

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	
Occasionally 4-cards at 1-level. 8-21HCP.	
RESP: Mixed raise; SPL; New suit=constructive; J/S=NAT, PRE	
CUE=Limit raise+ or good hand	
after DBL of our 1-level OC, same as after DBL of our openings	
(1X)-1M-(2X/2Y)-2NT=3+SUPP, defensive mixed raise	
REOPENING: May be a bad suit. Jump=Intermediate	
RESP: CUE=F1	
<b>1NT OVERCALLS</b>	
(good14)15-17(bad18)HCP, frequently off-shape	
RESP: As same as our strong 1NT open	
<b>1NT/2NT REOPENINGS</b>	
1NT=10-17HCP RESP: 2♠=asking	
after 2♠, 2♦/2M/2NT/3M=no 4M/4M/15-17/5M,15-17	
2NT=17-19HCP RESP: As same as our 2NT open	
<b>JUMP OVERCALLS (Style; Responses)</b>	
1-Suit: Weak(NV); not so weak, like an Intermediate(V)	
RESP: 2NT=Short suit ask, CUE=LIMIT+	
New suit=F1(May not be suit)	
2-Suit: Unusual 2NT=Lower rank 2-suiter; (1♠)-2♦=5+♥ & 5+♠	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>	
Direct: Michaels, but (1♣)-2♣ shows 44/45/54/46/64 Ms	
RESP: (1M)-2M-2NT=minor ask;3♣/4~6m/7♣=P/C;3♦=INV to 4M	
(1M)-3M=asks stopper	
(1m)-3m=NAT, PRE(NV)SOUND(V)	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>	
Vs. Strong: 2♠=Ms: 2♦=1M: 2M=4+M & 5+m	
2NT=1m, PRE	
Vs.Weak or Mini: 2NT=strong 2-suiter; others=same as vs.Strong	
REOPEN: 2♠=Ms; 2♦=1M, good hand; 2M=NAT, bad hand	
Vs.Strong: DBL=puppet to 2♠, m or M+m	
by passed hand: 2♦=1M; 2M=4+M & 5+m	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>	
T/O DBL up to 4♥: Lebensohl: Leaping Michaels: (4♥)-4N=2-suiter	
(2M)-4M=stronger ms than 4NT: (4m)-4N/(4m)-X-4N=NAT	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
(1♠)-X/1♦=♥/♠	
-1♥/1♠/1NT=♠♣ or ♥♦/♠♥ or ♦♠/♠♦ or ♥♣	
<b>OVER OPPONENTS' TAKEOUT DOUBLES</b>	
TRF (NAT or have SUPP with value in TRF suit)	
1X-(X)-2X/2X-1=shows SUPP unwilling/willing to compete further	
1M-(X)-3M/2NT/JumpShift=PRE/Limit+/Fit Jump	
1M-(X)-4M/3NT=PRE w/o defensive trick /PRE w/ 1+defensive trick	
1m-(X)-2NT/CrissCross=NAT, INV/FG raise	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	3rd or lowest	often an unsupported honor		
NT	Attitude	3rd or lowest		
Subseq	Suit: 2nd/4th, 2nd from bad suit			
Other: Ace asks standard ATT; King asks standard CT or ATT				
vs. NT: K asks UB/CT				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	Ax(+); AKx(+)	AKx(+)		
King	AKx(+); KQx(+)	AKJ10(+); AKQ10(+); KQ109		
Queen	QJx(+)	KQx(x); QJx; QJ10(+)		
Jack	J10x(+); HJ10x(+)	J108(+); HJ10(+)		
10	109x(+)	1097(+); H109(+); AQ109(+)		
9	9x; HH9(x); H109(x)	9x; H98(+); H9x		
Hi-x	Sx; HxSx(xx)	Sx; xSx(+); HSx(x)		
Lo-x	Hx(xx)S; xx(xx)S	HxSx; HxxSx(+); HHxxS		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Lo=ENCRG	Hi/Lo=ODD	ODD/EVEN
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		S/P or ATT
NT	1	Lo=ENCRG	Hi/Lo=ODD	ODD/EVEN
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		S/P or ATT
Signals (including Trumps): Hi/Lo=ODD or S/P				
basically UDCA, but opening leads of A and K ask standard signals				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
GENERAL STYLE; Naturalish style but occasionally light				
RESP: Jump=INV, but PRE over RDBL				
CUE=F1				
REOPENING: May be lighter RESP: CUE=F1				
SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Negative DBL through 4♥; Responsive DBL through 4♥				
Competitive DBL through 4♥; Maximal overcall DBL through 3♥				
Support DBL/RDBL through 3♥				
Strong OC DBL; Stolen DBL				
Step DOPI, DEPO, ROPI				

## WB F Convention Card

CATEGORY: Natural-GREEN

13-Jan-2013

NCBO: JAPAN

EVENT: \_\_\_\_\_

PLAYERS: Dawei CHEN Kazuo FURUTA

SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
5-card Major	
various ART raises after MAJ/MIN openings	
TRF after OPP's T/O DBL	
<b>1NT Opening:</b> 15-17	
<b>2 OVER 1 Response:</b> FG except 1♠-2♥	
<b>SPECIAL OPENINGS &amp; RESPONSES</b>	
1♠=2+♠,could have longer ♦, transfer responses after 1♠ opening	
2♠=Artificial Strong	
2♦=Weak♥/♠	
2♥=4+♥ & 4+♠, 0-10	
2♠=♠ & minor, 0-10	
3NT=16-20, 6 or 7-card semi running minor	
4♣/4♦=Very good 7+♥/♠, 8.5-9 playing tricks	
1♥-1♠=4 or less ♠, F1: 1♥-1NT=5+♠, F1	
1♠-2♥=NAT, NF: 1M-2♠=ART, FG	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1m-(1NT)-2♠/2♦/2♥/2♠=Ms/♥/♠/ms:	
1M-(1NT)-2m=m & oM	
1♠-(1♦)-1♥/1♠=4+♠/4+♥: 1♦-(2♣)-3M=4M & 5+♦	
1♠-(1♦)-2♦/2♥/2♠=6+♥, INV+/6+♠, INV+/limit raise or better	
1♦-(2♣)-X/2♦/2♥/2♠/3♣/3♦=Ms/5+♥/5+♠/4M, INV+/LR+/MIXED	
1m-(1♥)-X/1♠=4+♠, F1/0-3♠, F1	
1m-(1♥)-2♥/2♠=6+♠, INV+/limit raise or better	
1m-(1♠)-2om/2♥=♥, INV+/om, INV+	
1m-(2♥)-3♥/3♠=6+♠, INV+/FG raise	
1m-(2♠)-3om/3♥=♥, INV+/om, INV+	
(3m)-4♣/4♦=MAJs/any strong 1-suiter	
after (1m)-P-(1NT), 2♣/2♦/2M=Ms/1M, good hand/NAT, bad hand	
1M-(1♠/2m/2OM)-2NT=3SUPP, 10-12 or 4+SUPP, 8-10	
after 1♠-(3m) & 1♥-(2♠/3♣), CUE=SPL; (CUE+1)=better than 4M	
after 1m-1♠-(3m) & 1m-1♥-(2♠/3♣), same as above	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
We occasionally response & rebid 3-card suit as NAT	
We occasionally neglect our lead & signal treatments	
<b>PSYCHICS</b>	
Opening: occasionally, for lead or with other intention	
Others: frequent Comic OC; Fake CUE; Fake game try	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	Dawei CHEN		Kazuo FURUTA	JAPAN	13-Jan-2013
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		IMPORTANT NOTES
1 ♣		2	4 ♥	10+pts. could have longer ♦	1♦/1♥/1♠=4+♥/4+♠/4+♦ or not suitable for ♣raise 1NT/2♣/2♦/2♥/2♠=5+♠&4+♥, 5-11/NAT/FR/LR/PRE 2NT/3♣/3♦~3NT=INV/MIXED R/TO PLAY	1♣-1♦-2♦=NAT or 6+♣ or 4♥: 1♣-1♥-2♦=NAT or 6+♣ or 4♠ 1♣-1♠-2♦=11-13, 4♦ or 17+, 4♦ and/or 6+♠ 1♣-1♠-1NT-2M=5M&6+♦, SPL w/ 5+♦ & 4+♠ or SPL w/ 6+♦ 1♣-1♠-1NT-3M=SPL w/ 6+good ♦: 1♣-1R-2NT=6+♣&3♥/♠, 14-16 1♣-1NT-2♦/2NT=PUPP 2♥, ART INV+ / strength & shape asking 2-way Checkback Stayman(2♣⇒2♦/2♥=FG)	CUE=Limit or better Jump CUE =request to bid 3NT Jump shift by PH=Fit Jump P-1♣-2♦/P-1♦-3♣=LR	
1 ♦		4	4 ♥	10+pts.	1M/1NT/2♣/2♦/2♥=could be 3-card/6-10/FG/NAT/LR 2♠/2NT/3♣/3♦/3♥~3NT=FR/INV/INV/MIXED/TO PLAY	after 1♣-1♥-2♥ or 1♦-1♠-2♥, 2♠/3om=waiting/5+♠ 1♣-1♠-2♥-2♠/2NT/3m=ART, waiting/NF/NAT, FG 1♣-1♠-2♠-2NT/3♣/3♦/3♥=NF/NF/6+♦, FG/3+♠, FG Jump or double jump reverse is SPL, 3-level is stronger than 4-level Shortness ask/Help Suit/Short Suit Game Try after major fit is found 1♦-1M-2♠/2NT=NAT or 6+♦ 17+ or 4M SUPP 17+/6+♦&3M, 14-16		
1 ♥		5(4)	4 ♦	10+pts.	1♥-1♠=4 or less ♠, F1: 1♥-1NT=5+♠, F1	1♥-1♠-1NT=4♠: 1♥-1NT-2NT=strength & length of ♠ asking	Reversed Drury	
1 ♠				May be only 4cards in 3rd /4th position	1M-2♠=ART, FG: 1M-2♦=5+♦, FG 1♠-1NT=F1, including 5+♥ FG hand: 1♠-2♥=5+♥, NF Constructive single raise Double raise=PRE: 3NT=good PRE: SPL=8-12 (-1)/(-2)/(-3)/(-4)=Limit/Bal/Shape/3-cards Raise after (-4), (+1)/(+2)/(+3)=SSA/FG, waiting/INV after (-3), next=SSA after (-2), (+1)/(+2)/(+3)=TCA/BAL, min/UNBAL, min	1M-2♠-2♦=deny 6M & 4OM & 4♠: 1M-2♠-2♦-2OM=ART 1♠-2♥-2NT=strength & length of ♥ asking 2♠ rebid after 1♥-1♠/1♥-1NT/1♠-1NT is NAT or any 17+ Jump rebid/new suit shows 14-16: 1♥-1♠-2NT/1♠-1NT-2NT=ART FG 1♥-1NT-2♠-2NT-3m/3♥/3♠/3NT=3♠, max/2♠, min/3♠, min/2♠, max 1♥-1♠or1NT-2♥-2NT/3♠/3♦/3♥=♠/♦/2(+)+♥, INV+/6+♠, INV+ 1♠-1NT-2♠-2NT/3♠/3♦/3♥/3♠=♠/♦/6+♥, INV+/♠2,INV+/5♥&0-1♠,FG 1♥-1♠-2♠-2NT/3♠/3♦/3♥/3♠=♠/♦/2(+)+♥/4♠, FG/4♠, INV Shortness ask/Help Suit/Short Suit Game Try after single raise	Fit Jump P-1♠-2NT=Fit Jump of ♣ P-1♠-3♠=NAT	
1NT			3 ♠	(good14)15-17 Occasionally off-shape	2♣=stayman, may not have 4M: 2♦=xfer to 2♥ 2♥=♠suit: 2♠=mss; 3♠=puppet stayman 2NT=xfer to 3♠, S/O w/ ♣ or FG with 4M 3♦=INV: 3M=♠/♦ FG: 4♦/4♥=Texas	1NT-2♠-2♦-2♥/2♠=crawling/asking:1NT-2♠-2♦-3M=5+Ms, INV/FG 1NT-2♠-2♥-2♠=ask length of ♠ & strength: Reverse minor showing 1NT-2♠-2♠-3♥=strong ♠ raise: 1NT-2♥-2♠-3♥=6+♠, FG 1NT-2♦-2♥-2♠⇒2NT-3m/3♥/3♠/3NT=6om/6+♥/0544/sol 5m+2CON 1NT-2NT-3♠-3♦/3♥/3♠/3NT=4♠&3♥/4♠&0-2♥/0-2♠&4♥/3♠&4♥ 1NT-3♠-3♦/3♥/3♠/3NT=1 or 2 4M/no 4M/5♠/5♥	Rubensohl	
2 ♣		0		(1)Artificial Strong (2)22+ BAL	CTRL showing by 2♦/2♥/2♠=0, 1 or 4+/2/3 2NT=5+♠&5+♦ 3♠/3♦/3♥/3♠=6+♦/♥/♠/♣: 4♠=any solid suit	2♠-2♦-2NT=22-24 BAL: 2♠-2♦-2♥=puppet to 2♠ 2♠-2♦-2♥-2♠-2NT/3m/3♠/3NT=25+BAL/5+♥&4+m/5+♥&4♠/solid ♥ 2NT rebid may be off-shape: After 2NT rebid, same as 2NT open	DBL=Bad hand Bid=System on	
2 ♦		0		weak ♥/♠	2M, 3M and 4♥=P/C: 2NT=asking: 3♦=MSS 3♠⇒3♦, then 3♥/3♠/3NT+=♠/♦/1M 4m=good 6+M & good 2+OM, no CTRL in bidding m	2♦-2NT-3♠/3♦/3♥/3♠/3NT=5-cards weak/♥min/♠min/♥max/♠max 2♦-3♠-3♦-3NT=strong BAL w/1M 2♦-3♠-3♦-4m/4M=solid 1M, no CTRL in bidding m/OM		
2 ♥		4		4+♥ & 4+♠ 0-10	2NT=asking: 3♦=MSS: 4♠/4♥=TRF to 4♥/4♠ 3♠⇒3♦, then 3♥/3♠ shows ♠/♦	2♥-2NT-3♠/3♦/3♥/3♠/3NT=4♠5♥/5♠4♥, min/max/5♠5♥, min/max 2♥-2NT-3♠-3♦-3♥/3♠=min/max		
2 ♠		5(4)		♠ & minor, 0-10	2NT=asking: 3♠/4m/5m/6m/7♠=P/C 3♦=INV to 4♠	2♠-2NT-3♠/3♦=♠ & ♠, min/♠ & ♦, min -3♥/3♠=♠ & ♠, max/♠ & ♦, max		
2NT			3 ♠	(good19)20-21HCP, BAL	3♠=puppet stayman: 3♦/3♥=Jacoby: 3NT=♠suit 3♠=PUPP 3NT; TO PLAY or minors 4♠=♦suit: 4♦/4♥=Texas: 4♠=mss	2NT-3♠-3♦/3♥/3♠/3NT=1 or 2 4M/no 4M/5♠/5♥ Reverse minor showing		
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: 5m/6m/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	DBLs at 4-level=COMP Free bids=not strong	
4 ♣		0		7+♥, about 8.5-9tricks	4NT=RKCB: 4♦/4♠/5♠=ask about control in ♠/♠/♦	HIGH LEVEL BIDDING		
4 ♦				7+♠, about 8.5-9tricks	4NT=RKCB: 4♥/5♠/5♦=ask about control in ♠/♦/♥	Roman Key Card Blackwood (1430style): 4♦ for RKCB of minor: Exclusion RKCB(0314style)		
3 ♣		6		Normal PRE	New suit=F1, may be suit, may be lead showing	Roman Gerber(0314style): Step DOPI/ROPI, DEPO: Various relays after the fit is found: TCA		
~				May be light if NV vs V				
4NT				Direct Ace Asking	5♠/5♦/5♥/5♠/5NT/6♠=no A/♦A/♥A/♠A/♣A/2A	In forcing situation, Pass and Pull is the strongest auction.		