

WBF Convention Card

CATEGORY: Natural-GREEN

NCBO: JAPAN EVENT:

PLAYERS: Makoto HIRATA Masaru YOSHIDA

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2level; Reopening)
8-17HCP, may be good 4 card at 1level
New Suit=NF Constructive, Cue-Bid=Limit Raise+ or STR
Jump Raise=PRE, Jump Cue=Mixed Raise, FSJ
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
15-18HCP(Except 4th Pos); System ON
11-15HCP(4th Pos); System ON
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak;2NT=Ogust ASK, Raises=PRE, New suit=F1
2-Suit: Unusual 2NT (NV 5+HCP, Vul 10+HCP)
Leaping Michaels vs weak 2
REOPEN: Intermediate (1x)-P-(P)-2NT=19-20HCP
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Michael's CUE for Ms or M&m (2NT asks m;3C=P/C;3D=G/T in M)
after (1m)-2m, 3C/3D=INV in H/S, 3M=PRE
(1X)-3X=stopper ASK
VS. NT (vs. Strong / Weak; Reopening; PH)
2C=Both Ms, then 2D=Better M ASK, 3C/D=INV in H/S, 3M=PRE
2D=H or S, then 2H/2S=P/C
2H=H+m,then 2S=NF,3C=P/C,3D=H INV,2NT=m ASK(Constructive)
2S=S+m,then 3H=NF,3C=P/C,3D=S INV,2NT=m ASK(Constructive)
DBL by PH=C or D
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
X=T/O, LEBENSOHL
Leaping Michaels vs weak 2 (FG)
Non-leaping Michaels vs 3M (4m=m+OM),
VS. ARTIFICIAL STRONG OPENINGS
Crash; DBL/D/NT vs STR1C/2C
DBL/1NT/2C after 1C-1D
OVER OPPONENTS' TAKEOUT DOUBLES
1m-(X)-2NT/3m=PRE/Limit Raise
1M-(X)-2NT/3M/3NT=Limit Raise+/PRE/Good Triple Raise

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	3rd=even;low=odd	3rd=even;low=odd		
NT	4th from honor	4th from honor		
subseq	same as above	same as above		
Other: Lead high (or 2nd high) from worse holdings vs NT,				
LEADS				
LEAD	Vs. Suit	Vs. NT		
Ace	AK(x),Ax(+)	AKJ10(+):UB/CT		
King	KQ(x),Kx	KQx(+),Kx,AKx		
Queen	QJ(x),Qx	KQ109,QJx(+),Qx		
Jack	J10(x),Jx,KJ10(x)	J10(x), AJ10(x), KJ10(x)		
10	109(x),H109(x),10x	109x, 10x, H109(x)		
9	9x,KJ9(x)	9x		
Hi-x	Sx,xxSxxx	Sx,SSxS,Sxx		
Lo-x	xxS,xxSx,xxxxS	HxxS		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Lo=ENCRG	Hi/Lo=O	Lo=ENCRG
	2	Hi/Lo=O	S/P	Hi/Lo=O
	3	S/P		S/P
NT	1	Lo=ENCRG	Hi/Lo=O	Lo=ENCRG
	2	Hi/Lo=O	S/P	Hi/lo=O
	3	S/P		S/P
Signals (including Trumps):				
Suit preference by trump following				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Sound or Shape (Tends to have correct shape)				
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				

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
2D=Weak Two in either M
2M=M and a minor, weak
vs Michaels/UNT: Higher Cue=Limit Raise+, Lower Cue=4th suit, FG
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU			SUBSEQUENT AUCTION	PASSED HAND/IN COMP
				DESCRIPTION	RESPONSES		
1C/1D		3	4H	11+HCP	1C-1D=2+D, 1C-1M may have longer D 1NT/2NT/3NT=6-10/11-12/13-15 Single Raise=FG, Double Raise=PRE 2H=Limit Raise, 2S=5+SUPP, 7-9 1C-2D=STR, 1D-3C=INV, 3M=SPL, 1C-3D=SPL	Opener's 1NT rebid may have 4M(s), 1m-1NT-2NT=INV Two way checkback after 1NT rebid After opener's 1/1 reverse, lower of 4th suit/2NT=ART weak 1C-1D-1H-1S/2S=4th Suit FG/NAT FG; 1m-1H-2NT-3H/3S=5+H(may have 4S)/4-4Ms, 1m-2m-4m=RKCB(1430)	Single raise=NF CUE=Limit Raise or better Single Jump Shift=FSJ 1m-(1NT)=Multy&Landy
1H/1S		5(4)	4D	11+HCP, 5+cards, 4+cards in 3rd, 4th seat	1NT=F1; Single Raise=3 card sup 2NT=Jacoby;3C/3D=10-12/7-9, 4+SUPP 3M=PRE;3NT=BAL Raise,12-14 Doble Jump Shift=SPL, 1H-2S=STR,1S-3H= INV	Reraise=not INV, 1M-1NT-2NT=18-19 2NT/3NT rebid after 2/1=12-15 or 18-19/16-17 Two way G/T after single raise	CUE=Limit Raise or better Single Jump Shift=FSJ PH 2NT=FSJ in C; 3C=NAT DRURY FIT
1NT			3S	(14)15-17HCP may have 6m, 5M	2C=STAY; 2D/H=JTB; Walsh Relay 2S=MSS(D bust or weak/strong MINs) 2NT=TRF to 3C(C bust or strong 4441); 3C/3D=INV; 3H/3S=Short H/S 4D/4H=Texas TRF	Modified Smolen TRF BAL/UNBAL Fit showing slam try after Stayman 1NT-2D-2H-2S=Walsh Relay, 6+C/D, Slam try	LEBENSOHL SLOW RDBL after PEN DBL=PUP 2C
2C	✓	0		22+HCP BAL or ART STR;	2D=Neutral; 2H=0-3HCP&0Ctrl;2NT=H POS 3M=6 cards, 4-7, 3NT=any SOL 7+cards suit	2C-2D-2NT/3NT=22-24 BAL/TRICKS 2C-2D-2H=PUPP 2S, 5+H or 25+ BAL (Kokish Relay)	Responder's Pass=Waiting, F DBL/RDBL=WK
2D	✓	0		Weak 2M 5-10HCP	2NT=ASK, 2M/3M=P/C, 3C=PUP 3D, FG 1 Suiter 3D=MSS, 4C/4D=PUP/TRF, 4M=NAT	2D-2NT-3C/3D/3H/3S/3NT=MIN/MED H/MED S/MAX H/MAX S 2D-2NT-3C; 3D=PUP OM, 3H=P/C, OTHERS=NAT,FG	RDBL=Relay, 2 LVL X=P/C 2NT after O/C=PUP 3C
2H/2S	✓	5		5H/S+5m 5-10HCP	2NT=ASK, 3C/4C=P/C 3D=G/T in M, 3M=PRE	2M-2NT-3C/3D/3H/3S=MIN C/MIN D/MAX C/MAX D	DBL over 3m=P/C DBL over 2M/3M=PEN
2NT			3S	(19)20-21HCP BAL	3C=STAY; 3D/H=JTB; 3S=MSS 4C=Gerber, 4D/H=Texas TRF	2NT-3D-3H-3S=Walsh Relay 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	

WBF SUPPLEMENTARY SHEET

NCBO: Japan

PLAYERS: Makoto HIRATA

Masaru YOSHIDA

(Note 1) After 1M-2M/1m-1M-2M

1H-2H-2S=PUP 2NT, then 3C/3D/3H=SSGT C/SSGT D/SSGT S
1H-2H-2NT/3C/3D=HSGT C/HSGT D/HSGT S
1S-2S-2NT=PUP 3C, then 3D/3H/3S=SSGT C/SSGT/D SSGT H
1S-2S-3C/3D/3H=HSGT C/HSGT D/HSGT H
same after 1m-1M-2M

(Note 2) After 1NT

2C-2M-3OM=Slam try with S/S, Next step=S/S ASK, L/M/H
2C-2M-4C=Roman Keycard Gerber(1430)
2C-2M-4D=BAL Slam try
2C-2D-3H=5-5M INV
2C-2D-3S=5-5M FG
2H-2S-3H=5-5M Slammish
2D-2H-2S-2NT=Walsh Relay, then 3C/3D=Bad 6+ cards, 3H/3S=Good 6+ card C/D, 3NT=Solid m
2D-2S=Super accept in H, then 2NT=H, 3 of a suit=Walsh
2D/2H-2H(2S)/2S-jump in a new suit=SPL, double jump=Exclusion
2S-2NT-3C/3D/3M/3NT=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
2NT-3C-P/3D/3H/3S/3NT/4C=to play/4414/4144/1444/4441/4441, better than 3NT
System on over 2C (except both M) or ART X
1NT-(PEN X): RDBL=PUP to 2C, shows 1 suiter, other bids=DONT style
vs 2C/2D showing both M
1NT-(2C/2D):DBL=PEN for H and/or S, 2H/2S=ms INV/FG, 2NT=LEB, 3m=NAT,FG, 3M=Stopper

(Note 3) After Multi 2D

2M/3M=P/C, 3C=PUP 3D, GF 1 Suiter, 3D=MSS, GF
4C asks opener to bid 1 under his M, 4D asks opener to bid his M, 4M=NAT
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/4D=Trump set, requests CUE; 3NT=1 suited m, NF
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, short 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, 3C/3D=SYS ON
After 2D-2S, 2NT/3C/3D=MIN/MED/MAX H
2D-2H-2S-2NT=Ogust