




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD			
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>JAPAN</b> NCBO  Natural Green  <b>EVENT</b> <b>Maki.Uenoyama.</b> NAME OF PLAYER  <b>Haruki.tanaka.</b> NAME OF PLAYER			
7-19HCP, (4)5 <sup>+</sup> card suit, Sound.								
RESP: New suit=NF const. Cue=INV <sup>+</sup> w/ SUPP. Jump cue=Mixed raise		<b>Suit</b>	3rd or lowest	3rd or lowest				
Jump raise=const(V) / PRE(NV). Jump shift=Fit showing.		<b>NT</b>	2nd/4th	2nd/4th				
Reopening: 8-18HCP, Cue=Michaels.		<b>Subseq</b>	same as above	same as above				
RESP: New suit=NF but constructive.		<b>Other:</b>						
<b>1NT OVERCALLS (2nd/4th Live; Responses; Reopening)</b>		vs. NT: A asks ATT, K asks CT/UB. Top, 2nd or 4th from 4 (or more) small.			<b>SYSTEM SUMMARY : GENERAL APPROACH AND STYLE</b>			
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.		<b>LEADS</b>			<b>5-CARD MAJOR, 2 OVER 1 always Game Force</b>			
May not have stoppers in OPPT's suit.		<b>Lead</b>	<b>VS. Suit</b>	<b>VS. NT</b>	<b>ART raises after 1M Openings</b>			
2NT=18-19HCP, BAL/semi-BAL.		<b>Ace</b>	Ax(+); AKx(+)	AK(+); Ax(+)	<b>1NT Opening:(14<sup>+</sup>)15-17</b>			
RESP: System on.		<b>King</b>	AK; AKx(+); KQx(+); Kx	AKHH(+); KQ109(+)				
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		<b>Queen</b>	QJx(+); Qx	QJ(+); AQJ(+); KQ(+)				
1-Suit: Weak.		<b>Jack</b>	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)	RESPONSE 1NT =semiF1 to M. 2 OVER 1 =Always FG.			
RESP: New suit=F1. Cue=Limit <sup>+</sup> . 2NT=Ogust.		<b>10</b>	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)	<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>			
2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.		<b>9</b>	9x	98x; 9x	2 <sup>+</sup> =ART STR(9 <sup>+</sup> tricks or 22 <sup>+</sup> HCP BAL).			
Reopening: Intermediate.		<b>Hi-x</b>	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx	3NT=PRE in a 7 <sup>+</sup> card solid major.			
		<b>Lo-x</b>	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)				
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)</b>		<b>SIGNALS IN ORDER OF PRIORITY</b>						
Direct: Michaels.								
RESP: 2NT=INQ. Cue=M fit FG.								
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.								
<b>VS. NT (vs. Strong/Weak; Reopening; P/H)</b>					<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>			
Direct: X=PEN, 2 <sup>+</sup> =♥&♠, 2 <sup>+</sup> =♥ or ♠, 2 <sup>+</sup> =♥&m, 2 <sup>+</sup> =♠&m,		<b>Suit</b>	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	Jump cue vs. 1M or cue vs. WK 2M=Asks for stopper.		
2NT=♠&♦			1	Hi=ENCRG	Hi/Lo=EVEN		Hi=ENCRG	Leaping Michaels over WK 2M or Multi 2 <sup>+</sup> .
Reopening: X=m5+&♠4,2 <sup>+</sup> =♥&♠, 2 <sup>+</sup> =♥ or ♠, 2 <sup>+</sup> =♥&m, 2 <sup>+</sup> =♠&m,			2	Hi/Lo=EVEN	S/P		Hi/Lo=EVEN	
2NT=♠&♦		3	S/P		S/P	1m(1NT)2 <sup>+</sup> ♠/2 <sup>+</sup> ♥/2 <sup>+</sup> ♠/2NT/3m/3om/3M=♥&♠/♥ or ♠/♥+m/♠+m/♠&♦/To Play/NAT/FSJ.		
vs. WK NT: X=PEN, Others=Same as above.		<b>NT</b>	1	Hi=ENCRG	Hi/Lo=EVEN	Hi=ENCRG	1M(1NT)2 <sup>+</sup> ♠/2 <sup>+</sup> ♥/2M/2oM/2NT/3X=3M&5 <sup>+</sup> oM/MSUPP or oM/3+SUPP+m/oM+m/♠&♦/FSJ	
		2	Hi/Lo=EVEN	S/P	Hi/Lo=EVEN			
		3	S/P		S/P			
		<b>Signals (including Trumps): Trumps: Echo w/ odd NUM.</b>						
		<b>Other: Present count. First Discard=odd even</b>						
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>DOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>			
T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=STR T/O or STR 2-suiter).								
DBL vs. WK 2=T/O->Lebensohl 2NT.		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>			
4♠/3,4♦ vs. WK 2♦=5 <sup>+</sup> ♠&5 <sup>+</sup> M/5 <sup>+</sup> ♥&5 <sup>+</sup> ♠.		11 <sup>+</sup> HCP, Shape oriented, may be light if classical shape.			1NT-(X)-P=PUP to XX, then 2 <sup>+</sup> ♠/2 <sup>+</sup> ♥=♠&another/♦&M/♥&♠.			
4♠/4♦ vs. WK 2M=5 <sup>+</sup> ♠/5 <sup>+</sup> OM.		RESP: Cue=F1. Jump cue=Asks for stopper.			1NT-(X)-XX=PUP to 2 <sup>+</sup> , then Pass/2♦=S/O in ♠/♦.			
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		Reopening: 8 <sup>+</sup> HCP.			1NT-(X)-2 <sup>+</sup> ♠/2 <sup>+</sup> ♥/2 <sup>+</sup> ♠=STAY/TRF to ♥/TRF to ♠/mpS(System on).			
vs. 1 <sup>+</sup> ♠: X/1♦/1M/1N=♠&♠or♦&♥♠&♦or♥&♠/NAT/♠&♥or♦&♠.		RESP: Cue=F1.						
vs. 2 <sup>+</sup> ♠: X/♠/♦/♥/♠=♥&♠/NAT/NAT/NAT/NAT.		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>						
NT=♠&♦ or ♥&♠.		NEG DBL thru 4♥.						
		RESP DBL thru 4♦(Also applied after partner's O/C or T/O DBL).						
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		MAX DBL thru 3♥.						
REDBL=10 <sup>+</sup> 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 <sup>+</sup> INV+/PRE(NV)const(V)/4supp GF.					<b>PSYCHICS</b>			
					Openings: rare For lead or w/ other intention.			
					Others: rare Comic O/C, Fake cue, Fake G/T.			
<b>IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed</b>		Update: 16-Dec-2022		printed: H.Tanaka	<b>IMPORTANT:All text must be typewritten or block letters</b>			

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(bal)/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.		<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>	
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.	