DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

8-17HCP, (4)5+card suit, Sound.

RESP:	New suit=F1. Cue=INV+ w/SUPP. Jump cue=Mixed raise.
	Jump raise=PRE. Jump shift=Fit showing jump.
Reopening:	8-17HCP, Cue=Michaels.
RESP:	New suit: 1/1=F. 2/1=NF. 2/2=F.

1NT OVERCALLS (2nd/4th Live; Responses; Reopening)

15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)

RESP:	System on.
Reopneing:	1NT=12-14HCP, 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.
Jump cue vs. 1M = Asks for stopper.	

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Direct:	Michaels.
RESP:	2NT=INQ. Cue=M fit FG.
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.	

VS. NT (vs. Strong/Weak; Reopening; PH)

Direct:	X=PEN, 2C=BothM, 2D=OneM, 2M=M&m, 2NT=Both m.
Reopening:	Vs. Weak NT: Same as above
	Vs. Strong NT or PH: X=5m+4M; others same as above

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=T/O).

DBL vs. WK 2=T/O->Lebensohl 2NT.

4♣/3♦ vs. WK 2 =5+♣&5+M/5+♥&5+♠.

4♣/4♦ vs. WK 2M=5+♣&/&5+OM.

VS. ARTIFICIAL STRONG OPENINGS

vs. 1♣:	X=STR. 1D=COLOR. 1NT=RANK. 2C=SHAPE. 2NT=2suiter.
(1C)-P-(1D)-X/1NT/2C/2D/2NT=anySTR/Color/Rank/Shape/2suiter.	
vs. 2♣:	SUCTION.

OVER OPPONENTS' TAKEOUT DOUBLE

REDBL=10+HCP. Fit showing jump. SPL.

1m-(X)-2NT/3m=PRE/Limit raise.1♣-(X)-2♦ & 1♦-(X)-3♣=5+supp,FG

1M-(X)-2NT/3M/3NT/4M=Limit+/PRE/Good PRE/PRE.

1H-(X)-1NT/2C/2D/2H=C/D/good single raise/bad single raise.

1S-(X)-1NT/2C/2D/2H/2S=C/D/H/good single raise/bad single raise.

IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd or lowest	3rd or lowest
NT	4th	4th
Subseq	Same as above	Same as above
Other:		

vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small.

vs. Suit: A from AK, K from KQ. K asks CT upper 5 level.

If CT isn't needed, we lead for showing ATT, S/P, or for deception.

LEADS

Lead	VS. Suit	VS. NT
Ace	Ax(+); AKx(+)	AKHH(+); Ax
King	AK; KQx(+); Kx	AKx(+); KQ(J/10)x(+)
Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)
Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)
10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)
9	9x	9xx; 9x
Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx
Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi=DISCRG	Hi/Lo=ODD	ODD/EVEN
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		
NT	1	Hi=DISCRG	Hi/Lo=ODD	Lavinthal
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		

Signals (including Trumps): Trumps①Hi-Low shows interest in ruff ②S/P.

Other:	Present Count. Lavinthal vs NT. ODD/EVEN vs SUIT.
	Rev smith vs NT.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Normal,may be light with shape

RESP:	Cue=F1. Jump cue=Asks for stopper.
Reopening: 8+HCP.	
RESP:	Cue=F1.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL   thru 4♥.

RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).

MAX DBL   thru 3♥.

SUPP DBL/REDBL thru 2♥.

Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.

WBF CONVENTION CARD

JAPAN

NCBO
All

EVENT
Tadahiro Kikuchi   Yuki Harada
Takahiro Honda   Takayuki Hino

Natural Green

NAME OF PLAYER   NAME OF PLAYER

SYSTEM SUMMARY   : GENERAL APPROACH AND STYLE

5-CARD MAJOR 2/1

TRF after OPPT's T/O DBL

1NT Opening:(14+)15-17

Various ART raises after 1m/1M Openings

RESPONSE 1NT =semi F	2 OVER 1 =Always FG.

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

2C=ART STR(9+tricks or 22+HCP BAL).

3NT=PRE in m.

4C/4D=Namyats (very good H7+/S7+, 8-9.5 playing tricks)

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

<List D conventions>

2D=Mini Multi (WK 2H/2S).

2H=H5+&S4+,weak.

2S=S5+&m(4)5+,weak.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

1m - (1NT) - 2♣/2♦/2♥/2♠

= ♥+♠/ ♥/ ♠/m4+Om5+

1M - (1NT) - 2♣/2♦/2NT

= ♣+OM/ ♦+OM/ M fit INV+

1NT-(X)-P/XX/2X=Play/TRF to 2C, 1suiter/DONT.

PSYCHICS

Openings:	Rare.
Others:	Rare comic O/C, fake cue, fake G/T.

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. 3 way XYZ after 1m-1M;1X. 1♣-1♦;1NT may have 4 card M. 1m-1M;4m=18-19HCP BAL w/ 4M. 4mRKCB Reverse 2way GT after M fit. 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. 3 way 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.	