




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