DEFENSIVE AND COMPETITIVE BIDDING				LEAI	DS AND SIG	GNALS		WBF CONVENTION CARD		
	OVERCALLS (Style; Responses; 1/2 level; Reopening)			OPE	NING LEADS	STYLE				
8-17HCP, (4)5	+card suit			Lead			In Partner's suit	JAPAN		Natural Green
RESP:	New suit=F1. Cue=INV+ w/SUPP. Jump cue=Mixed raise.	Sui	t	3rd or lowest		3rd or lowes	t	NCBO		
	Jump raise=PRE. Jump shift=FSJ	NT		4th		4th		 日本リーグ1部		
Reopening:	8-17HCP, Cue=Michaels.	Subs	eq	Same as above		Same as ab	ove	EVENT		
RESP:	New suit=NF but constructive.	Other:				•		Kaneko-Ote		Ito-Ote
	1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	vs.NT:A	asks U	n blocking/CT, K asks ATT.	Гор, 2nd or 4th	n from 4(or mor	e)small.	Kaneko-Koike		Ito-Koike
15-18HCP, BA	L/semi-BAL. May be off-shape. (Unusual by PH.)	vs. Suit:	A asks	ATT, K asks CT.					_	Ito-Miura
RESP:	System on.	If CT isn'	If CT isn't needed, we lead for showing ATT, S/P, or for deception.					NAME OF PLAYER	_	NAME OF PLAYER
Reopneing:	1NT=12-14HCP, BAL/semi-BAL.		LEADS					SYSTEM SUMMARY	: GENERAL APPR	OACH AND STYLE
	May not have stoppers in OPPT's suit.	Lead	Lead VS. Suit			VS. NT		5-CARD MAJOR 2/1		
	2NT=18-19HCP, BAL/semi-BAL.	Ace			AKHH(+); Ax		1NT Opening:(14+)15-17			
RESP:	System on.	King	a	AK; AKx(+); KQx(+); Kx		AKx(+); KQ(J/10)x(+)				
	JUMP OVERCALLS (Style; Responses; Unusual NT)	Quee		QJx(+); Qx		QJ(10/9)(+); AQJ(+); KQ109(+)				
1-Suit:	Weak.	Jacl		J10x(+); KJ10x(+); Jx		J10(9/8)(+);		RESPONSE 1NT =semi F	2 OVER	1 =Always FG.
RESP:	New suit=F1. Cue=Limit+. 2NT=Ogust.	10		109x(+); H109x(+); 10x			H109(+); AQ109(+)			MAY REQUIRE DEFENCE
2-Suit:	Unusual 2NT=Unbid lower rank 2-suiter.	9		9x		9xx; 9x		2.=ART STR(9+tricks or 22+HCP BAL		
Reopening:	Intermediate.	Hi-x	······································	Sx; HxSx(xx); xxSx(xx)		SSx(+); Sx				
	1M = Asks for stopper.	Lo->		Hx(xx)S; xx(xx)S			xS(+); HxS; xxxS(+)			
camp cae ve.	DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	20 /			IN ORDER O		('), TIXO, XXXO(')			
Direct:	Michaels.			Partner's Lead	-	rer's Lead	Discarding			
RESP:	2NT=INQ. Cue=M fit FG.		1	Hi=DISCRG	Hi/Lo=ODD		Lo=ENC			
	, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.	Suit	2	Hi/Lo=ODD	S/P	,	Hi/Lo=ODD	SPECIAL COMPET	TITIVE BIDS THAT MAY	PEOLIDE DEFENCE
(1111) 0111 147 (1	VS. NT (vs. Strong/Weak; Reopening; PH)	Guit	2	S/P			111/20-000	<pre><list conventions="" d=""></list></pre>	TITIVE BIDG THAT WAT	REGUINE DEI ENGE
Direct :	X=PEN, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m, 2NT=♣&♦.		1	Hi=DISCRG	Hi/Lo=ODD	<u> </u>	Lo=ENC	2♦,=Mini Multi (WK 2♥/2♠).		
		NT	1					2♥=♥5+&♠4+,weak.		
Reopening : vs. WK NT:	Same as above. Dbl by PH = m 1suiter		1	Hi/Lo=ODD S/P	S/P		Hi/Lo=ODD	24=45+8m(4)5+,weak.		
VS. VVK IVI.	•	Cianala			uu ahausa intar	ant in muff		2*-*5'\\\(\(\frac{1}{2}\)5'\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		
T/O DDI thru	VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		(inciui	ing Trumps): Trumps: Hi-Lo		est in ruii.				
	4♥(vs. 4♠ open: X=OPT, 4NT=T/O).	Other:		Present C	ount.					
	=T/O->Lebensohl 2NT.									
	2 • = 5 + 4 & 5 + M / 5 + ♥ & 5 + 4 .				DOUBLES	8		0770		
4♣/4 VS. VVK	2M=5+♣/♦&5+OM.							SPECIA	AL FORCING PASS SEC	QUENCES
4 *:	VS. ARTIFICIAL STRONG OPENINGS			TAKEOUT DOUBLE	es (Style; Res	sponses; Reop	ening)			
vs. 1♣: Exclusion				light with shape						
		RESP:		Cue=F1. Jump cue=Asks fo	or stopper.			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
		Reopenii RESP:	<u>ٽ</u>	8+HCP.				1m - (1NT) - 2♣/2 ♦/2 ♥/2 ♣		
vs. 24: SUCTION				Cue=F1.				= ♥+♠/ ♥/ ♠/m4++Om5+		
								1M - (1NT) - 2*/2*/2NT		
				SPECIAL, ARTIFICIAL AN	D COMPETITI	IVE DOUBLES	REDOUBLES	= * +OM/ * + O M/ * + *		
	OVER OPPONENTS' TAKEOUT DOUBLE	NEG DB RESP DI		thru 4♥.						
REDBL=10+HCP. Fit showing jump. SPL				thru 4♥(Also applied after p	artner's O/C o	or T/O DBL).				
1m-(X)-2NT/3m=PRE/Limit raise.1♣-(X)-2♦ , 1♦-(X)-3♣=5+supp,FG				thru 3♥.						
	M/3NT/4M=Limit+/PRE/Good PRE/PRE			DBL thru 2♥.						
*after 1M-(X),	We do not use TRFs	Lead dire	ecting	DBL, Lightner DBL, Roman-	DOPI, ROPI, I	DEPO.				
								PSYCHICS		
								Openings: Rare.		
								Others: Rare comic O/C, fake cue, fake G/T.		
	IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed			Update: 21-4月-202	3	printe	d: Kosuke ITO	IMPORTANT:	All text must be typewritte	en or block letters

	TICK	MIN.					MODIFICATIONS OVER
IICK NO. NE		NEG. DBL.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITION AND	
opering	ARTIF	CARD	THRU	DESCRIPTION	KESI ONOES	SUBSEQUENT AUCTION	
nace		S					WITH PASSED PARTNER
pass 1*		3	4♥	12-22HCP, NAT.	1m-2m=GF 1m-2H/2S=INV/Constructive with support	4th Suit=ART FG. XYZ after 1m-1M;1X.	Cue=Limit raise+. Jump raise=PRE.
1 •		J	7 🔻	1♦=4+♦ unless 4432.	1♣-1♦=May 3 cards. 1♣-1M=May bypass 5+♦.	1♣-1♦;1NT may have 4 card M.	1m-2m by PH=Limit raise.
•				1V-4 V unless 4432.	1♣-2♦=6+♦INV. 1♦-3♣=6+♣ INV.	1m-1M;4m=18-19HCP BAL w/ 4M.	Fit jump by PH.
					1NT/2NT/3NT=6-10/11-12/13-15HCP(1-1NT=8-10).	4mRKCB Structured reverse, SPL.	Good-Bad 2NT
4 84			400	40 00HOD 5100/A NAT	SPL		Our Limitarian Lawrencia DDF
1 🗸		5	4	12-22HCP, 5+♥/♠, NAT.	1NT=F1. 2/1=NAT, FG.	4th suit=ART FG. 2way CB. Structured Reverse. SPL.	Cue=Limit raise+. Jump raise=PRE.
1 🗥	1.			May be good 4♥/♠ in 3 rd /4 th seat.	1M-2N/3*/3*/=16+/10-11/7-9/with 4+support	1♥-2♥-2♠/2N/3♣/3♦=♠ help/NAT INV/♣ help/♦ help	Drury. Fit jump by P/H.
					1♥-2♠=♠ INV 1S-3♥=♥ INV	1♣-2♣-2N/3♣/3 ♦/3♥=NAT INV/♣ help/♥ help/	1M-2NT/3♣ by P/H=♣ Fit jump/INV.
					3NT=4+SUPP FG 13-15HCP BAL.		Good-Bad 2NT
					SPL.		
1NT		-	3♠	(14+)15-17HCP, BAL/semi-BAL.	2♣=STAYMAN. 2R=TRF. 2♠=mSS.		vs PEN: Pass / XX=PUP XX / 2.
					2NT=PUP 3♣; 1)♣ S/T 2) 6+♣ S/O. 3♣=Ask 5M		P→XX then bid is "DONT escape"
					3 → =m6+,INV. 3 ♥/3S=4144 or 40(54)/1444 or 04(54)		Leben sohl. Texas TRF Thru 3♣.
					4♣=RKC Gerber. 4♦/4♥=Texas TRF.		System On vs PEN DBL / NAT 2♣
2*	Z	0	-	ART STR.	2 ♦ /2 ♥ /2NT=Waiting/Negative/Good 5+♥.	2♣-2♦;2♥/2NT=PUP to 2♠(♥ or 24+ BAL)/22-23 BAL.	vs. DBL: Pass/REDBL=Positive/Nega.
				(1) 9+tricks.		2♣-2♦;2♥-2♠;2NT/3X/3NT=24+BAL/♥5+,X4+/♥5 BAL	vs. O/C: Same as above.
				(2) 22+HCP, BAL/semi-BAL.		After 2NT rebid, same as 2NT open.	
2 🔸		0	-	Weak2 in either M	2M/3M=P/C. 4M/5m=Play.	2 ♦ -2NT;3 ♣/3 ♦ /3 ♥ /3 ♠/3NT=Min/♥ Med/♠ Med/♥ Max/♠ Max.	vs. DBL: P/XX=♦/pup to 2♥
				(10-13, good ♦6+ in 4th seat)	2NT/4♣/4♦=ASK. 3♣=pup to 3♦ then self suit FG. 3♦=mSS.	2 ♦ -4 ♣; 4 ♦ /4 ♥ = ♥ / ♠ 2 ♦ -4 ♦ ; 4 ♥ /4 ♠ = ♥ / ♠	vs. 2M O/C: DBL=P/C
2♥	7	4	-	♥5+,♠4+ weak 0-10 HCP	2NT=ASK. 3♣=pup to 3♦ then self suit FG. 3♦=mSS.	2♥-2NT;3♣/3♦/3♥/3♠=5♥4S/6♥4♠/5♥5♠ min/6♥4♠ Max	vs. DBL:XX/Others=pup to 2S/Sys ON
				(10-13, good ♥ 6+ in 4th seat)	4♣/4♦=RKCB or ♥/S	2♥-2N;3♣-3♦;3♥/3♠=min/Max 2♥-3♣;3♦-3♥/3♠=♣/♦ S/T	
2^	Ø	5	-	♣5m4+weak. 0-10 HCP	2NT=ASK. ♣=P/C. 3♦=♠ fit,INV+. 3♥=NAT FG	2♠-2N;3♣/3♦/3♥/3♠=5♠+5+♣ min/5♠ 5+♦ min/6♠ 5+m min/5♠ 5+♣ Max	Vs.DBL:XX/Others=Pup to 2N/Sys ON
				(10-13, good ふ 6+ in 4th seat)	3♠/3N/4M=to play	22N;3N/4.4./4.=5.5+. Max/6S5+. Max/6. 5+. Max	Vs.3m O/C: DBL=P/C
2NT		-	3♠	20-21HCP, BAL/semi-BAL.	3♣=STAYMAN. 3♦/3♥=Jacoby TRF w/ Walsh relay.	2NT-3♣;3♦-3M=smolen, M4OM5+.	
					3♠=mSS. 4♣=RKC Gerber1430.		
					4♦/4♥=Texas TRF.	2NT-3♣;3♦-4♥/4♠=M55 mild ST/M55 Serious ST.	
						2NT-3♥;3♠-4♥=M55 COG.	
						2NT-3♦;3♥-3♠;3NT(relay)-4m/4♥/4♠=6+card m/5♣/5♦ S/T.	
						2NT-3♦;3♣=Super accept,	
						then 3NT/4m/4♥/4♠=5⁺♥/Same as above.	
3♣		6	-	NAT, PRE.	3♣-4♦=♣ S/T	SLAM APPROACH AND CONVENTIONS (includi	ng all slam-interest bids)
3♦					3 ♦ /3 ♥ /3 ♠ -4 ♣ = ♦ / ♥ / ♠ S/T	ROMAN KEY CARD GERBER-1430. RKCB-1430. EXCLUSION RKCB-0314.	
3♥						ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump).	
3♠						SPLINTER BIDS. SELF SPLINTER.	
3NT		-	-	Gambling3NT	4♣,4♦,5♣,6♣,7♣=P/C	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL.	
				_		PASS AND PULL shows STR offensive hand.	
4.		7	-	NAT		5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No).	
4							
4V		7	-	NAT			
4^							
4NT		-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/♣/2 Ace.	SERIOUS 3NT LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS	† †					4mRKCB	
					<u> </u>	<u> </u>	