




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<div style="display: flex; justify-content: space-between;"> <div style="text-align: center;"> <b>JAPAN</b>            NCBO            All            EVENT  <b>Takumi SESHIMO</b> </div> <div style="text-align: center;">  </div> <div style="text-align: center;">           Artificial Red      <b>Takahiro HONDA</b> </div> </div>	
8-17HCP, (4)5+card suit.						
RESP: New suit=F1. Cue=INV+ w/SUPP. Jump cue=Mixed raise. Jump raise=PRE. Jump shift=FSJ.2♣=Reverse Drury fit		<b>Suit</b> 3rd or lowest			3rd or lowest	
		<b>NT</b> 4th.Top,2nd from 4(or more)small.			4th	
Reopening: 8-17HCP, Cue=Michaels.		<b>Subseq</b> Same as above			Same as above	
RESP: New suit=NF but constructive.		<b>Other:</b>				
<b>1NT OVERCALLS (2nd/4th Live; Responses; Reopening)</b>		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 asks ATT, K asks CT.				
RESP: System on.		If CT isn't needed, we lead for showing ATT, S/P, or for deception.				
Reopneing: 1NT=15-17HCP, BAL/semi-BAL.		<b>LEADS</b>			<b>SYSTEM SUMMARY : GENERAL APPROACH AND STYLE</b>	
May not have stoppers in OPPT's suit.		<b>Lead</b>			<b>1♣=①♣1+,(11)12+HCP②18-19HCP,BAL(may have ♦5)</b>	
2NT=18-19HCP, BAL/semi-BAL.		<b>VS. Suit</b>			<b>Various ART raises after 1m/1M Openings.Light opening.</b>	
RESP: System on.		<b>Ace</b> Ax(+); AKx(+)			<b>1NT Opening:(14+)15-17</b>	
		<b>King</b> AK; AKx(+); KQx(+); Kx			RESPONSE 1NT =semi F 2 OVER 1 =Always FG.	
		<b>Queen</b> QJx(+); Qx			<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		<b>Jack</b> J10x(+); KJ10x(+); Jx			2♣=Artificial Strong,Almost FG	
1-Suit: Weak.		<b>10</b> 109x(+); H109x(+); 10x			2M=Weak 2M	
RESP: New suit=F1. Cue=Limit+. 2NT=Ogust.		<b>9</b> 9x			<List D conventions>	
2-Suit: Ghestem like		<b>Hi-x</b> Sx; HxSx(xx); xxSx(xx)			1♣=①♣1+,(11)12+HCP②18-19HCP,BAL(may have ♦5)	
Reopening: Intermediate.		<b>Lo-x</b> Hx(xx)S;xx(xx)S			2♦=0-10HCP,♥4+&♣4+(♥≥♣ in 1st/2nd,♥≤♣ in 3rd/4th seat)	
Jump cue vs. 1M = Asks for stopper.					3NT=Good 4M preempt	
					<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)</b>		<b>SIGNALS IN ORDER OF PRIORITY</b>			1♣(1♦)DbI/1♥/1♠/2M/3♣=♥4+♣4+/No suitable bids/FSJ/PRE	
Direct: Michaels.		<b>Partner's Lead</b>			1♣(1♥)DbI/1♠/2♣,3♦/3♣=♣4+/No suitable bids/FSJ/PRE	
RESP: 2NT=INQ. Cue=M fit FG.		<b>Declarer's Lead</b>			Switching after competitive bids	
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.		<b>Discarding</b>			(1♠)-2♣/2NT/3♣=5+♥&5+♠/♦5+♠5+♠/♦5+♠5+♠	
		<b>Suit</b>			(1♦)-2♦/2NT/3♦=5+♥&♠5+♠/♠5+♥5+♠/♠5+♠5+♠,F1	
		<b>1</b> Hi=DISCRG			(1M)-2M/2NT/3♣=♠5+♠5+♠5+♠/♠5+♠5+♠	
		<b>2</b> Hi/Lo=ODD			(1M)P(2M)2NT/4m = 2 suits/ leaping michaels	
		<b>3</b> S/P			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
		<b>NT</b>			<List D conventions>	
		<b>1</b> Hi=DISCRG			1♣=①♣1+②18-19HCP,BAL(may have ♦5). TRF after 1♣Opening. 1♣-2♦/2 = ♥, INV+♦, FC	
		<b>2</b> Hi/Lo=ODD			2♦=0-10HCP,4+Ms(♥≥♣ in 1st/2nd,♥≤♣ in 3rd/4th seat). Switching after comp. Rubensohl	
		<b>3</b> S/P			3NT=Good 4M preempt. (1X)P(2X)2NT= 2 suits	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		<b>Signals (including Trumps): Trumps: Echo w/ odd NUM.</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
Direct : Dbl/2m/2M/2NT=♥&♣/♥&m/NAT/♣&♦		<b>Other:</b> O/E first Discard in NT			2♣(Dbl or OC)Pass/Dbl,Rdbl=5+HCP/0-4HCP	
Reopening : Same as above.						
vs. WK NT: Dbl/2♣/2♦/2M/2NT=PEN/♥&♣/♥or♠/M&m/♣&♦						
		<b>DOUBLES</b>			<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>					1X-(1NT)-2♣=Ms.	
T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=T/O).					Sandwich 1NT	
DBL vs. WK 2=T/O->Lebensohl 2NT.					P(P)1X(1Y/Dbl);2♣=SUPP,INV	
4♣/3♦ vs. WK 2♦=5+♣&5+M/5+♥&5+♠.						
4♣/4♦ vs. WK 2M=5+♠/♦&5+OM.						
					<b>PSYCHICS</b>	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			Openings: Rare.	
vs. 1♣: 1NT,2NT/Dbl=♣&♦/♥&♠		Normal,may be light with shape			Others: Rare.comic O/C,fake cue,fake G/T.	
3NT=To play. 4X=NAT PRE.		RESP: Cue=F1. Jump cue=Asks for stopper.			<b>IMPORTANT:All text must be typewritten or block letters</b>	
		Reopening: 8+HCP.				
vs. 2♣: Same as above.		RESP: Cue=F1.				
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				
REDBL=10+HCP. Fit showing jump. SPL.		NEG DBL thru 4♥.				
1♣(Dbl)1X/2♣/2♦/2M/2NT/3♣=system on/NF/♣,FG/FSJ/♣,PRE/♣,INV		RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).				
1♦(Dbl)2♣/2♦/2M/2NT/3♦/3♣=INV/NF/FSJ/♦,PRE/♦,FG/♦,INV		MAX DBL thru 3♥.				
1M(Dbl)2♣/2♦/2M-1/2M=INV/INV/M3+,7-10HCP/M3+,0-6HCP		SUPP DBL/REDBL thru 2♥.				
		Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.				
		SnapDragon				
IMPORTANT : Use symbols ss, hh, dd, cc when needed		Update: 26-8-2023			printed: T.Seshimo	

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG DBL. THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣	✓	1	4♥	①(11)12-22HCP,may have longer ②18-19HCP,BAL(may have ♠5)	1♦/1♥/1♠=♥4+/♠4+/①♣4+ ②balanced, 6 - 10HCP 2♣/2♦/2♥/2♠/3♣=NF/♠,FG/♠5+,INV/5-sms,WK/PRE. 1NT/2NT/3NT=11-12/13-15/16-18HCP.SPL.	4th Suit=ART FG. XYZ. Structured reverse. SPL. 1♣-1R:2NT=♠5♦4,FG. 1♣-1R;2♦=①NAT,Reverse②18-19HCP,BAL 1♣-1R;3♦/4♣=♠SPL,INV/♠SPL,FG 1♣-1♠;1NT-2♣/2♦=pup to 2♦/NAT,INV	Cue=Limit raise+. Jump raise=PRE. 1♣-1NT,1♦-2♣ by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C.
1♦		5 (4)	4♥	(11)12-22HCP,♦5+ May be good 4♦ in 3rd/4th seat.	1M/1NT/2NT/3♣/3♦=M4+/6-10HCP/INV/♠6+,INV/PRE 2♦/2♥/2♠=♦3+,8-11HCP/♠,FG/♦4+,INV	4th Suit=ART FG. XYZ. Structured reverse. SPL. 1♦-1M;2NT = INV+, ♦6+	Good Bad 2NT. Switching
1♥ 1♠		5 (4)	4♥	(11)12-22HCP, 5+♥/♠. May be good 4♥/♠ in 3rd/4th seat.	1NT=semi-F. 2/1=NAT, FG.SPL 1M-2M+1/2M+2/2M+3/2M+4/3M =M4+,FG/M4+,FG/M3,INV+/Limit/PRE 1♥-3♣,1♠-3NT=Void SPL. 1♥-3NT=SPL of ♣ 1M-2M=M3+,8-10(11)HCP 1♠-2♦ /2♥=①♥6+,INV②♥5+,FG/♦4+,FG	4th suit=ART FG. XYZ. Structured Reverse. SPL. 1M-2M;(+) / (+2) / (+3) / (+4) =PUP to (+2) / ♠ / ♦ / OM Help suit GT 1M-2M;(+) / (+2) / (+3) / (+4) / (+5) / 3NT / 4X =♣ / ♠ / OM ShortGT/RKCB/ERKCB of X 1M-1NT;2♣/2♦/2M-1/2NT =①♠4+②BAL/♥4+/♠4+/①M6+,FG②M5&any 5,FG	2♣=Drury. Jump raise=PRE. Fit jump by P/H. 1M-2NT/3♣ by P/H=♣ Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good Bad 2NT. Drury. Switching
1NT		-	4♥	(14+)15-17HCP, BAL/semi-BAL.	2♣=pup to 2♦ 2♦/2♥=Jacoby TRF. 2♣=①♠6+,FG②♠6+,WK③INV w/o M4 2NT=♠4,INV 3♣=♦5+,FG.3♦=ask M4. 3M=ms,SPL. 4♣/4♦=♥/♠. 4♥/4♠=2245/2254,Slam interest	1NT-2♣;2♦-2M/2NT/3m/3M=INV/M4-4,INV/♠4&m5/♠4&♥5 1NT-2♦;2♥-2♣/2NT/3♣/3♦=♥4,INV+/♠/♥5&♠5,INV 1NT-2♥;2♣-2NT/3♣/3♦=♣/♦/♥5&♠5,FG 1NT-2♣;2NT/3♣=min/max 1NT-3♣/3♦-3M=SPL 1NT-3♦;3♥/3♠/3NT=♥4/♠4/No M4	vs PEN: Pass/Rdbl/2X=play/→2♣/D.O.N.T Rubensohl System On vs PEN DBL / 2♣. Defense vs 2m DBLed.
2♣	✓	0	-	ART STR.Almost FG (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2♦/2♥/2♠=5+HCP/0-4HCP/any Solid,less than 1 loser 2NT/3♣/3♦/3♥=♣/♦/♥/♠	2♣-2♦;2♥/2NT=PUP to 2♣(♥ or 24+ BAL)/22-23HCP,BAL. 2♣-2♦;2♥-2♣;2NT/3X/3NT=24-25HCP,BAL/♥5+&X4+/♥5,BAL 2♣-2♥;2♠=PUP to 2NT,then 3X/3NT=NAT,NF/26-27HCP,BAL	vs. DBL: Pass/REDBL=Positive/NEG. vs. O/C: Same as above.
2♦	✓	0	-	0-10HCP,♥4+&♠4+ ♥≥♠ in 1st/2nd,♥≤♠ in 3rd/4th seat	2NT/3♣/3♦=ask/FG/FG 2M,3M,4M,5M,6M,7M=play	2♦-2NT;3♣/3♦/3♥/3♠=min/♥5&♠4,max/♥5&♠5,max/♥6&♠5,max 2♦-2NT;3♣-3♦/3M=re-ask/play	
2♥ 2♠		5		Weak 2M	2NT=Ogust R.O.N.F	-2NT;3♣/3♦/3♥/3♠/3NT=too bad/min,bad/min,good/max,bad/max,good -2NT;3♣-3♦=re-ask then 3♥/3♠/3NT=min/6-cards,max/5-cards,max	
2NT			4♥	(19)20-21HCP,BAL	3♣=STAY 3R=TRF w/walsh relay 3♣=mss 4♣/4♦=♥/♠ 4♥/4♠=♠5(332),Slam interest/♦5(332),Slam interest	2NT-3♣;3♦-4M=play 2NT-3♥;3♠-4♥=♥5&♠5,Choice of 4M -3♦;3♥-3♠;3NT-4m/4♥/4♠=m6+,ST/♥5&♠5,mild ST/♥5&♠5,F1	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=♠S/T 3♦/3♥/3♠-4♣=♦/♥/♠S/T	<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>	
						RKCB-1430. EXCLUSION RKCB-0314.	
						ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump).	
						SPLINTER BIDS. SELF SPLINTER.	
3NT	✓	-	-	Good 4M Preempt	4♣/4♦=Very Good hand / Good hand. 4NT=loser ask	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣ 4♦ 4♥ 4♠		7	-	NAT,PRE.	4M-5X=CTRL ask	5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King in position. Over King ASK: King in position. 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♣/6♦ = 0/♦/♥/♠/♠/color/rank/shape.	NON SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS							