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.			N.T.	3rd/5th; OTHERS 3rd/5th; OTHERS	4th; 3rd/LOW 4th;	Attitude;	Rusinow;			JAPAN NCBO		
IN BAL POS 8-15, CUE=Michaels Responses CUE = F1, NEW SUIT=NF			OTHERS						Takar	nori <u>Katayama</u> Shuta <u>Eguchi</u>		
TAKE-OUT DOUBLE - General Style 10 <sup>+</sup> HCP. Responses CUE=FG			Lead	Leads /s. Suit Vs. NT			Т	SYSTEM	ME OF PLAYER  NAME OF PLAYER  SUMMARY: GENERAL APPROACH AND STYLE			
LEBENSOHL			King AK(+		AK(+), Ax +), KQ(+), Kx		AK(+), Ax AK(+), KQ(+), Kx		5-CARD MAJOR, NATURAL, 2/1 FG 1NT Opening: 11-13BAL (NV 1st-3rd), 14-16BAL (other)			
IN BAL POS 8*HCP.  Responses CUE=F1  SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD			Jack J10(-		+), AQJ(+) QJ(+), AQJ(+) +), HJ10(+) J10(+), HJ10(+) +), H109(+) 109(+), H109(+)			10(+)	1♣=2+♣ may have longer ♦ (TRF RESP 1♣-1♦/1♥=4+♥/♠) 2♦/2♥/2♠ = 9-12 6+ NAT			
1NT OVERCALL Responses 2nd POS	Other Meanings UNUSUAL by PH.		9 Hi-x	9>	x, HH9(x) , HxSx(xx)		9x(+) Sx(+		3NT = r			
15-18HCP. SYSTEM ON 4th POS			Lo-x	Hx(x	x)S, xx(xx)S	AIC OR DIS	HxS, Hxx		CANAPE	OPENING ALL STRONG SPECIAL RESPONSES HANDS HANDS SEQUENCES		
12-15HCP. SYSTEM ON  JUMP OVERCALL WEAK INTERM STRONG 2 SUITER  OTHERS			SIGNALS WHEN FOLLOWING OR DISCARDING  USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS  D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE					OPENINGS	ENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE DESCRIPTION			
IN BAL POS O NEW SUIT/CUE=F1.			CARDS On partner's le		HIGH D1S	LOW E2S	ODD	EVEN	OP.1 <b>1</b> ♣ OP.2 <b>1NT</b>	2+♣ may have longer ◆ 11-13BAL (NV 1st-3rd), 14-16BAL (other) Game bid may be weak (in 11-13 open)		
UNUSUAL NT Responses JUMP=weak DIRECT CUE-BID STYLE MICHAELS			On declarer's  Discarding		1 D	2 E			OP.3 <b>2</b> ♦/ <b>∀</b> /♠ OP.4 <b>3NT</b>			
Responses 2NT=INQ, 3♣=P/C, 3♦=M INV <sup>+</sup>			On partner's le On declarer's		D1S 1	E2S 2				conventions> 1♥/1♠=4+♥/♠/no M		
	=Both M(5+,4+), 2 •=M 1suiter, 2M=M&m 2 <b>.</b> •= Longer M Ask		Discarding SIGNALS IN TRUMP SUIT		D E OTHER SIGNALS				SPECIAL	/ 2NT=5* A INV / both m INV  L COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE		
VS. WEAK NT  SAME AS STR NT.				Present Count  SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES						CB.1 TRF RESP over OPPT'S T/O DBL(after 1 ♣/1M)  CB.2 LEAPING MICHAELS OVER WEAK 2M or MULTI 2 ◆.  CB.3 DEFENSIVE BIDS vs MICHAELS / UNUSUAL NT.		
VS. PREEMPTS T/O X THRU 4 ♥ ((4♠) - X /4NT= Cards/2suiter)  DBL vs WEAK2=T/O->LEBENSOHL 2NT.			NEG DBL THRU 4♥ RESP DBL THRU 4♥						CB.4 1			
4			(ALSO APPLIED AFTER PARTNER'S O/C or T/O DBL).  MAX DBL THRU 3♥.  SUPP DBL/REDBL THRU 2♥.						IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE  1NT-(X)-P=FORCE TO XX. 4++ or 4+v or ++v			
2\$/2\$/2\$/2NT= \$\$/\$\$/\$\\$/\$\$/\$\$ or \$\$  VS 2\$: X/2\$/2\$/2NT= \$\$/\$\$/\$\$/\$\$			Lead directing DBL, Lightner DBL  Roman-DOPI (below 5 of the agreed suit). DEPO (above). ROPI.							1NT-(X)-XX=FORCE TO 2♣. Shows any 1suiter 1NT-(X)-2X= X+♠		
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			SPECIAL FORCING PASS SEQUENCES							d may be weak (after 11-13 1NT open)		
1 ♦ -(X)-2 ♣/2 ♦ /2M/2NT/3 ♦ = ♣INV <sup>+</sup> / NAT NF/ Fit Jump/ LR <sup>+</sup> / weak 1M-(X)-1NT/2 ♣/ 2 ♦/ 2M-1/ 2M/ 2NT/ 3M/ 3NT									PSYCHICS : O	PENINGS Rare OTHER Rare		
=♣/ ♦/ ♥/ good raise/ bad raise/ LR+/ PRE/ good PRE  IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed									IMF	PORTANT:All text must be typewritten or block letters		

	TICK IF ARTIFICIAL	Y. A	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
14	✓	2	4♥	11-22HCP, 2 <sup>+</sup> 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(NV 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 <sup>†</sup> . JUMP RAISE=PRE. FIT JUMP.
1•		4		11-22HCP 5+ ◆ or (4441)	1 ▼ /1 ♠ /1NT/2NT/3M/3NT=4 <sup>+</sup> ▼ /4 <sup>+</sup> ♠ /6-10/11-12/SPL/13-15 2 ♠ /2 ◆ /2 ▼ /2 ♠ /3 ♠ /3 ◆ = ♣ FG/ ◆ min/4 <sup>+</sup> ◆ FG/4 <sup>+</sup> ◆ 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 ♦		5(4)	4♥	11-22HCP,5 <sup>+</sup> ▼/♠,NAT. May be 4M in 3rd/4th SEAT.	1NT=semi-F 1M-2M+1/+2/+3/+4=4 <sup>+</sup> M FG/ INV <sup>+</sup> 3M/Mixed 4+M/INV 4+M 1M-3M/+1=PRE 4 <sup>+</sup> 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  1♣-3♣;4X=X short	Drury fit  1▼-(1♠)-2♣/2♠=▼ supp/ ♣ same as (2♠),(3♠) other CUE=LIMIT RAISE <sup>+</sup> JUMP RAISE=PRE FIT JUMP, Good-Bad 2NT 1M-2NT/3♣/3M by PH =♣ Fit jump/♣ INV/ mixed raise
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*/3*=5*INV/*/*/*/* mild S/T/6**INV  1NT-2*;2*-2NT/3*/3*/3*/3*=*/*/5*5*S/T/6** mild S/T/6**INV	TEXAS TRF THUR 3.4 LEBENSOHL vs NAT NEG X OVER 3 of a Suit 1NT-(X)-P/XX->XX/2.4 DBL by Opener=T/O
2*	✓	0	-	ART STR (1) 9 <sup>+</sup> Tricks (2) 22 <sup>+</sup> HCP	2 • / 2M/ 2NT=Waiting/ NAT/ both m kokish relay	2♣-2♦; 2♥-2♠; 2NT/3♣/3♦/3♥=24-25BAL/6 <sup>†</sup> ♥/♥+♦/♥+♣	Pass=Positive, X=Negative SUIT=GOOD 5 <sup>+</sup> CARD.
2•	1	6	-	9-12HCP 6 <sup>+</sup> ◆	2NT = Ogust 4* = S/T	2 ♦ -2NT; 3 ♣ / 3 ♦ / 3 ♥ / 3 ♠ = min bad ♦ / min good ♦ / max bad ♦ / max good ♦	
2M	1	6	-	9-12HCP 6 <sup>+</sup> 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 <sup>+</sup> S/T	
3♣		6	-	NAT PRE	4♦=♣S/T	SLAM APPROACH AND CONVENTIONS (includin	g all slam-interest bids )
3♦		6	-	NAT PRE	4♣=♦S/T	GERBER. RKC(1430). EXCLUSION RKC(3014)	
3♥		6	-	NAT PRE	4.4=♥S/T	SPLINTER RAISE. SELF SPLINTER	
3♠		6	-	NAT PRE	4*= <b>\</b> 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	1	-	-	ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.	CTRL SHOWING CUE at 3/4 level shows 1st/2nd Rd CTRL.	
OTHERS							