

# JCBL CONVENTION LIST

Disallowed for games applying List A - D:

1. Conventions and/or agreements whose primary purpose is to destroy the opponents' methods.
2. Psyching of artificial or conventional opening bids and/or conventional responses thereto.  
Psyching conventional responses to natural openings which are less than 2NT.
3. Psychic controls.
4. Forcing pass systems.
5. Relay (tell me more) systems.
6. Opening one bids which by partnership agreement could show fewer than 8 HCP.  
(Not applicable to a psych)

## LIST A (for games less than 20 master points)

### Opening bids

1. All natural opening bids.

A weak 2 bid with less than 10 opening points is not allowed in List C or below.  
(Opening point=HCP+number of cards in the suit opened)

2. 2♣ opening, forcing, strong and artificial, showing one of the following:
  - a) 20+HCP.
  - b) 4 or less losers in Major / 3 or less loser in minor with 17+HCP.
  - c) 4 or less losers in Major / 3 or less loser in minor with 14+HCP and 5+ controls.

### Responses and rebids

1. All natural responses and rebids.
2. Stayman Club response.
3. artificial 2♦ response to forcing 2♣ opening.
4. 2NT negative response to natural, strong two bids.
5. 2NT response to weak two bid to ask for feature, strength and / or trump quality.
6. 4NT Ace and 5NT King asking conventions and responses to handle interference.
7. Gerber.
8. Grand Slam Force.
9. If the 1NT opening has a point range which exceeds 5 HCP, or if the 1NT opening has an agreed lower limit of fewer than 15 HCP, responses and rebids may not be conventional - they must be natural.
10. Natural jump shift, guaranteeing opener's suit support (Fit showing jump).

### Competitive Calls

1. All natural overcalls.
2. Unusual notrump (by an unpassed hand must be at two level or higher).
3. Takeout double.
4. Lightner double.
5. Negative double.
6. SOS Redouble.
7. Cuebid for strong takeout.
8. Cuebid showing a fit and at least invitational value.

### Carding

1. Fourth highest;  
Top of nothing / MUD;  
Top of touching honors / King from AK / Ace from AK;
2. Normal attitude / count / suit-preference signals.

## LIST B (for games less than 300 master points)

### Opening bids

1. Artificial 1♣ opening, promising minimum of 15 HCP (Precision 1♣ etc.), combined with 1♦ used as an all-purpose opening bid (artificial or natural) promising minimum of 10 HCP. (Precision 1♦ etc.  
Natural 1♣ with 2+cards ♣: conventional responses may not be used
2. Artificial 2♦ opening bid showing one of:
  - a) 5♥+4♠, min.10HCP,max 5 HCP spread. (Flannery)
  - b) a three suiter with a minimum of 10 HCP (Precision 2♦ etc.)
  - c) forcing, strong and artificial. (including Schenken 2♦)
3. Gambling 3NT.
4. Opening 4NT, asking position and/or number of Ace.
5. When Drury is used, 1♥/1♠ opening in 3<sup>rd</sup>/4<sup>th</sup> seat must promise at least 8HCP

### Responses and rebids

1. 1NT response to a major suit opening bid forcing one round; cannot guarantee game invitational or better values
2. Drury.
3. Artificial forcing major raises (Jacoby 2NT, Swiss 4♣ / 4♦, Splinter, 3NT)
4. Artificial game forcing minor raises
  - a) Crisscross (Jump shift response to the other minor)
  - b) Splinter (Double jump shift)
5. Artificial bids over strong (15+ HCP), forcing opening bids and after opening bids of 2♣ or higher (for this classification, by partnership agreement, weak 2 bids must not be fewer than 5 HCP, must be within a range of 7 HCP and the suit must contain at least 5 cards).
6. All constructive calls starting with the opening bidder's second call (splinter by opener, fourth suit and new minor forcing etc.)
7. Calls that ask for aces, kings, queens, singleton, voids, trump quality and responses thereto
8. All calls after natural notrump (including those that have two non-consecutive ranges neither of which exceeds 3 HCP). No conventional responses are allowed over natural notrump bids with a lower limit of fewer than 12 HCP or with a range of greater than 5 HCP.  
Further, no conventional calls over opponent's intervention are permitted.

### Competitive Calls

1. Conventional doubles and redoubles.
2. 2NT over opponent's takeout double, showing support for opener's suit. (Truscott 2NT etc.)
3. Cuebid to show a specified major and another suit. (Michaels, colorful etc.)
4. Lebensohl.
5. Defense to:
  - a) artificial strong 1♣.
  - b) natural notrump opening bids and overcalls. (Landy, Cappelletti/Hamilton)
  - c) opening bids of 2♣ or higher.
6. No.4 through 8-under 'Responses and Rebids' above apply to both pairs.

## Carding

Agreement to lead 3rd highest, 5th highest, or lowest.

## LIST C (General games)

### Opening Bids

- 1♣ or 1♦ may be used as an all-purpose opening bid (artificial or natural) promising a minimum of 10 HCP. (Precision 1♣, 1♦ and Polish 1♣ etc.)
- 2♣ artificial opening bid indicating one of:
  - a strong hand, balanced or unbalanced
  - a three suiter with a minimum of 10 HCP (Roman 3 suiter etc.)
- 2♦ artificial opening bid showing one of:
  - at least 5-4 distribution in the majors with a minimum of 10 HCP (Flannery, anti-Flannery etc.)
  - strong hand, balanced or unbalanced
  - a three suiter with a minimum of 10 HCP (Roman 3 suiter etc.)
- Opening suit bid at the two level or higher indicating the bid suit, another known suit, a minimum of 10 HCP and at least 5-4 distribution in the suits.
- Opening notrump bid at the two level or higher indicating at least 5-4 distribution in the minors, 10 or more HCP.
- Opening 3NT bid indicating:
  - any solid suit or
  - a broken minor suit.
- Opening four-level bid transferring to a known suit (Namyats etc.).
- Strong opening at the 2 level or higher, asking Ace, King, Queen, singleton, void, trump quality.

### Responses and Rebids

- 1♦ as an artificial response to 1♣ described in No 1 in opening bids above.
- Conventional responses which guarantee game forcing or better values. May not be part of a relay system.
- 2♣ or 2♦ response to 3rd or 4th seat major suit opener asking the quality of opening bid
- Single or higher jump shifts (including into notrump) to a natural suit to indicate a raise or to force to game.
- Single jump shifts to one of a suit opening showing a known 2 suiter of at least 5-4, one of the suits being the bid suit.
- All responses to;
  - artificial strong opening bids with 15 HCP or more.
  - opening bids of 2♣ or higher. (weak 2's must guarantee 10 opening points: Opening point=HCP+number of cards in the suit opened)
- All calls after a natural notrump (including those that have two non-consecutive ranges neither of which exceeds 3 HCP). No conventional responses are allowed over natural notrump bids with a lower limit of fewer than 10 HCP or with a range of greater than 5 HCP.

### Competitive Calls

- Any conventional balancing calls
- Conventional doubles and redoubles and responses (including free bids) thereto.
- Notrump overcall for either:

- a) two suit takeout showing at least 5-4 distribution and at least one known suit,  
(At the 4 level or higher there is no requirement to have a known suit)
  - b) three suit takeout (as with a takeout double, at least 3 cards in each of the 3 suits).
4. Jump overcalls into a suit to indicate at least 5-4 distribution in two known suits, and responses thereto.
5. Cuebid of an opponent's suit and responses thereto, except that a cuebid that could be weak, directly over an opening bid, must show at least one known suit.
- 6 Defense to:
- a) conventional calls (including takeout doubles).
  - b) natural notrump opening bids and overcalls.
  - c) opening bids of 2♣ or higher.
- 7 No. 4 through 7 under 'Responses and Rebids' above apply to both pairs.
- 8 All calls showing support for partner's suit
- 9 Transfer overcall to show a specified suit at the 4-level.

## Carding

1. All leads and signaling methods are approved except for
- a) odd-even signals,
  - b) Encrypted signals,
  - c) Dual message carding strategies except on each defender's first discard,
  - d) Any method when the pair using it are deemed to be playing it in a manner which is not compatible with the maintenance of proper tempo.

## **LIST D** (Flight A of specific national or regional games)

WBF Systems Policy Category 3.

\*Must submit WBF system cards by 2 weeks before competition if you use conventions not allowed in List C. These conventions should be listed in the “SPECIAL BIDS THAT MAY REQUIRE DEFENSE” column.

## **LIST E** (Flight A of Asahi Shimbun Cup, Prince Takamatsu Memorial Cup)

WBF Systems Policy Category 2.

\*Must submit WBF system cards by 2 weeks before competition if you use conventions not allowed in List C. These conventions should be listed in the “SPECIAL BIDS THAT MAY REQUIRE DEFENSE” column.