

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			JAPAN  NCBO All EVENT Tadahiro Kikuchi		
8-17HCP, (4)5 ⁺ card suit, Sound.		Suit	3rd or lowest	3rd or lowest	Natural Green		
RESP: New suit=F1. Cue=INV ⁺ w/SUPP. Jump cue=Mixed raise.		NT	4th	4th			
Jump raise=PRE. Jump shift=Fit showing jump.		Subseq	Same as above	Same as above			
Reopening: 8-17HCP, Cue=Michaels.		Other:			Takayuki Hino		
RESP: New suit=NF but constructive.							
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.					
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)		vs. Suit: K asks CT in 5C+.					
RESP: System on.		If CT isn't needed, we lead for showing ATT, S/P, or for deception.			NAME OF PLAYER	NAME OF PLAYER	
Reopneing: 1NT=12-14HCP, BAL/semi-BAL.		LEADS			SYSTEM SUMMARY	: GENERAL APPROACH AND STYLE	
May not have stoppers in OPPT's suit.		Lead	VS. Suit	VS. NT	5-CARD MAJOR 2/1		
2NT=18-19HCP, BAL/semi-BAL.		Ace	Ax(+); AKx(+)	AKHH(+); Ax	1NT Opening:(14⁺)15-17		
RESP: System on.		King	AK; KQx(+); Kx	AKx(+); KQ(J/10)x(+)	Various ART raises after 1m/1M Openings		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)			
1-Suit: Weak.		Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)	RESPONSE 1NT =semi F	2 OVER 1 =Always FG.	
RESP: New suit=F1. Cue=Limit ⁺ . 2NT=Ogust.		10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)	SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE		
2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.		9	9x	9xx; 9x	2C=ART STR(9 ⁺ tricks or 22 ⁺ HCP BAL).		
Reopening: Intermediate.		Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx	3NT=PRE in m. 4C/4D=Namyats (very good H7 ⁺ /S7 ⁺ , 8-9.5 playing tricks)		
Jump cue vs. 1M = Asks for stopper.		Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)	<list D conventions>		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			2D=Mini Multi (WK 2H/2S).		
Direct: Michaels. (1C)-2C/2D:NAT/Both M			Partner's Lead	Declarer's Lead	2H=H5 ⁺ &S4 ⁺ ,weak.		
RESP: 2NT=INQ. Cue=M fit FG.		Suit	1	Hi=DISCRG	Hi/Lo=ODD	2S=S5 ⁺ &m(4)5 ⁺ ,weak.	
(1m)-3m=NAT. (1M)-3M=Asks for stopper.			2	Hi/Lo=ODD	S/P	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
			3	S/P		Defensive bids vs. Michaels/Unusual NT.	
VS. NT (vs. Strong/Weak; Reopening; PH)		NT	1	Hi=DISCRG	Hi/Lo=ODD	Good-Bad 2NT.	
Direct : X=PEN, 2♦=♥&♦, 2♦=♥ or ♦, 2♥=♦&m, 2♠=♦&m, 2NT=♦&♦.			2	Hi/Lo=ODD	S/P	Support 2NT	
Reopening : X=M4m5+			3	S/P		<list D conventions>	
vs. WK NT: Same as above.		DOUBLES			SPECIAL FORCING PASS SEQUENCES		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Signals (including Trumps): Trumps: Hi-Low shows interest in ruff.			Interchange1NT(1S)		
T/O DBL thru 4♥(vs. 4♦ open: X=OPT, 4NT=T/O).		Other: Present Count. Lavinthal vs NT. ODD/EVEN vs SUIT.			Switching after 1/2/3 level OC		
DBL vs. WK 2=T/O->Lebensohl 2NT.							
4♣/3♦ vs. WK 2♦=5 ⁺ ♣&5 ⁺ M/5 ⁺ ♥&5 ⁺ ♦.		DOUBLES					
4♣/4♦ vs. WK 2M=5 ⁺ ♣/♦&5 ⁺ OM.					SPECIAL FORCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS		TAKEOUT DOUBLES (Style; Responses; Reopening)					
vs. 1♣: X=Both M. 1NT=Both m.		Normal, may be light with shape					
(1C)-1M-(P)-2C:fit INV+		RESP: Cue=F1. Jump cue=Asks for stopper.			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
		Reopening: 8 ⁺ HCP.			1m - (1NT) - 2♣/2♦/2♥/2NT		
vs. 2♦: Suction (also use vs 2D response)		RESP: Cue=F1.			= ♥+♦/ ♥/ ♦/m4 ⁺ +Om5 ⁺		
					1M - (1NT) - 2♣/2♦/2NT		
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			= ♣+OM/ ♦+OM/SUP INV+		
OVER OPPONENTS' TAKEOUT DOUBLE		NEG DBL thru 4♥.					
REDBL=10 ⁺ HCP. Fit showing jump. SPL.		RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).			1NT-(X)-P/XX/2X/2NT-3H=Play/TRF to 2C, 1suiter/DON'T/TRF INV.		
1m-(X)-2NT/3m=PRE/Limit raise.1♣-(X)-2♦ & 1♦-(X)-3♣=5+supp,FG		MAX DBL thru 3♥.					
1M-(X)-2NT/3M/3NT/4M=Limit ⁺ /PRE/Good PRE/PRE.		SUPP DBL/REDBL thru 2♥.					
1H-(X)-1NT/2C/2D/2H=C/D/good single raise/bad single raise.		Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.					
1S-(X)-1NT/2C/2D/2H/2S=C/D/H/good single raise/bad single raise.					PSYCHICS		
					Openings: Rare.		
					Others: Rare comic O/C, fake cue, fake G/T.		
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed		Update: 04-Jan-2026			IMPORTANT:All text must be typewritten or block letters		

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣		3	4♥	12-22HCP, NAT. 1♦=4+♦ unless 4432.	2m/2♥/2♦/3m=FG/Limit Raise/Mixed Raise/PRE. 1♣-1♦=May 3 cards. 1♣-1M=May bypass 5+♦. 1♣-2♦=6+♦ INV. 1♦-3♣=6+♣ INV. 1NT/2NT/3NT=6-10/11-12/13-15HCP(1C-1NT=8-10). SPL	4th Suit=ART FG. XYZ after 1m-1M;1X. 1♣-1♦;1NT may have 4 card M. 1m-1M;4m=18-19HCP BAL w/ 4M. Structured reverse. SPL.	Cue=Limit raise+. Jump raise=PRE. 1m-2m by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♥		5	4♥	12-22HCP, 5+♥/♦, NAT. May be good 4♥/♦ in 3 rd /4 th seat. Interchange Gazzilli	1H-1S/1NT=S4-/S5+ semiF 1NT=semiF. 2/1=NAT, FG. 1M-2M+1/2M+2/2M+3/2M+4/3M =4+M 16+pts/3card-raise/Limit/Mixed/PRE 3NT=4+SUPP FG 13-15HCP BAL. SPL.	4th suit=ART FG. 2way CB.SPL.1H-1S;1NT:Gazzilli 1M-2M;(+1)/(+2)/(+3)/(+4)/(+5) =Value ask/♣/♦/OM short suit GT/BAR. 1M-2M;(+1)-(+2)/(+3)/(+4)/(+5) =♣/♦/OM Value showing/min	Cue=Limit raise+. Jump raise=PRE. Drury. Fit jump by P/H. 1M-2NT/3♣ by P/H=♣ Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1NT		-	3♣	(14+)15-17HCP, BAL/semi-BAL.	2♣=STAYMAN. 2R=TRF. 2S=size ask or C 2NT=Both m S/O or D 3C=5M ask. 3D=MSS 3H/3S=31(45)/13(45) GF. 4C=RKC Gerber. 4D/4H=H/S Texas TRF. 4S=Both m	1NT-2♣;2M-3OM/4♣/4♦ =pup next (Showing Shortness)/BAL Mfit S/T/RKC Gerber. 1NT-2C;2D-2H/2S=Both M S/O/H4S5+ INV+ 1NT-2D;2H-2S=H5+S4 INV+	vs PEN: Pass / XX=PUP XX / 2♣. Leben sohl. Texas TRF Thru 3♣. System On vs ART DBL / NAT 2♣. Defense vs STAY/Jacoby TRF X.
2♣	✓	0	-	ART STR. (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2♦/2♥/2S/2NT=Waiting/Negative/Good 5+H/Good 5+S. 2C-2D;3M:M4D5+	2♣-2♦;2♥/2NT=PUP to 2♣(♥ or 24+ BAL)/22-23 BAL. 2♣-2♦;2♥-2♦;2NT/3C/3H/3NT=24+BAL/H/H&C/♥5 BAL After 2NT rebid, same as 2NT open.	vs. DBL: Pass/REDBL=Positive/Nega. vs. O/C: Same as above. 2C-2D;3C-3D=4M ask
2D	✓	0	-	Weak2 in either M (10-13, good D6+ in 4th seat)	2M/3M=P/C. 4M/5m=Play. 2NT=ASK. 3C=pup to 3D then self suit FG. 3D=mSS. 4C=bid below 1 your M. 4D=bid your M.	2D-2NT;3C/3D/3H/3S/3NT=Min/HMed/SMed/HMax/SMax. 2D-3C;3D-PASS/3H/3S/4C/4D=Play/H FG/S FG/C FG/D FG. 2D-3D;3H/3S/3NT=C3+/D3+/no m3+.	
2H	✓	4	-	H5+,S4+ weak (10-13, good H6+ in 4th seat)	2NT=ASK. 3C=pup to 3D then self suit FG. 3D=mSS. 4C/4D=bid below 1 your better M/bid your better M.	2H-2NT;3C/3D/3H/3S/3NT =H5S4/H6S4,Min/H5S5,Min/H6S4,Max/H5S5,Max	
2S	✓	5	-	S5m4+weak. (10-13, good S6+ in 4th seat)	2NT=ASK. XC/4D=P/C. 3D=S fit,INV+.	2S-2NT;3C/3D/3H/3S=C min/D min/C max/D max.	
2NT		-	3♣	20-21HCP, BAL/semi-BAL.	3♣=STAYMAN. 3♦/3♥=Jacoby TRF w/ Walsh relay. 3♣=mSS. 4♣=RKC Gerber1430. 4♦/4♥/4♦/5♣=Texas TRF.	2NT-3C;3D-3M=smolen, M4OM5+. 2NT-3C;3D-4H/4S=M55 mild ST/M55 Serious ST. 2NT-3H;3S-4H=M55 COG. 2NT-3♦;3♥-3♣;3NT(relay)-4m/4♥/4♦=6+card m/5♣/5♦ S/T. 2NT-3♦;3♣=Super accept, then 3NT/4m/4♥/4♦=5+♥/Same as above.	
3♣		6	-	NAT, PRE.	3♣-4♦=♣ S/T 3♦/3♥/3♣-4♣=♦/♥/♦ S/T	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦						ROMAN KEY CARD GERBER-1430. RKCB-1430. EXCLUSION RKCB-0314. weak RKCB(01122)	
3♥						ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump).	
3♣						SPLINTER BIDS. SELF SPLINTER.	
3NT	✓	-	-	PRE 7+minor	4♣,4♦,5♣,6♣,7♣=P/C 4NT=RKCB.	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣	✓	0	-	NAMYATS	4♣-4♦/4♥=ST/Sign off. 4♦-4♥/4♣=ST/Sign off.	5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit, Having Q w/ King in step.	
4♥		7	-	NAT		Over King ASK: King in step.	
4♣						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.	SERIOUS 3NT(3S). LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS						(3X)-3NT-(P)-4C/4R=Rosenkranz/TRF 1m/1M-(PRE)-4NT=Both m/RKCB	