




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;"> JAPAN NCBO </div> <div style="text-align: center;">  </div> <div style="text-align: center;"> Natural Green  </div> </div> <hr/> <div style="display: flex; justify-content: space-between;"> <div style="text-align: center;"> EVENT Takahiko.Hirata-Maki.Uenoyama.-Haruki.tanaka. NAME OF PLAYER </div> <div style="text-align: center;">  NAME OF PLAYER </div> </div>	
7-19HCP, (4)5 ⁺ card suit, Sound.		Lead	In Partner's suit			
RESP: New suit=NF const. Cue=INV ⁺ w/ SUPP. Jump cue=Mixed raise	Suit	3rd or lowest	3rd or lowest			
Jump raise=const(V) / PRE(NV). Jump shift=Fit showing.	NT	2nd/4th	2nd/4th			
Reopening: 8-18HCP, Cue=Michaels.	Subseq	same as above	same as above			
RESP: New suit=NF but constructive.	Other:					
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	vs. NT: A asks ATT, K asks CT/UB. Top, 2nd or 4th from 4 (or more) small.					
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by P/H.)	vs. Suit: A asks ATT, K asks CT.					
RESP: System on.	If CT isn't needed, we lead for showing ATT, S/P, or for deception.					
Reopneing: 1NT=11-15HCP, BAL/semi-BAL.	LEADS					
May not have stoppers in OPPT's suit.	Lead	VS. Suit	VS. NT			
2NT=18-19HCP, BAL/semi-BAL.	Ace	Ax(+); AKx(+)	AK(+); Ax(+)			
RESP: System on.	King	AK; AKx(+); KQx(+); Kx	AKHH(+); KQ109(+)			
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx(+); Qx	QJ(+); AQJ(+); KQ(+)			
1-Suit: Weak.	Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)			
RESP: New suit=F1. Cue=Limit ⁺ . 2NT=Ogust.	10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)			
2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.	9	9x	98x; 9x			
Reopening: Intermediate.	Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx			
	Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	SIGNALS IN ORDER OF PRIORITY					
Direct: Michaels.		Partner's Lead	Declarer's Lead	Discarding		
RESP: 2NT=INQ. Cue=M fit FG.	Suit	1 Hi=DISCRG	Hi/Lo=EVEN	Hi=DISCRG		
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.		2 Hi/Lo=EVEN	S/P	Hi/Lo=EVEN		
VS. NT (vs. Strong/Weak; Reopening; P/H)		3 S/P		S/P		
Direct: X=PEN, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m,	NT	1 Hi=DISCRG	Hi/Lo=EVEN	Hi=DISCRG		
2NT=♠&♦		2 Hi/Lo=EVEN	S/P	Hi/Lo=EVEN		
Reopening: X=m5+&♠4, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m,		3 S/P		S/P		
2NT=♠&♦	Signals (including Trumps):					
vs. WK NT: X=PEN, Others=Same as above.	Other: Present count. First Discard=odd even					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES					
T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=STR T/O or STR 2-suiter).	TAKEOUT DOUBLES (Style; Responses; Reopening)					
DBL vs. WK 2=T/O->Lebensohl 2NT.	11 ⁺ HCP, Shape oriented, may be light if classical shape.					
4♠/3,4♦ vs. WK 2♦=5 ⁺ ♠&5 ⁺ M/5 ⁺ ♥&5 ⁺ ♠.	RESP: Cue=F1. Jump cue=Asks for stopper.					
4♠/4♦ vs. WK 2M=5 ⁺ ♠/5 ⁺ OM.	Reopening: 8 ⁺ HCP.					
VS. ARTIFICIAL STRONG OPENINGS	RESP: Cue=F1.					
vs. 1♣: X/1♦/1M/1N=♠&♠or♦&♥♣&♦or♥&♠/NAT/♠&♥or♦&♠.	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
vs. 2♣: X/♠/♦/♥/♠=♥&♠/NAT/NAT/NAT/NAT.	NEG DBL thru 4♥.					
NT=♠&♦	RESP DBL thru 4♦(Also applied after partner's O/C or T/O DBL).					
OVER OPPONENTS' TAKEOUT DOUBLE	MAX DBL thru 3♥.					
REDBL=10 ⁺ HCP, w/o good SUPP. Fit jump. SPL.	SUPP DBL/REDBL thru 2♥.					
1m-(X)-2NT/3m=Limit raise/const.	Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.					
1M-(X)-2NT/3M/3NT=3 ⁺ INV+/PRE(NV)const(V)/4supp GF.				PSYCHICS		
				Openings: rare For lead or w/ other intention.		
				Others: rare Comic O/C, Fake cue, Fake G/T.		
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed	Update: 26-Dec-2024	printed: H.Tanaka		IMPORTANT :All text must be typewritten or block letters		

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣ 1♦		3	4♥	11-22HCP, NAT. May have better minor.	1m-2m/2♥/2♠/3m=INV+/NAT INV/NAT INV/const. 1♣-1♦=May 3 cards. 1♣-1M=May bypass 5♦. 1♣-2♦/1♦-3♣=NAT 6♦/♠ INV. 1♦-2♣=NAT FG. SPL. 1NT/2NT/3NT=6-10/11-12/13-15(1♣-1NT=8-10).	Opener's 1NT rebid may conceal 4-card M after 1♣-1♦ RESP. 1♣-1♦;1♥-1♠/2♠=ART 3♣ FG/NAT 4♠ FG. 1♣-1♦;1♠-2♥=ART FG. 1x-1y;1NT-2♣/2♦/2NT=PUP to 2♦(S/O in ♦ or any INV)/ART FG /PUP to 3♣ S/O in ♣ or m supp S/T. SPL. 1m-1M;4m=STR BAL w/ SUPP. 3-way CB STAY	Cue=Limit raise+. Jump raise=Const. 1m-2m/2om by P/H=Single/Limit raise. Fit jump by P/H. Defensive bids vs. 2-suiter O/C. Good 2NT.
1♥ 1♠		5(4)	4♥	11-22HCP, 5+♥/♠, NAT. May be good 4-card M in 3rd/4th seat.	1NT=SemiF. 1M-2♣/2♦=2♣GF/5♦GF. 1M-2NT/3X/3M/3NT=3+sup INV+/NAT INV/const /4+SUPP13-15 SPL(12-14).	1M-2M;2NT=ask. Help suit G/T. 3-way CB STAY. SPL. 1M-2NT;3♣/3♦/3M/3NT/4m=16+/not min/min/SPL min/6322/SPL min 1M-2NT;3♦-3M/3oM/3NT/4m=3SUPPmin/artcue/CofG/SPL 1♠-1NT;2♥-2NT-3♣/3M=PUP to 3♦(GF)/s/o.	Cue=Limit raise+. Jump raise=PRE(NV)/Const(V). Fit jump by P/H. 1M-2NT/3♣ by P/H=♣ Fit jump/NAT INV. Good 2NT. Reversed Drury. 1M-(X)-2M-1=good single raise.
1NT		-	3♠	(14+)15-17HCP, BAL/semi-BAL. May be off-shape.	2♣=STAY. 2♦/2♥=TRF to ♥/♠. 2♠=mpS(include S/O in m or ms or ms S/T). 2NT/3♣=INV/puppet STAY.3♦=INV 3♥/3♠=6+S/T(♠4/♥4 GF by PH). 4♣=Roman Gerber. 4♦/4♥=TRF to ♥/♠.	1NT-2♣;2x-3m=m S/T(not may have 4card M). 1NT-2♣;2♦-2♥/2♠=Smolen. 1NT-2♣;2M-3OM/4♠/4♦=STR raise(unbal)/hand ask/RKCB. 1NT-3♣;3♦/3♥/3♠/3NT=4card M ask/5♥/5♠/T to play. 1NT-2♠;2NT/3♣=♣<♦/♠>♦.	vs. DBL: Pass/XX=PUP to XX/2♣. Texas TRF Thru 3♣. Lebensohl. DBL by opener=T/O.
2♣	✓	0	-	ART STR. (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2♦/2♥/2♠/2NT=relay/S.N./3+con&9+hcp/5-5. kokish relay.	2♣-2♦;2♥/2NT=PUP to 2♠(♥ or 24+ BALor♦+M w/♣short)/22-23 BAL. 2♣-2♥;2♠/3♣/3♦/3M=2suit/5card M ask/stayman(3♥/3♠/3NT=NoM/♥/♠)/NAT After 2NT rebid, same as 2NT open.	vs. DBL: XX/Pass/2♦/2♥/2♠/2NT/3♣=0CTRL/ 1CTRL/2CTRL/A+K/3K/4+CTRL. vs. O/C: Pass/DBL=Positive/Negative.
2♦ 2♥ 2♠		5	-	NAT, PRE.	2NT=ask(2♦)Ogust(2♥,♠). Raise=PRE. New suit=F1.	2♦-2NT;3♣/3♦/3M/3NT=6-4m/min/short mid+/max 6322	vs. DBL: XX=PUP to cheapest step.
2NT		-	3♠	(19+)20-21HCP, BAL/semi-BAL. May be off-shape.	3♣=STAY. 3♦/3♥=TRF to ♥/♠. 3♠=mSS. 4♣=Roman Gerber. 4♦/4♥=TRF to ♥/♠. Walsh relay.	2NT-3♣;[3♥-3♠],[3♠-4♥]=STR raise. Smolen TRF. 2NT-3♦;3♥-3♠=PUP to 3NT, then 4m/4♥/4♠=6+card m/5♣/5♦ S/T.	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=S/T w/ fit. 3♦,3♥,3♠-4♣=S/T w/ fit. 4M,5m=To play.		
3NT	✓	-	-	PRE in a 7+card solid major. side no AK	4♣/4♦=S/S ask/Length ask in opener's suit. 4,5,6M,7♥=P/C.	3NT-4♣;4♦/4M/4NT/5♣/5♦=♣/no short/♥/♠/♠. 3NT-4♦;4M/4,5NT/5,6m/5,6M=7/8,9w/o Q/ 8,9w/ mQ/ 8,9w/ MQ.	3NT-4♦;4M-4M+1=side Qask(step0,♣,♦,♠,M)
4♣		7	-	NAT,PRE.			
4♦		7	-	NAT,PRE.			
4♥ 4♠		7	-	NAT, PRE.		SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
4NT	✓	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/2/♠ Ace.	Roman Gerber. Grand Slam Force(->1step=A/K, 2step=Q/Extra, 6 of trump=No). RKCB(1430). Exclusion RKCB(0314). Roman-DOPI(below 5♦). ROPI. DEPO(above).	
5♣ 5♦		8	-	NAT, PRE.		Splinter. Autosplinter. CTRL showing cue at 3/4 level shows 1st/2nd Rd CTRL. CTRL ASK after PRE open.	
OTHERS						Pass and pull shows STR offensive hand.	