


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div>WBF Convention Card</div> <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
8-18HCP,(4)5'card suit		Lead	in Partner's Suit		
RESP:New suit=NF CONST. Jump cue=Mixed raise.	Suit	3rd or lowest	Top from supported xxx		
Jump raise=PRE. Jump shift=Fit showing. Support 2NT	NT	4th best	3rd from unsupported		
Reopening:8-15HCP. Cue=Micheaels.	Subseq	same as adove	same as adove		
RESP:New suit=NF CONST.	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)					
15'-18 BAL.	LEADS				
RESP:System on.	Lead	Vs.Suit	Vs. NT		
Reopenning:1NT=11-15HCP BAL	Ace	AKx(+), Ax(+)	Strong holding; CT/UB		
2NT=19-20HCP BAL	King	KQx(+), AK, Kx	Akx(x), AK(J/T)(x), KQ(J/T)(x)		
	Queen	QJx(+), Qx	KQT9(x), AQJ(x), QJ(T/9)(x)		
RESP:System on.	Jack	JTx(+), KJTx(+),Jx	JT(9/8)(+), HJT(+)		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9x(+), HT9x(+),Tx	T9(8/7)(+), HT9(+), AQT9(+)		
1-Suit:Weak	9	KJ9x(+), 9x	H98x(+), 98x(+)		
RESP:New suit=F1.2NT=Ogust.	Hi-x	Sx, HxSx(xx), xxS	xSx(x)(+), HxS		
2-Suit:Unusual 2NT=Unbid lower 2-suiter.	Lo-x	Hx(xx)S, xx(xx)S	HxxS(+), HHxS(+), Sx		
Reopening:Intermediate.	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
Direct:Michaels.	Suit:1st	Lo=ENCRG	Hi/Lo=ODD	Lo=ENCRG	
RESP after 2M : 2NT=ASK m INV+, 3♣=P/C, 3♦=M fit INV+	2nd	Hi/Lo=ODD	S/P	Hi/Lo=ODD	
(1m)-3m=NAT PRE	3rd	S/P		S/P	
(1M)-3M=Ask for stopper	NT: 1st	Lo=ENCRG	Rev Smith(Lo=ENCRG)	Lo=ENCRG	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi/Lo=ODD	Hi/Lo=ODD	Hi/Lo=ODD	
2♣=♥&♠, 2♦=♥or♠, 2♥=♥&m, 2♠=♠&m, 2NT=♣&♦	3rd	S/P	S/P	S/P	
RESP:2♠-2♦=Ask longer M, 2♦-2M=P/C, 2♦-2NT=Ask INV+	Signals (including Trumps):				
2M-2NT=Ask m INV', 2M-3♣=P/C, 2M-3♦=M fit INV+					
Reopening: Dbl (vs strong) = 4M & 5+m	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	10+HCP, Shape oriented, may be light if classical shape.C66+C14				
T/O DBL thru 4♥ (vs.4♠ open:X=OPT, 4NT=STR 2-suiter).	RESP: Cue=F1. Jump cue=Asks for stopper.				
LEB after 2M Dbled, Leaping Michaels	Reopening: 8+HCP.				
4♣ vs WK2♦=♠+M	RESP: Cue=F1.				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
vs.1♠ Suction up to 3S, vs 2♣ Suction up to 3NT.	NEG DBL thru 4♥.				
Dbl=♦or ♥♣、♦=♥or♣♠、♥=♠or♣♦、♠=♣or♦♥、NT=♠♥or♦♠	RESP DBL thru 4♥				
vs.1♠:X or ♣/♦/♥/♠=♦ or ♥&♠/♥ or ♠&♣/♠ or ♠&♦/♠ or ♦&♥.	MAX DBL thru 3♥.				
	SUPP DBL/REDBL thru 2♠				
OVER OPPONENTS' TAKE OUT DOUBLE	Snapdragon DBL				
M : 2♠=M3 INV+, 2M=4-6, 2M-1=7-9, 2NT=M4 INV+, 3M-1=M4 8-9					
m : 2m=6-9, 3m=m5+ INV, 2NT=m5+ PRE, 2♦/1♠=♣5+ GF, 3♠/1♦=♣					
Rdbl=10+, new suit at 1 level = F1					
Category NAT Green					
Country: JAPAN					
Event:					
Players: Hiroshi KAKU - Tadashi TERAMOTO					
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE					
5-card Majors					
1NT Openings: (14')15-17					
2 OVER 1 Respons FG					
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE					
3NT opening = minor 1 suit PRE					
4♣/4♦ = Namyats					
SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
1m-(1NT)-2♠/2♦/2♥/2♠ = ♥&♠/♥/♠/5♠&5'om					
1M-(1NT)-2♠/2♦ = 5'♠&OM/5'♦&OM					
Defensive bids over 2-suiter O/C					
Good-Bad 2NT					
SPECIAL FORCING PASS SEQUENCES					
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	NAT (11*)12-21pts	2♣ = 4+ GF, 2♥ = ♣5+ INV, 2♠ = ♣5+ 7-9	1♣-1♦-1♥-1♠=GF No 4♣	Fit jumps
					2♦ = NAT INV, 2NT = 11-12, 3NT = 12-15	1♣-1♦-1♥-1♠=GF with 4♣	Good-Bad 2NT.
					3♣ = ♣5+ 3-6, 3♦=SPL, 3M=SPL	2wayCheckback	
1♦		3	4♥	NAT (11*)12-21pts	2♣ = 4+ GF, 2♦ = 4+ GF, 2♥ = ♦5+ INV, 2♠ = ♦5+ 7-9	4th suit GF	
					3♣ = NAT INV, 2NT = 11-12, 3NT = 12-15	Structured Reverse	
					3♦ = ♦5+ 3-6, 3M=SPL	Help suit G/T	
1♥		5(4)	4♦	NAT (11*)12-21pts	1NT = semi-F, 2m = GF, 3♣ = 4+♥ INV, 3♦ = 4+♥ 7-9, 3♥ = 4+♥ 3-6		Drury fit
					2♠ = 6+♠ INV, 2NT = 4+♥ 16+pts, 3NT = 4+♥ 13-15pts BAL		P-1M-3♣=♣6+ 9-11
1♠		5(4)	4♦	NAT (11*)12-21pts	1NT = semi-F, 2m = GF, 2♥ = 5+♥ FG, 3♣ = 4+♠ INV, 3♦ = 4+♠ 7-9		P-1M-2NT=fit jump with ♣Suit
					3♥ = 6+♥ INV, 3♠ = 4+♠ 3-6, 2NT = 4+♠ 16+pts, 3NT = 4+♠ 13-15pts BAL		Support 2NT
1NT			3♠	(14*)15-17pts, (semi-)BAL	2♣ = STAY, 2♦ = ♥ or ♦STR, 2♥ = ♠, 2♠ = mss.	Walsh (♦5+ S/T) , smolen	
				5M, 6m, Singleton H possible	2NT = ♣5+ WK or STR , 3♣=ASK 5M		
					3♦ = NAT INV, 3♥ = 4144(4054), 3♠ = 1444(0454)		
					4♠ = ROMAN GERBER, 4♦/4♥ = TRF, 4♣=3334 INV, 4NT=3343 INV		
2♣	✓			ART STR (1) 9*tricks (2) 22*pts	2♦=5+HCP or Ace, 2♥=0-4HCP No Ace, 2♠=♥5+, 2NT=♠5+, 3m=NAT POS	Kokish	Pass = Pos, Dbl = Neg
					3M=AQJxxx or KQJxxx side no AK, 3NT=Solid 6+, 4X=AQJxxx or KQJxxx	2♣-2♦-2♥=pup to 2♠(♥ or 24+ (semi-)BAL)	
2♦		6(5)		NAT WK2 4-10pts	2NT=Ogust, 4♣=Sprcial RKC, 4NT=Blackwood		
2♥		6(5)		NAT WK2 4-10pts	2NT=Ogust, 4♣=Sprcial RKC, 4NT=Blackwood	4♦=0 key, 4♥=1 key No Q, 4♠=1 key + Q	
						4NT=2 key No Q, 5♠=2 key + Q	
2♠		6(5)		NAT WK2 4-10pts	2NT=Ogust, 4♣=Sprcial RKC, 4NT=Blackwood		
2NT			3♠	(19*)20-21pts, (semi-)BAL	3♣ = STAY, 3♦/3♥ = TRF, 3♠ =mss	Walsh (m6+,m5 Slam try) , Smolen	
					4♣ = ROMAN GERBER, 4♦/4♥ = TRF		
3♣		7(6)		NAT PRE	4♦ = ART S/T, 4NT=RKC		
3♦		7(6)		NAT PRE	4♣ = ART S/T, 4NT=RKC		
3♥		7(6)		NAT PRE	4♣ = ART S/T, 4NT=RKC		
3♠		7(6)		NAT PRE	4♣ = ART S/T, 4NT=RKC		
3NT	✓	m7+		PRE in a 7*card minor	4m/5♣/6♣/7♣ = P/C. 4M/5♦/6♦ = To play		
					4NT = S/T in opener's suit	High Level Bidding	
4♣	✓	♥7+		Namyats (very good 7*♥)	4♦ = ART S/T. 4♥ = To play. 4NT = RKCB	RKC 1430 (lowest trump=No Q)	
					4♠/5♣/5♦ = CTRL ASK, 5♥ = PRE	4m RKC	
4♦	✓	♠7+		Namyats (very good 7*♠)	4♥ = ART S/T. 4♠ = To play. 4NT = RKCB	Double RKC	
					5♣/5♦/5♥ = CTRL ASK, 5♠ = PRE	Exclusion RKC (0314)	
4♥				NAT PRE		DOPI (up to 5♠), DEPO (5NT or higher), ROPI	
4♠				NAT PRE			
4NT	✓			ACOL Ace ASK	5♣/5♦/5♥/5♠/5NT/6♣ = 0/♦/♥/♠/2/♣ Ace.		
5♣				NAT PRE			
5♦				NAT PRE			