


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WBF CONVENTION CARD																																																
OVERCALLS - General Style		OPENING LEADS	SUIT	3rd/5th		Class C																																																
7 ⁺ -17HCP, 5 ⁺ Suit, often good 4 Suit at 1 level.			N.T.	A from AK		JAPAN NCBO																																																
Responses New: F1			4th best																																																			
Simple Cue: support INV+			SUBSEQUENT LEADS				Dawei Chen Akiko Yanagisawa																																															
Jump Shift: 6+ good suit INV			CIRCLE OPENING LEADS vs. NO-TRUMPS				NAME OF PLAYER NAME OF PLAYER																																															
Jump Cue = mixed raise.		<i>Underline leads against suit contracts if different</i>				SYSTEM SUMMARY: GENERAL APPROACH ANI																																																
SPL, PRE jump raises		<table border="1"> <tr> <td>AK</td> <td>KQ</td> <td>QJ</td> <td>J10</td> <td>10x</td> <td rowspan="2">SAME LEADS IF OUR SIDE SHOWED SUIT YES NO</td> </tr> <tr> <td>AKx</td> <td>KQx</td> <td>QJx</td> <td>J10x</td> <td>109</td> </tr> <tr> <td>AKJx</td> <td>KQxx</td> <td>QJ109</td> <td>J1098</td> <td>109x</td> <td></td> </tr> <tr> <td>AKJ10x</td> <td>KQJx</td> <td>KQ10x</td> <td>KJ109</td> <td>98x</td> <td>xx</td> </tr> <tr> <td>AQJx</td> <td>KJ10x</td> <td>KQ109x</td> <td>K1098</td> <td>10xx</td> <td>xx</td> </tr> <tr> <td>AJx</td> <td>Kxx</td> <td>Qxx</td> <td>Jxx</td> <td>10xx</td> <td>xxxx</td> </tr> <tr> <td>KJxx</td> <td>Kxx</td> <td>Qxx</td> <td>Jxx</td> <td>10xx</td> <td>xxxx</td> </tr> <tr> <td>Kxxx</td> <td>Kxxx</td> <td>Q109x</td> <td>Jxxx</td> <td>10xxx</td> <td>xxxx</td> </tr> </table>				AK	KQ	QJ	J10	10x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO	AKx	KQx	QJx	J10x	109	AKJx	KQxx	QJ109	J1098	109x		AKJ10x	KQJx	KQ10x	KJ109	98x	xx	AQJx	KJ10x	KQ109x	K1098	10xx	xx	AJx	Kxx	Qxx	Jxx	10xx	xxxx	KJxx	Kxx	Qxx	Jxx	10xx	xxxx	Kxxx	Kxxx	Q109x	Jxxx	10xxx	xxxx	5 card Major	
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TAKE-OUT DOUBLE - General Style						2 over 1 almost GF																																																
Responses responsive DBL ~ 4♦.						Strong NT																																																
(1m)-X-(1NT)-X/2m: Penalty/Ms						SPECIAL OPENINGS THAT MAY REQUIRE DEFENCE																																																
See space for "Speical" DBL elsewhere in this card						<table border="1"> <tr> <th>OPENINGS</th> <th>DESCRIPTION</th> </tr> <tr> <td>OP.1</td> <td>14⁺-17HCP</td> </tr> <tr> <td>OP.2 2♦/♥/♠</td> <td>Weak BothMs(at least 5-4)/H/S</td> </tr> <tr> <td>OP.3 2NT</td> <td>20-21HCP</td> </tr> </table>		OPENINGS	DESCRIPTION	OP.1	14 ⁺ -17HCP	OP.2 2♦/♥/♠	Weak BothMs(at least 5-4)/H/S	OP.3 2NT	20-21HCP																																							
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1NT OVERCALL						SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																																
2nd POS 15-18 ⁺ , system on.						CB.1 Micheals CUE.																																																
4th POS 12-15 ⁺ , system on. (2♣ relay after re-open 1N against 1M open)						CB.2 Unusual 2NT for lower unbid two suits.																																																
JUMP OVERCALL PRE except BAL position.						CB.3 Jump CUE: Western CUE.																																																
BAL position 2NT: 19-20HCP.						CB.4 [vs known 2 suits overcall] Lo-Hi Cue (Lo: w/sup)																																																
Responses 2NT: Ogust.						CB.5 Landy vs 1NT open																																																
UNUSUAL NT Unusual 2NT for 5-5 ⁺ in 2 lower unbid suits.						CB.6 Landy vs 1NT overcall over minor opening																																																
DIRECT CUE-BID Michaels						CB.7 Leaping Michaels over 2M																																																
STYLE (1m)-2m-(P)-2NT/3♣/3♦/3M: NAT/♥INV/♠INV/to play.						CB.8 [vs Flannery 2♦ open] DBL: power, 2♥: take out of ♥.																																																
(1♥)-2♥-(P/2♠)-2♠/DBL: ♠ sup..						CB.9 [vs Michaels] Rubensohl																																																
-2NT: ASK, opening value.						CB.10 Bad 2NT																																																
→ 3♣/♦: bad hand♣/♦						CB.11 CRASH vs strong 1C for 2 suits overcall																																																
3♥/♠: good hand♣/♦						(1C) P (1D) DBL (D) /1N (Both M)																																																
-3♣: ms, P/C						(1C) Double (Colour)/1D(Rank)/1N (Shape)																																																
-3♦: ♠ sup, INV ⁺						CB12 SUPPORT 2NT (for M open/oc)																																																
-3♥: stopper ASK						CB13 vs opp's 1m-1N																																																
Jump CUE Western Cue; Ask for Stop						Dbl: Power, 2C=Ms, 2D=1M, 2H/2S=weak 2 hand, 3x We																																																
VS. Strong NT OPEN DBL=M4 and long minor, 10+;																																																						
2♣: Ms																																																						
VS. Weak-mini NT OPE DBL=M4 and long minor, 10+;																																																						
2♣: Ms;																																																						
VS. PREEMPTS																																																						
Lebensohl applies after DBL of 2♦/♥/♠ open.																																																						
Leaping Michaels.																																																						
3/4♦ over Weak 2♦: stopper ASK/Micheals.																																																						
VS. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS																																																						
vs 2C: DBL: Majors; NT: minors. Vs 1C: CRASH																																																						
OVER OPPONENTS' TAKE-OUT DOUBLE						IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE																																																
New suit at 1/2: F1/NF. Weak Jump																																																						
2NT: limit raise ⁺ / PRE raise to 1M/m open (Flip Flop)																																																						
RDBL: denies strong fit.																																																						
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed						PSYCHICS : rare																																																
						##### :update																																																
						IMPORTANT:All text must be typewritten or block letters																																																

Opening	TICKET ARTIFICIAL	MIN. NO. OF	NE G. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1m		3	4♦	3 ⁺ m.	Major first. 1NT after 1♣/1♦: 8-10/6-9. Inverted raise. (INV+), 1m-2M (weak natural) PRE jump raises. 1♦-3♣: NAT, INV. 1♣-2♦; NAT INV 1m-3M NAT, NF	1m-1M:2M-2NT (ogust asking 3344) Help suit game try after M fit (LMH) Two way checkback after 1X-1Y-1NT. →system on when PH 2♣: ART, TRF to 2♦, INV or to play 2♦. 2♦: ART, FG. 2NT: ART, TRF to 3♣ 3Y:Slam try (trump set) Fourth suit forcing After reverse next step shows weakest (catch-all reverse) all the other rebids by responder show GF TRF after 1/1 jump rebid 2N Bad 2NT by opener after 1-level reponse or negative X (E) 1H-2S:2N/3C/3D (S/C/D 2nd suit),3S/4x (short) 1S-3C:3D/3H/3S (D/H/C 2nd suit), 4x (short) Serious 3N after 3 level major fit through 2/1	<vs overall (OC hereafter)> Limit Raise ⁺ Cue or 2NT (sup4+) PRE Jump Raise Jump Shift = Weak Dbl Jump / Jump Cue = SPL. Good-bad 2NT by opener. <vs jump OC below «1under our 3M»> CUE: FG raise, 0-1 their suit. Lowest "fit jump": FG raise, 2 ⁺ in their suit. ("fit jump"=jump in a new suit) Other "fit jump" below 4M: SPL.
1M		5 (4)	4♦	5 ⁺ M. [3rd/4th seat] 4 ⁺ M.	(A) 1NT: F1. (B) 3M VUL Mixed Double Raise 4+sup, 7-9 NV; Weak 3-7 (C) 3M-1 LR (D) 3M-2 3sup, Inv (E) 1H-2S/1S-3C 4+sup, FR (F) Direct Splinter (10-12HCP) (G) Reverse Drury (H) 2N: any balanced GF (incl 3 sup) / 1S-2N may include 1-4-4		<vs Unusual NT OC> Lo-Hi Cue <vs Micheals to our 1M open> DBL: power 8+ Cue their M OR 3♦: INV ⁺ raise. 3NT: natural 2NT/3♣: TRF to 3♣/♦
1NT			3♠	14 ⁺ 17, BAL, may have 5M.	Stayman Jacoby TRF with Walsh ♦. minor suit Stayman. 2NT: TRF to 3♣. 3♣ : Puppet Stayman 3♦: 4414 or 4405 GF 3M: 5440 or 4441, short M, 4oM, GF. Gerber1430. Texas TRF. 4S: pup to 5C (to play) 5C: pup to 5D (to play)	Smolen TRF. 1NT-2♣; 2♦ : 2♥/2♠: weak INV with 5 3♥/3♠: smolen 1NT-2♣; 2♥/2♠ : 3OM=slamish with fit 1NT-2♦; 2♥-2♠: ♦suit, strong. 1N-2♦:2♠-2N/Others trf to 3♥ (for sign off)/♦ slamish hand & systems on	<vs. 2♣ OC>DBL: Stayman; Others: system on. <vs. NAT OC>Ng DBL,Lebensohl,Texas TRF applies through 3♣. <vs. penalty DBL>: DONT escape. <vs. conventional DBL>: system on. <vs. DBL of Stayman 2♣> 2♦: 5 ⁺ ♦. RDBL: suggest to play there. <vs. DBL of Jacoby TRF> Pass: 1-2Sup. → RDBL: re-TRF. <vs. 2♣ both Ms> DBL: cards, 2♦: NAT, NF: 2♥/♠ ms INV/GF <vs 2♦ one M> Ref: sepearate defense sheet
2♣	↳	0		ART, strong.	(A) 2♦: ART waiting (minimum of 1K or 2Q+1J) (B) 2♥: negative (B) 2♠: 5 ⁺ good suit,8 ⁺ HCP (C) 2NT: ♥ 5 ⁺ good suit 8 ⁺ HCP.	(A) 2♥: ♥ suit or NT, TRF to 2♠. → 2♠ → 2NT/3NT/Others: 24-25 BAL/ 26-27 BAL/ ♥ suit.	<vs. lead showing DBL of 2♣ open> RDBL: suggest to play 2♣ RDBL.,Pass: super negative.
2♦		4		Weak Ms 5-10HCP	2NT: asking	3C:H5S4, 3D=M55 min, 3H=S5H4, 3S=S6H5 or S5H6 (via 3N 4C/4D=6H/S) 3N=M55 Max Over any response to 2N 4C/4D=H/S slamish, 3M= Game INV	<vs. OC of 2♣ open> 2♦: waiting.
2♥/♠		6 (5)		Weak, 5-10HCP	2NT after 2M open: Ogust.	3♣/♦: minimum bad/good trump 3♥/♠: maximum, bad/good trump	<vs. OC of 2♣ open> P=positive, DBL=negative
2NT				20-21. may have 5M.	(A) 3♣: Stayman. (B) 3♦: Jacoby TRF (C) 3♥: Jacoby TRF. (D) 3♠: minor suit Stayman (E) 4♣: trf to 4D then 4H/4S/4N C/D/4-4m slam try. (F) 4♦/♥: Texas TRF (G) 4S: trf to 5C (H) 5C: trf to 5D	(B) 3D-3H:3S M5-5 inclu. slamish 4H/4S to play, 4C/4D=H good hand/S good hand 3D-3H:3S-3N:4H H6S5 (C) 3H-3S:4H S6H5	<vs. other DBLs of 2♣ open> Pass: positive, ReDBL=negative
Suit at 3		7 (6)		PRE.			
3NT	↳			Solid minor. 4♣=P/C. 4♦=ASK S/S. 4M=NAT. 4NT=length ASK	◆RKC Blackwood 4NT (1430) Trump Q ASK after RKC: 1step denies the Q. Outside K ASK after RKC: positional ASK. (LMH) 2nd inquiry after K ASK: bid 7 with K in the suit.	◆ 4minor RKCB (1430): step response. ◆ Serious 3NT. ◆ RKC Gerber 4♣ (1430)	◆ 5NT: grand slam force. ◆ DOPI/ROPI below 5♠. ◆ DEPO/REPO from 5♠ or above. ◆ Exclusion RKCB (0314).