




DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD																											
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE	<p style="text-align: center;">JAPAN</p> <p style="text-align: center;">NCBO All EVENT</p>   																											
8-17HCP, (4)5+card suit, Sound. RESP: New suit=F1. Cue=INV+ w/SUPP. Jump raise=PRE. Jump shift=Fit showing jump. Reopening: 8-17HCP, Cue=Michaels. RESP: New suit=NF but constructive.	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th style="text-align: center;">Lead</th> <th style="text-align: center;">In Partner's suit</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Suit</td> <td>3rd or lowest</td> <td>3rd or lowest</td> </tr> <tr> <td style="text-align: center;">NT</td> <td>4th</td> <td>4th</td> </tr> <tr> <td style="text-align: center;">Subseq</td> <td>Same as above</td> <td>Same as above</td> </tr> <tr> <td colspan="3">Other:</td> </tr> </tbody> </table>			Lead	In Partner's suit	Suit	3rd or lowest	3rd or lowest	NT	4th	4th	Subseq	Same as above	Same as above	Other:														
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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. vs. Suit:A asks ATT, K asks CT. If CT isn't needed, we lead for showing ATT, S/P, or for deception.	<p style="text-align: center;">Kazuyuki Tsuruoka <small>NAME OF PLAYER</small></p> <p style="text-align: center;">Kazuki Iizuka <small>NAME OF PLAYER</small></p>																											
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.) RESP: System on. Reopening: 1NT=12-14HCP, BAL/semi-BAL. May not have stoppers in OPPT's suit. 2NT=18-19HCP, BAL/semi-BAL. RESP: System on.	LEADS	SYSTEM SUMMARY : GENERAL APPROACH AND STYLE																											
JUMP OVERCALLS (Style; Responses; Unusual NT)	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th style="text-align: center;">VS. Suit</th> <th style="text-align: center;">VS. NT</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Ace</td> <td>Ax(+);AK</td> <td>AKHH(+); Ax</td> </tr> <tr> <td style="text-align: center;">King</td> <td>AKx(+); KQx(+); Kx</td> <td>AKx(+); KQ(J/10)x(+)</td> </tr> <tr> <td style="text-align: center;">Queen</td> <td>QJx(+); Qx</td> <td>QJ(10/9)(+); AQJ(+); KQ109(+)</td> </tr> <tr> <td style="text-align: center;">Jack</td> <td>J10x(+); KJ10x(+); Jx</td> <td>J10(9/8)(+); HJ10(+)</td> </tr> <tr> <td style="text-align: center;">10</td> <td>109x(+); H109x(+); 10x</td> <td>109(8/7)(+); H109(+); AQ109(+)</td> </tr> <tr> <td style="text-align: center;">9</td> <td>9x</td> <td>9xx; 9x</td> </tr> <tr> <td style="text-align: center;">Hi-x</td> <td>Sx; HxSx(xx); xxSx(xx)</td> <td>SSx(+); Sx</td> </tr> <tr> <td style="text-align: center;">Lo-x</td> <td>Hx(xx)S; xx(xx)S</td> <td>HxxS(+); HHxS(+); HxS; xxxS(+)</td> </tr> </tbody> </table>		VS. Suit	VS. NT	Ace	Ax(+);AK	AKHH(+); Ax	King	AKx(+); 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(+)	<p style="text-align: center;">5-CARD MAJOR 2/1 1NT Opening:(14+)15-17</p> <p style="text-align: center;">Various ART raises after 1m/1M Openings</p>
	VS. Suit	VS. NT																											
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Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx																											
Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)																											
1-Suit: Weak. RESP: New suit=F1. Cue=Limit+. 2NT=Ogust. 2-Suit: Unusual 2NT=Unbid lower rank 2-suiter. Reopening: Intermediate.	SIGNALS IN ORDER OF PRIORITY	<p style="text-align: center;">RESPONSE 1! =semi F 2 OVER =Always FG.</p> <p style="text-align: center;">SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</p> <p>1♣ 2+♣ may have longer ♠ 4♣/4♦=♣5♥6/♠5♥6</p>																											
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th></th> <th style="text-align: center;">Partner's Lead</th> <th style="text-align: center;">Declarer's Lead</th> <th style="text-align: center;">Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3" style="text-align: center;">Suit</td> <td style="text-align: center;">1</td> <td>Hi=DISCRG</td> <td>Hi/Lo=ODD</td> </tr> <tr> <td style="text-align: center;">2</td> <td>Hi/Lo=ODD</td> <td>S/P</td> </tr> <tr> <td style="text-align: center;">3</td> <td>S/P</td> <td>S/P</td> </tr> <tr> <td rowspan="3" style="text-align: center;">NT</td> <td style="text-align: center;">1</td> <td>Hi=DISCRG</td> <td>Hi/Lo=ODD</td> </tr> <tr> <td style="text-align: center;">2</td> <td>Hi/Lo=ODD</td> <td>S/P</td> </tr> <tr> <td style="text-align: center;">3</td> <td>S/P</td> <td>S/P</td> </tr> </tbody> </table>		Partner's Lead	Declarer's Lead	Discarding	Suit	1	Hi=DISCRG	Hi/Lo=ODD	2	Hi/Lo=ODD	S/P	3	S/P	S/P	NT	1	Hi=DISCRG	Hi/Lo=ODD	2	Hi/Lo=ODD	S/P	3	S/P	S/P	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE			
	Partner's Lead	Declarer's Lead	Discarding																										
Suit	1	Hi=DISCRG	Hi/Lo=ODD																										
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NT	1	Hi=DISCRG	Hi/Lo=ODD																										
	2	Hi/Lo=ODD	S/P																										
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Direct: Michaels. RESP: after (1M)-2M-(P-); 2NT=minor ask 3C=P/C (1m)-3m=NAT, PRE. (1M)-3M=Asks for stopper. VS. NT (vs. Strong/Weak; Reopening; PH) Direct : X=PEN, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m, 2NT=♠&♦. Reopening : Same as above. vs. WK NT: Same as above. Dbl by PH = m 1suiter	DOUBLETS	<p style="text-align: center;">SPECIAL FORCING PASS SEQUENCES</p>																											
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE																											
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.	Normal,may be light with shape RESP: Cue=F1. Jump cue=Asks for stopper. Reopening: 8+HCP. RESP: Cue=F1.	1m - (1NT) - 2♣ = ♥+♣																											
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES	PSYCHICS																											
vs. 1♣: X:both Major,1NT:both minors vs. 2♣: X:both Major,NT:both minors	NEG DBL thru 4♥. RESP DB 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.	Openings: Rare. Others: Rare comic O/C, fake cue, fake G/T.																											
OVER OPPONENTS' TAKEOUT DOUBLE	IMPORTANT : Use symbols ♣, ♥, ♦, ♠ when needed	IMPORTANT:All text must be typewritten or block letters																											
REDBL=Normal. Fit showing jump. SPL. 1m-(X)-2NT/3m=PRE/Limit raise.1♣-(X)-(XX) :16+ & 1♦-(X)-(XX)=10+ 1M-(X)-2NT/3M/3NT/4M=Limit+/PRE/Good PRE/PRE. 1M-(X)-2M-1: good single raise	Update: 26-May-2024 printed: Iizuka.K																												

Opening	TIC K IF ART ICIAL	MIN NO. OF CAR DS	NE G. DBL THR	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♠		2	4♥	(11)12+pts, NAT.	1♠/1M/1NT/2♠/2♦/2♥/2♣/2NT= ♦4(no 4M)/M4/6-10/♠5+,6-9/♠FG/♠inv/mixed raise/NAT inv 3♠/3♦/3♥/3♣/3NT=weak/SPL/SPL/SPL/to play 4♠/4♦/4M/4NT/5♠=weak/SPL/to play/RKCB/to play	4th Suit=ART FG. 2-way check back. Structured Reverse. SPL. 2way XYZ	Cue=Limit raise+. Jump raise=PRE. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♦		4	4♥	(11)12+pts, NAT. 5+♦or(4441)	1M/1NT/2♠/2♦/2♥/2♣/2NT= M4/6-10/♠GF/♦3,6-9/♦FG/♦inv/NAT inv 3♠/3♦/3♥/3♣/3NT=mixed raise/weak/SPL/SPL/to play 4♠/4♦/4M/4NT/5♠=SPL/weak/to play/RKCB/to play	4th Suit=ART FG. 2-way check back. Structured Reverse. SPL.	Cue=Limit raise+. Jump raise=PRE. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♥		5	4♥	(11)12+pts, 5+♥, NAT.	1♥/1NT/2♠/2♦/2♥/2♣/2NT= ♠4+/6-11/♠4+FG/♦5+FG/♥3+ 6-9/4+♥ 12+/♥3,inv+ 3♠/3♦/3♥/3♣/3NT,4♠,4♦/4♥= mixed raise/limit raise/weak/10-12 SPL(3NT=ask)/♠,♦,♣ -10 SPL/play	4th suit=ART FG. 2-way check back. Structured Reverse. SPL. 1M-2M;(+)1/(+2)/(+3)/(+4)/(+5) =TRF to (+2)/♠/♦/OM Help suit GT/BAR 1M-2M;(+)1-(+2);(+3)/(+4)/(+5)/3NT/3♣,4X =♠/♦/OM ShortGT/RKCB/ERKCB of ♠,X 1M-(2M+1);(+2)/(+3)/(+4)/(3M)/(3M+1)=12-14/(15+)BAL/♠short/♦short/OM short	Cue=Limit raise+. 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
1♣		5	4♥	(11)12+pts, 5+♣, NAT.	1NT/2♠/2♦/2♥/2♣/2NT=6-11/♠3+FG/♦5+FG/♥5+FG/♣3+6-9/4+♣ 12+ 3♠/3♦/3♥/3♣/3NT/4♠,4♦,4♥= ♣3,inv+/mixed raise/limit raise/weak/10-12 SPL(4C=ask)/-10 SPL	1M-(2M+1);(3M+2/(+3/+4)=5+C/D/OM 1♥-2♣-4♥/4♣=♣voidNF/F1 1♣-2NT-4♣=HvoidF1 1M-(2M+1)-(+2);(+3)/(+4,3M,3M+1)=shortASK(step)/(♠,♦,♣)short 1M-(2M+1)-(+3);(+4,3M,3M+1)/4X=(♠,♦,♣)short/cue(no short)	
1NT		-	3♣	(14+)15-17HCP, BAL/semi-BAL	2♠=STAY 2♦/2♥=Jacoby TRF. 2♣=mss(2NT-3C:bothm s/o,2NT/3C-3D:D s/o) 2NT=PUP to 3C(C S/O or 4441 FG) 3♠,3♦=NAT INV 3♥/♣=♠/♦ S/T 4♠=RKC Gerber-1430. 4♦/4♥/4♣/5♠=Texas TRF.	1NT-2♠;2♦-2♥/2♣=Smolen/Smolen 1NT-2♠;2♥-2♣/2NT=INV w/ 4♣ / w/o 4♣. 1NT-2♠;2♦-3♥/3♣=5+♠& 5+♥ INV / FG. 1NT-2♠;2M-3OM =M fit S/T.	vs PEN DBL: Pass / XX=PUP XX / 2♠. Lebensohl. Texas TRF Thru 3♠. System On vs PEN DBL / NAT 2♠. Defense vs STAY/Jacoby TRF DBLed.
2♠	✓	0	4♥	22HCP	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.	
2♦ 2♥ 2♣		5 5 5	4♥ 4♦ 4♥	weak	New suit=F1. 2NT=Ogust 4m/4M/4NT=SPL/to play/trump ask(03)	2♦-2NT;3♠/3♦/3♥/3♣/3NT:minbad/maxbad/mingood/maxgood/solid	
2NT		-	3♣	20-21HCP, BAL/semi-BAL.	3♠=STAYMAN. 3♦/3♥=Jacoby TRF 3♣=mSS. 3NT=play 4♦/4♥=Texas TRF.	2NT-3♠-3♦/3♥/3♣/3NT=4M/♣5/♥5/no M 2NT-3C-3D-4C/4D:both M ST/ CoM	
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)	
3NT	✓	-	-	4 level minor PRE	4♠/5♠/6♠/7♠:P/C,4♦:ask 5♦,6♦,7♦=To Play	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	ROMAN KEY CARD GERBER-1430. RKCB-1430. EXCLUSION RKCB-0314. ROMAN-DOP(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER.
4♠ 4♦		5 5	- -	♠5♥6 PRE ♦5♥6 PRE		5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King by position.	
4♥ 4♣		7 7				Over King ASK: King by 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♠=0/♦/♥/♣/♠/2 Ace.	LIGHTNER DOUBLE. FORCING PASS.	
OTHERS							