

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALL (Style; Responses; 1/2level; Reopening)
Sound (8-17HCP), may be good 4-cards at 1 level
New Suit=F1 at 1 level; CONST NF, CUE=Limit Raise+ or STR, F1
Jump Raise=Mixed Raise; Fit Showing Jumps
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)
15-17HCP(Except 4th Pos); System ON
11-14HCP(4th Pos) ; Systems ON
JUMP OVERCALL (Style; Responses; Unusual NT)
1-Suit: Weak;2NT=Ogust ASK, Raises=PRE, New suit=F1
2-Suit: Unusual 2NT
Leaping Michaels for 2 suits
REOPEN: (1x)-P-(P)-2NT=19-20HCP; Intermediate Jump O/C
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Michael's CUE for Ms or M&m (2NT asks m)
Raise=WK; CUE=F1
Jump CUE=ASK for stopper
VS. NT (vs. Strong / Weak; Reopening; PH)
Multi-Landy
2♣=Both Ms, then 2♦=Better M ASK
2♦=♥ or ♠, then 2♥/2♠=P/C
2♥=♥+m, then 2♠=NF, 3♠=P/C, 3♦=♥ INV, 2NT=m ASK
2♠=♠+m, then 3♥=NF, 3♠=P/C, 3♦=♠ INV, 2NT=m ASK
4th seat vs STR 1NT: DBL=Sound O/C
VS. PREEMPTS (Doubles; Cue-bids; jumps; NT bids)
X=T/O
Unusual over Unusual
VS. ARTIFICIAL STRONG OPENINGS
Modified CRASH:
(1♠)-DBL/1♦=5+♥/♠; 1♥/1♠/1NT=Color/RAnk/SHape
(1♠)-P-(1♦)-DBL/1NT/2♠=Color/RAnk/SHape
OVER OPPONENTS' TAKEOUT DOUBLES
1x-(Dbl)-1y=F1; 1x-(Dbl)-2y=NF; Jump Shift=Fit Showing Jump
1m-(Dbl); 2NT=WK Raise; 3m=Good Raise; Criss Cross=INV+Raise
1M-(Dbl); 2M-1=Good Raise (up to mild INV); 2M=Bad Raise;
2NT=INV+Raise w/ 4+SUPP; 3M=Good Raise w/ 4+SUPP

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	Ax(+); AKx(+); ASK ATT	AKQ10x(+) ASK ATT	
King	AKx(+); KQx(+) ASK COUNT	AKx(+), KQx(+) ASK COUNT	
Queen	QJx(+); Qx	KQ109, (A)QJx(+), Qx	
Jack	J10x(+), KJ10(+), Jx	J10x(+), A(K)J10(+), Jx	
10	109x(+); H109(+); 10x	109x, 10x, H109(+)	
9	9x	9x	
Hi-x	Sx, xxSxxx	Sx, SSxS, Sxx	
Lo-x	xxS, xxSx, xxxS	HxxS(x)	
SIGNALS IN ORDER OF PRIOITY Upside Down			
	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		
NT	1 Lo=ENCRG	Hi/Lo=O	Lo=ENCRG
	2 Hi/Lo=O	S/P	Hi/Lo=O
	3 S/P		
Signals (including Trumps): Trump Echo shows remaining trump;			
Tends to show Present Count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound or Shape (Tend to have correct shape)			
RESP: CUE=F thru suit agreement			
Reopening may be weaker			
RESP: CUE=F1			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative DBL thru 4♠			
Responsive DBL thru 4♠			
Maximal DBL thru 3♥			
Support DBL thru 2♥			

WBF Convention Card	
CATEGORY: <u>Natural-GREEN</u>	6-Apr-26
NCBO: <u>JAPAN</u>	EVENT: <u>Senior</u>
PLAYERS: <u>Akito OMASA</u>	<u>Takashi MAEDA</u>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Natural 5 card M	
2/1 Always FG	
1NT resp:semi-F/1M;	
1NT Opening: 15-17HCP	
2 OVER 1 Response: FG	
SPECIAL BIDS THAT MAY REQUIRE DEFFENCE	
3NT=GAMBLING (Solid m w/o side A/K)	
Competitive CUE=Limit Raise or Better	
Lebensohl-Slow	
Michaels CUE	
Modified CRASH vs Strong Club	
Good 2NT by Opener in Competition	
Fit Showing Jumps	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
4th suit FG	
1♣-1♦-1♥-1♠=0-3♠, FG; 1♣-1♦-1♥-2♠=4+♠, FG	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARD	NEG. DBL THRU	Akito OMASA		Takashi MAEDA	JAPAN	6 Apr 2026
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION		COMPETITIVE & PASSED HAND BIDDING
1♣/1♦		3	4♦	11+HCP 1♦=4+♦ unless 4432	1♣-1M=may bypass 5+♦ unless FG hands INVERTED Raise: 1m-2m/-3m=FG/PRE Raise	2-way Checkback 2♣/2♦; 2♣=PUP 2♦, usually INV; 2♦=ART, FG		Fit Showing Jump; CUE=INV+ Raise
					1m-2♥/2♠=Limit / Mixed Raise	1x-1y-2NT-3♣=PUP 3♦		Reversed Good-Bad 2NT;
					1NT/2NT/3NT=6-10/11-12-/12-15HCP	Hi-Lo CUE vs Unusual 2NT/Michaels: Lo=unbid M, Hi=L/R+		2NT shows Good Hand
					Double Jump Shift=5+SUPP, SPL			
1♥/1♠		5(4)	4♦	11+HCP, 5+cards, may be good 4-cards in 3rd, 4th seat	1NT=5-12, Semi-F; 2/1=NAT, FG; 2♥/2♠=5-9, 3+SUPP; 2♠/2NT=15+, 4+SUPP; 2NT/3♣=10-15, 3-SUPP; 3♣/3♦=L/R 4+SUPP; 3♦/3♥=6-9, 4+SUPP; 3♥/3♠=PRE; 3♣4♣♦/4♠♦♥=SPL 3NT=12-14, 4+SUPP, BAL	After 1M-2M/1m-1M-2M: Help Suit G/T 1♥/♠-2♠/2NT-S/S showing (1♥-2♠-2NT=S/S in ♠); 3M=no S/S, Sound Opening or better; 4M=No S/S; MIN 1♥/♠-2NT/3♣(3SUPP INV+)-3♣/3♦=FG; 3♦/3♥=INV; 3♥/3♠=MIN 1♥/♠-3♣/3♦ or 3♦/3♥-1 step above Trump=ASK S/S		Reverse Drury 2♣ P-1M-(Dbl)-2♣=Reverse Drury Fit Showing Jump; P-1M-3M=6-9, 4+SUPP
1NT			3x	(14)15-17HCP may have 6m, 5M	2♣=STAY; 2♦/♥=JTB; 2♠=Minor Suit Stayman 2NT=PUP 3♣ (S/O or S/T in ♣); 3♣=PUP STAY; 3♦=INV w/ 6+♦; 3♥=3145 or 3154; 3♠=1345 or 1354; 4♣=Roman Gerber; 4♦/♥=Texas TRF	1NT-2♣-2♦-2♥/2♠=Smolen TRF w/ 5♣4♥/4♠5♥ 1NT-2♦(JTB)-2♥-2♠=PUP 2NT: S/T w/ 6+♦ 1NT-2NT(PUP3♣)-3♣-3x=6+♣ S/T, showing S/S System on vs 1NT-(DBL/2♣); DONT escape vs penalty DBL		
2♣	✓	0	4♥	22+HCP BAL or Artificial STR;	2♦=Waiting; 2♥=0-3HCP, w/o K 2♠/2NT/3♣/3♦=Good 5+♥/♠/♣/♦ 3♥/3♠=Semi-Solid 6+♥/♠; 3NT=Any Solid Suit	2♣-2♦-2♥=PUP 2♠: 5+♥ or 24+BAL; 2♠-2♦-3♥/3♠=5+♦&4+♥/♠ 2♣-2♦-2♥-2♠-2NT/3NT/4NT/5NT=24-25/26-27/28-29/30-31 After Opener's 2NT rebid: Same as 2NT Open;		2♣-(Any)-Pass/Dbl=Pos/Neg
2♦		5		5-10HCP, good 5+♦	2NT=Ogust ASK Jump shift=RKC Lackwood			
2♥/2♠		5		5-10HCP, good 5+♥/♠	2NT=Ogust ASK Jump shift=RKC Lackwood			
2NT				20-21HCP BAL may have 6m, 5M	3♣=STAY; 3♦/♥=JTB; 3♠=Minor Suit Stayman 4♣=Roman Gerber; 4♦/♥=Texas TRF	2NT-3♦-3♥-3♠=PUP 3NT: S/T w/6+♣ or ♦ 2NT-3♣-3M-OM=S/T		
3♣/3♦		6		PRE	New Suit=F1; Jump shift=RKC Lackwood			
3♥/3♠		6		PRE	New Suit below Game=RKC Lackwood			
3NT	✓			Solid m w/o side A/K	4♣/5♣=P/C; 4♦=S/S ASK; 4NT=Length ASK	3NT-4♦-4♥♠/4NT/5♣♦=S/S in ♥/♠ / No S/S / S/S in ♣/♦		
4♣/4♦		7		PRE	New suit=RKC Lackwood	HIGH LEVEL BIDDING		
4♥/4♠		7		PRE	New suit=RKC Lackwood	RKCB (14/30/2/2), DOPI (DBL=0/3, Pass=1/4), ROPI, DEPO		
4NT	✓			Direct Ace ASK	5♣=0A; 5♦/♥/♠/6♠=Ace in the bid suit; 5NT=2 Aces	Over Trump Queen ASK: 1st step=No Trump Q; 2nd step=No side K w/ trump Q 3rd step or higher=K in the suit w/ trump Q (5NT shows K in the asked suit)		
						Roman Gerber 4♣ (14/30/2)		
						Exclusion RKC/RKC Lackwood (03/14)		