

# 第15回横浜インビテーショナル試合要項

当センターのホームページにアップされています

## 1. 試合日程

\* 試合の進行状況により、開始時間は早めることがありますので、余裕を持ってお越しください。

### (1) 予選

5月3日	1st セッション	10:00～	3ラウンド
	2nd セッション	13:20～	4ラウンド(シード順位の近いチーム同士が対戦します)
5月4日	3rd セッション	10:00～	3ラウンド
	4th セッション	13:20～	3ラウンド

### (2) 準々決勝以降

5月4日	準々決勝	16:15～
5月5日	準決勝	10:00
	決勝・3位決定戦	15:00～

## 2. 試合方法

### (1) 予選

参加28チームを、14チームずつの2セッションに分け、各セッション内で1試合8ボードの総当たりラウンドロビンを行います。

#### ① セクション分け

各チーム上位4名のトータルシードポイントを基準に並べ、2チームずつに区切り、各区切り内で、主催者が抽選により各セッションに振り分けました。

#### ② VP換算方式 各試合のVPは次の式により計算します。

$$VP = 30 + (\text{IMP得点} - \text{IMP失点})$$

但し、60対0で打ち切り。例えば、10IMP勝った場合、40対20VPになります。

#### ③ 予選通過チームの選出方法

各セッション上位4チームが4日夕刻の準々決勝に進みます。各セッション内の順位決定は次のとおり。

i. VP合計の多いチーム

ii. 前項も同じ場合はIMPの得失点率(総獲得IMP/IMP総失点)

iii. 前項も同じ場合は、コイントス

3チーム以上、VPが同じだった場合は、IMPの得失点率の高いチームを上位とし、それも同じ場合はコイントス。

### (2) 準々決勝以降

予選通過チームの通過順位を、「全セッションをとおして、VP合計の多い順(VP合計が同じ場合はIMP得失点率の高い順)」とし、通過順位1位のチームから準々決勝の対戦相手を選びます。準々決勝の全ての試合が決定後、通過順位1位のチームが他の準々決勝3試合から準決勝の対戦相手の試合を選びます。キャリーオーバーは通過順位上位チームに0.1IMP。通過順位上位チームに、前後半のどちらかで対戦相手を選択できる権利を行使するかを選択権が与えられます。IMPの多いチームが勝ち。

#### ① 準々決勝

24ボードのシングルノックアウト。前後半12ボードずつをプレイ。

#### ② 準決勝・決勝・3位決定戦

スクリーンを使用し、28ボードのシングルノックアウト。前後半14ボードづつをプレイ。

### 3. コンベンション制限

新リストDまで使用可ですが、4月19日までにコンベンションカードを提出したペア。

### 4. 遅刻に対するペナルティ

遅刻のためプレイできなくなったボードに対して(3×ボード数)IMPを対戦相手に与えます。30分以上の遅刻は、不戦敗とします。

### 5. 不戦勝・不戦敗

(1)不戦勝チームには次の内、最大のVPを与えます。

- a. 自チームの平均VP(実際に行った試合のみが対象)
- b.  $60 - \text{相手チームの平均VP} * * \text{実際に行った全試合を対象とします。}$
- c. 36VP

(2)不戦敗は0VP。

(3)不戦勝チームはメンバーの任意の4名が出場したことにできます。不戦敗チームは誰も出場しなかったこととなります。

### 6. メンバー交代

メンバーの交代はラウンド毎に行えますが、同じセッション中での2度目の交代は最初に交代したサイドのペアとしかできません。

### 7. その他



- ・本試合要領に記載されない事項が起こった場合は、JCBLの試合規定に準じます。
- ・各プレイヤーの予選の最低出場回数は、4セッション中2セッション以上またはラウンド数の半分以上です。
- ・準々決勝以降は、予選の最低出場回数を満たさなければ出場できません。また、それ以降の試合は各試合の半分以上出場しなければ出場できません。
- ・キャンセル期限4月30日午後5時までとしますが、可能な限りキャンセルはお避け下さい。期限後のキャンセルについては参加料の20%をお支払いいただきます。
- ・参加料3万円は試合開始時にお支払いください(招待チームは無料)。
- ・予選敗退チームで予選の最低出場回数を満たしたメンバーは、5日の「オープンスイスチーム」に無料で参加できます(別のメンバーとチームを作っても構いませんが、対象メンバーのみ無料)。
- ・チームのキャンセル等でチーム数の変更があった場合、本試合要領が変更される場合があります。その場合は新たな試合要領を当センターホームページで公開します。

2011年4月20日 横浜 BC

## 第15回横浜インビテーショナル

Sec	No	チーム名	メンバー					
A	1	台中	徐 薫玲	頼 渙奎	隆 肇基	林 錫祺	何 宗勳	王 善康
	2	高橋 克己	高橋 克己	山田 彰彦	大野 京子	花山 武志		
	3	陳 大偉	陳 大偉	山田 和彦	牲川 健志	三浦 裕明	桜井 雅子	
	4	寺本 直志	寺本 直志	森村 俊介	笹平 久美子	高野 英樹	横井 大樹	
	5	PABF Womens	高崎 恵	島村 京子	伴野 和子	坂本 みどり	西田 奈津子	柳澤 彰子
	6	大野 美智子	大野 美智子	山邑 幸子	豊福 京子	小田 由美子		
	7	NAITO	田多井 菊雄	宮国 健次	内藤 佐紀子	逸見 徹		
	8	桜井 恒夫	桜井 恒夫	菊池 敦	朝岡 健一	上田 邦夫	矢島 誠次郎	
	9	三輪 安紀子	三輪 安紀子	小平 邦夫	宮崎 昭夫	杉野 正勝		
	10	佐々木 和則	佐々木 和則	奥野 良	小原 明	高野 悦子		
	11	桐山 文子	桐山 文子	Tan 瑞子	山口 知也	藤井 希祐	西村 輝子	
	12	飯田 喜和子	飯田 喜和子	畑添 和子	仲村 泉	松木 悦子		
	13	浜松	武村 光隆	松本 壽夫	中村 勤	倉田 効市朗		
	14	U21	半田 康一	杉本 大輔	仁田 諒	中須賀 謙吾		
B	1	Happy Bridge	Sung Kyunghae	Park Jungyoon	Hwang lynryung	吉田 正		
	2	井野 正行	井野 正行	古田 一雄	加来 浩	河野 誠		
	3	TSUNAMI	Robert Geller	荻原 節子	山崎 千枝子	趙 金龍	蔣 懿	今倉 正史
	4	福よしゆき	中村 嘉幸	福吉 由紀	平田 眞	清水 康裕		
	5	田中 秀悟	田中 秀悟	古屋 佳子	山後 秀幸	松原 宣子		
	6	宮崎 雅子	宮崎 雅子	小林 弘子	塚本 千寿子	田村 恵美子	村田 佳子	
	7	栗田 敦子	栗田 敦子	市川 千恵子	勝俣 敦子	齋藤 邦子	家森 晴恵	飯田 康代
	8	大高 栄二	大高 栄二	正村 祐一	伊藤 陽一	佐藤 牧子		
	9	中谷 孝子	中谷 孝子	岩橋 道子	阪口 みどり	坂口 由子		
	10	宮国 亜矢子	宮国 亜矢子	太田 裕子	丸山 洋子	大手 瑠利	小池 和人	
	11	難波 園子	難波 園子	大平 真美子	浅香 夏子	上野 幸子		
	12	絆	伏田 清子	高山 久恵	武内 利子	中井 富子		
	13	伊東 賢一	伊東 賢一	山崎 直	崎山 献	石原 忠司	小森 健介	
	14	U26	北村 孝之	小池 紀彰	貴戸 祥郎	木山 智裕		



DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS					WBF CONVENTION CARD																																																							
<b>OVERCALLS</b> - General Style 8-18HCP, 4*CARD SUIT. Responses CUE=INV+ with SUPP or ANY FG HAND. NEW M=F1. NEW m=NF. JUMP CUE=4*SUPP INV+, JUMP RAISE=PRE.				OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;				2011.4.4																																																						
IN BAL POS 8-15HCP, 4*CARD SUIT. Responses					N.T.	3rd/5th; 4th; Attitude; Rusinow;				Class D																																																						
<b>TAKE-OUT DOUBLE</b> - General Style 10+HCP. Responses RESP X THRU 3♠				SUBSEQUENT LEADS					 																																																							
IN BAL POS 8*HCP. Responses				<b>CIRCLE OPENING LEADS vs. NO-TRUMPS</b>					NAME OF PLAYER																																																							
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD				Underline leads against suit contracts if different					NAME OF PLAYER																																																							
<b>1NT OVERCALL</b>				Responses	Other Meanings	<table border="1"> <tr> <td>A<del>Q</del></td> <td>Q<del>Q</del></td> <td>Q<del>J</del></td> <td>Q<del>10</del></td> <td>10<del>x</del></td> <td colspan="2">SAME LEADS IF OUR SIDE SHOWED SUIT</td> </tr> <tr> <td>A<del>Q</del>x</td> <td>Q<del>Q</del>x</td> <td>Q<del>J</del>x</td> <td>Q<del>10</del>x</td> <td>10<del>9</del></td> <td>YES</td> <td>NO</td> </tr> <tr> <td>A<del>K</del>J10x</td> <td>Q<del>K</del>Jx</td> <td>Q<del>10</del>9</td> <td>Q<del>10</del>9</td> <td>10<del>9</del>x</td> <td></td> <td></td> </tr> <tr> <td>A<del>Q</del>Jx</td> <td>K<del>10</del>x</td> <td>K<del>10</del>9x</td> <td>K<del>10</del>98</td> <td>9<del>8</del></td> <td></td> <td></td> </tr> <tr> <td>A<del>J</del>0x</td> <td>K<del>x</del></td> <td>Q<del>x</del></td> <td>J<del>x</del></td> <td>10<del>x</del></td> <td></td> <td></td> </tr> <tr> <td>K<del>J</del>x0</td> <td>K<del>x</del></td> <td>Q<del>x</del></td> <td>J<del>x</del></td> <td>10<del>x</del>x</td> <td></td> <td></td> </tr> <tr> <td>K<del>x</del>xxx</td> <td>K<del>x</del>x0</td> <td>Q<del>10</del>9x</td> <td>J<del>x</del>x0</td> <td>10<del>x</del>x0</td> <td></td> <td></td> </tr> </table>					A <del>Q</del>	Q <del>Q</del>	Q <del>J</del>	Q <del>10</del>	10 <del>x</del>	SAME LEADS IF OUR SIDE SHOWED SUIT		A <del>Q</del> x	Q <del>Q</del> x	Q <del>J</del> x	Q <del>10</del> x	10 <del>9</del>	YES	NO	A <del>K</del> J10x	Q <del>K</del> Jx	Q <del>10</del> 9	Q <del>10</del> 9	10 <del>9</del> x			A <del>Q</del> Jx	K <del>10</del> x	K <del>10</del> 9x	K <del>10</del> 98	9 <del>8</del>			A <del>J</del> 0x	K <del>x</del>	Q <del>x</del>	J <del>x</del>	10 <del>x</del>			K <del>J</del> x0	K <del>x</del>	Q <del>x</del>	J <del>x</del>	10 <del>x</del> x			K <del>x</del> xxx	K <del>x</del> x0	Q <del>10</del> 9x	J <del>x</del> x0	10 <del>x</del> x0			SYSTEM SUMMARY : GENERAL APPROACH AND STYLE				
A <del>Q</del>	Q <del>Q</del>	Q <del>J</del>	Q <del>10</del>	10 <del>x</del>	SAME LEADS IF OUR SIDE SHOWED SUIT																																																											
A <del>Q</del> x	Q <del>Q</del> x	Q <del>J</del> x	Q <del>10</del> x	10 <del>9</del>	YES	NO																																																										
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K <del>x</del> xxx	K <del>x</del> x0	Q <del>10</del> 9x	J <del>x</del> x0	10 <del>x</del> x0																																																												
2nd POS				SIGNALS WHEN FOLLOWING OR DISCARDING					5-CARD MAJOR, 2 over 1 FG, mini-Notrump																																																							
4th POS				USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS					RESPONSE 1NT =F1 TO M 2 OVER 1 =FG.																																																							
15-18HCP. SYSTEM ON				D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE					ARTIFICIAL STRONG 1♣ Response Style																																																							
12-14HCP. SYSTEM ON				BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					CANAPE																																																							
<b>JUMP OVERCALL</b>				CARDS					OPENING ALL STRONG SPECIAL																																																							
OTHERS				HIGH LOW ODD EVEN					RESPONSES HANDS HANDS SEQUENCES																																																							
IN BAL POS				SUIT					SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE																																																							
Responses NEW SUIT/CUE=F1.				N.T.					OPENINGS DESCRIPTION																																																							
UNUSUAL NT				On partner's lead					OP.1 1NT[NV] mini No trump																																																							
Responses				On declarer's lead					OP.2 2♦[NV] WEAK M & ♦ 2 suiter																																																							
<b>DIRECT CUE-BID</b> STYLE MICHAELS,6-11/12+ 5-5(M+m),5-5(2M).				Discarding					OP.3 2♥[NV] WEAK M & ♠ 2 suiter																																																							
Responses				On partner's lead					OP.4																																																							
<b>VS. STRONG NT</b>				On declarer's lead					OP.5																																																							
2♠=ANY 1 SUITER,2♦=Ms				Discarding					OP.6																																																							
2M=M & m, 2NT=ms.				2SE 1SD					OP.7																																																							
<b>VS. WEAK NT</b>				2SE 1SD					OP.8																																																							
SAME AS STR NT.				SIGNALS IN TRUMP SUIT					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																																							
<b>VS. PREEMPTS</b> T/O X THRU 4♥ (4♠X=PEN,4NT=T/O)				OTHER SIGNALS					CB.1 MICHAELS CUEBID.																																																							
CUE=HUGE 2-SUITER, DBL vs WEAK2=T/O->LEBENSORHL 2NT.				SPECIAL (rarely)					CB.2 CAPPELLETTI vs NT.																																																							
4♠/♦ vs WEAK 2M=5+♠/♦+5OM.				<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>					CB.3 LEAPING MICHAELS OVER WEAK 2M or MULTI 2♦.																																																							
<b>VS. ARTIFICIAL 1♣ or 2♣ OPENINGS</b>				NEG DBL THRU 4♦					CB.4																																																							
VS 1♣: NA				RESP DBL THRU 3♠.					CB.5																																																							
VS 2♣: NAT				(ALSO APPLIED AFTER PARTNER'S O/C or T/O DBL).					CB.6																																																							
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>				MAX DBL THRU 3♥.					<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>																																																							
1/1=F1. 2/1=NF.				SUPP DBL/REDBL THRU 2♥.					1♠-1♦-1♥-1♠=NAT,4+♠,F1.																																																							
1m-(X)-2NT/3m=PRE/LIMIT.				FISHER DBL					1NT-(X)-P=FORCE TO XX or 2♠(5CARD ♠)																																																							
1M-(X)-2NT/3M=LIMIT+/PRE.				<b>SPECIAL FORCING PASS SEQUENCES</b>					1NT-(X)-XX=FORCE TO 2♠.																																																							
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed				1NT-(X)-P=FORCE to XX or 2♠(5card ♠)					1NT-(X)-2♠=STAY(SYSTEM ON).																																																							
Update: 01-Jan-2000				printed: by					PSYCHICS : OPENINGS OTHER																																																							
				IMPORTANT:All text must be typewritten or block letters																																																												


Opener	TICK IF ARTIEL MIN.	NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣	✓	1	4♦	11-22HCP 1) w/o 5+M/5+♦ 2) Long ♣ 3) WK* BAL WK* BAL=11 <sup>+</sup> -16 <sup>+</sup> HCP 4) 18-19,BAL w/o 4M	1♦=Relay, 5+HCP usually w/o 5card M 1M=5+card 1NT=8-10 2NT=INV w/o 4M 2♣=4+card,FG 2♦=Criss Cross 2M=6card w/ 2card H 3M=7card w/ 2card H 3m=6-7card w/ 2card H	2-way Checkback 1♣-1♦-1M-2♣/♦=puppet to 2♦/FG,relay 4th SF, but 1♣-1♦-1♥-1♠=NAT 1♣-1♥-2♦=5-5or more m,15+ 1♣-1M-2M-next suit=Relay 1♣-1M-3level new suit=miniSPL ->4Mshort/3Mshort/BAL/4333 1♣-1♦-2NT-3♣/3♦=ASK m/ASK ♦ -3M=poor suit w/ OM4card 1♣-1M-2NT-3♣/3♦=ASK m/ASK M	SINGLE RAISE=6-9 CUE=LIMIT RAISE <sup>+</sup> JUMP RAISE=PRE 1♣-(1NT)-2♦=ANY 1 SUITER 1♣-(1NT)-NEW SUIT=2 SUITER
1♦	✓	2	4♦	11-22HCP 1) 5+♦ 2) [VUL] STR* BAL w/ 4M 3) [NV] STR* BAL STR* BAL=13 <sup>+</sup> -17HCP 4) 18-19,BAL w/ 4M	1M=NAT, might be weak(3+HCP) 1NT=6-8 2♦=4+card,FG 3♣=Criss Cross(♦3+) 2M=6card w/ 2card H 3M=7card w/ 2card H 3♦=6-7card w/ 2card H 2NT=INV w/o 4M	2-way Checkback 4th SF 1♦-1M-2NT-3♣=New m forcing 1♦-1M-2M-next suit=Relay ->2NT/3NT=4333,15-17 3M/4M=BAL(not4333),15-17 3♣/3♦/4♦=♦5+hand 3♠/4♠=♦5+,SPL 3♥=4333,15-17(♠case) 1♦-2♦->2NT/3NT=15-17/18-19,BAL 3♣/3♥/3♠=SPL 2♥/2♠/3♦=♦5+,12-14/♦4+,15+/♦5+,weak	SINGLE RAISE=6-9 CUE=LIMIT RAISE <sup>+</sup> JUMP RAISE=PRE 1♦-(1NT)-2♣=ANY 1 SUITER 1♦-(1NT)-NEW SUIT=2 SUITER
1♥ 1♠		5	4♦	11-22HCP,5 <sup>+</sup> ♥/♠,NAT. May be Good 4M in 3rd/4th SEAT.	1NT=F1. 2/1=FG 1M-3M=PRE [-1]=Limit Raise [-2]=3card SUPP INV+ [-3]=4+SUPP,FG BAL [-4]=4+SUPP,FG w/ short 3NT=RKCB SPL	1M-2M-3M=PRE HELP SUIT G/T 4th SF After support Relay bid(TCA etc)	CUE=LIMIT RAISE <sup>+</sup> JUMP RAISE=PRE 1M-(1NT)-2♣=ANY 1 SUITER 1M-(1NT)-NEW SUIT=2 SUITER REVERCE DRURY
1NT	✓	-	2♦ 3♠	[NV] 9-11HCP,BAL [VUL]13 <sup>+</sup> -17HCP,BAL [VUL] w/o 4M,may have 5M	2♣=STAY. [VUL]2♦/♥=Jacoby TRF 2♠=m STAY [NV] 2♦=FG Relay 2♥/2♠/3♣/3♦/3♥/3♠=To play [VUL]3m=INV 3M=INV 2NT=TRF to 3♣ 4♣=Gerber Ace ASK 4♦/4♥=TEXAS TRF	[NV] 2♣-2any-2level bid=P/C 2♣-2any-2NT=Select m [VUL] 2♣=ASK 5M [NV] 2♦-2♥/2♠=4card -3♣/3♦=5card -3NT=4♥&4♠	TEXAS TRF THRU 3♣ NEG X OVER 2/3 of a Suit. 1NT-(X)-P->XXor5card. RDBL=T/O 1NT-(X)-XX->2♣ DBL by Opener=T/O
2♣	✓	0	-	ART STR, TCA	Step response(0-1,2,3,3,4,5,...	2♣-2any-2NT(System ON)	
2♦[V]		5		WEAK ♦ ,3-10HCP	2NT=Relay New Suit MAJ/MIN=Support ASK/INV	2NT->3♣=Midium 3♦=WEAK 3M=MAX	
2♥[V] 2♠		5	-	WEAK ♥/♠,3-10HCP	2NT=Count ASK RAISE=PRE. MAJ New Suit=Support ASK MIN New Suit=INV	2NT->3♣=5card ->3♦=Realy->Rebid=minimum 2NT->Rebid=6card,minimum else=Maximum	
2♦[NV]	✓	4	-	5+M and 4+♦,3-10HCP	2♥=P/C 2♠=P/C 2NT=Relay 3♥/3♠/4♥=P/C 3♣=Constructive 4♦=RKCB 3♦=PRE	2NT-3♣/3♦=♥/♠,Maximum -3♥/3♠=♥/♠,minimum ->Next suit=TCA	
2♥[NV]	✓	0	-	5+M and 4+♣,3-10HCP	Pass=Tactics 2♠=P/C 2NT=Relay 3♥/3♠/4♥=P/C 3♦=Constructive 4♣=RKCB 3♣=To play	2NT-3♣/3♦=♥/♠,Maximum -3♥/3♠=♥/♠,minimum ->Next suit=TCA	
2NT		-	-	20-22 BAL. may have 5M	3♣=Puppet STAY 3♦/3♥=Jacoby TRF 3♠=m STAY 4♣=GERVER 4♥/4♠=Texas TRF		
<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>							
RKC(1430) Void answer to RKCB(2/2/1L/1M/1H) EXCLUSION RKCB(0314)							
4m(RKCB in m SUIT CASE)							
DOP1 P1D2							
3♣/3♦		6	-	PRE			
3♥/3♠		7	-	PRE			
3NT		-	-	PRE m			
4♣/4♦		0	-	NAMYATS			
4♥/4♠		7	-	PRE			
			-				



OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Hiroshi KAKU	Kazuo FURUTA	JAPAN	05-Sep-2008
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1 ♣		3	4 ♥	10-21pts	1NT=6-10,2NT=11-12,3NT=13-15 2♣=FR, 2♦=INV, 2♥=LR, 2♠=PRE, 3♣=PRE R 3X=SPL	2NT=17-18 1♣-1♦-1NT=may have 4cardsM 10-13(12-16 in NV except 4th seat) 2-way Checkback Stayman(2♣⇒2♦/2♠=FG)	FSJ single raise=4+INV
1 ♦		3	4 ♥	10-21pts 4+cards except 4432	1NT=6-10,2NT=(10)11-12,3NT=(12)13-15 2♦=FR, 2♥=LR, 2♠=PRE, 3♣=INV, 3♦=PRE R 3M=SPL	1m-1♥-1NT=may have 4cards♠ 10-13(12-16 in NV except 4th seat) 1m-1♥-1NT-2♠=4-4M INV, 1m-1♥-1NT-3♠=4-4M FG 4th suit FG except 1♣-1♦-1♥-1♠=4cards♠, F1	
1 ♥		5(4)	4 ♦	10-21pts	1NT=semi F, 2♠=INV, 2NT=4+♥16+pts, 3♣=3♥LR 3♦=4+♥LR, 3♥=4+♥PRE, 3♠,4m=SPL 3NT=4+♥BAL13-15	1M-2X-2M=6+ jump shift=SPL	Drury2♣=3+SUPP INV FSJ(2NT=Fit with 5+♣) 3♣=INV
1 ♠		5(4)	4 ♦	10-21pts	1NT=semi F, 2NT=4+♠16+pts, 3♣=3♠LR, 3♦=4+♠LR 3♥=INV, 3♠=4+♠PRE, 4X=SPL, 3NT=4+♠BAL13-15		
1NT			3 ♠	14-16 BAL (in V or 4th seat)	2♣=Stayman, may not have 4M: 2♦=xfer to 2♥ 2♥=♠suit: 2♠=MSS;3m=INV: 3M=♣/♦ FG: 4R=Texas 2NT=xfer to 3♣, S/O w/ ♣ or FG with 4M	Smolen at 2level, 1NT-2♣-2♦-3♥/3♠=5+M's, INV/FG 1NT-2♣-2♥-2♠=4♠INV 1NT-2♣-2M-3oM/4♠/4♦=ART SPL/RKCG/BAL RAISE 1NT-2♦-2♥-2♠=Cancel ♥suit, 6+♦ S/T 1NT-2NT-3♣-3♦/3♥/3♠/3NT=4♠&3♥/4♠&0-2♥/0-2♠&4♥/3♠&4♥	Rubensohl after most OC DONT escape by both
1NT				10-bad12 (in NV except 4th)	2♣=STAY, 2♦=FG, 2NT=any6+INV, 4♣/♦=TRF to 4♥/♠ Others=To play	1NT-2♣-2♦-2♥=Both M WK, 1NT-2♣-2R-2♠=5+INV 1NT-2♦-2♥=4+♠, 1NT-2♦-2♠=4+♥, 1NT-2♦-3NT=4♠4♥	Rubensohl after any OC DONT escape by both
2 ♣				ART Strong FG or 21+	2♦=0/1CTRL, 2♥=2CTRL, 2♠=3CTRL, 2NT=4+CTRL 3♣/3♦/3♥/3♠=6+♦/♥/♠/♣, with at least 2/4 AKQJ	2♣-2♦-2NT=21-23, 2♣-2X-3NT=tricks Kokish Relay	DBL/RDBL=NEG, P=FG Cue=3suiter 5+ or Ace Suit=5+cards 5+ or Ace 2♣-(DBL)-3X=system on
2 ♦		0		0-10, 4+♠4+♥	2NT=ask, 3♣/3♦=INV to 4♥/4♠, 4♣/4♦=TRF to 4♥/4♠	2♦-2NT-3♣/3♦/3♥/3♠/3NT=4♠4♥/4♠5♥min/max/5♠5♥max/min	
2 ♥		4		0-10, 4+♠4+♥ ♠ is better or longer	2NT=ask, 3♣/3♦=INV to 4♥/4♠, 4♣/4♦=TRF to 4♥/4♠	2♥-2NT-3♣/3♦/3♥/3♠/3NT=4♠4♥/5♠4♥min/max/5♠5♥max/min	
2 ♠		5			2NT=mod. OGUST	2♠-2NT-3♣/3♦/3♥/3♠/3NT=5-cards/Mini bad/good/Max bad/good	
2NT			3 ♠	19-20BAL	3♦=♥orWalsh, 3♥=5+♠, 3♠=mSS, 4♠=3334, 4NT=3343	after Walsh: 4m=6+S/T, 4♥=5cards♣, 4♠=5cards♦, 4NT=any AKQxxx	
3bid		6		Normal PRE	3♣-4♦/3X-4♠=ART S/T, 4NT=RKCB		
3NT				16-20HCP 6/7m w/o M shortness	4♣=strongest slam try 4♠/4NT=Slam try with fit/Slam try with HCP 4♦/4♥=Texas: 5♠/5♦/6♠/6♦/7♠=P/C	3NT-4♣-4♦/4♥/4♠=ask to bid for RKCB/♠ RKCB/♦ RKCB 3NT-4♠-4NT/5♥/5♠=min, ⇒5♣/♠ RKCB/♦ RKCB 3NT-4NT-5♥/5♠=♣ RKCB/♦ RKCB	
4 ♣				7+♥at most 1 loser NV:8+, Vul:8.5+tricks	4♦=ART S/T, 4♥=sign off, 4♠/5m=ASK control 4NT=RKCB, 5♥=BAR, 5NT=ASK no loser opposite void	<b>HIGH LEVEL BIDDING</b>	
4 ♦				7+♠at most 1 loser NV:8+, Vul:8.5+tricks	4♥=ART S/T, 4♠=sign off, 4NT=RKCB, 5X=ASK control 5♠=BAR, 5NT=ASK no loser opposite void	Roman Key Card Blackwood (1430style), after Queen ASK: 1st step is No Q Automatic RKCB (jump to 4m or 4m over 3m in FG) Roman Gerber (4♣ over NT opening & rebid, 14/30/2bad/2good)	
4 ♥		7				DOPI, DEPO(5NT or higher), ROPI, T/O 4NT over 4M in Comp	
4 ♠		7				6 Key Card Blackwood (double fit or 5-5 opposite NT opening, 14/30/2NoQ/2LowQ/2HighQ/2bothQ)	
4NT				Direct Ace Asking	5♣/5♦/5♥/5♠/5NT/6♣=no A/♦A/♥A/♠A/any2A/♠A	Exclusion RKCB (0314style)	

DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS - General Style 8-17, 1-level may be Good 4 cards			
Responses New Suit = NAT & NF, Jump Raise = PRE			
CUE = Limit Raise+ or any STR Jump CUE = Mixed Raise			
RESP X thru 4♦, Jump Shift = Fit Jump			
IN THE REOPENING POSITION 8-15			
Responses			
TAKE-OUT DOUBLE - General Style 10+, Sound			
Responses RESP X thru 4♦, Jump CUE = Michaels			
IN THE REOPENING POSITION 8+			
Responses			
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD			
1NT OVERCALL 2nd	15-18	HCP	Other Meanings
Responses	System On		
	4th pos.	12-15	HCP
Responses	System On		
JUMP OVERCALL <u>WEAK</u> INTERM STRONG 2 SUITER			
OTHERS			
Responses New Suit = F1, 2NT = Ogust			
2NT OVERCALL Unusual with 2 Lower Unbids; 12-15, 5-5			
Responses			
DIRECT CUE-BID Extended Michaels; 6-11/16+, 5-5			
Jump CUE = Western CUE; ASK STOP			
Responses			
VS. STRONG NT 2♣=♥+♠, 2♦=6+M, 2M=5M+4m, 2NT=6+m			
Responses 4 <sup>th</sup> Seat X = Sound Overcall			
VS. WEAK NT 2♣=♥+♠, 2♦=6+M, 2M=5M+4m, 2NT=6+m			
Responses 4 <sup>th</sup> Seat X = Sound Overcall			
VS. PREEMPTS T/O X thru 4♠			
CUE = Huge 2 Suiter			
LEBENSOHL after Weak 2X			
VS. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS			
vs 1♣ : 1♦/1♥/1♠/2♣ = Xfer to ♥/♠/♣/♦, X=♣+♥, 1NT=♦+♠,			
2♦/2♥/2♠/2NT = Touching 2 Suits			
vs 2♣ : X = ♥+♠			
OVER OPPONENTS' TAKE-OUT DOUBLE			
1/1 = F1, 2/1 = NF, Jump = Fit Jump ; 4+SUP, INV			
1m-(X)-2NT = PRE Raise, 1M-(X)-2NT = Limit Raise+			
1M-(X)-2♣ = Drury Raise, 1M-(X)-2♦ = CONST Raise			
IMPORTANT: Use symbols ♣,♦,♥,♠ when needed			


LEADS AND SIGNALS						
OPENING LEADS	SUIT	3rd/5th	4th;	Attitude;	Rusinow;	
		OTHERS				
NT	NT	3rd/5th;	4th;	Attitude;	Rusinow;	
		OTHER				
SUBSEQUENT LEADS			3rd/Lowest			
CIRCLE OPENING LEADS VS. NO-TRUMPS						
<i>Underline leads against suit contracts if different</i>						
AK	KQ	QJ	J10	10x	x	
AKx	KQx	QJx	J10x	109	x	
AKJx	KQx	QJ109	J1098	109x	x	
AKJ10x	KQJx	KQ10x	KJ109	98x	x	
AKJx	KJ10x	K109	K1098		x	
AJx	Kx	Qx	Jx	10x		
KJx	Kx	Qx	Jx	10x		
Kxx		Q109x	Jxx	10xx		
SIGNAL WHEN FOLLOWING SUIT OR DISCARDING						
USE 1 = ODD NO. OF CARDS, 2=EVEN NO. OF CARDS						
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE						
SUIT	CARDS		HIGH	LOW	ODD	EVEN
	On partner's lead		E(2)	D(1)		
NT	On partner's lead		E(2)	D(1)		
	On declarer's		S2	S1		
SIGNALS IN TRUMP SUIT			OTHER SIGNALS			
SPS			Obvious Shift, Lavinthal			
			Smith Signal at NT			
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE						
PSYCHICS: Rare						

WBF TEAM CONVENTION CARD	
	
<b>JAPAN</b>	
NCBO	
<b>Takeshi HANAYAMA</b>	<b>Katsumi TAKAHASHI</b>
NAME OF PLAYER	NAME OF PLAYER
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 = Game Forcing	
5-card M Opening	
STRONG OPENING CALLS (other than 1NT and 2NT)	
2♣ = ART STR; almost FG	
PREEMPTIVE OPENINGS (State any artificial openings)	
2♦ = Multi; Weak 2♥/♠	
2♠ = 8-11; 5+♠ & 5+♣/♦	
3NT = PRE 4♣/4♦ Opening	
4♣/4♦ = Namyats; (semi-)SOL 7+♥/♠, 8-9 tricks	
4NT = Good 5♣/5♦ Opening	
1NT AND 2NT OPENINGS	
1NT = 14 <sup>+</sup> -17 HCP, BAL	
2NT = 20-21 HCP, BAL	
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	
Negative Dbl thru 4♦ ; denies 4♠ vs. 1♥ O/C	
Responsive Dbl thru 4♦ after T/O X or O/C	
Maximal Dbl thru 3♥	
Support Dbl thru 2♠	
Competitive Dbl thru 2♥	
Card showing Dbl	
IMPORTANT: All text must be typewritten or block letters	
HANA-Katsumi(D) V1.00 Oct 6, 2009	



OPENING	MIN. NO OF CARDS TICKET IF ARTIFICIAL	DESCRIPTION	NEG. DBL THRU	RESPONSES (including modifications over competition)	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS		0-12, except below				
1♣	3	NAT, 11-22	4♦	M first to 1♣ 1m-2♥/2♠=7-9HCP,5+SUP,with/without Short Suit	Opener's ART Raise, Structured Reverse 1X-1Y-1Z: 2♣=Transfer to 2♦, 2♦=FG	PRE Jump Raise Jump Shift = Fit Jump or NAT
1♦	3	NAT, 11-22, 4+♦ unless 4432 exactly	4♦	1m-2m/3m = Inverted Raise 1♣-2♦ / 1♦-3♣=NAT INV	1m-1M-2NT: 3♣ = Transfer to 3♦, 3♦=Check back Fourth Suit (2-3Level) = FG	CUE = Limit Raise+ Lo-Hi CUE vs. Unusual 2NT
1♥	5	NAT, 11-22	4♦	1NT = F1, CONST Single Raise, PRE Jump Raise	Jump after Fit / Jump after 2/1 = Splinter Raise	Rubensohl vs. Jump O/C / Michaels
1♠	(4)	May be Good 4♥/♠ in 3rd/4th seat		1♥-3m / 1♠-3X=NAT INV, 2NT=Jacoby, 3M=INV 1♥-3♠ / 1♠-3NT = Swiss Raise -- New Suit = SPL 1♥-3NT=SPL Raise with Short ♠	1M-1NT-2NT/3X = transfer to NEXT, FG 1♥-1♠-2NT = Limit Raise+ with 3♠	T/O 2om vs. 1NT O/C Good-Bad 2NT SUPP X thru 2♥ Reverse Drury 2♣
1NT		14 <sup>+</sup> -17, BAL	3♠	Jacoby & Texas, 2♠ = MSS, 2NT = 1) Weak 6+♣ 2) STR 4441 3) STR 5332 3♣/3♦ =INV, 3♥/3♠ = 4card♠/♥	SMOLEN after Stayman BAL/UNB Raise after Stayman 1NT-2♦-2♥-2♠ = Walsh Relay; STR 6+♣/♦ Flag & Scramble	Vs. OPP's O/C Lebensohl Texas thru 3♣
2♣	✓	ART STR Opening; Almost FG		2♦ = 0-1 CON, 2♥=2CON, 2♠=3CON, ...	2♣-2♦-2♥ = 5+♥ or 25+, BAL 2♣-2♦-3♥/3♠ = 4♥/♠ & 5+♦	
2♦	✓	Multi; Weak Two; 6-10, 6♥/♠		2♥/2♠= P/C 2NT = ASK, 3♣/♦ = NAT, F1		Vs. OPP's O/C X = T/O for OM
2♥	✓	5 Flannery; 12-15, 5♥&4♠		2NT = ASK; F3♥, 3♣/3♦ = NAT, FG 3♥/3♠ = STR ♥/♠ Raise with Slam	2♥-2NT:-3♣/3♦ = Min 4513/4531 -3♥ = Min 4522 -3♠ = Max 4513/4531 -3NT = Max 4522	
2♠		5+♠ & 5+♣/♦, 8-11		2NT = Relay, 3m=P/C		
2NT		20-21, BAL	3♠	3♣ = Puppet Stayman, Jacoby/Texas 3♠ = transfer to 3NT; to play 3NT or STR 5-4m 3NT = STR 5-5m, 4♣ = STR 6+♥/♠		
3♣	6	Normal PRE		Jump shift = RKC Lackwood	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦	6	Normal PRE		Jump shift = RKC Lackwood	RKC Blackwood with 1430 & Spiral Scan	
3♥	6	Normal PRE		New suit = RKC Lackwood	RKC Lackwood, Exclusion RKCB	
3♠	6	Normal PRE		New suit = RKC Lackwood	Confit 4♣ after NAT NT	
3NT	✓	PRE 4♣/4♦ Opening		4♣/♦ = P/C, 4♥/♠ = NAT, to play	Flag after NAT NT & Transfers	
4♣	✓	Namyats; (semi-)SOL 7+♥, 8-9 tricks		4♦ = ASK, 4♠/5♣/5♦ = RKC Lackwood	Roman DOPI/DEPO	
4♦	✓	Namyats; (semi-)SOL 7+♠, 8-9 tricks		4♥ = ASK, 5♣/5♦/5♥ = RKC Lackwood		
4♥	7	Normal PRE		New Suit = RKC Lackwood		
4♠	7	Normal PRE		New Suit = RKC Lackwood		
4NT	✓	Good 5♣/5♦ Opening; A/K outside				

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 Level, Reopening)</b>
Generally sound, Cue and new suit upto partner suit:TRF to upper suit value in the TRF suit+SUPP or NAT suit
Jump Cue: 6~10, 4-card SUPP w/short suit, W Jump Shift : SPL
If overcaller accepts TR, then ordinary hand. If bypasses TRF, it shows good hand w/ own suit or SUPP for TRF suit.
<b>INT OVERCALLS (Styles, Responses; Unusual NT)</b>
15~17(18) HCP, BAL or sandwich (unbid 2 suiter)
System on (XX→2♣, 2NT→pick a MIN)
Sandwich: Jump - PRE
Reopen INT OC: (8)9~15HCP, Responses: NAT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: Weak, 2NT: Ogust, 3♣: Feature, Raises:PRE, New suit: F1R
2-Suit: Unusual 2NT (Lower two unids)
Leaping Michael's for 2 Suiter. Namyats OC: 4♣/4♦
Reopen: Intermediate 1x-P-P-2NT:19~20 HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses, Reopen)</b>
Michael's CUE for MAJs or MAJ & MIN
Jump CUE: asks for stopper in the suit w/running suit
1x-1xOC-Jump Cue: TRF to 3NT, has stopper in the OC suit
<b>VS. NT (cs. Strong / Weak: Reopening; PH)</b>
X:TRF to 2♣* (♣, ♦ or equal Ms)/ 2♣:♥>♠/2♦:♠>♥/ 2M : suit/ 2N~3♣:=>3♣~3NT/3NT:=>4♣, MIN PRE/4♣♦: NAM OC/4♥♠: PRE
*X-2♣: P : ♣suit/ 2♦: suit/ 2♥: Both MAJ (♥=♠)/2♠:♠+m/2NT: MINs/ 3♣:♥+♠/ 3♦:♥+♦/3♥: Both M (♥=♠), good hand/ 3♠:♠>♥, good hand/ 3NT : MINs/ 4♣:♥+♠/ 4♦:♥+♦
<b>Vs. PREEMPTS (Doubles; Cue-bids; Jumps: NT bids)</b>
X : T/O, CUE : Stopper Ask, NT: To play
vs Weak 2M: 2NT: NAT/ CUE: Stopper Ask/ 4m : MIN+MAJ/ 4M CUE :
vs Weak 2♦: 4♣:♣+MAJ/ 4♦: MAJs/ 3♦: Stopper Ask
<b>Vs. ARTIFICIAL STRONG OPENINGS</b>
vs 1♣ Strong: X : TO vs ♣/ Exclusion bids at 1 level/ 1NT : 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: ♣+any/ 2♦:♦+M/ 2♥: Both M / 2♠:♠
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
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
STOLEN (may have support w/value in TRF suit)
2NT/MAJ : LR+/ raise : PRE /3NT : PRE raise w/1 defensive trick
2NT/MIN : PRE/ JUMP in other MIN : FG/ W raise = Limit
1♠/2♠/2♥ shows 1444, 6~9/10~12/13+ after DBL / MIN

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/Low	3rd/Low	
NT	3rd/Low	3rd/Low	
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	9x, 98x, H98(x)	
Hi-x	Sx, HxSx(xx), Sxx after raise	Sxx, SSxx(+)	
Lo-x	HxS(x), HxxxS, xxxxs	HxxS(+), HxS, 9xS	
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		
<b>Signals (including Trumps):</b>			
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 MAJ, INV			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Negative (4♥); SUPP X/XX (2♥); Responsive (3♠); Max1 (3♥); Maxim. OC,			
Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible,			
Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid; MAJ (4♥).			
2♠ DBL: 1♠-2♥-2♠-X/2NT/3m/3♥/3♠/4m: ♥INV/MINs/Suit/Raise/♥FG/SPL			
OTHER COMPETITIVE BIDS			
Vs. Jump OC			
1m-2♥-2♠/2NT/3♣/3♦/3♥/3♠: NAT/→3♣/→3♦/STAY 4♠/NAT			
1m-2♠-2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/STAY 4♥/FG w/SUPP			
Vs. 2 Suiter OC			
1♥-2♥-DBL/2♠/2NT•3♣/3♦/3♥/3♠: SUPP/ INV/→3♣♦/Raise/INV/SPL			
1♠-2♠-DBL/2♠/2NT•3♣/3♦/3♥/3♠: SUPP/ INV/→3♣♦/INV/Raise			
1M-2NT-3NT/4OMAJ : w/SUPP, shortness in OMAJ/ EXRKCB in OMAJ			

WBF Convention Card	
 January 2011	
CATEGORY: BROWN <span style="background-color: #808080; display: inline-block; width: 20px; height: 10px;"></span>	
NCBO: JAPAN <span style="background-color: red; border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; display: inline-block;"></span>	
Hiroko Ota Yoko Maruyama 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	
Respond light, terrible PRE at favorable vulnerability	
Weak COMP raises	
Mini splinters, transfers, 1444 showing DBL	
INT Opening: (14)15-17; All 2 & 4 level binds in COMP=NF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♥-1♠: showing 0-4 cards in ♠ 6+ HCP	
1♥-1NT: showing 5+ cards in ♠ 6+ HCP	
2♦: ① weak 2 in MAJ ② 22~23 BAL ③ 1444 18+ HCP	
2♥: 4+ 4+ in both MAJ, 0~10 HCP, usually 9+ cards	
2♠: C or D Preempt, good suit	
3NT: 16~20 HCP 6-card semi running MIN, min 2 cards in MAJ suit	
4♣/4♦: NAMYATS, good hand for ♥♠ (1st&2nd only)	
INT overcall may be unusual, unbid two suits, 4-5+	
1♣-1M : may bypass ♦	
1m-1M : may be 3-cards if there is no convenient response	
Good-Bad 2NT/4NT in competition 2NT often used as T/O	
1♠-2♥: NAT, NF; 1♦-2♣: NAT, F1, could be weak	
Vs. OVERCALL	
(1x)-1xOC - (X) : STOLEN (may have support w/value in TRF suit)	
Unusual-usual vs 2 suiter OC	
TRF Bids after MAJ Michael's Cue Bid/ 2 Level Jump OC/SUPP DBL	
MAJ, MIN switching response / MAJ OC after MIN Open	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
vs 1NT: X:TRF to 2♣ (♦ or equal Ms)/ 2♣:♥>♠/2♦:♠>♥/ 2M : suit/ 2N~3♣:=>3♣~3NT/3NT:=>4♣, MIN PRE/4♣♦: Namyats OC/ 4♥, 4♠: PRE (c.f. Com Bid vs 1NT)	
vs 2NT: X : TRF to 3♣ (♦ or equal Ms)/ 3♣:♥>♠/3♦:♠>♥/ 3M : suit	
1x-(INTOC)-Majors/ (1x)-1xOC-(1NT)-Majors	
Fake Cue, Zoom ST, FREQ Lebensohl and Reubensohl bids in COMP	
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♥	11+ HCP, 3+ cards	1/2/3NT: 6~10/ 11~13/ 13~15 HCP Single raise : FG →LSC+ (#1) Crisscross: Limit raise (no intervention) but after X= FG 2♥: 1444 FG or long ♥FG/ 2♠: Weak/ D. raise : PRE 2m rebid, 1♦-1M-2♣: 12~18 HCP	2 WCB new MIN forcing/ 1NT (2♣→2♦, 2♦= FG) TRF after 2NT rebid. When 4th suit is higher rank than 2nd suit, FG; otherwise FIR Closer of 2NT/ 4th suit after Reverse shows either Min or STR 1m-1M-4M/4m: w/ shape /STR BAL hand	CUE: LR+ / JUMP CUE: TRF to 3NT Opener's re-raise after PRE shows PRE. After T/O DBL: single / W raise: weak/ LR 2NT: PRE/ criss cross: FG/others:TRF up to 2m
1♥/1♠		5(4)	4♦	11HCP+, 5+ cards 4+ cards at 3rd, 4th seat	1♥-1♠/1NT: FIR 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: 8-12. 1M-3NT: RKCB	1♠-1NT/1♥-1♠-2m could be 3 cards/2NT FG Various relay after constructive raise 1♠-2♥-2NT=strength, length asking in ♥ 1♥-1NT-2NT=strength, length 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 8~10, D. 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 MIN May have 5 card MAJ	2♣:STAY, 2♦/♥:JTB TRF, 2♠:mSS, 2N:→3♣; 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 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-2NT: Min/3♣:5♣+ Max/3♦:5♦+Max 3♥: 2344 Max/ 3♠: 3244 Max/ 3NT: 33(43) Max 1NT-2♣-2♥-2♠: ASK-2NT: ♠-2-3 Min/ 3♣: ♠4 Min/ 3♦: ♠4 Max 3♥: ♠-2-3 Max,1NT-2♣-2♠-3♥: ♠ST,TCA, RES from 0~4CTRLs Reverse MIN bids 1N-2♦/♥-4♠5♣5♦/5♣5♦5♥= Exclusion RKCB LMH	vs OC: Bids : TRFs, 2NT: Pick a MIN or STOP vs DBL: RDBL=TRF to 2♣ : 3♥/3♠ is short suit warning We often bid RDBL by opener to play TEXAS, Gerber ON upto 3♣ OC vs DBL: RDBL/2♦/2♥/2♠: 0/1/2/3 CTRLs vs 2♦: DBL/P /2♥/2♠: 1/0/2/3 CTRLs vs 2♥: DBL/P/2♠: 2/0-1/3 CTRLs vs 2♠: P/DBL/2N: POS, 0-1/2/3
2♣	V	0		FG May have fewer HCP w/shape	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/no side entry	2NT rebid by opener may have any shape & strength Acceptance by opener of resp's suit is asking CTRL, starting from 0~1 CTRL	vs DBL: RDBL/2♦/2♥/2♠: 0/1/2/3 CTRLs vs 2♦: DBL/P /2♥/2♠: 1/0/2/3 CTRLs vs 2♥: DBL/P/2♠: 2/0-1/3 CTRLs vs 2♠: P/DBL/2N: POS, 0-1/2/3
2♦	V	0		① Weak 2♥/2♠ 🇺🇸 1-4-4-4, 18+HCP	2NT/4♣/4♦: Check hand 3♣/3♦: TRF to 3♦, STR 1 Suit hand /m STAY 2♥/2♠/3♥/3♠: P/C	2NT; 3♣: MAX 3♣-3♦-3♥/♠: ♠♥/ 3♦/3♥: Min ♥/♠ 3NT: BAL 3♠/4♣/4♦/4♥/1444-18~19/20~21/22~23/23~25	① is not applicable in 4th seat DBL by opener shows BAL
2♥	V	4		0~10 HCP (1st-3rd seat) 4+ cards in both MAJ	2NT: ? shape 3♣/3♦: TRF to 3♦/m STAY	2NT; 3♣: 4♠5♥/3♦/3♥: 5♠4♥ Min/Max, 3♠/3N: 55 Min/Max 4♣: 56 Min/ 4♦: 65 Min/ 4♥: 56 Max/ 4♠: 65 Max	vs OC: pass/DBL: to play/NEG vs DBL: RDBL/2NT: NEG/to play
2♠	V	5		Preemptive, C or D suit better suit than 3C/3D	2NT: Ask suit 3C/3D: P/C 3H: FG asks suit 3S: TRF to 3NT	3H: 4D-TRF to 4H next bid is SO Other game bids: RKC	
2NT				BAL (19) 20~21HCP	3♣/3♦/3♥/3♠: PUPP STAY, JTB, m STAY 3N/4♣/4♦/4♥: TRF, 5♣: Roman Gerber 2N-3♣-3♦/♥/♠/NT=either or both M/no 4M/5♠/5♥	After 3♥: 3♠→3NT/ 3NT: 5♠/4♣: STAY/4♦, ♥:TRF / 4♠ ASK 3NT-4♣-P/4♦/4♥:SO/♥+♠/♠+♠, 4♠-4♦-P/4♥/4♠: SO/♥+♦/♠+♦ 2NT-3♦→♥/ 3♥→3♠:4♠5♣5♦/5♣5♦5♥: Exclusion RKCB 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 :FIR: 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	<b>SLAM BIDDING, HIGH LEVEL BIDDING</b> RKCB (1430), Exclusion RKCB (0314) 4♦: MIN RKCB,WARP RKCB, RKCB by 3NT LSC-MDA, SSR, / MIN opening & single raise CTRL location bids after TCA (Astronauts) TCA: Total CTRL ASK Cue bid, interested in CTRL in upper suit (Mike Q)	Good Bad 4NT (in competition) Roman DOPI (X:03, P:14), DEPO Honour asking after splint / 1NT opening
3NT				16~20 HCP, 6 card semi-running(usually) minor, 2+cards in MAJ	4♣=RKCB, 4♠-4♦/4♥/4♠: Res to 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	LSC-MDA, SSR, / MIN opening & single raise CTRL location bids after TCA (Astronauts) TCA: Total CTRL ASK	Various relay after strong MAJ/MIN raise
4♣/4♦	V	7		Namyats (♥/♠) 1st2ndOnly	1step = Slam Try (Ask for an uncontrolled suit/s)		
		6		PRE in 3rd seat			
4♥/4♠		6		PRE	New suit: ask for CTRL in upper suit (Mike Q)		
4NT				ACOL 4NT	5♣=0A, 5♦/5♥/5♠/6♠=A in the bid suit, 5NT=2As		

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					WBF CONVENTION CARD																																																			
<b>OVERCALLS - General Style</b> 1level=may 4card. 2level=sound. Responses new=NF const except 2/2 resp. jump new=F/J. cue=F1RD. jump cue=good pre,promise 1-3CTR. Jump raise=pre. double jump new=F/DJ. double jump cue=splinter. IN BAL POS frequently 4card. Responses cue=F1RD. limit jump raise w 4+support.		OPENING LEADS SUIT OTHERS <b>3rd/5th;</b> 4th; Attitude; Rusinow; <b>A from AKX.10/9=0 or 2higher honor.</b> N.T. OTHERS <b>3rd/5th;</b> <b>2nd/4th;</b> Attitude; Rusinow; OTHERS <b>10 promise interior sequence</b>	SUBSEQUENT LEADS <b>10/9=0 or 2higher honor.</b> <b>3rd/5th at both SUIT&amp;NT,middle of 3rags</b>				Class D  GREEN <b>JAPAN</b> NCBO <b>Youichi. Itou</b> <b>Yuichi. Masamura</b> NAME OF PLAYER  <b>Eiji. Ohtaka</b> NAME OF PLAYER																																																			
<b>TAKE-OUT DOUBLE - General Style</b> sound(mini imply all support). Responses cue against m/M=F to 2N/FG. If opponent raise,2N=Lebensohl. Against re-T/O X,2N=m pick. IN BAL POS may less than 10HCP. Responses cue=F1RD. SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD			<b>CIRCLE OPENING LEADS vs. NO-TRUMPS</b> <i>Underline leads against suit contracts if different</i> <table border="1"> <tr> <td>AK</td> <td>KQ</td> <td>QJ</td> <td>J10</td> <td>10x</td> <td rowspan="2"> SAME LEADS  IF OUR SIDE  SHOWED SUIT  YES NO </td> </tr> <tr> <td>AKx</td> <td>KQx</td> <td>QJx</td> <td>J10x</td> <td>109</td> </tr> <tr> <td>AKJx</td> <td>KQxx</td> <td>QJ109</td> <td>J1098</td> <td>109x</td> <td></td> </tr> <tr> <td>AKJ10x</td> <td>KQJx</td> <td>KQ10x</td> <td>KJ109</td> <td>98x</td> <td>xx</td> </tr> <tr> <td>AQJx</td> <td>KJ10x</td> <td>KQ109x</td> <td>K1098</td> <td>109x</td> <td>xx</td> </tr> <tr> <td>AJxx</td> <td>Kxx</td> <td>Qxx</td> <td>Jxx</td> <td>10xx</td> <td>xxx</td> </tr> <tr> <td>KJxxx</td> <td>Kxxx</td> <td>Qxxx</td> <td>Jxxx</td> <td>10xxx</td> <td>xxxx</td> </tr> <tr> <td>Kxxx</td> <td>Kxxx</td> <td>Q109x</td> <td>Jxxx</td> <td>10xxx</td> <td>xxxx</td> </tr> </table>					AK	KQ	QJ	J10	10x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO	AKx	KQx	QJx	J10x	109	AKJx	KQxx	QJ109	J1098	109x		AKJ10x	KQJx	KQ10x	KJ109	98x	xx	AQJx	KJ10x	KQ109x	K1098	109x	xx	AJxx	Kxx	Qxx	Jxx	10xx	xxx	KJxxx	Kxxx	Qxxx	Jxxx	10xxx	xxxx	Kxxx	Kxxx	Q109x	Jxxx	10xxx	xxxx	<b>SYSTEM SUMMARY : GENERAL APPROACH AND STYLE</b> <b>5card MAJ,2 over 1 FG.</b> <b>Resp jump shift=6+good suit around 9-11pts.</b> <b>Resp F/J after 3rd/4th opening.</b> <b>Resp F/J and F/DJ after competition.</b> <b>Rubensohl after 1♦-(2♣)/1m-(2X)/1♥-(2♠)(list D)</b> RESPONSE 1NT =F1 TO M 2 OVER 1 FG ARTIFICIAL STRONG 1♣ Response Style CANAPE OPENING ALL STRONG SPECIAL RESPONSES HANDS HANDS SEQUENCES			
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<b>1NT OVERCALL</b> Responses Other Meanings 2nd POS system on. unusual by passed hand. 15-18HCP. 4th POS 2♣=ask M&strength. 12-17HCP. other=NAT.		<b>SIGNALS WHEN FOLLOWING OR DISCARDING</b> USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b> <table border="1"> <thead> <tr> <th>OPENINGS</th> <th>DESCRIPTION</th> </tr> </thead> <tbody> <tr> <td>OP.1 2♣</td> <td>ART strong except ♦/♠,CTR asking.</td> </tr> <tr> <td>OP.2 2♦</td> <td>ART strong except ♣/♥,CTR asking.</td> </tr> <tr> <td>OP.3 2M</td> <td>Weak2,5-11HCP.</td> </tr> <tr> <td>OP.4 3N</td> <td>good 6+♣/♦/♥ w/o S/S,16-18HCP</td> </tr> <tr> <td>OP.5 4N</td> <td>Acol ace ask.</td> </tr> <tr> <td>OP.6</td> <td></td> </tr> <tr> <td>OP.7</td> <td></td> </tr> <tr> <td>OP.8</td> <td></td> </tr> </tbody> </table>					OPENINGS	DESCRIPTION	OP.1 2♣	ART strong except ♦/♠,CTR asking.	OP.2 2♦	ART strong except ♣/♥,CTR asking.	OP.3 2M	Weak2,5-11HCP.	OP.4 3N	good 6+♣/♦/♥ w/o S/S,16-18HCP	OP.5 4N	Acol ace ask.	OP.6		OP.7		OP.8																														
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<b>JUMP OVERCALL</b> <b>WEAK</b> <b>INTERM</b> <b>STRONG</b> <b>2 SUITER</b> OTHERS (NV) (V) IN BAL POS (INTERM) Responses new=NV NF(lead directing)/V F1RD. UNUSUAL NT 2lower unbid(no specific HCP) Responses <b>DIRECT CUE-BID</b> STYLE Michaels(no specific HCP). Responses 2N=m ask. 3♣=P/C. 3♦=INV 3M=bar bid		<b>CARDS</b> <b>HIGH</b> <b>LOW</b> <b>ODD</b> <b>EVEN</b> SUIT On partner's lead E2S D1S On declarer's lead 2S 1S Discarding E2S D1S N.T. On partner's lead E2S D1S On declarer's lead 2S 1S Discarding E2S D1S					<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b> CB.1 Good bad 2N=only resp promise 6+pts at 1level. CB.2 Vs 2suiter O/C. CB.3 Vs opponent T/O X after 1level suit opening. CB.4 Vs opponent X after 1NT opening. CB.5 Vs Flannery 2♦/3N(=broken or solid m)/Namyats opening. CB.6 Defense after jump overcall after 1m opening.																																																			
<b>VS. STRONG NT</b> Responses 2nd:X/2♣/2♦/2♥/2♠=1suit/♣+♦+♥+♠+m. 2X against X=P/C. 4th:X/2♣/2♦/2♥=DON'T.2♠/2N=good Ms/any 2suit. 2X against X=P/C. <b>VS. WEAK NT</b> X/2♣/2♦/2M=Penalty/♦ or M+m/Ms/NAT.		<b>SIGNALS IN TRUMP SUIT</b> <b>OTHER SIGNALS</b> Echo=suit preference. AKQ:QAK=NORMAL/AKQ=HIGH/QKA=LOW/KAQ=TRUMP					<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b> When both opponent bid 2suits,either suits O/C=NAT. F/J and F/DJ resp is also using at 3♣ or higher level. After puppet to 3♣(Lebensohl),responder or advancer's 4m=4oM&5+m. (1M)-P-(splinter)-X=lead showing at unbid low suit. (1M)-P-(Bargen/Drury)-X=T/O of M. In passed hand,F/NJ at 3level. ART 3NT at slam auction PSYCHICS : OPENINGS Rere(only 3rd seat).OTHER Occasionally.																																																			
<b>VS. PREEMPTS</b> (Vs weak2)X=sound T/O. Resp=Lebensohl. cue=stopper ask or ST 2suit. Leaping Michaels=NF. jump cue=ST 5-5ms. <b>VS. ARTIFICIAL 1♣ or 2♣ OPENINGS</b> 2nd:1♦/1♥/1♠/2♣=TRF O/C. X/1N=♣+♥/♦+♠. 2♦/2♥/2♠/2N=touching 2suit. 4th pos after 1♦ resp:1M/1N=NAT/either ♣ or ♦ O/C. X/2♣=♦+♠/♣+♥. 2♦/2♥/2♠/2N=touching 2suit.		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b> Neg X=4♥. Resp X=3♠. Support X=responder's suit at 2level. Maximal O/C X. Snapdragon X. (1m)-1M-(2M)-X=5+oM w mild support. (1m)-1X-(1N)-X=Resp X.					<b>SPECIAL FORCING PASS SEQUENCES</b> 1X-(X)-XX→F to 2♥ at 1st/2nd opening.																																																			
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b> XX=w/o 4support. new suit at 1level=F1RD. jump new=F/J. Rubensohl after M opening. 2N after m/M=limit/strong raise w 4+support.		<b>IMPORTANT</b> : Use symbols ♠, ♥, ♦, ♣ when needed					Update: 10-Dec-2010 printed: OHTAKA																																																			
<b>IMPORTANT</b> : Use symbols ♠, ♥, ♦, ♣ when needed		Update: 10-Dec-2010 printed: OHTAKA					<b>IMPORTANT</b> :All text must be typewritten or block letters																																																			

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣ 1♦		3	4♥	10-22HCP. 10HCP at least good shape. open 1♦ w 4-4ms,if weak M. open 1♣ w 3-3ms. may not open BAL 12HCP.	1level=M first resp unless FG value. 1♣-1N/2N/3N=8-10/12-14 or 18,19/15-17HCP. 1♦-1N/2N/3N=6-10/10-12/12-14HCP. inverted m raise. jump shift=6+good suit(9-11). splinter raise.4♣/4♦=4♥/4♠ to play	1♣-1♦-1♥-1♠/2♠=ART FG w/o ♣ support/ART FG w ♣ support. XYZ:2♣/♦=puppet to 2♦/ART FG,TRF J check back after 1N rebid.new m F after jump 2N rebid. structure rev.jump reverse or double jump shift=splinter. 1m-1X-3N=very good 6+m w X S/S(16-18HCP). 1m-1M-4m/4M=BAL w 4M/6m+4M(14-15HCP).	cue=limit+. jump raise pre. F/J=INV or strong. F/DJ=FG but not slam.
1♥ 1♠		5	4♦	9-22HCP. 9,10HCP at least good shape. may open 4card at 3rd/4th pos.	1♠=4+♠.1N=semi-F(5-12). jump shift=6+good suit(9-11). 2N=strong raise w 4+support. 1♥-3♠/1♠-3N=BAL F raise w 4+support. 1♥-3N=splinter(9-13HCP,3-4CTR) w ♠ S/S. splinter raise.	1♥-1♠-1N=XYZ. 1♥-1N-2m-2♠/3♠=puppet to 2N(♥3)/good m raise. 1♠-1N-2♣-3X/4♣=♠3+X5/♣5.1♠-1N-2♦-3♥/4♦=♠3+♥5/♦5. 1M-1N-2M-3X=X value w 3M. serious S/T. 1♥-3♠-3N=♠ cue.	cue=limit+. jump raise pre. F/J=INV or strong. F/DJ=FG but not slam. reversed Drury-fit. void splinter.
1NT			3♠	15(14)-17HCP. BAL or semi-BAL. often 5♥/occational 5♠. may 6m(especially 3rd/4th pos).	2♣=Stayman,not guarantee 4M. 2♦=TRF to 2♥(5+♥ or 6+♣).2♥=TRF to 2♠. 2♠=FG m Stayman.2N=♦ ask(6+♦). 3♣=5-5♣&♦ or ♣&♥,S/O.3♦=ask 5M.3M=FG w 4oM. 4♣=Roman Gerber(0314).4♦/4♥=Texas TRF.	1N-2♣-2♦-2M/3♥/3♠=5+oM/5-5+Ms,INV/5-5+Ms,FG+. 1N-2♣-2M-3oM/4m=ART w 4+M/5m+4M. 1N-2♦-2♥-2♠(♣ ask)=6+♣	Lebensohl. Texas thru 3♣. 1N-(2X/3X)-X=neg X. Vs opponent X. Vs opponent X after Stayman.
2♣	○		-	BAL 22,23 or 26+. STR unBAL ♣/♥.	2♦=0/1CTR.2♥=BAL 2CTR or unBAL w 2+CTR.2♠=BAL w 3+CTR 2N=some KJxxxxx/QJxxxx.3♠=AQJxxx/KQJxxx ♣ or ♥ 3♦=AQJxxx/KQJxxx ♦ or ♠.3♥/♠=4432/4423 w 3+CTR 3NT=solid 6+ w/o side CTR.4X=AQxxxxx/KQxxxxx w/o side CTR	2♣-2♦-2♥/2♠/3♣/3♦/3♥=Kokish/♣+♠/♣ 1suit/♣+♦/♣+♥. 2♣-2♥-2♠/3♣/3X=relay(♥)/♣ 1suit/♣+X. 2♣-2♠-2N=ask.2♣-2N-3♦(ask)-3M/3N=M/m suit. 2♣-3♣-3♦/♥=S/S ask/♥ ask.2♣-3N-4N=length ask.	2♣-(2♥)-X=same as step resp. 2♣-(2♠ up)-X=2+CTR(other=NAT)
2♦	○		-	BAL 24,25. STR unBAL ♦/♠.	2♥=BAL(0-2CTR) or unBAL,unlimited other=same as 2♣ opening.	2♦-2♥-2♠/3♦/3X=relay(♠)/♦ 1suit/♦+X. 2♦-2N-3♣(ask)-3X/3N=X/♣ suit. 2♦-3♣-3♦/3♠=S/S ask/♠ ask	2♦-(2♥)-X=same as step resp 2♦-(2♠ up)-X=2+CTR(other=NAT)
2♥		5	-	5-11HCP.WK2 1st/2nd/3rd/4th seat=pre/sound/tactical/good	new=F1RD. 2N=Feature ask.		new=NF const. 2N=Feature ask.
2♠		5	-				
2NT			-	20(19)-21HCP. BAL or semi-BAL.	3♣=Staman,guarantee 4M. 3♦=TRF to 3♥(5+♥ or 6+m). other=same as 1N opening.	2N-3♣-3♠/3N=♠4/♠5. 2N-3♣-3♦-3M/4♥/4♠=5+oM/5-5+Ms,weak/5-5+Ms,F1RD. 2N-3♦-3♥-3♠(puppet)-3N-4m=6+m,S/T.	
3♣		6	-	light preempt.	new=F1RD if bellow game.	<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>	
3♦		6	-	light preempt.		RKCB w kick back(0314).	
3♥		6	-	light preempt.		DOPI,DEPO(5♠ or higher).	
3♠		6	-	terrible light preempt.		Gland slam F w kick back(1st=A or K w extra length/2nd=A or K/3rd=Q/4th=no).	
3NT	○		-	good 6+♣/♦/♥ w/o S/S,16-18HCP	4♣=puppet to 4♦,4♦/4♥=Texas TRF,4♠=S/T	5N-6♣(a or K w extra length),-6♦=ask extra number(6♥/6♠/6NT=1,2,3)	
4♣		6	-	preempt.			
4♦		6	-	preempt.			
4NT	○			Acol ace ask.	5♣=no,5N=2A,6♠=♣.		
5M		6		11trick w/o 2/3 top trump.			

## DEFENSIVE AND COMPETITIVE BIDDING

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

8-19HCP. (4)5<sup>+</sup> card suit, Sound.  
 RESP: New suit=F1. TRF RESP from lowest cue. (up to our 2level O/C)  
 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: System on.  
 Reopening: 1NT=11-15HCP, (semi-)BAL.  
 May not have stoppers in OPPT's suit.  
 2NT=19-20HCP, (semi-)BAL.  
 RESP: System on.

### JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Weak.  
 RESP: New suit=F1. Cue=Limit<sup>+</sup>. 2NT=Ogust.  
 2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.  
 Reopening: Intermediate.

### DIRECT and JUMP GUE BIDS (Style; Responses; Reopening)

Direct: Michaels.  
 RESP: 2NT=INQ. 3♦ after (1M)-2M=INV<sup>+</sup> 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♣=♥&♠, 2♦=♥, 2♥=♠, 2♠=4♠&5<sup>+</sup>m,  
 over 2NT=TRF to upper suit, but may not have the suit.  
 RESP: (1NT)-2♣=2♦/3♣/3♦=Ask better M/4♥ INV/4♠ INV.  
 (1NT)-2x=2NT=INQ.

vs. WK NT: Same as vs. STR NT except 2♠=Any STR 2-suited.  
 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 T/O or STR 2-suiter). LEB.  
 (3m)-4♣/4♦=5<sup>+</sup>♥&5<sup>+</sup>♠/Any STR 1-suiter.  
 4♣/4♦ vs. WK 2♦=5<sup>+</sup>♥&5<sup>+</sup>M/5<sup>+</sup>♥&5<sup>+</sup>♠, 4♣/4♦ vs. WK 2M=5<sup>+</sup>♣/♦&5<sup>+</sup>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♦=♦/♥/♠/TRF to 1NT/good single raise/FG raise.  
 1♦-(X)-XX/1♥/1♠/1NT/2♣/3♣=♥/♠/TRF to 1NT/♣/♦/♠/good single raise/FG raise.  
 1♥-(X)-XX/1♠/1NT/2♣/2♦=♠/TRF to 1NT/♣/♦/♠/good single raise.  
 1♠-(X)-XX/1NT/2♣/2♦/2♥=TRF to 1NT/♣/♦/♥/♠/good single raise.  
 1m-(X)-2m/2NT/3m=bad single raise/PRE raise/Limit.  
 1M-(X)-2M/2NT/3M/3NT=bad single raise/Limit<sup>+</sup>/PRE/good PRE.

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
<b>Suit</b>	3rd or lowest	3rd or lowest
<b>NT</b>	4th	3rd or lowest
<b>Subseq</b>	same as above	same as above

**Other:** vs. Suit: A asks CT, K asks ATT.  
 vs. NT: K asks CT/UB. Top, 2nd or 4th from 4 (or more) small.  
 If CT isn't needed, we lead for showing ATT, S/P, or for deception.

### LEADS

Lead	Vs. Suit	Vs. NT
<b>Ace</b>	Ax(+); AKx(+); AK	AKx(+); Ax(+)
<b>King</b>	AKx(+); AK; KQx(+); Kx	AK(Q/J)10(+); KQ109(+)
<b>Queen</b>	QJx(+); Qx	KQx(+); QJ(10/9)(+); AQJ(+);
<b>Jack</b>	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)
<b>10</b>	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)
<b>9</b>	9x	98x; 9x
<b>Hi-x</b>	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx
<b>Lo-x</b>	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)

### SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
<b>Suit</b>	<b>1</b>	Lo=ENCRG	Hi/Lo=ODD	Lo=ENCRG
	<b>2</b>	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	<b>3</b>	S/P		S/P
<b>NT</b>	<b>1</b>	Lo=ENCRG	Hi/Lo=ODD	Lo=ENCRG
	<b>2</b>	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	<b>3</b>	S/P		S/P

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

## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

11<sup>+</sup>HCP, Shape oriented, may be light if classical shape.  
 RESP: Cue=F1. Jump cue=Asks for stopper.  
 Reopening: 8<sup>+</sup>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.

# WBFC Convention Card

CATEGORY: Natural GREEN ■ ver: 9 Jan. 2010  
 NCBO: JAPAN ■ EVENT:  
 PLAYERS: Dawei CHEN 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.  
 1♣ opening could be 2-card and could have longer ♦.  
 1NT opening: (14<sup>+</sup>)15-17HCP  
**SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENSE**  
 1♣=could be 2-card and could have longer ♦.  
 2♣=ART STR (9<sup>+</sup>tricks or 22<sup>+</sup>HCP BAL).  
 2♦=Mini Multi (WK 2♥/2♠).  
 2♥=4<sup>+</sup>♥&4<sup>+</sup>♠, 0-10HCP.  
 2♠=5<sup>+</sup>♠&(4)5<sup>+</sup>m, 0-10HCP.  
 3NT=17-20HCP, 6/7-card semi<sup>+</sup>-SOL m w/o shortness in M.  
 4♣/4♦=Namyats (very good 7<sup>+</sup>♥/♠, 8-9.5 playing tricks).  
 TRF RESP after 1♣ opening.  
 Interchange 1NT RESP (1♥-1♠/1NT=4<sup>-</sup>♠/5<sup>+</sup>♠ F1).  
 1♠-2♥=5<sup>+</sup>♥ NF (6-12).

### SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE

1m-(1R)-1♠=4♠ F1.  
 1m-(1NT)-2♣/2♦/2♥/2♠=♥&♠/♥/♠/♣&♦.  
 1M-(1NT)-2m=m&OM.  
 1♣-(1♦)-2♦/2♥/2♠=6<sup>+</sup>♥, INV<sup>+</sup>/6<sup>+</sup>♠, INV<sup>+</sup>/Limit<sup>+</sup>.  
 1m-(1♥)-2♥/2♠=6<sup>+</sup>♠, INV<sup>+</sup>/Limit<sup>+</sup>.  
 1m-(1♠)-2om/2♥=5<sup>+</sup>♥, INV<sup>+</sup>/5<sup>+</sup>om, INV<sup>+</sup>.  
 1m-(2♥)-3♥/3♠=6<sup>+</sup>♠, INV<sup>+</sup>/FG raise.  
 1m-(2♠)-3om/3♥=5<sup>+</sup>♥, INV<sup>+</sup>/5<sup>+</sup>om, INV<sup>+</sup>.  
 Good-Bad 2NT.  
 M's overcall is applied to this OPPT's bidding sequence: 1m-1NT/1♣-1♦;1NT.

### 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 (System on).  
 RESP and rebids as NAT could be 3-card if there are no other convenient actions.  
 Leads and signals 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♥	(10 <sup>+</sup> )11-22HCP, (semi-)NAT. Could be 2-card and could have longer ♦.	1♦/1♥/1♠=4 <sup>+</sup> /4 <sup>+</sup> /No 4M, unsuitable for ♣ raise. 1NT=5 <sup>+</sup> ♠&4 <sup>+</sup> ♥, 5-11. 2♣/2♥/2♠/3♣=6-9/Limit/FG/PRE raise. 2♦=6 <sup>+</sup> ♦ INV. 2NT/3NT=11-12/13-15. SPL.	1♣-1♦;2♦=NAT, 6 <sup>+</sup> ♣, or 4♥. 1♣-1♥;2♦=NAT, 6 <sup>+</sup> ♣, or 4♠. 1♣-1NT;2♦/2NT=PUP to 2♥, ART INV <sup>+</sup> /INQ. TRF after 2NT rebid. 2-way CB. 4th suit=ART FG. Structured Reverse. SPL.	Cue=Limit raise <sup>+</sup> . Jump raise=PRE. Fit jump by PH. 1♣-2♦/1♦-3♣ by PH=Limit raise. Defensive bids vs. 2-suiter O/C.
1♦		4	4♥	(10 <sup>+</sup> )11-22HCP, NAT.	1M/1NT/2NT/3NT=Could be 3-card/6-10/11-12/13-15. 2♦/2♥/2♠=6-9/Limit/FG raise. 2♣/3♣=NAT FG/6 <sup>+</sup> ♣ INV. SPL.	1♦-1M;2♣=NAT or 6 <sup>+</sup> ♦ 17 <sup>+</sup> or 17+ w/ 4SUPP. TRF after 2NT rebid. 2-way CB. 4th suit=ART FG. Structured Reverse. SPL.	Good-Bad 2NT.
1♥ 1♠		(4)5	4♦	(10 <sup>+</sup> )11-22HCP, 5 <sup>+</sup> ♥/♠ NAT. May be good 4-card M in 3rd/4th seat.	1♥-1♠/1NT=4 <sup>+</sup> ♠/5 <sup>+</sup> ♠ F1. 1♠-1NT=F1 (Including 5 <sup>+</sup> ♥ FG hand). 2m=NAT FG. 1♠-2♥=5 <sup>+</sup> ♥ NF (6-12). 1M-2M/3M/3NT/4M=5-9/PRE/RKCB/PRE. SPL (8-12). 6/7step=3SUPP INV <sup>+</sup> /4 <sup>+</sup> SUPP FG unBAL. 8/9step=4 <sup>+</sup> SUPP FG BAL/Limit raise.	1♥-1♠;1NT=4♠. 1♥-1NT;2NT/1♠-2♥;2NT=INQ. 1M-2M;3M=PRE. 1♥-1♠;2♣/1M-1NT;2♣=NAT or any 17 <sup>+</sup> . 1♥-1♠;2NT/1♠-1NT;2NT=ART FG. Jump rebid/new suit=14-16. SPL. 1♥-1NT;2♠-2NT;3m/3♥/3♠/3NT=3♠ Max/2♠ Min/3♠ Min/2♠ Max. 1♠-1NT;2♠-2NT/3♣/3♦/3♥/3♠=♣/♦/6 <sup>+</sup> ♥ INV <sup>+</sup> /2♠ INV/5♥ FG. Various relays including 2-way G/T (help/short suit) after single raise.	Cue=Limit raise <sup>+</sup> . 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♠	(14 <sup>+</sup> )15-17HCP, (semi-)BAL. May be off-shape.	2♣=STAY (May not have 4M). 2♦/2♥=TRF to ♥/♠. 2♠=mSS. 2NT=PUP to 3♣ (S/O in ♣, or FG w/ 4M). 3m=NAT 6 <sup>+</sup> card INV. 3M=S/T in ♣/♦. 4♣=Roman Gerber. 4♦/4♥/4♠/5♣=TRF to ♥/♠/♣/♦.	1NT-2♣;2♦-2♥/2♠/3♥/3♠=Scrambling/INQ/5 <sup>+</sup> ♥&5 <sup>+</sup> ♠ INV/5 <sup>+</sup> ♥&5 <sup>+</sup> ♠ FG. 1NT-2♣;2♥-2♠=INQ. 1NT-2♣;2♠-3♥=STR ♠ raise. 1NT-2♦;2♥-2♠=PUP to 2NT (Cancel ♥ suit, S/T in any 1-suit). 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 <sup>+</sup> tricks. (2) 22 <sup>+</sup> HCP, (semi-)BAL.	2♦/2♥/2♠/2NT=0-1/2/3/4 <sup>+</sup> CTRL. 3♣/3♦/3♥/3♠=6 <sup>+</sup> ♦/♥/♠/♣. 4♣=6 <sup>+</sup> card any SOL suit.	2♣-2♦;2♥=PUP to 2♠ (5 <sup>+</sup> ♥ FG or 25 <sup>+</sup> 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=5-card WK/♥ Min/♠ Min/♥ Max/♠ Max. 2♦-4♣;4♦/4♥=WK 2♥/2♠. 2♦-3♣;3♦-3♥/3♠/4♣/4♦=S/T in ♥/♠/♣/♦.	vs. DBL: Pass/XX=♦/♣/♠/♥ to 2♥. vs. 2M O/C: DBL=P/C.
2♥	✓	5	-	5 <sup>+</sup> ♥&4 <sup>+</sup> ♠, 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 <sup>+</sup> ♠&(4)5 <sup>+</sup> m, 0-10HCP.	2NT=INQ. 3♣/4m/5♣/6♣/7♣=P/C. 3♦=3 <sup>+</sup> ♠ INV <sup>+</sup> . 3♥=NAT FG. 3♠/3NT/4M=To play.	2♠-2NT;3♣/3♦/3♥/3♠=5♠&5 <sup>+</sup> m Min/5♠&5 <sup>+</sup> m Min/6♠&5 <sup>+</sup> m Min/5♠&5 <sup>+</sup> m Max. 2♠-2NT;3NT/4♣/4♦=5♠&5 <sup>+</sup> m Max/6♠&5 <sup>+</sup> m Max/6♠&5 <sup>+</sup> m Max.	vs. DBL: XX/Others=PUP to 2NT/System on. vs. 3m O/C: DBL=P/C.
2NT		-	3♠	(19 <sup>+</sup> )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 <sup>+</sup> ♣, or 5 <sup>+</sup> ♦/4♥/4 <sup>+</sup> ♥&4 <sup>+</sup> ♠. 2NT-3♣;3♥-3♠=PUP to 3NT. 2NT-3♠;3NT-4♣/4♦=4♠&5 <sup>+</sup> ♦/5 <sup>+</sup> ♠&4♦.	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.			
3NT	✓	-	-	16-20HCP, 6/7-card semi <sup>+</sup> -SOL m w/o shortness in M.	4♣=Serious S/T. 4♦/4♥=TRF to ♥/♠. 4♠/4NT=S/T w/ fit/HCP. 5m/6m/7♣=P/C.	3NT-4♣;4♦/4♥/4♠=Request RKCB from partner/RKCB of ♣/♠/♥/♣ of ♦. 3NT-4♠;4♦-4♥=RKCB of opener's suit. 3NT-4NT;5♥/5♠=RKCB of ♣/♦. 3NT-4♠;4NT/5m=PUP to 5♣ (No slam interest)/RKCB of m.	DBL at 4-level=COMP. vs. DBL: 4♣=P/C.
4♣	✓	0	-	Namyats (very good 7 <sup>+</sup> ♥).	4♥=To play. 4NT=RKCB. 4♦/4♠/5♣=CTRL ASK of ♠/♣/♦. 5♥=PRE.		
4♦	✓	0	-	Namyats (very good 7 <sup>+</sup> ♠).	4♠=To play. 4NT=RKCB. 4♥/5♣/5♦=CTRL ASK of ♣/♦/♥. 5♠=PRE.		
4♥ 4♠		7	-	NAT, PRE.			
4NT	✓	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/2 Ace.		
5♣ 5♦		8	-	NAT, PRE.			
Others							

**HIGH LEVEL BIDDING**

Roman Gerber. Super Gerber (5♣). Grand Slam Force (->1step=A/K, 2step=Q/Extra, 6 of trump=No).  
RKCB (1430). Exclusion RKCB (0314). Roman-DOPI (below 5 of the agreed suit). ROPI. DEPO (above).  
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.  
CTRL ASK after PRE open. In forcing situation, pass and pull shows STR offensive hand.

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS						WBF CONVENTION CARD											
<b>OVERCALLS - General Style</b> 8-17HCP, may be good 4 card at the 1 level Responses Single raise = 6-9 Jump raise = Weak CUE = F1 Jump CUE = Mixed Raise				OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;															
					OTHERS																
					N.T.	3rd/5th; 4th; Attitude; Rusinow;															
				OTHERS																	
IN BAL POS Same as above Responses Jump raise = INV CUE = F1				SUBSEQUENT LEADS		Same as above Often an unsupported Honor															
<b>TAKE-OUT DOUBLE - General Style</b> SOUND or SHAPE Responses CUE = Forcing through suit agreement or game Jump CUE = ASK stopper RESP DBL thru 4♥				<b>CIRCLE OPENING LEADS vs. NO-TRUMPS</b> <i>Underline leads against suit contracts if different</i>						<table border="1"> <tr> <td colspan="2">SAME LEADS IF OUR SIDE SHOWED SUIT</td> </tr> <tr> <td>YES</td> <td>NO</td> </tr> </table>		SAME LEADS IF OUR SIDE SHOWED SUIT		YES	NO						
SAME LEADS IF OUR SIDE SHOWED SUIT																					
YES	NO																				
IN BAL POS May be weaker Responses CUE=F1				A♣	♠Q	♣J	♠10	♠10x													
				A♠x	♠Qx	♣Jx	♠10x	♠10													
				A♣Jx	♠Qxx	♣J109	♠1098	♠109													
				A♣KJ10x	♠QJx	♣Q10x	♠109	♠9x													
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD				A♣Jx	♠10x	♣K109x	♠1098														
				AJx	Kxx	Qxx	Jxx	10x	0xx												
				KJ0xx	Kx0	Qx0	Jx0	10x0	xx0xx												
				Kxx0xx	Kx0x	Q109x	Jx0x	10x0xx	xx0xx												
<b>1NT OVERCALL</b> Responses Other Meanings 2nd POS 15-18 STAY,TRF,mSS,SMOLEN UNUSUAL by PH 4th POS 11-15 Same as above				<b>SIGNALS WHEN FOLLOWING OR DISCARDING</b> USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED						<table border="1"> <tr> <td>CANAPE</td> <td>OPENING RESPONSES</td> <td>ALL HANDS</td> <td>STRONG HANDS</td> <td>SPECIAL SEQUENCES</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>		CANAPE	OPENING RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES					
CANAPE	OPENING RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES																	
<b>JUMP OVERCALL</b> WEAK INTERM STRONG 2 SUITER OTHERS ○ IN BAL POS ○										<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>											
Responses 2NT ASK to 2 Lvl JOC = OGUST										OP.1 2♦ mini MULTI: Weak Two in a MAJ											
UNUSUAL NT Two lowest unbid suits Responses										OP.2 2♥/♠ ♥/♠ and minor, weak											
<b>DIRECT CUE-BID</b> STYLE MICHAELS Jump CUE = Stopper ASK Responses Relay bids										OP.3											
<b>VS. STRONG NT</b> Multi LANDY Responses										OP.4											
<b>WEAK NT</b> 2♣ = ♠ and ♥ 2♦ = ASK better MAJ 2NT = FG 2♦ = ♠ or ♥ 2NT = ASK 3X = NAT 2♥/2♠ = ♥/♠ & minor 2NT = ASK 3♣ = P/C 3♦ = MAJ game try										OP.5											
<b>VS. PREEMPTS</b> VS Weak two: CUE = Stopper ASK 4♠/♦ = Leaping MICHAELS LEBENSOHL SLOW										OP.6											
<b>VS. ARTIFICIAL 1♣ or 2♣ OPENINGS</b> VS 1♣: X/1♦/1NT = CRASH (1♣)P(1♦)? X/1NT/2♣ = CRASH VS. 2♣: as after 1♣										OP.7											
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b> 1-Level new suit = NAT F1 2-Level new suit = NAT NF 1m-(DBL)-2NT/3m = PRE/ Limit Raise 1M-(DBL)-2NT/3M/3NT = Limit Raise or better/ PRE/ Good Triple raise IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed										OP.8											
				<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b> NEG DBL through 4♦ RESP DBL through 4♦ MAX DBL through 3♥ COMP DBL through 3♥ SUPP DBL through 2♥ Card showing DBL SNAPDRAGON(Fourth suit DBL) Honor ReDBL against NEG DBL						<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>											
				<b>SPECIAL FORCING PASS SEQUENCES</b>						CB.1 VS MICHAELS & UNT (Higher level CUE shows Higher Ranking suit)											
										CB.2											
										CB.3											
										CB.4											
										CB.5											
										CB.6											
										<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>											
										PSYCHICS : OPENINGS Rare OTHER Rare											
										IMPORTANT:All text must be typewritten or block letters											

JAPAN

NCBO

Makoto HIRATA

NAME OF PLAYER



2010 OCT GREEN

Yasuhiro SHIMIZU

NAME OF PLAYER

SYSTEM SUMMARY : GENERAL APPROACH AND STYLE

Two Over One Game Force

RESPONSE 1NT F1 (5-12) 2 OVER 1 1♠-2♥ &amp; 1♦-2♣ = GF

ARTIFICIAL STRONG 1♣ Response Style

CANAPE	OPENING RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS DESCRIPTION

OP.1 2♦ mini MULTI: Weak Two in a MAJ

OP.2 2♥/♠ ♥/♠ and minor, weak

OP.3

OP.4

OP.5

OP.6

OP.7

OP.8

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1 VS MICHAELS &amp; UNT (Higher level CUE shows Higher Ranking suit)

CB.2

CB.3

CB.4

CB.5

CB.6

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

PSYCHICS : OPENINGS Rare OTHER Rare

IMPORTANT:All text must be typewritten or block letters

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣ 1♦		3	4♦	11+pts	1♣-1♦ = May 2-3♦ when 3334 or 3325, 5-9 pts 1♣-1♥/♠ = May bypass 5+♦ 1NT/2NT/3NT = 6-10/11-12/13-15 Single raise = FG Double raise = PRE 2♥ = Limit raise 2♠ = 5+SUPP, 7-9 1♣-2♦ = STR 1♦-3♣ = NAT INV Double Jump Shift = SPL	Opener's 1NT/2NT rebid may have 4 card MAJ(s) 1m-1NT:2NT = INV Two-way Checkback after opener's 1NT rebid 2NT and Fourth-suit STALL after 1/1 REV 1m-1♥: 2NT-3♥/♠ = 5+♥(may have 4 card♠)/ 4♥&4♠ Fourth Suit = GF 1♣-1♦: 1♥-1♠/2♠ = FS1F/ NAT GF 1m-2m: 4m = RKCB	Single raise = Weak CUE = Limit raise or better Jump Raise = PRE Single Jump shift = FIT JUMP Unusual vs Unusual against 2-suiter 1m-(1NT)- Multi Landy
1♥ 1♠		5(4)	4♦	11+pts Maybe 4 card in the 3rd and 4th seat	Forcing Notrump 3♣/3♦ = 4+SUPP, 7~9/10~12 Double raise = PRE 2NT = JACOBY 3NT = BAL GF Raise,12-14 Double Jump Shift = SPL 1♠ - 3♥ = NAT INV	Reraise is not INV 1M-1NT: 2NT = 18-19 Two-way Checkback after opener's 1NT rebid Two over one 2NT/3NT rebid = 12-15or18-19/ 16-17 Fourth Suit = GF Two way game try after single raises	CUE = Limit raise or better Single Jump shift = FIT JUMP Unusual vs Unusual against 2-suiter DRURY FIT PH 2NT = ♣ FIT JUMP
1NT				2Lvl 3Lvl BAL (14)15-17HCP 5M/6m common	2♣/♦/♥/♠ = STAY, Jacoby and mSS 2NT = ♣ S/O or any 4441 3-suiter(10-14) 3♣/3♦ = INV 3♥/3♠ = Minors semi-3-suiter short ♥/♠ (5431) 4♣/♦/♥ = Gerber and Texas	Modified SMOLEN TRF BAL/UnBAL Fit-showing slam try after Stayman 1NT-2♦: 2♥-2♠ = WALSH, 6+♣/♦ GF	STOLEN TRANSFER BIDS LEBENSORHL SLOW ReDBL aft PEN DBL = PUPP 2♣
2♣	✓			(1) ART STR (2) BAL 22+HCP	2♦ = Waiting game forcing 2♥ = Art 0~3(no king) 2NT = ♥ Positive 3♥/♠/NT = any Semi-SOL6+/ SOL6+/ SOL7+	2♣-2♦: 2NT/3NT = BAL 22-24/ Running 9 tricks 2♣-2♦: 2♥ = KOKISH: PUPP 2♠, 5+♥ or BAL 25+	Responder's Pass = Waiting forcing DBL/ReDBL = Very weak
2♦	✓			Weak two ♥/♠, 5-10	2NT = ASK 2♥/2♠/3♥/3♠ = P/C 3♠ = PUPP 3♦ 3♦ = mSS 4♣/♦ = PUPP/TRF 4♥/♠ = NAT	2♦-2NT: 3♣(mini or 5-carder)-3♦ = PUPP OM 2♦-2NT: 3♦/♥/♠/NT = medi♥/medi♠/maxi♥/maxi♠	ReDBL = HCP Relay 2Lvl DBL by Responder = P/C 2NT over 2Lvl o/c = PUPP 3♣
2♥	✓	5		5♥ and 5(4)minor, 5-10	2NT = ASK	2♥-2NT: 3♣/♦/♥/♠ = ♥ + ♣mini/ ♦mini/ ♣maxi/ ♦maxi	DBL over 3m = P/C
2♠	✓	5		5♠ and 5(4)minor, 5-10	3♣/4♠ = P/C 3♦ = M GT(+) 3M Raise = Not INV	2♠-2NT: 3♣/♦/♥/♠ = ♠ + ♣mini/ ♦mini/ ♣maxi/ ♦maxi	DBL over 2M/3M = PEN
2NT				3Lvl BAL (19)20-21HCP 5M/6m common	3♣ = Normal STAY SMOLEN TRANSFER 3♦/♥/♠ = Jacoby and mSS 4♣/♦/♥ = Gerber and Texas	2NT-3♦:3♥-3♠=WALSH, 6+♣/♦ GF 2NT-3♠:3♦-3M/4M = SMOLEN/55MAJ 3♥-3♠:4♥=55MAJ,Slam 2NT-3♠:3M-OM/4♣/4♦ = Trump Set/ 5+♣/ 5+♦ 2NT-3♠:3NT-4M= SPL 54+m,Slam	
3♣		6		PRE		<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>	
3♦		6		PRE		GERBER(1430)	
3♥		6		PRE		Super GERBER(1430) after 3NT bids	
3♠		6		PRE		RKCB 1430	
3NT	✓			GAMBLING: SOL 7+minor	4♣/5♠ = P/C 4♦ = Short suit ask	Exclusion RKCB(0314)	
4♣		7		PRE		1m-2m:4m / 1m-3m:4m = Auto RKCB	
4♦		7		PRE		Roman-DOPI (below five of the agreed suit), DEPO (higher)	
4NT	✓			ACOL Ace ASK	5♣/♦/♥/♠/NT/6♣=No/♦/♥/♠/Two/♣ Ace(s)	5NT Grand slam force (Steps: AorK/Q/Extra length/No Extra)	
OTHERS							