 3 cards/2NT FG Various relay after constructive raise 1♠-2♥-2NT: length, strength asking in ♥ 1♥-1NT-2NT: length, strength asking in ♠ 3NT after (-1) raise: RKCB; 1♥-1♠-2N/1♠-1N-2N=FG	After T/O X: TRF upto 2M/ 2NT LR/ Jump: SPL 8~10HCP, W Jump: SPL 10~12 2♣: Reverse Drury/ 2NT: ♣ Suit Fit showing jump by passed hand	
1NT			at 3 level	(14)15~17HCP May have 6 card m May have 5 card M	2♣:STAY, 2♦/♥:JTB TRF, 2♠:mSS, 2N:PUP 3♣; then P:♣SO/3♦: 4♣3♥/ 3♥: 4♠2-♥/ 3♠: 2-♠4♥/ 3NT: 3♠4♥ 3m: INV/ 3M: m FG+ST (5/7 cards)/ 4♣: Roman Gerber 4♦+4♥: TRF to 4♥+4♠/4NT: QUANT 2♣-2♦-2♥ Crawling (drop off) STAY Various relays 2♦-2♥-2♠-2NT-3♦♦/3♥♦/3NT:6♦♣/6+♥♠/5 card solid	1NT-2♣-2♦-2♥: MAJ SO, choose ♠ if ♥= ♠ 1NT-2♣-2♦-2♠ : ASK m then 2NT : ♣, 3♣ : ♦ 3♦: 2344or3244 3♥ 2245 3♠2254 3NT: 3343 Max 1NT-2♣-2♥-2♠: ASK-2NT: 4♣ 3♣: ♦4+ 3♦: ♠4+ 3♥:5♥ 3♠ 3433min 3♣ 3433 MAX 1NT-2♣-2♠-2NT: ASK-3♣/3♦/3♥/3♠/3NT=4+♦/4+♠/5♠/4333MIN/MAX 1N-2♦/♥-4♠5♠♦/5♠5♦5♥= Exclusion RKCB LMH	vs OC: X & Bids:TRFs, 2NT: Pick m or STOP vs DBL: RDBL TRF to 2♣; m SO vs 2♣: X:STAY, System ON TEXAS, Gerber ON upto 3♣ OC We often bid RDBL by opener to play 1NT-any-2any-3m; NF inv by PH	
2♣	√	0		FG May have fewer HCP if w/shape/tricks	2♦:-1/ 2♥: 2/ 2♠:A+K/ 2NT: 3Ks/ 3♣: 4+CTRLs 3♦/3♥/3♠/3NT/4♣:6+♥/♠/♦-2CTRLs/♦3+CTRLs 4♦: solid suit w/o side entry	2NT rebid by opener may have any shape & strength Acceptance by opener of resp's suit is asking CTRL (0~1/2/3/) Opener's Junmp Bid: (Semi)Solid suit, ask CTRL	CTRL by STEP	
2♦	Ö	0		5s+4h (10)11-14	2NT; Pattern ASK; 3♣/3♦/3♥/3♠; 13/31/22/04/40 4♣/4♦;RKC♥/♠			
2♥		5		2-10 HCP 5+H	2NT: SSA 3C;Feature ASK			
2♠		5		2-10 HCP 5+S	2NT: SSA 3C;Feature ASK			
2NT				BAL (19) 20~21HCP	3♣/3♦/3♥/3♠: ModifiedRomexStayman, JTB, m STAY 3N/4♣/4♦/4♥: TRF, 5♣: Roman Gerber 2N-3♣-3♦/♥/♠/NT=either or both M/no 4M/5♠/5♥	3♣-3♦/3♥/3♠/3NT:have4cardsM/no 4cardsM/5cards♠/5cards♥ 3NT-4♣-4♦/4♥:SO/♥+♠/♠+♠, 4♣-4♦-4♥/4♠: SO/♥+♦/♠+♦ 2NT-3♦→♥/ 3♥→3♠:4♠5♠♦/5♠5♦5♥: EXRKCB LMH	vs OC: 3X: TRF, 4X: NAT, CUE : ①444 vs DBL: System ON, Stayman: 4 Card MAJ ASK	
3♣/3♦ 3♥/3♠		6		PRE	New suit : F1R: Rebid: 0/ 3NT: 1/ Raise: 2 / Cue: 3 SUPP Jump in new suit asking for CTRL of upper suit (MQ) 3♣-4♦/3♦-4♥: ♣ / ♦RKCB	4♣over3♦/♥/♠: RKC(0,1,1+Q,2,2+Q) 4♦over3♣; RKC(0,1,1+Q,2,2+Q)		
					SLAM BIDDING, HIGH LEVEL BIDDING			
3NT				16~20 HCP, 6+ card semi-running suit no voids	4♣:RKCB, 4♠-4♦/4♥/4♠: Rqst RKCB/♣ RKCB/♦RKCB 4♦/4♥=TRF to 4♥/4♠; 4NT RKCB. Others Warp RKCB 4♠: ST w/SUPP, 4NT: QUANT ST, 5♠/5♦: P/C	RKCB (1430), Exclusion RKCB (0314) 4♦: minor RKCB, WARP RKCB, RKCB via 3NT LSC-MDA, SSR / MIN opening & single raise	Good Bad 4NT in competition Roman DOPI (X:03, P:14), DEPO Honour asking after splint / 1NT opening	
4♠/4♦		6		PRE	to play	CTRL location bids after TCA (Astronauts)	Various relay after strong M/m raise	
4♥/4♠		6		PRE	New suit: ask for CTRL in upper suit (Mike Q)	TCA: Total CTRL ASK	Vs opp't intervation: P/DBL: 1st/2nd step	
4NT				ACOL 4NT	5♣=0A, 5♦/5♥/5♠/6♠=A in the bid suit, 5NT=2As	Cue bid, interested in CTRL in upper suit (Mike Q)		