




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div><div>JAPAN</div><div>NCBO</div><div>All</div><div>EVENT</div><div>Tadahiro Kikuchi</div></div> <div></div> <div><div>Natural Green</div><div></div><div></div><div>Takayuki Hino</div></div>	
8-17HCP, (4)5 <sup>+</sup> card suit, Sound.			Lead	In Partner's suit		
RESP: New suit=F1. Cue=INV <sup>+</sup> w/SUPP. Jump cue=Mixed raise.	Suit	3rd or lowest		3rd or lowest		
Jump raise=PRE. Jump shift=Fit showing jump.	NT	4th		4th		
Reopening: 8-17HCP, Cue=Michaels.	Subseq	Same as above		Same as above		
RESP: New suit=NF but constructive.	Other:					
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	
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 <sup>+</sup> )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 <sup>+</sup> . 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 <sup>+</sup> tricks or 22 <sup>+</sup> HCP BAL).	
Reopening: Intermediate.	Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx		3NT=PRE in m. 4C/4D=Namyats (very good H7 <sup>+</sup> /S7 <sup>+</sup> , 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	Suit	Partner's Lead	Declarer's Lead	Discarding	2H=H5 <sup>+</sup> &S4 <sup>+</sup> ,weak.	
RESP: 2NT=INQ. Cue=M fit FG.		1 Hi=DISCRG	Hi/Lo=ODD	ODD/EVEN	2S=S5 <sup>+</sup> &m(4)5 <sup>+</sup> ,weak.	
(1m)-3m=NAT. (1M)-3M=Asks for stopper.		2 Hi/Lo=ODD	S/P	Hi/Lo=ODD	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT	3 S/P			Defensive bids vs. Michaels/Unusual NT.	
Direct : X=PEN, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m, 2NT=♣&♦.		1 Hi=DISCRG	Hi/Lo=ODD	Lavinthal	Good-Bad 2NT.	
Reopening : X=M4m5+		2 Hi/Lo=ODD	S/P	Hi/Lo=ODD	Support 2NT	
vs. WK NT: Same as above.		3 S/P			<list D conventions>	
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 <sup>+</sup> ♣&5 <sup>+</sup> M/5 <sup>+</sup> ♥&5 <sup>+</sup> ♠.	DOUBLES				SPECIAL FORCING PASS SEQUENCES	
4♣/4♦ vs. WK 2M=5 <sup>+</sup> ♣/♦&5 <sup>+</sup> OM.						
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)					
vs. 1♣: X=Both M. 1NT=Both m.	Normal,may be light with shape				IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
(1C)-1M-(P)-2C:fit INV+	RESP: Cue=F1. Jump cue=Asks for stopper.				1m - (1NT) - 2♣/2♦/2♥/2NT	
	Reopening: 8 <sup>+</sup> HCP.				= ♥+♠/ ♥/ ♠/m4 <sup>+</sup> +Om5 <sup>+</sup>	
vs. 2♣: Suction (also use vs 2D response)	RESP: Cue=F1.				1M - (1NT) - 2♣/2♦/2NT	
					= ♣+OM/ ♦+OM/SUP INV+	
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
OVER OPPONENTS' TAKEOUT DOUBLE	NEG DBL thru 4♥.				1NT-(X)-P/XX/2X/2NT-3H=Play/TRF to 2C, 1suiter/DON'T/TRF INV.	
REDBL=10 <sup>+</sup> HCP. Fit showing jump. SPL.	RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).					
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 <sup>+</sup> /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 printed: T.Hino				IMPORTANT:All text must be typewritten or block letters	

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣ 1♦		3	4♥	12-22HCP, NAT. 1♦=4 <sup>+</sup> ♦ unless 4432.	2m/2♥/2♠/3m=FG/Limit Raise/Mixed Raise/PRE. 1♣-1♦=May 3 cards. 1♣-1M=May bypass 5 <sup>+</sup> ♦. 1♣-2♦=6 <sup>+</sup> ♦ INV. 1♦-3♣=6 <sup>+</sup> ♣ 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 <sup>+</sup> . Jump raise=PRE. 1m-2m by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♥ 1♠		5	4♥	12-22HCP, 5 <sup>+</sup> ♥/♠, NAT. May be good 4♥/♠ in 3 <sup>rd</sup> /4 <sup>th</sup> 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 <sup>+</sup> M 16 <sup>+</sup> pts/3card-raise/Limit/Mixed/PRE 3NT=4 <sup>+</sup> 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 <sup>+</sup> . 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 <sup>+</sup> )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 <sup>+</sup> tricks. (2) 22 <sup>+</sup> 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 <sup>+</sup> BAL)/22-23 BAL. 2♣-2♦;2♥-2♠;2NT/3C/3H/3NT=24 <sup>+</sup> 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 <sup>+</sup> card m/5♣/5♦ S/T. 2NT-3♦;3♠=Super accept, then 3NT/4m/4♥/4♠=5 <sup>+</sup> ♥/Same as above.	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=♣ S/T 3♦/3♥/3♠-4♣=♦/♥/♠ S/T	<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b> ROMAN KEY CARD GERBER-1430. RKCB-1430. EXCLUSION RKCB-0314. weak RKCB(01122) ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER.	
3NT	✓	-	-	PRE 7 <sup>+</sup> 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♣ 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♥ 4♠		7	-	NAT		Over King ASK: King in step. 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	