

DEFENSIVE AND COMETITIVE BIDDING				LEADS AND SIGNALS				WBF Convention Card												
OVERCALLS(Style; Responses; 1/2level; Reopening)				OPENING LEADS STYLE																
8-17 HCP usually / 4-cards possible 1 level		Lead		in Partner's Suit		Category														
Sound 2-level		Suit	3rd = even, low = odd		3rd = even, low = odd		Green 5 Card Major (2026/1/6)													
RESP: New suit = Const NF		NT	4th		4th		Country: Japan													
Jump Shift = Fit Jump / Jump Raise = Preempt		Subseq	same as above		same as above		Event: Open													
CUE = Limit Raise+ or GF Any		Other:					Players: Ogata, Chen, Hino, Kikuchi, Sou, Inami													
3Level Jump CUE = Mixed Raise																				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)				LEADS				SYSTEM SUMMARY												
2nd: (15)16-18HCP BAL		Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE													
System on, same as 1NT Opening.		Ace	Ax(+), AKx(+) ASK ATT		Ax(+), Strong lead		5 Card Major 2/1 FG													
4th: (11)12-14HCP BAL		King	KQx(+), AKx(+)*5+ level Ask Count		AKx(+), KQx(+) ASK ATT		Strong 2C													
System on, same as 1NT Opening.		Queen	QJx(+), Qx		KQ109(+), (A)QJx(+), Qx		2D/2H/2S: Weak 2													
		Jack	J10x(+), KJ10(+), Jx		J10x(+), AJ10(+), KJ10(+), Jx		Strong 1NT: 15-17													
JUMP OVERCALLS(Style; Responses; Unusual NT)				10	109x(+),H109(+), 10x		109x, 10x, H109(x)		Strong 2NT: (19)20-21											
1-Suit: jump overcall		9	9x		9x,9xx(+)															
2-Suit: 2NT(lower 2 suiter), Michael's cue		Hi-x	Sx,xxSx,xxSxxx		Sx,SSxS,Sxx															
Jump cue Stopper ask		Lo-x	xxS,xxxxS		HxxS		SPECIAL BIDS THAT MAY REQUIRE DEFENCE													
Reopening: jump Intermediate, 2NT balanced 18-20HCP				SIGNALS IN ORDER OF PRIORITY				2C = Artificial Strong (Strong or 20+HCP BAL)												
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)					Partner's Lead	Declarer's Lead	Discarding	2D/2H/2S: Weak 2												
Michaels = 55+; Unusual 2NT/4NT		Suit: 1st	Lo/=ENCRG		Hi/Lo=ODD		Lo/=ENCRG	3NT=Solid Minor												
(1M)-2M = OM & m 55+ ; 2NT=m ASK INV+ ; 3C=P/C		2nd	Hi/Lo=ODD		S/P		Hi/Lo=ODD	Multi Landy VS 1NT opening												
(1X)-3X = Stopper ASK		3rd	S/P				S/P	Lebensohl vs overcall on 1NT												
vs Weak2 = Cue:Stopper ASK		NT: 1st	Lo/=ENCRG		Hi/Lo=ODD		Lo/=ENCRG	Lebensohl vs weak 2												
VS. NT(vs. Strong/Weak; Reopening;PH)				2nd	Hi/Lo=ODD		S/P	Micheals CUE												
Multi Landy; DBL=PEN		3rd	S/P				S/P	Low High cue vs Known 2 suiter OC (Low=SUP INV+; High=OM4+ FG; X=NEG X);												
2D = Major 1suiter; 2H= H5+m4+ ; 2S=S5+m4+; 2NT = Both m		Signals (including Trumps):				Unusual NT(Lower 2 suiter)														
VS. 1NT overcall to our 1m open: 2C=BothM; 2D=H; 2H=S		Suit preference				Good-Bad 2NT by Opener														
2S=S&m, 2NT = Both m						Low High cue vs Known 2 suiter OC (Low=SUP INV+; High=OM4+ FG; X=NEG X);														
VS. 1NT overcall to our 1M open: 2m=NAT; 2Major: NAT;2NT=inv		DOUBLES																		
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)				TAKEOUT DOUBLES(Style;Responses;Reopening)																
X=T/O; Cue Strong hand;		Sound or Shape																		
VS Weak2 CUE=Stopper Ask		RESP: Cue=F1. Jump cue=Asks for stopper								SPECIAL FORCING PASS SEQUENCES										
4NT 2 suiter, 4 level cue Strong more than 4NT.		Reopening: 8+.																		
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES																
X=Both Major, NT= Both Minor		NEG DBL thru 4H, RESP DBL thru 4H, SUPP DBL/REDBL thru 2H								IMPORTANT NOTES THAT DON'T FIT ELSEWHERE										
		MAX DBL thru 3H																		
		Good Bad 2NT																		
		Lebensohl vs overcall on 1NT																		
OVER OPPONENTS' TAKE OUT DOUBLE				Lebensohl after Double vs 1M-2M																
Preempt 2NT RAISE after 1m(X)						Psychics :: rare														
Truscott 2NT																				
Fit Showing Jump																				



OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		3	4H	(10,11)12-21HCP NAT	2C=C4+ GF; 2D=D6+ INV; 2H=C5+ Mixed; 2S=C4+ INV; 3C=PRE 1NT=6-10; 2NT=11-12; 3NT=13-15	4th suit GF, NAT after 2NT rebid; Structured Reverse 2 way Checkback(Only Major Resp)	Good Bad 2NT; Low High Cue Fit Showing Jump; Jump cue=Stopper ASK 1C(X)2D, 1D(X)3C=SUP4+FG
1D		3	4H	(10,11)12-21HCP NAT	2C=C4+ GF; 2D=D4+ INV; 2H=D5+ Mixed; 2S=D4+ INV; 3C=C6+ INV; 3D=PRE 1NT=6-10; 2NT=11-12; 3NT=13-15	same as 1C	same as 1C
1H		5	4D	(10,11)12-21HCP; H5+	1NT=1RF; 2S=PRE; 2NT=16+pts. 4+SUP; 3C=INV 4+SUP; 3D=Mixed 4+SUP 3H=PRE; SPL 10-12; 4S/5C/5D=Void wood; 4NT=RKCB; 3NT=12-15 BAL	1H-1NT-2C; could be 2 cards; 1H-1NT-2D; could be 3 cards; 1H-2H-2S/3C/3D=Help suit NAT after 2NT rebid 4th suit GF; Structured Reverse	FSJ; 1M-(DBL,OC)-3M=PRE; Rev Drury Truscott 2NT Good Bad 2NT; Low High Cue
1S		5	4H	(10,11)12-21HCP, S5+	1NT=1RF; 2NT=16+pts. 4+SUP; 3C=INV 4+SUP; 3D=Mixed 4+SUP; 3H=H6+ INV 3S=PRE; SPL 10-12; 4S/5C/5D=Void wood; 4NT=RKCB; 3NT=12-15 BAL	1S-1NT-2m; could be 3 cards 1S-2S-3C/3D/3H=Help suit NAT after 2NT rebid 4th suit GF; Structured Reverse	same as 1H
1NT		-	4H	15-17;balanced may have A or K or Q singleton	2C=stayman; 2D/H=TRF; 2S=mss; 2NT=TRF to 3C; 3C=5 card major ask; 3D=D6+ INV 3H=4144,40(54),31(45) FG; 3S=1444,04(54) FG; 3NT=to play; 4C=Geber; 4D/4H=TRF	1NT-2D-2H-2S(Walsh D STR)-2NT=ASK SS 1NT-2S-2N/3C-3D=D S/O; 1NT-2D-2S(Super Accept)-2NT=TRF to 3H 1NT-2D-2S(SuperAccept)-3C/D/H/S=D Strong, Showing Short or BAL 1NT-4D/4H-4H/4S-4NT=RKCB;	1NT(X=PEN)=DONT ESCAPE 1NT(X or 2C)=System ON 1NT(NAT)X=T/O INV+ 1NT(ART)X=POWER Lebensohl NEG X
2C	<input checked="" type="checkbox"/>	-		STR; 22+ BAL	2D=Wait; 2H=H5+ 8+HCP; 2S=S5+ 8+HCP; 2NT=BAL 8+HCP; 3C/D=C/D5+ 8+HCP 3M=M7+ 5-7HCP	2D-2H=TRF to 2S(kokish); 2D-3M=D5+4M; 2D-3C-3D=ASK M4; 2D-2H-2S-2N=24-25 BAL;	2C-(OC)-x=4-HCP; 2C-(OC)-P=5+HCP new suit 5+ FG
2D/H/S		(5)6		Weak2; 4-10HCP They VUL 5+ Cards	2NT OGUST ASK New suit=F1, may be Lead Directing; Raise=PRE; 4NT=RKCB;	2NT(ASK)-3C/3D/3H/3S/3N=MinHCP BAD Trump / MinHCP Good Trump Max HCP BAD Trump / Max HCP Good Trump / AKQ Trump	X=PEN
2NT		-	4H	20-21HCP BAL	3C=Stayman; 3D/H=TRF; 3S=MSS; 4D/H Texas TRF	Walsh; 3D-3H-3S-3NT-4C/4D=C/D S/T; 3H-3S-4H=55M NF 3C-3D-4H=55M S/T; 3C-3D-4H-4N/5C/5D=4N=RKCB(6Key)/H/S 3C-3D-4H-4N/5C/5D-5H=RKCB 3C-3H-3S=Fit S/T; 3C-3S-4H=Fit S/T TRF-3M-4m-OM/Om=MFit S/T; mFit S/T	NEG X
3C/D/H/S		6		preempt	New suit=F1, may be Lead Directing; Raise=PRE; 4NT=RKCB;		
3NT	<input checked="" type="checkbox"/>	-		Solid minor	4C=P/C, 4D=Short Ask		
4C/D/H/S		7		preempt		High Level Bidding	
4NT	<input checked="" type="checkbox"/>	-		ACOL ACE ASK	5C=0A; 5D/H/S/6C=Ace in the bid suit; 5NT=2 Aces	RKCB (14/30/2/2),	
5C/D/H/S		8		preempt		=>Over Queen ASK: No Q=Cheapest Trump =>Over King ASK: Position	
						DOP(upto 5H), DEPO(more than 5H), Void Wood 03/14	
						5NT:GSF: 6C=No Top H, 6D=1Top H, 6H=A or K	