

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD <small>ver250201</small>	
OVERCALLS (Style;Responses;1/2level;Reopening)	OPENING LEADS STYLE				
Style: 8-17HCP (4)5 ⁺ card suit.		Lead	In Partner's Suit		Natural-GREEN
RESP: CUE =INV ⁺ with 3 ⁺ SUPP. Jump CUE =Mixed raise.	SUIT	3rd/low.	Top from xxx after support.		CATEGORY
New suit = NF const. Jump Raise=PRE. Jump shift =NAT F.	N.T.	4th.	3rd from unsupported.		JAPAN
Reopening: 8-17HCP Jump=Good 6 ⁺ cards (12)13-15HCP.	subseq	same or Attitude.			NCBO
CUE=Michaels(4M possible by P/H).	Other:	Often lead high (or 2nd high) from worse holding vs.NT .			Tadashi TERAMOTO
					NAME OF PLAYER
					ALL EVENT
					EVENT
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1NT OVERCALLS(2nd/4th Live;Responses; Reopening)				SYSTEM SUMMARY : GENERAL APPROACH AND STYLE	
15-18HCP, May be off-shape (Unusual by P/H).				5-CARD MAJOR, 2over1 always Game Force	
RESP: System on.	LEADS				
Reopening: 1NT=11-14HCP. RESP: system on.	LEAD	Vs. Suit	Vs. NT		
(1X)-P-(1Y)-1NT=16-19pts sys on.	Ace	AKx(+),Ax(+),AQJ(+).	STR ask UB/CT		
2NT=18-19HCP BAL semi-BAL. RESP: System on.	King	AK,KQx(+),Kx.	AKQ(+),AKJ(+),KQT(+),AKT(+).		
	Queen	QJT(+),QJ9(+),QJ(+),Qx.	AQJ(+), QJT _x , QJ _x , KQ _x .		1NT Opening: (14 ⁺)15-17
JUMP OVERCALLS(Styles;Responses;Unusual NT)	Jack	KJT(+),JT(+),Jx.	HJT(+),JT9(+),JT(+).		
1suit: Weak New suit=F1(suit or lead showing). CUE=Limit raise ⁺ .	10	HT9(+),T98(+),T9(+).	HT9(+), T98(+),T9(+).		SPECIAL OPENINGS AND RESPONSES
2NT=Short suit asking, Jump shift thru 4♦ = FSJ, jump CUE=SPL.	9	KJ9x(xx),9x.	98xx, 9xx, 9x.		2♣=ART STR(22 ⁺ HCP or 9 ⁺ tricks).
2suit: 2NT=2 lower unbid suits. (1♣)2♦,(1♦)2♥=5+-5+Ms	Hi-x	HxSx(xx), xxSx(xx), Sx.	SSxx, Sxx, Sx.		
Reopening: Suit jump= Intermediate.	Lo-x	Hx(xx)S, xx(xx)S.	HxxS(+), HxS, xxxS(+).		
DIRECT and JUMP CUE BIDS(Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			3NT=4level minor PRE.	
Direct Michaels(5 ⁺ -5 ⁺ Vul sound ,NV could be weaker).		Partner's Lead	Declearer's Lead	Discarding	
RESP: 2NT minor ask, 3♣ P/C, CUE,3♦=SUPP.	1	Lo=ENCRG.	Hi/Lo=ODD.	O=ENCRG.E=S/P.	
(1m)2m=5 ⁺ m sound. (1♦)-3♦=5+-5+Ms.	Suit 2	Hi/Lo=ODD.	S/P.	Lo=ENCRG.	
1X-3X=asks for stopper. (1X)-P-(1Y)-2X/Y=NAT OC.	3	S/P.		Hi/Lo=ODD.	
VS.NT(vs.Strong/Weak;Reopening;PH)	1	Lo=ENCRG.	Reverse smith.	O=ENCRG.E=S/P.	
2♣=♥&♠, 2♦=♥or♠, 2M=M & m.	NT 2	Hi/Lo=ODD.	Hi/Lo=ODD.	Lo=ENCRG.	
2NT=♣&♦. 3m=normal OC except in fav, 3M=PRE.	3	S/P.	S/P.	Hi/Lo=ODD.	
DBL=4M+5 ⁺ m by PH & vs STR NT /STR(next DBL over NAT is T/O)	Signals (including Trumps): Trump suit preference.			1m-(1NT)-2♣/2♦/2♥/2♠/2NT=Ms/♥/♠/5 ⁺ ♠+5 ⁺ om/ms.	
VS.PREEMPTS(Doubles;Cue-bids Jumps; NT bids)	Present count.			1M-(1NT)-2m/2NT=m & OM/4 ⁺ SUPP INV ⁺ .	
T/O X thru 4♥,(4♠)DBL/4NT=OPT/STR 2suiter.					
Michaels CUE except WK2M.	TAKEOUT DOUBLES (Style; Responses; Reopening)				
vs. Weak 2M: DBL=T/O->Lebensohl 2NT. CUE=Asks for stopper.	General Style: 11 ⁺ HCP.				
Leaping michaels(very good but NF).4M=STR ms(forcing pass) 4NT=m	RESP: Jumps=INV/PRE over XX(shows Power).				
vs.weak 2♦: 3♦=5 ⁺ -5 ⁺ Ms normal or S/T, 4♣=♣ & M(very good but NF).	CUE=FG or Both M INV(CUE of m).				
4♦=5 ⁺ 5 ⁺ Ms .	Reopening: 8 ⁺ HCP.				
VS. ARTIFICIAL STRONG OPENING	RESP: CUE=F1.				
vs 1♣: Suction up to 3♣(X,♣=♦ or ♥&♠. ♦=♥ or ♠&♣. ♥=♠ or ♣&♦ .	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
♠=♣ or ♦&♥. NT=♣&♥ or ♦&♠).	NEG DBL thru 4♥.			vs. PEN DBL 1NT-(X)-XX=PUP to 2♣(any 1suit).	
vs 2♣ Suction up to 3NT.	RESP DBL thru 4♥.(1X-1Y-1NT-DBL=T/O for unbid suit).			1NT-(X)-2x=2suit(x & upper suit).	
vs(1♣)-P-(1,2level RESP don't show 4 ⁺ card suit):Suction up to 3N.	Maximal DBL, SUPP DBL/RDBL=thru 2♣.			vs. ART DBL 1NT-(X)-XX=cards.	
vs(2♣)-P-(2level RESP don't show 4 ⁺ card suit): Suction up to 3N.	Snapdragon DBL(shows unbid suit & tolerance in partners suit).				
OVER OPPONENTS' TAKEOUT DOUBLES	Honor RDBL(RDBL over NEG DBL shows doubleton w/ Qor better).				
FSJ. SPL. 1♣[1♦]-(X)-2♦[3♣]/2NT/3m=5 ⁺ SUPP FG/PRE/Limit Raise.	Lightner DBL. Lead directing DBL.				
1♣-(X)-XX/1♦/1♥/1♠/1NT=♦/♥/♠/8-10HCP TRF to 1NT/♣8-10pts.	Roman DOPI. DEPO. ROPI.				
1♦-(X)-XX/1♥/1♠/1NT/2♣=♥/♠/8-10HCP TRF to 1NT/♠/♦8-10pts.					
1♥-(X)-1NT/2♣/2♦=♣/♦/♥8-10pts/♥7 or less pts.					
1♠-(X)-1NT/2♣/2♦/2♥=♣/♦/♥/♠8-10pts/♠7 or less pts.	SPECIAL FORCING PASS SEQUENCES			PSYCHICS	
1M-(X)-XX/2NT/3♦/3NT=10 ⁺ HCP w/o 4 ⁺ SUPP/Limit ⁺ /mix/good PRE.				Opening: rare.	
				Others: rare.	

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣ 1♦		3	4♦	11-21HCP,NAT.	Major first unless GF. 1♣-1♦=3+♦. 1♣-1NT/2NT/3NT=8-10/11-12/13-15. 1♦-2♣=FG. 1♠/♦-2♦/3♣=6+♦/6+♣ INV. 1m-2m/2♥/2♠/3m=4+FG / 4+INV / 5+ 7-9pts / 5+ 0-6pts. 1m-4m=PRE. 4M=NAT PRE. SPL.	1m-1R;1M=UNBAL, 1m-1R;1NT= may have 4 card M 12-14. 1m-1M;1NT-2♣/2♦=checkback/5+♦ NF. 1m-1♥;1NT-2♠/3♣=4-4M INV/FG, 1m-1M;4m=BAL with SUPP. 4th suit=FG (1♣-1♦;1♥-1♠/2♠=3+♠/4♠ FG) . Help suit G/T.	CUE=Limit raise+. Fit iump in COMP. Defensive bids vs. 2 Suiter O/C. Good-Bad2NT. single jump shift by PH=5-4+ INV. double jump shift by PH=5-5+INV. single raise by PH=4+INV.
1♥ 1♠		5(4)	4♦	11-21HCP,5+♥/♠,NAT. May be Good 4M in 3rd/4th SEAT.	1NT=F1, 2/1=GF. 1M-3♣/3♦=LR/7-9pts 4+SUPP. 1M-2NT/3NT=16+pts/12-15pts 4+SUPP. 1♥/1♠-2♠/3♥=NAT INV. SPL=9-12HCP.	1M-2x;2NT=BAL 12-14 or 18+, 1M-2x;3NT=15-17. 1M-2x;2M=5+ 1M-2Y-3X=NAT 15+,1♥-2m;2♠=any strength,1M-2x3M=S-SOL+ 14+. Jump shift=SPL. 4th suit=FG, help suit G/T.	CUE=Limit raise+ . Fit jump. Jump raise=PRE. 1M-1NT=semi-forcing 1M-2NT=♣ Fit iump. Reverse drury. Good-Bad2NT.
1NT		-	3♠	(14+)15-17HCP. BAL/Semi-BAL. May have 5M/6m. May have singleton honor.	2♠=stayman may not have 4M. 2♦/♥=TRF. 2♠=mSS(♦S/O or both m),2NT=pup to 3♣(♣S/O or S/T). 3♣=5M ask. 3♦=6+cards m INV,3M=SPL(4441 11+HCP). 4♣=roman gerber. 4♦/4♥=TRF.4♠=3334 F1. 4NT=3343.	1NT-2♦;2♥-2♠=pup to 2NT(cancel♥ m S/T). 1NT-2♠;2M-3OM/4♠/4♦=UNBAL STR Raise/BAL STR Raise/RKC. 1NT-2♠;2♦-3♥/3♠=♠5♥5INV/♠5♥5FG. Smolen(2 level).	Texas TRF thru 3♠. DBL by Opener=T/O. DONT escape by both. Rubensohl over most OC.
2♣	✓	0	-	ART STR. (1)9+tricks (2)24+HCP BAL	2♦=waiting, 2♥=0-4HCP w/o A. 2♠/2NT/3♣/3♦=Good 5+card ♥/♠/♣/♦	2♣-2♦-2♥=pup to 2♠(♥ or STR BAL). After 2NT rebid , same as 2NT open.	vs O/C: Pass=Positive, X=Negative. vsDBL: Pass=Positive, XX=Negative. Suit=Good 5+ cards.
2♦	✓	5	-	5+♦ 4-10 HCP.	2NT=Ogust. new suit=NAT F. 4♣=ask.	2♦-2NT;4♣-?=0./ 1 w/o Q / 1w/Q / 2 w/o Q /2 w/Q.	
2♥		5	-	5+♥ 4-10HCP.	2NT=Ogust. new suit=NAT F. 4♣=ask.	2♥-2NT;4♣-?=0./ 1 w/o Q / 1w/Q / 2 w/o Q /2 w/Q.	
2♠		5	-	5+♠ 4-10HCP.	2NT=Ogust. new suit=NAT F. 4♣=ask.	2♠-2NT;4♣-?=0./ 1 w/o Q / 1w/Q / 2 w/o Q /2 w/Q.	
2NT		-	-	20-21HCP. BAL/Semi-BAL. May have 5M/6m. May have singleton honor.	3♣=Stayman. 3♦/♥=TRF to 3♥/♠. 3♠=mSS. 4♣=Roman Gerber. 4♦/♥=TRF to ♥/♠.	2NT-3♣;3♦-3M/4♥/4♠=smolen/5+-5+Ms S/T NF/F1. 2NT-3♦;3♥-3♠(PUP to 3NT);3NT-4♠/4♦/4♥/4♠=6+♣/6+♦/5♣/5♦ S/T.	NEG X over 3 of a Suit.
3♣		6		PRE.	4♦=ART S/T.4NT=RKCB. Game bid= to play.		
3♦		6		PRE.	4♠=ART F1.4NT=RKCB. Game bid= to play.		
3♥		6		PRE.	4♣=ART S/T.4NT=RKCB. Game bid= to play.		
3♠		6		PRE.	4♠=ART S/T.4NT=RKCB. Game bid= to play.		
3NT		-	-	4level m PRE.	4♣/4♦/5♠/6♣/7♠=P/C,4M=NAT. 4NT=S/T in openers suit.		
SLAM APPROACH AND CONVENTIONS (including all slam-interest bids) ver250201							
4♣	✓	-	-	Namyats good ♥ PRE.	4♦=S/T,4♥=To Play,4NT=RKCB,4♠/5♣/5♦=CTRL ask.	4m RKCB(jump SUPP to 4m in INV+ or 1M-2m;3m-4m. R-gerber(4♣ over NT opening&rebid,14302bad2good).	
4♦	✓	-	-	Namyats good ♠ PRE.	4♥=S/T,4♠=To Play,4NT=RKCB,5X=CTRL ask.	Roman-DOPI (lower than 5 of trump). DEPO (above). Standard Blackwood(direct 4NT over 1,2 level suit only).	
4M		7	-	PRE, Rule of 2,3 & 4.		T/O 4NT over 4M in comp. 6keyRKCB(DBL fit or 5-5 opposite NT opening,1430 2noQ 2lowQ 2highQ 2bothQ).	
4NT				ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2♣ Ace.	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 or 4♠(M). double jump shift after fit found(m).	