



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;"> <p>JAPAN</p> <p>NCBO</p> <p>All</p> <p>EVENT</p> <p>Tadahiro Kikuchi</p> </div> <div style="text-align: center;">  </div> <div style="text-align: center;"> <p>Natural Green</p>  <p>Yuki Harada</p> <p>Takayuki Hino</p> </div> </div>	
8-17HCP, (4)5 ^c card suit, Sound.			Lead	In Partner's suit		
RESP: New suit=F1. Cue=INV* w/SUPP. Jump cue=Mixed raise.	Suit	3rd or lowest		3rd or lowest		
Jump raise=PRE. Jump shift=Fit showing jump.	NT	4th		4th		
Reopening: 8-17HCP, Cue=Michaels.	Subseq	Same as above		Same as above		
RESP: New suit=NF but constructive.	Other:					
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)		vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small.				
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)		vs. Suit: A from AK, K from KQ. K asks CT upper 5 level.				
RESP: System on.	If CT isn't needed, we lead for showing ATT, S/P, or for deception.					
Reopneing: 1NT=12-14HCP, BAL/semi-BAL.	LEADS			SYSTEM SUMMARY : GENERAL APPROACH AND STYLE		
May not have stoppers in OPPT's suit.	Lead	VS. Suit	VS. NT		5-CARD MAJOR 2/1	
2NT=18-19HCP, BAL/semi-BAL.	Ace	Ax(+); AKx(+)	AKHH(+); Ax		TRF after OPPT's T/O DBL	
RESP: System on.	King	AK; KQx(+); Kx	AKx(+); KQ(J/10)x(+)		1NT Opening:(14*)15-17	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	Various ART raises after 1m/1M Openings	
1-Suit: Weak.	Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)		RESPONSE 1NT =semi F 2 OVER 1 =Always FG.	
RESP: New suit=F1. Cue=Limit*. 2NT=Ogust.	10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)		SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.	9	9x	9xx; 9x		2C=ART STR(9'tricks or 22'HCP BAL).	
Reopening: Intermediate.	Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx			
Jump cue vs. 1M = Asks for stopper.	Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY				
Direct: Michaels.		Partner's Lead	Declarer's Lead	Discarding	3NT=PRE in m.	
RESP: 2NT=INQ. Cue=M fit FG.	Suit	1 Hi=DISCRG	Hi/Lo=ODD	ODD/EVEN	4C/4D=Namyats (very good H7*/S7*, 8-9.5 playing tricks)	
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.		2 Hi/Lo=ODD	S/P	Hi/Lo=ODD	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
VS. NT (vs. Strong/Weak; Reopening; PH)		3 S/P			<List D conventions>	
Direct: X=PEN, 2♠=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m, 2NT=♠&♦	NT	1 Hi=DISCRG	Hi/Lo=ODD	Lavinthal	2D=Mini Multi (WK 2H/2S).	
Reopening: Same as above.		2 Hi/Lo=ODD	S/P	Hi/Lo=ODD	2H=H5*&S4*,weak.	
vs. WK NT: Same as above. Dbl by PH = m 1suiter		3 S/P			2S=S5*&m(4)5*,weak.	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Signals (including Trumps): Trumps①Hi-Low shows interest in ruff ②S/P.				
T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=T/O).	Other: Present Count. Lavinthal vs NT. ODD/EVEN vs SUIT.					
DBL vs. WK 2=T/O->Lebensohl 2NT.	Rev smith vs NT.					
4♠/3♥ vs. WK 2♦=5*♠&5*M/5*♥&5*♠.						
4♠/4♥ vs. WK 2M=5*♠/♠&5*OM.						
VS. ARTIFICIAL STRONG OPENINGS		DOUBLES			SPECIAL FORCING PASS SEQUENCES	
vs. 1♠: X=STR. 1D=COLOR. 1NT=RANK. 2C=SHAPE. 2NT=2suiter.	TAKEOUT DOUBLES (Style; Responses; Reopening)					
(1C)-P-(1D)-X/1NT/2C/2D/2NT=anySTR/Color/Rank/Shape/2suiter.	Normal,may be light with shape			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
vs. 2♠: SUCTION.	RESP: Cue=F1. Jump cue=Asks for stopper.			1m - (1NT) - 2♠/2♦/2♥/2♠		
	Reopening: 8*HCP.			= ♥+♠/♥/♠/m4*+Om5*		
	RESP: Cue=F1.			1M - (1NT) - 2♠/2♦/2NT		
				= ♠+OM/♠+OM/♠+♦		
OVER OPPONENTS' TAKEOUT DOUBLE		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
REDBL=10*HCP. Fit showing jump. SPL.	NEG DBL thru 4♥.					
1m-(X)-2NT/3m=PRE/Limit raise.1♠-(X)-2♦ & 1♣-(X)-3♠=5+supp,FG	RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).			1NT-(X)-P/XX/2X=Play/TRF to 2C, 1suiter/DONT.		
1M-(X)-2NT/3M/3NT/4M=Limit*/PRE/Good PRE/PRE.	MAX DBL thru 3♥.					
1H-(X)-1NT/2C/2D/2H=C/D/good single raise/bad single raise.	SUPP DBL/REDBL thru 2♥.					
1S-(X)-1NT/2C/2D/2H/2S=C/D/H/good single raise/bad single raise.	Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.					
					PSYCHICS	
					Openings: Rare.	
					Others: Rare comic O/C, fake cue, fake G/T.	
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed		Update: 01-Nov-2014		printed: T.Kikuchi	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♥	12-22HCP, NAT. 1♦=4♦ unless 4432.	2m/2♥/2♠/3m=FG/Limit Raise/Mixed Raise/PRE. 1♣-1♦=May 3 cards. 1♣-1M=May bypass 5♦. 1♣-2♦=6♦ INV. 1♦-3♣=6♦ INV. 1NT/2NT/3NT=6-10/11-12/13-15HCP(1C-1NT=8-10). SPL	4th Suit=ART FG. XYZ after 1m-1M;1X. 1♣-1♦;1NT may have 4 card M. 1m-1M;4m=18-19HCP BAL w/ 4M. 4mRKCB Structured reverse. SPL.	Cue=Limit raise+. Jump raise=PRE. 1m-2m by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♥ 1♠		5	4♥	12-22HCP, 5♥/♠, NAT. May be good 4♥/♠ in 3rd/4th seat.	1NT=F1. 2/1=NAT, FG. 1M-2M+1/2M+2/2M+3/2M+4/3M =4♦M 16+pts/3card-raise/Limit/Mixed/PRE 3NT=4♦SUPP FG 13-15HCP BAL. SPL.	4th suit=ART FG. 2way CB. Structured Reverse. SPL. 1M-2M;+1/+2/+3/+4=ASK/L sht/M sht/H sht. 1M-2M;3NT/jump shift=COG/ERKCB. 1M-1X;3C=FG, ①M+C②M 1 suiter	Cue=Limit raise+. Jump raise=PRE. Drury. Fit jump by P/H. 1M-2NT/3♣ by P/H=♣ Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1NT		-	3♠	(14*)15-17HCP, BAL/semi-BAL.	2♣=STAYMAN. 2R=TRF. 2S=mSS. 2NT=PUP 3♣; 1)3suits S/T 2) 6♦ S/O. 3C=puppet STAY. 3D=D6+,INV. 3H/3S=C/D ST. 4C=RKC Gerber. 4D/4H/4S/5C=H/S/C/D Texas TRF.	1NT-2C;2D-2H=Both M SO. 1NT-2C;2D-2S=H4,S5+,INV+. 1NT-2D;2H-2S=H5+.S4,INV+.	vs PEN: Pass / XX=PLAY / any 1 suiter. Leben sohl. Texas TRF Thru 3♣. System On vs NAT 2♣. Defense vs STAY/Jacoby TRF X.
2♣	✓	0	-	ART STR. (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2♦/2♥/2NT=Waiting/Negative/Good 5♦♥.	2♣-2♦;2♥/2NT=PUP to 2♠(♥ or 24* BAL)/22-23 BAL. 2♣-2♦;2♥-2♠;2NT/3X/3NT=24*BAL/♥5+,X4+/♥5 BAL After 2NT rebid, same as 2NT open.	vs. DBL: Pass/REDBL=Positive/Nega. vs. O/C: Same as above.
2D	✓	0	-	Weak2 in either M (10-13, good D6+ in 4th seat)	2M/3M=P/C. 4M/5m=Play. 2NT=ASK. 3C=pup to 3D then self suit FG. 3D=mSS. 4C=bid below 1 your M. 4D=bid your M. 4NT=A Ask	2D-2NT;3C/3D/3H/3S/3NT=Min/HMed/SMed/HMax/SMax. 2D-3C;3D-PASS/3H/3S/4C/4D=Play/H FG/S FG/C FG/D FG. 2D-3D;3H/3S/3NT=C3+/D3+/no m3+. 2D-4NT;5C/5D/5H/5S/5N/6C=0/D/H/S/C/2 Ace.	
2H	✓	4	-	H5+,S4+ weak (10-13, good H6+ in 4th seat)	2NT=ASK. 3C=pup to 3D then self suit FG. 3D=mSS. 4C/4D=bid below 1 your better M/bid your better M.	2H-2NT;3C/3D/3H/3S =H5S4,Min/H5S5,Min/H5S4,Max/H5S5,Max	
2S	✓	5	-	S5m4+weak. (10-13, good S6+ in 4th seat)	2NT=ASK. XC/4D=P/C. 3D=S fit,INV+.	2S-2NT;3C/3D/3H/3S=C min/D min/C max/D max.	
2NT		-	3♠	20-21HCP, BAL/semi-BAL.	3♣=STAYMAN. 3♦/3♥=Jacoby TRF w/ Walsh relay. 3♠=mSS. 4♠=RKC Gerber1430. 4♦/4♥/4♠/5♣=Texas TRF.	2NT-3C;3D-3M=smolen, M4OM5+. 2NT-3C;3D-4H/4S=M55 mild ST/M55 Serious ST. 2NT-3H;3S-4H=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♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=♣ S/T 3♦/3♥/3♠-4♣=♦/♥/♠ S/T	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids) ROMAN KEY CARD GERBER-1430. RKCB-1430. EXCLUSION RKCB-0314. ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER.	
3NT	✓	-	-	PRE 7+minor	4♣,4♦,5♣,6♣,7♣=P/C 4NT=RKCB.	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣ 4♦	✓	0	-	NAMYATS	4♣-4♦/4♥=ST/Sign off. 4♦-4♥/4♠=ST/Sign off.	5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King in step.	
4♥ 4♠		7	-	NAT		Over King ASK: King in step. XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.	
4NT	✓	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/♣/2 Ace.	SERIOUS 3NT(3S). LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS						4mRKCB. Double RKCB.	