

# 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. 2♣ opening, forcing, strong and artificial.

### Responses and rebids

1. Stayman Club response.
2. artificial 2♦ response to forcing 2♣ opening.
3. 2NT negative response to natural, strong two bids.
4. 2NT response to weak two bid to ask for feature, strength and / or trump quality.
5. 4NT Ace and 5NT King asking conventions and responses to handle interference.
6. Gerber.
7. Grand Slam Force.
8. 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.
9. Natural jump shift, guaranteeing opener's suit support (Fit showing jump).

### Competitive Bids

1. Unusual notrump (by an unpassed hand must be at two level or higher).
2. Takeout double.
3. Lightner double.
4. Negative double.
5. SOS Redouble.
6. Cuebid for strong takeout.

### 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. 1♣ strong and artificial opening minimum of 15 HCP (Precision 1♣ etc.), and/or 1♣ or 1♦ may be 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 use)
2. 2♦ artificial 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.

### Responses and rebids

1. 1NT response to a major suit opening bid forcing one round; cannot guarantee game invitational or better values
2. Drury Fit.
3. Jacoby 2NT.
4. Artificial forcing major raises (Swiss 4♣ / 4♦, Splinter, 3NT)
5. Artificial game forcing minor raises
  - a) Crisscross (Jump shift response to the other minor)
  - b) Splinter (Double jump shift)
6. 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).
7. All constructive calls starting with the opening bidder's second call (splinter by opener, Fourth suit and new minor forcing etc.)
8. Calls that ask for aces, kings, queens, singleton, voids, trump quality and responses thereto
9. 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, a conventional defense is not permitted.

### Competitive Bids

1. Conventional doubles and redoubles.
2. 2NT over opponent's takeout double, showing opener's suit support. (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, Ripstra, Astro, Cappelletti/Hamilton)
  - c) opening bids of 2♣ or higher.
6. No.5 through 10 under 'Responses and Rebids' above apply both pairs.

### Carding

- 1.3rd highest,5th highest,lowest.

**Note of explanation to players from overseas:** Unlike the NEC Cup, which is an international event in which almost all non-brown-sticker conventions are permitted, the Yokohama Swiss and Asuka Cup are rated as Japanese national events, and the JCBL regulations for domestic events apply strictly.

We ask for your compliance with the regulations explained below. If you have any questions about what is allowed, please ask the JCBL staff. Please note that use of unauthorized conventions may be penalized. Thank you for your cooperation.

Note that in the Asuka Cup, in which each round features two boards against each other pair, you are restricted to "List C" conventions, but in the Yokohama Swiss you can use "List D" conventions (which includes all "List C" conventions, as well as others such as the 2♦ multi-opening).

Note, however, that use of the multi-2♦ (as well as other "List D" conventions") is strictly prohibited in the Asuka Cup and will be subject to penalty.

If you use List D conventions you must pre-alert the opponents before each round (before taking your cards out of the board) and you and your partner must carry two copies of the official JCBL sample defense for the opponents' use.

## LIST C (Asuka Cup)

### 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 a forcing, artificial response to 1♣.
- 1NT response to a major suit opening bid, forcing for one round; may not guarantee game invitational or better values.

3. Conventional responses which guarantee game forcing or better values. May not be part of a relay system.
4. 2♣ or 2♦ response to 3rd or 4th seat major suit opener asking the quality of opening bid
5. Single or higher jump shifts (including into notrump) to indicate a raise or to force to game.
6. All responses to;
  - a) artificial strong opening bids with 15 HCP or more.
  - b) opening bids of 2♣ or higher. (weak 2's must guarantee 10 opening points: opening points=HCP + number of longest suit)
7. All constructive calls starting with the opening bidder's second call.
8. Calls that ask for aces, kings, queens, singletons, voids, trump quality and responses thereto.
9. 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 Bids

1. Any conventional balancing calls
2. Conventional doubles and redoubles and responses (including free bids) thereto.
3. 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. Comic 1NT overcall
7. Defense to:
  - a) conventional calls (including takeout doubles) .
  - b) natural notrump opening bids and overcalls.
  - c) opening bids of 2♣ or higher.
8. No. 5 through 9 under 'Responses and Rebids' above apply to both pairs.
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 (Yokohama SRR & Swiss Teams)

### List C Conventions

List D includes all List C conventions as a subset.

### Opening Bids

1. Opening suit bid at the two level, promising five or more cards in the bid suit.
2. Multi 2♦ opening bid showing at least two of:
  - a) a weak two ♥ (five or more cards).
  - b) a weak two ♠ (five or more cards).
  - c) balanced hand with a minimum of 20 HCP.
  - d) a strong three suiter with a minimum of 16 HCP.
  - e) an intermediate hand with 8+playing tricks in ♣ (an Acol two hand).
  - f) an intermediate hand with 8+playing tricks in ♦ (an Acol two hand).
3. Opening notrump bid at the two level or higher indicating at least 5-4 distribution in the minors.
4. Opening 2♥ indicating three suiter with short ♦.

### Responses and Rebids

1. 1♠ response to 1♥ opening bid is forcing one round and shows 3(4) or fewer cards in ♠, 1NT response to 1♥ opening bid to indicate at least four cards in ♠ and 6+HCP.
2. An agreement where an ostensibly natural call may be made on two-card suits.
3. Two of a major response to one of a minor opening indicating at least 4-4 distribution in the majors and less than game forcing values.

### Competitive Bids

1. Transfer responses (Rubens Advance, Rubensohl (Rubinsohl), Switch etc.).