



DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS					WBF CONVENTION CARD					
OVERCALLS - General Style 8-18HCP, (4)5 ⁺ CARD SUIT. Responses CUE=LR ⁺ NEW SUIT=F1 JUMP CUE=4 ⁺ SUPP Mixed, JUMP RAISE=PRE.					OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;				<div style="text-align: right;">Class C</div> <div style="text-align: center;">  </div> <div style="text-align: center;">  </div> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> JAPAN NCBO Takanori Katayama NAME OF PLAYER </div> <div style="text-align: center;"> Shuta Eguchi NAME OF PLAYER </div> </div>				
IN BAL POS 8-15, CUE=Michaels Responses CUE = F1, NEW SUIT=NF							N.T.	OTHERS 3rd/LOW							
Responses CUE=FG LEBENSÖHL					OTHERS										
TAKE-OUT DOUBLE - General Style 10 ⁺ HCP. Responses CUE=FG LEBENSÖHL					Leads					SYSTEM SUMMARY : GENERAL APPROACH AND STYLE					
IN BAL POS 8 ⁺ HCP. Responses CUE=F1 SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD					Lead	Vs. Suit	Vs. NT			5-CARD MAJOR, NATURAL, 2/1 FG					
1NT OVERCALL Responses Other Meanings					Ace	AK(+), Ax	AK(+), Ax			1NT Opening: 11-13BAL (NV 1st-3rd), 14-16BAL (other)					
2nd POS 15-18HCP. SYSTEM ON					King	AK(+), KQ(+), Kx	AK(+), KQ(+), Kx			1♣=2+♣ may have longer ♦ (TRF RESP 1♣-1♦/1♥=4+♥/♠)					
4th POS 12-15HCP. SYSTEM ON					Queen	QJ(+), AQJ(+)	QJ(+), AQJ(+)			2♦/2♥/2♠ = 9-12 6+ NAT					
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER					Jack	J10(+), HJ10(+)	J10(+), HJ10(+)			3NT = m PRE					
OTHERS ○					10	109(+), H109(+)	109(+), H109(+)			RESPONSE 1NT = semi-F TO M 2 OVER 1 = ALWAYS FG.					
IN BAL POS ○					9	9x, HH9(x)	9x(+)			CANAPE OPENING ALL STRONG SPECIAL RESPONSES HANDS HANDS SEQUENCES					
Responses NEW SUIT/CUE=F1.					Hi-x	Sx, HxSx(xx)	Sx(+)			SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE					
UNUSUAL NT					Lo-x	Hx(xx)S, xx(xx)S	HxS, HxxS(+)			OPENINGS DESCRIPTION					
DIRECT CUE-BID STYLE MICHAELS					SIGNALS WHEN FOLLOWING OR DISCARDING					OP.1 1♣ 2+♣ may have longer ♦					
Responses JUMP=weak					USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS					OP.2 1♦ 4+♦					
VS. STRONG NT					D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE					OP.3 1NT 11-13BAL (NV 1st-3rd), 14-16BAL (other)					
2♣=Both M(5+,4+), 2♦=M 1suiter, 2M=M&m					BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					Game bid may be weak (in 11-13 open)					
2NT=ms. X=PEN (m 1suiter by PH)					CARDS					OP.4 2♦/♥/♠ 9-12 6+ NAT					
VS. WEAK NT					HIGH					OP.5 3NT m PRE					
SAME AS STR NT.					LOW					OP.6					
VS. PREEMPTS T/O X THRU 4♥ ((4♠) - X /4NT= Cards/2suiter)					ODD					OP.7					
DBL vs WEAK2=T/O->LEBENSÖHL 2NT.					EVEN					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE					
4♠/♦ vs WEAK 2M=5 ⁺ ♠/♦+5OM.					ON partner's lead					CB.1 TRF RESP over OPPT's T/O DBL(after 1♣/1M)					
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS					ON declarer's lead					CB.2 LEAPING MICHAELS OVER WEAK 2M or MULTI 2♦.					
VS 1♣: X/1♦/1♥/1♠/1NT=♣/♦/♥/♠/weak 1suiter					Discarding					CB.3 DEFENSIVE BIDS vs MICHAELS / UNUSUAL NT.					
2♣/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or others=NAT weak					ON partner's lead					CB.4 1♣/1♦-(1NT)-2♣/2NT=Ms/ms					
VS 2♣: X/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or ♥♣					ON declarer's lead					CB.5 1M-(1NT)-2♣/2NT=5 ⁺ OM&2 ⁺ M/ms					
others = NAT weak					Discarding					CB.6					
OVER OPPONENTS' TAKE-OUT DOUBLE					SIGNALS IN TRUMP SUIT					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE					
1♣-(X)-1R/1♠/1NT/2♣/2X/2NT/3♣=TRF/5 ⁺ ♦/to play/NAT NF/Fit Jump/LR ⁺ /weak					OTHER SIGNALS					1NT-(X)-P=FORCE TO XX. ♣+♦ or ♣+♥ or ♦+♥ or ♥+♠(♥>♠)					
1♦-(X)-2♣/2♦/2M/2NT/3♦=♣INV ⁺ / NAT NF/ Fit Jump/ LR ⁺ / weak					Present Count					1NT-(X)-XX=FORCE TO 2♣. Shows any 1suiter					
1M-(X)-1NT/2♣/ 2♦/ 2M-1/ 2M/ 2NT/ 3M/ 3NT					SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					1NT-(X)-2X= X+♠					
=♠/♦/♥/♥ good raise/ bad raise/ LR+/ PRE/ good PRE					NEG DBL THRU 4♥					Game bid may be weak (after 11-13 1NT open)					
Responses CUE=FG					RESP DBL THRU 4♥					PSYCHICS : OPENINGS Rare OTHER Rare					
LEBENSÖHL					MAX DBL THRU 3♥.					IMPORTANT: All text must be typewritten or block letters					
Responses CUE = F1, NEW SUIT=NF					SUPP DBL/REDBL THRU 2♥.										
Responses CUE=FG					Lead directing DBL, Lightner DBL, Roman DOPI, DEPO ROPI										
LEBENSÖHL															
Responses CUE=F1															
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD															
1NT OVERCALL Responses Other Meanings															
2nd POS 15-18HCP. SYSTEM ON															
4th POS 12-15HCP. SYSTEM ON															
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER															
OTHERS ○															
IN BAL POS ○															
Responses NEW SUIT/CUE=F1.															
UNUSUAL NT															
Responses JUMP=weak															
DIRECT CUE-BID STYLE MICHAELS															
Responses 2NT=INQ, 3♣=P/C, 3♦=M INV ⁺															
VS. STRONG NT															
2♣=Both M(5+,4+), 2♦=M 1suiter, 2M=M&m															
2NT=ms. X=PEN (m 1suiter by PH)															
VS. WEAK NT															
SAME AS STR NT.															
VS. PREEMPTS T/O X THRU 4♥ ((4♠) - X /4NT= Cards/2suiter)															
DBL vs WEAK2=T/O->LEBENSÖHL 2NT.															
4♠/♦ vs WEAK 2M=5 ⁺ ♠/♦+5OM.															
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS															
VS 1♣: X/1♦/1♥/1♠/1NT=♣/♦/♥/♠/weak 1suiter															
2♣/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or others=NAT weak															
VS 2♣: X/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or ♥♣															
others = NAT weak															
OVER OPPONENTS' TAKE-OUT DOUBLE															
1♣-(X)-1R/1♠/1NT/2♣/2X/2NT/3♣=TRF/5 ⁺ ♦/to play/NAT NF/Fit Jump/LR ⁺ /weak															
1♦-(X)-2♣/2♦/2M/2NT/3♦=♣INV ⁺ / NAT NF/ Fit Jump/ LR ⁺ / weak															
1M-(X)-1NT/2♣/ 2♦/ 2M-1/ 2M/ 2NT/ 3M/ 3NT															
=♠/♦/♥/♥ good raise/ bad raise/ LR+/ PRE/ good PRE															
Responses CUE=FG															
LEBENSÖHL															
Responses CUE = F1, NEW SUIT=NF															
Responses CUE=FG															
LEBENSÖHL															
Responses CUE=F1															
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD															
1NT OVERCALL Responses Other Meanings															
2nd POS 15-18HCP. SYSTEM ON															
4th POS 12-15HCP. SYSTEM ON															
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER															
OTHERS ○															
IN BAL POS ○															
Responses NEW SUIT/CUE=F1.															
UNUSUAL NT															
Responses JUMP=weak															
DIRECT CUE-BID STYLE MICHAELS															
Responses 2NT=INQ, 3♣=P/C, 3♦=M INV ⁺															
VS. STRONG NT															
2♣=Both M(5+,4+), 2♦=M 1suiter, 2M=M&m															
2NT=ms. X=PEN (m 1suiter by PH)															
VS. WEAK NT															
SAME AS STR NT.															
VS. PREEMPTS T/O X THRU 4♥ ((4♠) - X /4NT= Cards/2suiter)															
DBL vs WEAK2=T/O->LEBENSÖHL 2NT.															
4♠/♦ vs WEAK 2M=5 ⁺ ♠/♦+5OM.															
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS															
VS 1♣: X/1♦/1♥/1♠/1NT=♣/♦/♥/♠/weak 1suiter															
2♣/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or others=NAT weak															
VS 2♣: X/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or ♥♣															
others = NAT weak															
OVER OPPONENTS' TAKE-OUT DOUBLE															
1♣-(X)-1R/1♠/1NT/2♣/2X/2NT/3♣=TRF/5 ⁺ ♦/to play/NAT NF/Fit Jump/LR ⁺ /weak															
1♦-(X)-2♣/2♦/2M/2NT/3♦=♣INV ⁺ / NAT NF/ Fit Jump/ LR ⁺ / weak															
1M-(X)-1NT/2♣/ 2♦/ 2M-1/ 2M/ 2NT/ 3M/ 3NT															
=♠/♦/♥/♥ good raise/ bad raise/ LR+/ PRE/ good PRE															
Responses CUE=FG															
LEBENSÖHL															
Responses CUE = F1, NEW SUIT=NF															
Responses CUE=FG															
LEBENSÖHL															
Responses CUE=F1															
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD															
1NT OVERCALL Responses Other Meanings															
2nd POS 15-18HCP. SYSTEM ON															
4th POS 12-15HCP. SYSTEM ON															
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER															
OTHERS ○															
IN BAL POS ○															
Responses NEW SUIT/CUE=F1.															
UNUSUAL NT															
Responses JUMP=weak															
DIRECT CUE-BID STYLE MICHAELS															
Responses 2NT=INQ, 3♣=P/C, 3♦=M INV ⁺															
VS. STRONG NT															
2♣=Both M(5+,4+), 2♦=M 1suiter, 2M=M&m															
2NT=ms. X=PEN (m 1suiter by PH)															
VS. WEAK NT															
SAME AS STR NT.															
VS. PREEMPTS T/O X THRU 4♥ ((4♠) - X /4NT= Cards/2suiter)															
DBL vs WEAK2=T/O->LEBENSÖHL 2NT.															
4♠/♦ vs WEAK 2M=5 ⁺ ♠/♦+5OM.															
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS															
VS 1♣: X/1♦/1♥/1♠/1NT=♣/♦/♥/♠/weak 1suiter															
2♣/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or others=NAT weak															
VS 2♣: X/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or ♥♣															
others = NAT weak															
OVER OPPONENTS' TAKE-OUT DOUBLE															
1♣-(X)-1R/1♠/1NT/2♣/2X/2NT/3♣=TRF/5 ⁺ ♦/to play/NAT NF/Fit Jump/LR ⁺ /weak															
1♦-(X)-2♣/2♦/2M/2NT/3♦=♣INV ⁺ / NAT NF/ Fit Jump/ LR ⁺ / weak															
1M-(X)-1NT/2♣/ 2♦/ 2M-1/ 2M/ 2NT/ 3M/ 3NT															
=♠/♦/♥/♥ good raise/ bad raise/ LR+/ PRE/ good PRE															
Responses CUE=FG															
LEBENSÖHL															
Responses CUE = F1, NEW SUIT=NF															
Responses CUE=FG															
LEBENSÖHL															
Responses CUE=F1															
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD															
1NT OVERCALL Responses Other Meanings															
2nd POS 15-18HCP. SYSTEM ON															
4th POS 12-15HCP. SYSTEM ON															
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER															
OTHERS ○															
IN BAL POS ○															
Responses NEW SUIT/CUE=F1.															
UNUSUAL NT															
Responses JUMP=weak															
DIRECT CUE-BID STYLE MICHAELS															
Responses 2NT=INQ, 3♣=P/C, 3♦=M INV ⁺															
VS. STRONG NT															
2♣=Both M(5+,4+), 2♦=M 1suiter, 2M=M&m															
2NT=ms. X=PEN (m 1suiter by PH)															
VS. WEAK NT															
SAME AS STR NT.															
VS. PREEMPTS T/O X THRU 4♥ ((4♠) - X /4NT= Cards/2suiter)															
DBL vs WEAK2=T/O->LEBENSÖHL 2NT.															
4♠/♦ vs WEAK 2M=5 ⁺ ♠/♦+5OM.															
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS															
VS 1♣: X/1♦/1♥/1♠/1NT=♣/♦/♥/♠/weak 1suiter															
2♣/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or others=NAT weak															
VS 2♣: X/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or ♥♣															
others = NAT weak															
OVER OPPONENTS' TAKE-OUT DOUBLE															
1♣-(X)-1R/1♠/1NT/2♣/2X/2NT/3♣=TRF/5 ⁺ ♦/to play/NAT NF/Fit Jump/LR ⁺ /weak															
1♦-(X)-2♣/2♦/2M/2NT/3♦=♣INV ⁺ / NAT NF/ Fit Jump/ LR ⁺ / weak															
1M-(X)-1NT/2♣/ 2♦/ 2M-1/ 2M/ 2NT/ 3M/ 3NT															
=♠/♦/♥/♥ good raise/ bad raise/ LR+/ PRE/ good PRE															
Responses CUE=FG															
LEBENSÖHL															
Responses CUE = F1, NEW SUIT=NF															
Responses CUE=FG															
LEBENSÖHL															
Responses CUE=F1															
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD															
1NT OVERCALL Responses Other Meanings															
2nd POS 15-18HCP. SYSTEM ON															
4th POS 12-15HCP. SYSTEM ON															
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER															
OTHERS ○															
IN BAL POS ○															
Responses NEW SUIT/CUE=F1.															
UNUSUAL NT															
Responses JUMP=weak															
DIRECT CUE-BID STYLE MICHAELS															
Responses 2NT=INQ, 3♣=P/C, 3♦=M INV ⁺															
VS. STRONG NT															
2♣=Both M(5+,4+), 2♦=M 1suiter, 2M=M&m															
2NT=ms. X=PEN (m 1suiter by PH)															
VS. WEAK NT															
SAME AS STR NT.															
VS. PREEMPTS T/O X THRU 4♥ ((4♠) - X /4NT= Cards/2suiter)															
DBL vs WEAK2=T/O->LEBENSÖHL 2NT.															
4♠/♦ vs WEAK 2M=5 ⁺ ♠/♦+5OM.															
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS															
VS 1♣: X/1♦/1♥/1♠/1NT=♣/♦/♥/♠/weak 1suiter															
2♣/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or others=NAT weak															
VS 2♣: X/2♦/2♥/2♠/2NT=♣♦♦♦♥♥♥♥/♥♠/♠♠/♠♦♦♦ or ♥♣															
others = NAT weak															
OVER OPPONENTS' TAKE-OUT DOUBLE															
1♣-(X)-1R/1♠/1NT/2♣/2X/2NT/3♣=TRF/5 ⁺ ♦/to play/NAT NF/Fit Jump/LR ⁺ /weak															
1♦-(X)-2♣/2♦/2M/2NT/3♦=♣INV ⁺ / NAT NF/ Fit Jump/ LR ⁺ / weak															
1M-(X)-1NT/2♣/ 2♦/ 2M-1/ 2M/ 2NT/ 3M/ 3NT															
=♠/♦/♥/♥ good raise/ bad raise/ LR+/ PRE/ good PRE															
Responses CUE=FG															
LEBENSÖHL															

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣	✓	2	4♥	11-22HCP, 2 ⁺ cards may have longer ♦	1♦/1♥/1♠=4 ⁺ ♥/4 ⁺ ♠/6-12BAL, 16+BAL, 5 ⁺ ♣ 6-9, 5 ⁺ ♦ 6-9 1NT/2♣/2♦/2♥=5 ⁺ ♣ FG/5 ⁺ ♦ FG/6 ⁺ ♦ INV/both M weak 2♠/2NT/3♣=5 ⁺ ♣ INV/both m INV/♣ weak 3x/3NT=SPL/12-15BAL	4th Suit=ART FG, 2way CB, 2way xyz, 2way G/T 1♠-1R;1R+1/1NT= 14-16BAL(INV 1st-3rd), 11-13BAL (other)/17-19BAL 1♠-1R;2♣/2♦/2NT/3♣/3♦/4♣= 6 ⁺ ♠ /rev /♠FG/♠INV/ supp short ♦ / RKCB 1♠-1♦;1♠/2♥/2♠/3♥/3♠=NAT UNBAL/♥4 min/♠STR/♥4INV/♥4 short♠ 1♠-1♥;2♥/2♠/3♥/3♠=rev/♠4 min/♠4 short ♥/♠4 INV	Good-Bad 2NT CUE=LIMIT RAISE ⁺ . JUMP RAISE=PRE. FIT JUMP.
1♦		4	4♥	11-22HCP 5+♦ or (4441)	1♥/1♠/1NT/2NT/3M/3NT=4 ⁺ ♥/4 ⁺ ♠/6-10/11-12/SPL/13-15 2♣/2♦/2♥/2♠/3♣/3♦=♣FG/♦min/4 ⁺ ♦FG/4 ⁺ ♦INV/♠ INV/♦ weak	4th Suit=ART FG, 2way CB, 2way xyz, 2way G/T	1♦-3♦ by PH = LR FIT JUMP. Good-Bad 2NT
1♥ 1♠		5(4)	4♥	11-22HCP,5 ⁺ ♥/♠,NAT. May be 4M in 3rd/4th SEAT.	1NT=semi-F 1M-2M+1/+2/+3/+4=4 ⁺ M FG/ INV ⁺ 3M/Mixed 4+M/INV 4+M 1M-3M/+1=PRE 4 ⁺ M/10-12 any SPL 1M-3M+2/+3/+4=7-9♣SPL/7-9♦SPL/7-9OM SPL	4th Suit=ART FG. 2wayCB. 2way G/T 1M-2M+1;+2/+3/+4/+5=any min/15+BAL/15+♣ short/15+♦short +6/+7/+8/+9/+10=15+OM short/5 ⁺ ♣/5 ⁺ ♦/5 ⁺ OM/weak 1M-2M+2;+3/+4/+5/3NT=FG/INV/min/14-16BAL 1♥-2NT;3♠/4♣/4♦=♣short/♦short/♠short 1♠-3♣;4X=X short	Drury fit CUE=LIMIT RAISE ⁺ JUMP RAISE=PRE FIT JUMP, Good-Bad 2NT 1M-2NT/3♣/3M by PH ♣ Fit jump/♣ INV/ mixed raise 1♥-(1♠)-2♣/2♠=♥ supp/ ♣ same as 2♠,3♠
1NT		-	-	11-13BAL (NV 1st-3rd) 14-16BAL (other) may have 5cards M	2♣/2R/2♠/2NT=STAY/ TRF/ size ask or ♣/ m ask or ♦ 3♣/3♦=5M ask/ m STAY 3♥/3♠=4144 or 40(54) or 31(54)/ 1444 or 04(54) 3NT/4♣/4R/4♠=to play/ 5 ⁺ ♥&5 ⁺ ♠ /TRF /to play Game bid may be weak (in 11-13 open)	1NT-2♣;2X-2♠/2NT/3m=5♠ INV/ INV/ NAT 1NT-2♣;2♦-2♥/3♥/3♠=♠5♥4INV+/5♠&5♥ INV/4♠5♥FG 1NT-2♣;2M-3M/3OM/4♣/4♦= INV/ S/T w/ short /BAL S/T /RKCB 1NT-2♦;2♥-2♠/2NT/3♣/3♦/3♥=5♥INV/♣/♦/6 ⁺ ♥ mild S/T/ 6 ⁺ ♥INV 1NT-2♥;2♠-2NT/3♣/3♦/3♥/3♠=♣/♦/5♠♠S/T /6 ⁺ ♠ mild S/T /6 ⁺ ♠INV	TEXAS TRF THUR 3♣ LEBENSOHL vs NAT NEG X OVER 3 of a Suit 1NT-(X)-P/XX->XX/2♣ DBL by Opener=T/O
2♣	✓	0	-	ART STR (1) 9 ⁺ Tricks (2) 22 ⁺ HCP	2♦/ 2M/ 2NT=Waiting/ NAT/ both m kokish relay	2♣-2♦; 2♥-2♠; 2NT/3♣/3♦/3♥=24-25BAL/6 ⁺ ♥/♥+/♦+/♥+♣	Pass=Positive, X=Negative SUIT=GOOD 5 ⁺ CARD.
2♦	✓	6	-	9-12HCP 6 ⁺ ♦	2NT = Ogust 4♣ = S/T	2♦-2NT; 3♣/ 3♦/ 3♥/ 3♠ = min bad ♦/ min good ♦/ max bad ♦/ max good ♦	
2M	✓	6	-	9-12HCP 6 ⁺ M	2NT = Ogust 4♣ = S/T	2M-2NT; 3♣/ 3♦/ 3♥/ 3♠ = min bad M/ min good M/ max bad M/ max good M	
2NT		-	-	(19)20-21 BAL.	3♣/3R/3♠/3NT=STAY/ TRF/ m STAY/ to play 4♣/4R=5+♥&5+♠/ TRF	2NT-3♣; 3♦-3M=Smolen 2NT-3♦; 3♥-3♠; 3NT(Relay)-4m=m5 ⁺ S/T	
3♣		6	-	NAT PRE	4♦=♣S/T	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	-	NAT PRE	4♣=♦S/T	GERBER. RKC(1430). EXCLUSION RKC(3014)	
3♥		6	-	NAT PRE	4♣=♥S/T	SPLINTER RAISE. SELF SPLINTER	
3♠		6	-	NAT PRE	4♣=♠S/T	Roman-DOPI (below 5 of the agreed suit). DEPO (above). ROPI.	
3NT	✓	-	-	♣ or ♦ PRE	4♣/4♦/5♣/6♣/7♣=P/C. 4NT=RKCB	GRAND SLAM FORCE (1step=A/K,2step=Q/Extra,trump=No).	
4x		7	-	NAT PRE, very Light		PASS and PULL SHOWS STR OFFENSIVE HAND.	
4NT	✓	-	-	ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.	CTRL SHOWING CUE at 3/4 level shows 1st/2nd Rd CTRL.	
OTHERS							