DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						WBF CONVENTION CARD		
OVERCALLS (Style; Responses; 1/2 level; Reopening)			OPENI	NG LEADS	STYLE				
8-17HCP, (4)5 <sup>+</sup> card suit, Sound.	Lead				In Partner's suit		JAPAN(U26)		Natural Green
RESP: New suit=F1. Cue=INV <sup>+</sup> w/SUPP. Jump cue=Mixed raise.	Sui	t	3rd or lowest		3rd or lowe	st	NCBO		
Jump raise=PRE. Jump shift=Fit showing jump.	NT		4th		4th		All		<b>%L</b>
Reopening: 8-17HCP, Cue=Michaels.	Subseq Same as above			Same as above		EVENT			
RESP: New suit=NF but constructive.	Other:						Rentaro Kondo		Haruki Yonekura
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd from 4(or more)small.						Nagisa Umehara	<u> </u>	Tomohiro Yamada
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)	vs. Suit:A asks ATT, K asks CT.							<u> </u>	
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 A	PPROACH AND STYLE
May not have stoppers in OPPT's suit.		d	VS. Suit		VS. NT		5-CARD MAJOR 2/1		
2NT=18-19HCP, BAL/semi-BAL.	Ace Ax(+); AK(+)			AK(+); Ax					
RESP: System on.	Kin	]	KQx(+); Kx	Qx(+); Kx		+)	1NT Opening:(14 <sup>+</sup> )15-17		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Que	n	QJx(+); Qx		QJ(10/9)(+)	; AQJ(+)	Various ART raises after 1m/1M Openings		
1-Suit: Weak.	Jac	k	J10x(+); KJ10x(+); Jx		J10(9/8)(+)	; HJ10(+)	RESPONSE 1NT =F1(onlyM)	2 0\	VER 1 =Always FG.
RESP: New suit=F1. Cue=Limit <sup>+</sup> . 2NT=Ogust.	10		109x(+); H109x(+); 10x		109(8/7)(+); H109(+);		SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE		
2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.	9	•••••	9x		9xx; 9x		2.=ART STR(9 <sup>+</sup> tricks or 22 <sup>+</sup> HCP BAL).		
Reopening: Intermediate.	Hi->		Sx; HxSx(xx); xxSx(xx)				3NT=GAMBLING.		
Jump cue vs. 1M = Asks for stopper.	Lo-x			SSx(+); Sx HxxS(+); HHxS(+); HxS					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			SIGNALS II	N ORDER C	F PRIORITY				
Direct: Michaels.			Partner's Lead	1	er's Lead	Discarding			
RESP: 2NT=INQ. Cue=M fit FG.		1	Hi=DISCG	Hi/Lo=OE	)D	ODD/EVEN			
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.	Suit	2	Hi/Lo=ODD	S/P		Hi/Lo=ODD	SPECIAL COMPETI	TIVE BIDS THAT N	IAY REQUIRE DEFENCE
VS. NT (vs. Strong/Weak; Reopening; PH)		3	S/P	··········		S/P	Defensive bids vs. Michaels/Un		
Direct: X=PEN, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m, 2NT=♣&♦.		1	Hi=DISCG	Hi/Lo=OE	)D	LAVINTHAL	Good-Bad 2NT		
Reopening: Same as above.	NT	2	Hi/Lo=ODD	S/P		Hi/Lo=ODD			
vs. WK NT: Same as above. Dbl by PH =♣&♦		3	S/P			S/P			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Signals	s (inc	luing Trumps):						
T/O DBL thru 4 v (vs. 4 a open: X=OPT, 4NT=T/O).	Other		Present Count						
DBL vs. WK 2=T/O->Lebensohl 2NT.									
$4 \div /3 \cdot /4 \cdot \text{ vs. WK } 2 \cdot = 5^+ \div & 5^+ \text{M}/5^+ \checkmark & 5^+ \spadesuit /5^+ \checkmark & 5^+ \spadesuit$									
4♣/4♦ vs. WK 2M=5 <sup>+</sup> ♣/♦&5 <sup>+</sup> OM.				DOUBLE	S		SPECIAL	FORCING PASS	SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)						2 - (X or OC)-P/X.XX=4 + HCP/0		
vs. 24: SUCTION up to 3NT	Normal	mav	be light with shape	(01)10,110	openioco, rio			<u> </u>	
	RESP:		Cue=F1. Jump cue=As	ks for stonr	ner		IMPORTANT NO	TES THAT DON'T	FIT IN ELSEWHERE
	~~~~~	nina:	8 <sup>+</sup> HCP.	KS IOI STOPE	701.		1NT-(X)-P=TRF to XX		
***************************************	RESP:	mig.	Cue=F1.	*************	***********		1NT-(X)-P-(P);XX-(P)-2*/2 • /2 •	= 4 + 4 or 4 + M/4 + N	1/ • + ▲
***************************************			000-11.	***************************************			11113/21-31 3/2/31 72=12 1/2 1	- W - V OI W - IVI/ V - IV	" ·
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES  NEG DBL thru 4 v.						1NT-(X)-XX=TRF to 2.	•••••	
OVER OPPONENTS' TAKEOUT DOUBLE							1NT-(X)-XX-(P);2 <b>4</b> -(P)-P/2 <b>•</b> = <b>4</b> /	•	
REDBL=10 <sup>†</sup> HCP. Fit showing jump. SPL.			thru 3♥(Also applied at	ter nartner	s O/C or T/O	DRI )			
1m-(X)-2NT/3m=PRE/Limit raise.1*-(X)-2	~~~~~		thru 2 ·			555).	···		
1M-(X)-2NT/3M/=Limit <sup>†</sup> /PRE.			tiliu 3♥. REDBL thru 2♥.						
TIMEDATE INTO THE PROPERTY INC.	~	~~~~	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Roman-DOF	PI ROPI DEF	20	<b></b>		
	Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.							PSYCHICS	
							Openings: Rare.  Others: Rare comic O/C, fake cue, fake G/T.		
IMPORTANT: Use symbols ♠, ♥, ♠, ♣ when needed	1		Update: 12-Mar-2023			R.Kondo		text must be typewi	

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.		3	4 🕶	12-21HCP, NAT. 1 • = 4 <sup>+</sup> • unless 4432.	2m/2 */2 */3m=FG/Limit Raise/Mixed Raise/PRE.  1 *-1 *= May 3 cards. 1 *-1 M=May bypass 5 * * .  1 *-2 *= 6 * ◆ INV. 1 *-3 *= 6 * * INV.  1 *-2 *= NAT FG.  1NT/2NT/3NT=6-10/11-12/13-15HCP(1 *-1NT=8-10).  SPL.	4th Suit=ART FG. 2-way check back. Structured reverse. SPL.  Opener's 1NT rebid may conceal 4-card M.  1*-1*-1*-4**4** UNBAL  1*-1*;1*-1*/2*=3* FG/4* FG. 1*-1*;1*-2*=ART FG.  1m-1M;4m=18-19HCP BAL w/ 4M.	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♥	12-21HCP, 5 <sup>*</sup> V/♠, NAT.  May be good 4 V/♠ in 3 <sup>rd</sup> /4 <sup>th</sup> seat.	1NT=F1. 2/1=NAT, FG.  1M-2M+1/2M+2/2M+3/2M+4/3M  =4 <sup>+</sup> M 16 <sup>+</sup> pts/3supp INV or FG/Limit/Mixed/PRE  3NT=4 <sup>+</sup> SUPP FG 13-15HCP BAL.  SPL.	4th suit=ART FG. 2-way check back. Structured Reverse. SPL.  1M-2M;2 or 3X  =Help suit GT/INV.	Cue=Limit raise*. Jump raise=PRE. Fit jump by P/H.  1M-2NT/3* by P/H=* Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT Drury.
1NT		1	3♠	(14 <sup>+</sup> )15-17HCP, BAL/semi-BAL. May have 5M/6m	2♣=STAY(May not have 4-Cards M). 2♣/2♥=Jacoby TRF. 2♠=mSS; 1) 4 <sup>+</sup> ms FG 2) 5 <sup>+</sup> ms S/O 3) 6 <sup>+</sup> ♠ S/O. 2NT=PUP 3♣; 1)3suits S/T 2) 6 <sup>+</sup> ♣ S/O. 3♣=6 <sup>+</sup> ♣ INV. 3♦=6 <sup>+</sup> ♠ INV. 3♥=♣5+ S/T. 3♠=♦5+ S/T. 4♣=Roman Gerber. 4♠/4♥=Texas TRF.	1NT-2♣;2♦-2♥/2♠/2NT=Smolen/Smolen/May not have 4 Ms. 1NT-2♣;2♥-2♠/2NT=INV w/o 4♠ / w/ 4♠. 1NT-2♣;2♦-3♥/3♠=5+♠& 5+♥ INV / FG. 1NT-2♣;2M-3OM =Mfit S/T 1NT-2NT;3♣-3♦/3♥/3♠/3NT/4♣ =4414 S/T /4144 S/T /1444 S/T /4441 13-15/4441 16+.	vs PEN DBL: Pass / XX=PUP XX / 2. Lebensohl. Texas TRF Thru 3. System On vs PEN DBL / NAT 2. Defense vs STAY/Jacoby TRF DBLed.
2.	*	0	-	ART STR. (1) 9*tricks.	2 ♦ /2 ♥ /2NT=Waiting/Negative/Good 5 * ♥ .	2*-2*;2NT=22* BAL.	vs. DBL: Pass/REDBL=Positive/Nega. vs. O/C: Pass/DBL=Positive/Nega.
				(2) 22 <sup>+</sup> HCP, BAL/semi-BAL.		After 2NT rebid, same as 2NT open.	
2 • 2 • 2 • 2 • 2 • • • • • • • • • • •		6	-	NAT, PRE.	2NT=Ogust. Raise=PRE. New suit=F1.	2M-2NT;+1/+2/+3/+4/+5 =bad min/good min/bad max/good max/solid 2 • -2NT;+2/+3 =bad max/good min, other same as above.	
2NT		-	3 🛦	20-21HCP, BAL/semi-BAL.	3. STAYMAN. 3. 3. STAYMAN. 3.	smolen.  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. 3. 3. 3. 3.		6	-	NAT, PRE.		SLAM APPROACH AND CONVENTIONS (inclusion ROMAN KEY CARD RKCB-1430. EXCLUSION RKCB-0314. Rom ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump) SPLINTER BIDS. SELF SPLINTER.	an Gerber 0314.
3NT	~	-	-	Gambling.	4♣,4♦,5♣,6♣,7♣=P/C.4NT=S/T in Pd Suit.	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL.	
					5 • ,6 • ,7 • =To Play	PASS AND PULL shows STR offensive hand.	
4. 4.		7	-	NAT,PRE.		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.						XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue	e at 4/5 level.
4NT	~	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♣/5NT/6♣=0/♦/♥/♠/♣/2 Ace.	LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS							