

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS						WBF CONVENTION CARD											
<b>OVERCALLS - General Style</b> 8-17HCP, may be good 4 card at the 1 level				OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;		OTHERS		<div style="text-align: center;"> <p><b>JAPAN</b></p> <p>NCBO</p> <p>T Maeda, N. Hayashi</p> <p><b>Makoto HIRATA</b></p> <p>NAME OF PLAYER</p> </div> <div style="text-align: center;"> <p>GREEN</p> <p><b>Yasuhiro SHIMIZU</b></p> <p>NAME OF PLAYER</p> </div>											
Responses Single raise = 6-9 Jump raise = Weak						N.T.	3rd/5th; 4th; Attitude; Rusinow;		OTHERS												
CUE = F1 Jump CUE = Mixed Raise					SUBSEQUENT LEADS		Same as above		Often an unsupported Honor												
IN BAL POS Same as above				<b>CIRCLE OPENING LEADS vs. NO-TRUMPS</b> <i>Underline leads against suit contracts if different</i> <table border="1" style="width: 100%; text-align: center;"> <tr> <td colspan="6">SAME LEADS</td> </tr> <tr> <td>YES</td> <td colspan="5">NO</td> </tr> </table>						SAME LEADS						YES	NO				
SAME LEADS																					
YES	NO																				
Responses Jump raise = INV CUE = F1				SUBSEQUENT LEADS		Same as above		Often an unsupported Honor													
<b>TAKE-OUT DOUBLE - General Style</b> SOUND or SHAPE				<b>1NT OVERCALL</b> Responses Other Meanings 2nd POS 15-18 STAY, TRF, mSS, SMOLEN UNUSUAL by PH 4th POS 11-15 Same as above																	
Responses CUE = F thru suit agreement																					
Jump CUE = ASK stopper RESP DBL thru 4♥																					
IN BAL POS May be weaker				<b>SIGNALS WHEN FOLLOWING OR DISCARDING</b> USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED																	
Responses CUE=F1																					
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD																					
IN BAL POS Same as above				SUIT		On partner's lead	E2S	D1S			<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b> <table border="1" style="width: 100%; text-align: center;"> <tr> <td>CANAPE</td> <td>OPENING RESPONSES</td> <td>ALL HANDS</td> <td>STRONG HANDS</td> <td>SPECIAL SEQUENCES</td> </tr> </table>				CANAPE	OPENING RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES		
CANAPE	OPENING RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES																	
Responses 2NT ASK to 2 Lvl JOC = OGUST				N.T.	On declarer's lead	2S	1S														
UNUSUAL NT Two lowest unbid suits					Discarding	E2S	D1S														
Responses				SIGNALS IN TRUMP SUIT		OTHER SIGNALS				<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b> CB.1 VS MICHAELS & UNT (Higher level CUE shows Higher Ranking suit) CB.2 CB.3 CB.4 CB.5 CB.6											
<b>DIRECT CUE-BID STYLE</b> MICHAELS				Hi-Lo : Extra length or S/P																	
Responses Relay bids				<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>																	
<b>VS. STRONG NT</b> Multi LANDY Responses				NEG DBL through 4♦		RESP DBL through 4♦				<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>											
<b>WEAK NT</b> 2♣ = ♠ and ♥				2♦ = ASK better MAJ 2NT = FG		MAX DBL through 3♥															
2♦ = ♠ or ♥				2NT = ASK 3X = NAT		COMP DBL through 3♥															
2♥/2♠ = ♥/♠ & minor				2NT = ASK 3♣ = P/C		SUPP DBL through 2♥				PSYCHICS : OPENINGS Rare OTHER Rare											
				3♦ = MAJ game try		Card showing DBL															
<b>VS. PREEMPTS</b>						SNAPDRAGON(Fourth suit DBL)															
VS Weak two: CUE = Stopper ASK 4♣/♦ = Leaping MICHAELS				<b>SPECIAL FORCING PASS SEQUENCES</b>						<b>IMPORTANT: All text must be typewritten or block letters</b>											
LEBENSOHL SLOW																					
<b>VS. ARTIFICIAL 1♣ or 2♣ OPENINGS</b>																					
VS 1♣: X/1♦/1NT = CRASH																					
(1♣)P(1♦)? X/1NT/2♣ = CRASH																					
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>																					
1-Level new suit = NAT F1																					
2-Level new suit = NAT NF																					
1m-(DBL)-2NT/3m = PRE/ Limit Raise																					
1M-(DBL)-2NT/3M/3NT = Limit Raise or better/ PRE/ Good Triple raise																					
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed																					

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♦	11+pts	1♣-1♦ = May 2~3♦ when 3334 or 3325, 5-9 pts 1♣-1♥/♠ = May bypass 5+♦ 1NT/2NT/3NT = 6-10/11-12/13-15 Single raise = FG Double raise = PRE 2♥ = Limit raise 2♠ = 5+SUPP, 7-9 1♣-2♦ = STR 1♦-3♣ = NAT INV Double Jump Shift = SPL	Opener's 1NT/2NT rebid may have 4 card MAJ(s) 1m-1NT:2NT = INV Two-way Checkback after opener's 1NT rebid 2NT and fourth suit STALL after 1/1 REV 1m-1♥: 2NT-3♥/♠ = 5+♥(may have 4 card♠)/ 4♥&4♠ Fourth Suit = GF 1♣-1♦: 1♥-1♠/2♠ = FS1F/ NAT GF 1m-2m: 4m = RKCB	Single raise = Weak CUE = Limit raise or better Jump Raise = PRE Single Jump shift = FIT JUMP Unusual vs Unusual against 2-suiter 1m-(1NT)- Multi Landy
1♥ 1♠		5(4)	4♦	11+pts Maybe 4 card in the 3rd and 4th seat	Forcing Notrump 3♣/3♦ = 4+SUPP, 7~9/10~12 Double raise = PRE 2NT = JACOBY 3NT = BAL GF Raise,12-14 Double Jump Shift = SPL 1♠ - 3♥ = NAT INV	Reraise is not INV 1M-1NT: 2NT = 18-19 Two-way Checkback after opener's 1NT rebid Two over one 2NT/3NT rebid = 12-15or18-19/ 16-17 Fourth Suit = GF Two way game try after single raises	CUE = Limit raise or better Single Jump shift = FIT JUMP Unusual vs Unusual against 2-suiter DRURY FIT PH 2NT = ♣ FIT JUMP
1NT		2Lvl 3Lvl		BAL (14)15-17HCP 5M/6m common	2♣/♦/♥/♠ = STAY, Jacoby and mSS 2NT = ♣ S/O or any 4441 3-suiter(10-14) 3♣/3♦ = INV 3♥/3♠ = (Semi)3-suiter with short ♥/♠ (5431) 4♣/♦/♥ = Gerber and Texas	Modified SMOLEN TRF BAL/UnBAL Fit showing slam try after Stayman 1NT-2♦: 2♥-2♠ = WALSH, 6+♣/♦ GF	STOLEN TRANSFER BIDS LEBENSORHL SLOW ReDBL aft PEN DBL = PUPP 2♣
2♣	✓			(1) ART STR (2) BAL 22+HCP	2♦ = Waiting, game forcing 2♥ = Very weak 2NT = ♥Positive 3♥/♠/NT = any Semi-SOL6+/ SOL6+/ SOL7+	2♣-2♦: 2NT/3NT = BAL 22-24/ Running 9 tricks 2♣-2♦: 2♥ = KOKISH: PUPP 2♠, 5+♥ or BAL 25+	Responder's Pass = Waiting, F DBL/ReDBL = Very weak
2♦	✓			Weak two ♥/♠, 5-10	2NT = ASK 2♥/2♠/3♥/3♠ = P/C 3♠ = PUPP 3♦ 3♦ = mSS 4♣/♦ = PUPP/TRF 4♥/♠ = NAT	2♦-2NT: 3♣(mini or 5-carder)-3♦ = PUPP OM 2♦-2NT: 3♦/♥/♠/NT = medi♥/medi♠/maxi♥/maxi♠	ReDBL = HCP Relay 2Lvl DBL by Responder = P/C 2NT over 2Lvl o/c = PUPP 3♣
2♥	✓	5		5♥ and 5(4)minor, 5-10	2NT = ASK	2♥-2NT: 3♣/♦/♥/♠ = ♥ + ♣mini/ ♦mini/ ♣maxi/ ♦maxi	DBL over 3m = P/C
2♠	✓	5		5♠ and 5(4)minor, 5-10	3♣/4♠ = P/C 3♦ = M GT(+) 3M Raise = Not INV	2♠-2NT: 3♣/♦/♥/♠ = ♠ + ♣mini/ ♦mini/ ♣maxi/ ♦maxi	DBL over 2M/3M = PEN
2NT		3Lvl		BAL (19)20-21HCP 5M/6m common	3♣ = Normal STAY SMOLEN TRANSFER 3♦/♥/♠ = Jacoby and mSS 4♣/♦/♥ = Gerber and Texas	2NT-3♦:3♥-3♠=WALSH, 6+♣/♦ GF 2NT-3♠:3♦-3M/4M = SMOLEN/55MAJ 3♥-3♠:4♥=55MAJ,Slam 2NT-3♠:3M-OM/4♣/4♦ = Trump Set/ 5+♣/ 5+♦ 2NT-3♠:3NT-4M= SPL 54+m,Slam	
3♣		6		PRE		<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>	
3♦		6		PRE		GERBER(1430)	
3♥		6		PRE		Super GERBER(1430) after 3NT bids	
3♠		6		PRE		RKCB 1430	
3NT	✓			GAMBLING: SOL 7+minor	4♣/5♠ = P/C 4♦ = Short suit ask	Exclusion RKCB(0314)	
4♣		7		PRE		1m-2m:4m / 1m-3m:4m = Auto RKCB	
4♦		7		PRE		Roman-DOPI (below five of the agreed suit), DEPO (higher)	
4NT	✓			ACOL Ace ASK	5♣/♦/♥/♠/NT/6♣=No/♦/♥/♠/Two/♣ Ace(s)	5NT Grand slam force (Steps: AorK/Q/Extra length/No Extra)	
OTHERS							