

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

Opening	TICKET 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 possible	1♦/1M=①4-6②7-10,no4M③11-12,5+4+ms/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 Shortness ask/Help suit/Short suit Game Try after major fit is found 1♦-1M-2♣/2♦/2M=①6+♦②5+♦&4+♣,15+/5+♦&5+♣,10-15/3-4M 1♦-1M-2NT/3♣=3M&6+♦,15+/5+♦&5+♣,15-18 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 Shortness ask/Help suit/Short suit Game Try after major fit is found 1♦-1M-2♣/2♦/2M=①6+♦②5+♦&4+♣,15+/5+♦&5+♣,10-15/3-4M 1♦-1M-2NT/3♣=3M&6+♦,15+/5+♦&5+♣,15-18 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, 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	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	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.	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3M				may light if NV	4♣=ART S/T. game bid= to play. 3♠,4♦= F1.	RKCB1430(Q ask:next step=noQ). 3rd CTRL ask after RKCB. Pass and pull shows STR offensive hand.	
4♣			-		4♦=S/T,4NT=RKCB	4m RKCB R-gerber(4♣ over NT opening&rebid,0314,2bad2good).	
4♦			-		5♠=S/T,4NT=RKCB	Roman-DOPI (5 of trump or lower). DEPO (above). Blackwood0314(direct 4NT over 1,2 level suit only).	
4M						T/O 4NT over 4M in comp. 6keyRKCB(DBL fit or 5-5 opposite NT opening,1430 2noQ 2lowQ 2highQ 2bothQ).	
4NT	✓			Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/♣/2A.	Grand slam force (Jump to 5 of one above the trump or 5NT. (1Step=A/K, 2Step=Q/Extra, 6 of trump=NO)	
OTHERS						Exclusion RKCB(0314) after Texas TRF jump to 5x or4♠(M). double jump shift after fit found(m).	