

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF CONVENTION CARD		
OVERCALLS (Style;Responses;1/2level;Reopening)	OPENING LEADS STYLE						
Occasionally 4-cards at 1-level, 8-21HCP RESP:Jump R=PRE;SPL;NS=F1 but NF if 2M; J/S=NAT, PRE but FG if non-jump NS is 2M 2NT or CUE below 2NT=LR+; 2NT or CUE above 2NT=MIXED after DBL of our 1-level OC, same as after DBL of our openings (1X)-1M-(P)-2NT/3X=MIXED R w/o SS/MIXED R w/SS (1♣)-1♦-1M-2♣=3M, F1 REOPEN:May be a bad suit. Jump=Intermediate RESP:CUE=F1		Lead		In Partner's Suit			
	SUIT	3rd/low.		often an unsupported honor.			
	N.T.	3rd/low.		3rd/low.			
	subseq	2nd/4th, 2nd from bad suit.					
	Other:	vs.NT: K asks UB.					
1NT OVERCALLS	LEADS				RED		
(good14)15-17(bad18)HCP,frequently off-shape	LEAD	Vs. Suit		Vs. NT		ALL EVENT	
RESP:As same as our strong 1NT open	Ace	AKx(+),Ax(+).		AKx(+), Ax.		CATEGORY	
1NT/2NT REOPENINGS	King	AK,KQ(+),Kx.		AKQT(+),AKJT(+),KQT9(+).		JAPAN	
(1m)-P-(P)-1NT=10-14HCP RESP:As same as our 1NT opening	Queen	QJT(+),QJ9(+),QJ(+),Qx.		KQ(+),QJ(+).		NCBO	
(1M)-P-(P)-1NT=10-17HCP RESP:2♣=ask,others=same as above after 2♣,2♦/2M/2NT/3M=no 4M/4M/15-17/5M,15-17	Jack	JT(+),Jx.		AQJ(+),JT(+).		Ryoga TANAKA	
2NT=18-19HCP RESP:As same as our 2NT opening	10	HJT(+),T98(+),T9(+).		AQT9(+),HJT(+), T9(+).		NAME OF PLAYER	
JUMP OVERCALLS(Styles;Responses;Unusual NT)	9	HH9(+),HT9(+).9x.		HT9(+), HH9(+), 9x.		Noriaki KOIKE	
1-Suit;Weak, RESP:2NT=As same as our 2M opening,CUE=LR+	Hi-x	HxSx(xx), xxSx(xx), Sx.		HxSx(xx),xxSx(xx), Sx.		Tomohiro YAMADA	
New suit after 2M OC=NF,New suit after other OC=F1	Lo-x	Hx(xx)S, xx(xx)S.		Hx(xx)S, xx(xx)S.		SYSTEM SUMMARY : GENERAL APPROACH AND STYLE	
2-suit:unusual 2NT=Lower rank 2-suit	SIGNALS IN ORDER OF PRIORITY				5 card Major.		
(1♣)-2♦=5+♥&4♠, (1m)-2♥=5+♥&5+♠ NF		Partner's Lead	Declearer's Lead	Discarding		Various ART raises after MAJ/MIN openings	
DIRECT and JUMP CUE BIDS(Style; Responses; Reopen)	Suit 2	Hi/Lo=EVEN	Hi/Lo=EVEN	Hi/Lo=EVEN		TRF after OPP's T/O DBL,weak2M OC	
(1M)-2M=5+OM&5+m	3	S/P.	S/P.	S/P		1NT Opening: (14 ⁺)15-17	
RESP:2NT=minor ask; 3♣/4~6m=P/C;3♦=INV to 4M	1	RevATTat trick1	Hi/Lo=EVEN	Lo/Hi=enc		2 over 1 :FG except 1♦-2♣	
(1m)-2m=NAT,(1M)-3M=ask stopper, (1m)-3m=Strong Ms	NT 2	Hi/Lo=EVEN	S/P.	Hi/Lo=EVEN		SPECIAL OPENINGS AND RESPONSES	
VS.NT(vs.Strong/Weak;Reopening;PH)	3	S/P.		S/P		2♣=Artificial Strong	
2♣-Ms: 2♦=1M: 2M=4+M&5+m	Signals (including Trumps): Hi/Lo=ODD or S/P.				2♦=5+♥ & 4+♠, 10-16		
2NT=minors or 5+M&5+m good hand	TAKEOUT DOUBLES (Style; Responses; Reopening)				3NT=gambling, solid minor		
REOPEN: 2♣=Ms; 2♦=1M,good hand; 2M=NAT,bad hand	General Style: Naturalish style but occasionally light				1♦-2♣=6+♠,S/O or 5+♠,FG		
Vs.Strong: DBL=puppet to 2♣, m or M+m	RESP: Jumps=INV,Double Jump below game=PRE				1M-2♣=ART, FG		
by passed hand: DBL=4M&5+m;2♦=1M;2M=5+M&5+m; 2NT=ms	CUE=F1, Jump CUE of minor=weak Majors				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
VS.PREEMPTS(Doubles;Cue-bids Jumps; NT bids)	Reopening: May be lighter				1m-(1NT)-2♣/2♦/2♥/2♠=Ms/♥/♠/ms		
T/O DBL up to 4♥: Leaping Michaels: (4M)-4N=2-suiter	RESP: CUE=F1.				1M-(1NT)-2m=m & OM		
Lebensohl (2NT=S/O in 3m(3♥) or FG w/4OM: CUE=Michaels	ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				(3m)-4♣/4♦=Ms/any strong 1-suiter		
(2M/3M)-4M/4NT=ms/Blackwood: (4m)-4N/(4m)-X-4N=NAT	NEG DBL=thru 4♥; RESP DBL=thru 4♥				after(1m)-P-(1NT), 2♣/2♦/2M=Ms/1M, goodhand/NAT,bad hand		
(3M)-4m=5+m & 5+OM	Competitive DBL through 4♥; Maximal DBL				1♣-(1♦)-2M/3♣/3♦/3M=5+M,NF/MIXED R/ask to bid 3NT/FG		
VS. ARTIFICIAL STRONG OPENING	SUPP DBL/RDBL through 3♥				1m-(1M)-3om=NAT PRE		
vs1♣: 1♦=♥or♠♣,1♥=♠or ms,1♠=♣or♦♥.1NT=♣♥or♦♠.	Strong OC DBL; Stolen DBL				1m-(1♥)-X/1♠/2♠/3♠=4♠/5+♠/6+♠,constructive NF/6+♠ FG		
X,2♣=♦or Ms. 2♦~3♠= same 1♦~2♣. 3NT= to play. 4♠=Ms.	Lightner DBL. Lead directing DBL.				1m-(1♠)-X/2♥/3♥=4♥,6+ or 5+♥ FG/5+♥,constructive NF/6+♥FG		
vs 2♣: same as Vs.1♣ 3NT=♣♥ or ♦♠, 4♠=Ms.	Roman DOPI. DEPO. ROPI.				1♥-(1♠)-2♠/2NT/3m/3♥=LR+/MIXED R/PRE/PRE R		
OVER OPPONENTS' TAKEOUT DOUBLES					1M-(2m)-X/2OM=4OM, 6+ or 5+OM,FG/5+OM,NF		
basically TRF (NAT or have SUPP with value in TRF suit)					1♥-(2♣)-2NT/3♣/3♦/3♥/3♠=LR+/MIXED R/PRE/PRE R/6+♠FG		
1m-(X)-1♠/1NT/2♠/2N/3m/3M=1NT/NAT/PRE/PRE R/MIX R/PRE					1♥-(2♦)-2NT/3♦/3♥/3♠=LR+/MIXED R/PRE R/6+♠FG		
1♣-(X)-XX/1♦/1♥/2♦/2♥=♦/♥/♠/FR/LR					1♥-(2♥)-X/2♠/2NT/3♣/3♦/3♥=SUPP/LR+/♣/♦/MIXED R/PRE		
1♦-(X)-XX/1♥/2♣/2♥/3♠=♥/♠/constructiveNF/FR/LR					1♥-(2♠)-2NT/3♠=LR+/SPL R: 1♠-(2♥)-2NT/3♥=LR+/MIXED R		
1♥-(X)-XX/1♠/1NT/2♣/2♦/2♠/2NT=2♥,7+/♣/3♥,LR+/♦/♠/LR+/MIX					1♠-(2♣)-2NT/3♣/3♦/3♥/3♠=LR+/MIXED R/PRE/6+♥FG/PRE R		
1♠-(X)-XX/1NT/2♣/2♦/2♥/2NT/3♥=2♠,7+/3♠,LR+/♦/♥/♠/LR+/MIX					1♠-(2♦)-2NT/3♦/3♥/3♠=LR+/MIXED R/6+♥FG/PRE R		
1M-(X)-4M/3NT=PRE w/o defensive trick /PRE w/1defensive trick					1♠-(2♠)-X/2NT/3♣/3♦/3♥/3♠=SUPP/♣/♦/LR+/MIXED R/PRE R		
					ListD TRF after 1m-(2M)		
					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
					vs. PEN DBL 1NT-(X)-P/XX=PUP to XX/PUP to 2§.		
					others=system on.		
					vs. ART DBL 1NT-(X)-XX=cards.		
					We occasionally response & rebid 3-card suit as NAT		
					We occasionally neglect our lead & signal treatments		
					PSYCHICS		
					Opening: occasionally, for lead or with other intention		
					Others:rare. Comic OC;Fake CUE;Fake game try		

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IMPORTANT NOTES
1♣		2	4♥	①NAT 4+♣, 10+pts. ②BAL, 11-14 or 18-19 if 18-19, 5♦332/5♦422 6♦322 possible	1♦/1M=①4-6②7-12,no4M/NAT,7+ 1NT/2♣/2♦/2♠=7-11/5+♣,INV/6+♦,INV/5+♦,FG 2♥/2NT/3♣=FG①no4M/5m②5+♣/12-13/5+♣,MIXED 3♦~3NT=TO PLAY	1♣-1♦-1M/1NT=could be 3-card if 11-14BAL/18-19BAL 1♣-1M-2♦/2NT=①5+♣&4♦,15+②BAL,18-19③6+♣,18+/3M&6+♣,15+ 1♣-1M-2♦-2♥-2♠/2NT/3♣+=5+♣&4♦,15+/BAL,18-19/6+♣,18+ 1♣-1♠-2♥-2♠/2NT/3♣/3♦/3♥=neg or waiting/FG,NAT/3+♣/5+♠/4+♥ 3-way Checkback Stayman after 1NT rebid(2♣→2♦/2♠=FG/2NT→3♣) Jump or Double jump reverse is SPL Help suit Game Try after major fit is found 1m-1M-2M-2NT=ASK 1♦-1M-2♣/2♦/2M=①6+♦②5+♦&4+♣,15+/5+♦&5+♣,10-15/3-4M TRF after OPP's T/O DBL,weak2M OC 1♦-1♠-2♥-2♠/2NT/3♣/3♦/3♥=neg or waiting/FG,NAT/5+♠/3+♦/4+♥	CUE=LR+ Jump CUE=request to bid 3NT P-1♣-2♣=5♣,INV Jump shift by PH=Fit jump but, P-1♣-2♦=6+♣, INV P-1♦-3♣=LR negative free bid at 2M,
1♦		4	4♥	10+pts. 5+♦ or 4♦ UNBAL 4♦5♣ min possible	1NT/2♣/2♦=5-11/5+♣,FG or 6+♣,weak/3+♦,NF 2♥/2♠/2NT=FG①no 4M/5m②4+♦/LR/11-12 3♣/3♦/3♥3NT=6+♣,INV/5+♦,MIXED/TO PLAY	Jump or Double jump reverse is SPL Help suit Game Try after major fit is found 1m-1M-2M-2NT=ASK 1♦-1M-2♣/2♦/2M=①6+♦②5+♦&4+♣,15+/5+♦&5+♣,10-15/3-4M TRF after OPP's T/O DBL,weak2M OC 1♦-1♠-2♥-2♠/2NT/3♣/3♦/3♥=neg or waiting/FG,NAT/5+♠/3+♦/4+♥	
1♥		5(4)	4♦	10+pts,5 ⁺ ♥. May be only 4cards in 3rd/4th position	1NT=semiF may4♠, 2♠=ART FG, 2♦=5+♦FG 2♠=4+♥FG, 2NT=3♥ INV,3♣=4+♥ INV,3♦=4+♥7-9 3♥=PRE,3♠=any SPL 10-12, 3NT=♠SPL13-15 4m=SPL13-15,4♠=PRE, 5X=RKCV	1♥-2♠;2NT/3♣/3♦/3♥/3♠/3NT/4m=Ask/4+♣/4+♦/4+♠/Bal/♠SPL/SPL 1♥-3♠;3NT=Ask, 1♥-3♠-3NT;4♣/4♦/4♥=♣short/♦short/♠short 1♠-2NT;3♣/3♦/3♥/3♠/3NT/4X=Ask/4+♦/4+♥/4+♠/Bal/SPL 1♠-3NT;4♣=Ask, 1♠-3NT-4♣;4♦/4♥/4♠=♦short/♥short/♠short	FSJ by PH. P-1M-1NT/2NT=semi-forcing/♣FSJ. reverse drury. 2NT/CUE=limit ⁺ /mixed raise except 1♥-(1♠)-2♠/2NT=limit ⁺ /mixed. negative free bid at 2M,
1♠		5(4)		10+pts,5+♠. May be only 4cards in 3rd/4th position	1NT=semiF.2♠=ART FG, 2♦=5+♦FG, 2NT=4+♠FG 3♣=3♠INV, 3♦=4+♠INV, 3♥=4+♠ 7-9, 3♠=PRE 3NT=any SPL10-12, 4X=SPL13-15 5X=RKCV		
1NT		-	3♠	(14 ⁺)15-17HCP. BAL/Semi-BAL. May have 5M/6m. May have singleton honor	2♣=Stayman may not have 4M.2♦/♥=TRF/5 ⁺ ♠. 2♠=5 ⁺ ♠,2NT=5 ⁺ ♦.3♣=5M ask. 3♦=34,43 or 44Ms.3M=4OM & 2 or less M. 4♣=roman gerber(1430). 4♦/4♥=TRF	1NT-2♣;2♦-2M/3♣/3♦/3♥=smolen INV ⁺ /5+5+Ms INV+/♠/♦ 1NT-2♣;2M-3OM/4♣/4♦=unBAL fit /BAL fit/RKC . 1NT-2♦;2♥-2♠=PUP to 2NT. 1NT-2♦;2♥-2♠;2NT-3♣/♦/3♥/3♠=5 ⁺ -5 ⁺ ms INV/FG /4♦5 ⁺ ♠/5 ⁺ ♦4♣. 1NT-2♦;2♥-2♠;2NT-3NT/4m/4♥=6 ⁺ ♥ NF/6♥4m slamish/4♠6♥ slamish. 1NT-2♠/2NT;+1/+2=reject/accept. 1NT-3♣-3♦/3♥/3♠=no 5M/5♥/5♠ 1NT-3♣-3♦;3M=short suit warning	Texas TRF thru 4♣. DBL by Opener=T/O.
2♣	✓	0		(1)Artificial Strong (2)22+ BAL	2♦/2♥=0-6HCP w/o 2K/2K or 7+HCP, 2♠=6+♣/♦/♥ 2NT=0-6HCP,5+♥&5+♠,4♥&6+♠,4♠&6+♥ 3♣/3♦=0-6HCP,5+♥&5+m/5+♠&5+m, 3♥=6+♠ 3♠=0-6HCP 5+5+ms ,3NT=any solid suit	2♣-2♦-2NT=22-24, 2♣-2♦-2♥=puppet to 2♠ 2♣-2♦-2♥-2♠-2NT/3♣/3♦/3♥/3♠=FG/♥/♥&♦/♥&♣/♥&♠ 2NT rebid may be off-shape, After 2NT rebid same as 2NT open 1♥-(1♠)-2♠/2NT/3m/3♥=LR+/MIXED R/PRE/PRE R	DBL=Bad hand
2♦	✓	0		5♥&4♠ 10-16	2NT=asking, 3m=constructive NF 3M=INV, 4♣/4♦=TRF to 4♥/4♠	2♦-2NT;3♣/3♦/3♥/3♠/3NT=1+♦ min/4504/0-1♣,MAX/4513,MAX/4522,max	
2M		5	-	Weak. 3-10HCP.	2NT=asking, new suit=NAT NF. Jump New Suit=Fit Jump	2M-2NT;3♣/3♦=6M/5M then New suit except 3♦ = NAT FG. 2M-2NT;3♣-3♦(ask);3♥/3♠=bad/good.	
2NT			-	19 ⁺ -21HCP. BAL/Semi-BAL. May have 5M/6m. May have singleton honor	3♣=Stayman with4M 3♦/♥=TRF to 3♥/♠. Walsh 3♠=mSS. 4♣=Roman Gerber. 4♦/♥=TRF to ♥/♠.	2NT-3♣;3♦/3♥/3♠/3NT=no4M/4+♥,no4♠/4♠(may4♥)/5♠ 2NT-3♣-3♦;3♥/3♠/4♣/4R=ask♠/smolen/5+♥&♠S/T /TRF 2NT-3♣-3♥-3♠;3NT/4♣=4♥/5♥ 2NT-3♣-3NT;4♣/4♦/4♥/4♠=♠S/T/♠/TRF/♦ 2NT-3♦-3♥-3♠-3NT;4m/4♥/4♠=6+m/5♣Bal/5♦Bal 2NT-3♥-3♠-4♥=5+Ms SO ListD TRF after 1m-(2M)	NEG X over 3 of a Suit.
3NT	✓		-	Solid minor gambling	4♠=P/C. 4♦=Art ST, 4M=to play. 5m,6♠=P/C		
3m		6		PRE.	4om=RKCB.game bid=to play. New suit=F1.		
3M				may light if NV	4♣=ART S/T. game bid= to play. 3♠,4♦= F1.		
4♣			-		4♦=S/T,4NT=RKCB		
4♦			-		5♣=S/T,4NT=RKCB		
4M							
4NT	✓			Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/♣/2A.		
OTHERS						Exclusion RKCB(0314) after Texas TRF jump to 5x or4♠(M). double jump shift after fit found(m).	