


DEFENSIVE AND COMPETITIVE BIDDING						LEADS AND SIGNALS						WBF CONVENTION CARD																																																																						
OVERCALLS - General Style 8-17 HCP, may be good 4 cards at 1-level						<div>OPENING LEADS</div> <table><tr><td rowspan="2">SUIT</td><td><u>3rd/5th</u>; 4th; Attitude; Rusinow;</td></tr><tr><td>OTHERS A for Attitudes, K for Count</td></tr><tr><td rowspan="2">N.T.</td><td>3rd/5th; <u>4th</u>; Attitude; Rusinow;</td></tr><tr><td>OTHERS 3rd/Low when Pd's Suit</td></tr></table> <div>SUBSEQUENT LEADS</div> <table><tr><td colspan="6">3rd/Low vs Suit thruout (middle of play too)</td></tr><tr><td colspan="6">Attitudes vs Notrump</td></tr></table> <div>CIRCLE OPENING LEADS vs. NO-TRUMPS</div> <div>Underline leads against suit contracts if different</div> <table><tr><td><u>A</u>K</td><td><u>B</u>Q</td><td><u>C</u>J</td><td><u>D</u>10</td><td><u>10</u>x</td><td rowspan="2">SAME LEADS IF OUR SIDE SHOWED SUIT YESNO</td></tr><tr><td><u>A</u>x</td><td><u>B</u>Qx</td><td><u>C</u>Jx</td><td><u>D</u>10x</td><td><u>10</u>9</td></tr><tr><td><u>A</u>xJx</td><td><u>B</u>Qxx</td><td><u>C</u>J109</td><td><u>D</u>1098</td><td><u>10</u>9x</td><td></td></tr><tr><td><u>A</u>KJ10x</td><td><u>B</u>QJx</td><td><u>C</u>K10x</td><td><u>D</u>J109</td><td><u>9</u>8x</td><td><u>9</u>x</td></tr><tr><td><u>A</u>QJx</td><td><u>K</u>J10x</td><td><u>K</u>Q109x</td><td><u>K</u>1098</td><td><u>9</u>xx</td><td><u>9</u>xx</td></tr><tr><td><u>A</u>Jxx</td><td><u>K</u>xx</td><td><u>Q</u>xx</td><td><u>J</u>xx</td><td><u>10</u>xx</td><td><u>9</u>xx</td></tr><tr><td><u>K</u>Jxx</td><td><u>K</u>xx</td><td><u>Q</u>xx</td><td><u>J</u>xx</td><td><u>10</u>xx</td><td><u>9</u>xx</td></tr><tr><td><u>K</u>xx</td><td><u>K</u>xx</td><td><u>Q</u>109x</td><td><u>J</u>xx</td><td><u>10</u>xx</td><td><u>9</u>xxx</td></tr></table>						SUIT	<u>3rd/5th</u> ; 4th; Attitude; Rusinow;	OTHERS A for Attitudes, K for Count	N.T.	3rd/5th; <u>4th</u> ; Attitude; Rusinow;	OTHERS 3rd/Low when Pd's Suit	3rd/Low vs Suit thruout (middle of play too)						Attitudes vs Notrump						<u>A</u> K	<u>B</u> Q	<u>C</u> J	<u>D</u> 10	<u>10</u> x	SAME LEADS IF OUR SIDE SHOWED SUIT YESNO	<u>A</u> x	<u>B</u> Qx	<u>C</u> Jx	<u>D</u> 10x	<u>10</u> 9	<u>A</u> xJx	<u>B</u> Qxx	<u>C</u> J109	<u>D</u> 1098	<u>10</u> 9x		<u>A</u> KJ10x	<u>B</u> QJx	<u>C</u> K10x	<u>D</u> J109	<u>9</u> 8x	<u>9</u> x	<u>A</u> QJx	<u>K</u> J10x	<u>K</u> Q109x	<u>K</u> 1098	<u>9</u> xx	<u>9</u> xx	<u>A</u> Jxx	<u>K</u> xx	<u>Q</u> xx	<u>J</u> xx	<u>10</u> xx	<u>9</u> xx	<u>K</u> Jxx	<u>K</u> xx	<u>Q</u> xx	<u>J</u> xx	<u>10</u> xx	<u>9</u> xx	<u>K</u> xx	<u>K</u> xx	<u>Q</u> 109x	<u>J</u> xx	<u>10</u> xx	<u>9</u> xxx	<div>List D</div> <div><div>JAPAN</div><div>NCBO</div><div>Kaz Yamada</div><div>NAME OF PLAYER</div></div> <div><div></div><div>Taka Hirata</div><div>NAME OF PLAYER</div></div> <div>GREEN</div>					
SUIT	<u>3rd/5th</u> ; 4th; Attitude; Rusinow;																																																																																	
	OTHERS A for Attitudes, K for Count																																																																																	
N.T.	3rd/5th; <u>4th</u> ; Attitude; Rusinow;																																																																																	
	OTHERS 3rd/Low when Pd's Suit																																																																																	
3rd/Low vs Suit thruout (middle of play too)																																																																																		
Attitudes vs Notrump																																																																																		
<u>A</u> K	<u>B</u> Q	<u>C</u> J	<u>D</u> 10	<u>10</u> x	SAME LEADS IF OUR SIDE SHOWED SUIT YESNO																																																																													
<u>A</u> x	<u>B</u> Qx	<u>C</u> Jx	<u>D</u> 10x	<u>10</u> 9																																																																														
<u>A</u> xJx	<u>B</u> Qxx	<u>C</u> J109	<u>D</u> 1098	<u>10</u> 9x																																																																														
<u>A</u> KJ10x	<u>B</u> QJx	<u>C</u> K10x	<u>D</u> J109	<u>9</u> 8x	<u>9</u> x																																																																													
<u>A</u> QJx	<u>K</u> J10x	<u>K</u> Q109x	<u>K</u> 1098	<u>9</u> xx	<u>9</u> xx																																																																													
<u>A</u> Jxx	<u>K</u> xx	<u>Q</u> xx	<u>J</u> xx	<u>10</u> xx	<u>9</u> xx																																																																													
<u>K</u> Jxx	<u>K</u> xx	<u>Q</u> xx	<u>J</u> xx	<u>10</u> xx	<u>9</u> xx																																																																													
<u>K</u> xx	<u>K</u> xx	<u>Q</u> 109x	<u>J</u> xx	<u>10</u> xx	<u>9</u> xxx																																																																													
Responses Cue Bid = F1 Weak Jump Raise / 2NT Raise																																																																																		
Jump Shift = Fiit Jump Jump Cue = Mixed Raise																																																																																		
Responsive DBL Thru 4 ♦ Cue-Bid Dbl after M Overcall																																																																																		
IN BAL POS Same																																																																																		
Responses Same																																																																																		
TAKE-OUT DOUBLE - General Style 10+ HCP.																																																																																		
Responses Cue = F to Suit Agreement																																																																																		
Jump Cue = Weak Michaels with Unbid M																																																																																		
Responsive DBL Thru 4 ♦																																																																																		
IN BAL POS 8+HCP																																																																																		
Responses Same																																																																																		
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD																																																																																		
1NT OVERCALL																																																																																		
Responses						Other Meanings																																																																												
2nd POS 15-17 System On						Unusual by Passed Hand																																																																												
4th POS 11-15 System On																																																																																		
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER																																																																																		
OTHERS ○																																																																																		
IN BAL POS ○																																																																																		
Responses 2NT = Ogust																																																																																		
UNUSUAL NT 2 Lower Unbids																																																																																		
Responses																																																																																		
DIRECT CUE-BID STYLE Michaels with 5+Unbid M																																																																																		
Jump Cue = ASK for Stop																																																																																		
Responses Raise = Weak CUE = F1																																																																																		
VS. STRONG NT						Responses																																																																												
(2nd Seat) Hamilton																																																																																		
(4th Seat) Dbl = Sound Overcall																																																																																		
VS. WEAK NT																																																																																		
Hamilton																																																																																		
VS. PREEMPTS																																																																																		
Lebensohl vs Weak Two Opening																																																																																		
Leaping Michaels vs Weak Two Opening / Multi 2 ♦ Opening																																																																																		
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS																																																																																		
VS 1♣: CRASH																																																																																		
VS 2♣: CRASH																																																																																		
OVER OPPONENTS' TAKE-OUT DOUBLE																																																																																		
1/1 = F1 2/1 = NF Jump Shift = Fit Jump																																																																																		
1m-(DBL); 2NT = Weak Raise 3m = Inv Raise																																																																																		
1M-(DBL); 2M-1 = Good Raise (up to mild Inv) 2M = Bad Raise																																																																																		
2NT = Inv Raise+ 3M = Weak Raise																																																																																		
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed						update: 2013/12/28																																																																												

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
Neg Dbl thru 4 ♦					
Resp Dbl thru 4 ♦					
Max Dbl thru 3 ♥					
Supp Dbl thru 2 ♥					
Cue-Bid Dbl after M Overcall					
Dbl of Spl Raise for Lower Ranked Suit					
SPECIAL FORCING PASS SEQUENCES					
Direct Rebid of Forcing Level shows bare Min					
exception : Pass shows bare min at 3-level					
PSYCHICS : OPENINGS Rare OTHER Rare					
IMPORTANT:All text must be typewritten or block letters					

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣ 1♦		3	4♦	11-21, NAT 1♦ = 4♦ unless 4432	1♣-1M = Walsh ; may bypass 5♦ unless FG Inverted Raise ; 1m-2m / 3m = F1 / Semi-Pre 1♦-2♣ = 12 ⁺ , 4♦♣, FG 1NT / 2NT / 3NT = 6-10 / 10 ⁺ -12 ⁺ / 12 ⁺ -14 Jump Shift = good 6 ⁺ cards, Inv Dbl Jump = Spl Raise with 5 ⁺ Sup	Opener's 1NT / 2NT Rebid may conceal 4M Ogust 2NT to Inv 2M Checkback 2♣ to 1NT Rebid Artificial 3♣/3♦ to 2NT Rebid Art Lebensohl 2M/2OM/2NT after Opener's Reverse 4th Suit FG 1m-1♥;2♠ / 1♣-1♠;3♦ / 1♦-1♠;3♥ = Ask for 5 Key Cards 1st/2nd = 1/4 with 4/5 ⁺ M 3rd/4th = 0/3 with 4/5 ⁺ M 5th/6th = 2 with 4/5 ⁺ M 4M = 0 with bare minimum	Semi-Pre Jump Raise Cue = Inv Raise+ Fit Jump in Comp / Passed Hand Reversed Good-Bad 2NT Med+ 6 ⁺ cards / 5-5 cards Lo-Hi CUE vs Unusual 2NT/Michaels Lo = Unbid M Hi = Limit Raise+
1♥ 1♠		5 (4)	4♦	11-21, NAT may be good 4♥/♠ in 3 rd /4 th	1NT = 5-12 ⁺ , Semi-F 2♣ = Art FG ; usually 3♦♣ 2M = 5-9, 3 ⁺ Sup 3M = 7-9, 4 ⁺ Sup Jump Shift = good 6 ⁺ cards, Inv 2NT = 1) 10-11, 3 ⁺ Sup 2) 12-14, 3 Sup 3) 15 ⁺ , 4 ⁺ Sup 1♥-3♠ / 1♠-3NT = Swiss Raise; 12-14, 4 ⁺ Sup, no Spl Dbl Jump = Spl Raise; 12-14, 4 ⁺ Sup, Spl showing	1♠-1NT; 2♣-2♦/2♥ = Bart ; 5+♥ / Art Relay 1M-2♣ ; 2♦ = Art Relay ; denies 6M/4OM/4♣ or NT hand 1M-2M ; Next = Art Inv for Game 3M = Inv for Game 1M-2NT; 3♣ = Max, FG 3♦ = decent Min, Inv for 3NT/4M 3M = bare Min, NF 3OM = Med, with any Spl 3NT = Med, no Spl, 4M = Min, 6+M	Semi-Pre Jump Raise Cue = Inv Raise+ Fit Jump in Comp / Passed Hand Reversed Good-Bad 2NT Lo-Hi CUE vs Unusual 2NT/Michaels Reverse Drury 2♣ 3NT by Passed Hand = Good Raise
1NT			3♠	15-17, BAL may have 5M	2♣ = Stayman 2♦/2♥ = Jacoby with Walsh Relay 2♠ = Minor Pick 2NT = Natural Inv 3♣/3♦ = Natural Inv with 6♦♣/♦ 3♥/3♠ = FG with 4♠/4♥ 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	1NT-2♣ ; 2♦-3♥/♠ = Smolen 1NT-2♣ ; 2♥-3♠ = 4♥-3-3-3 2♠-3♥ = 4♠-3-3-3 OR Slam Try 1NT-2♦ ; 2♥-2♠ = Puppet to 2NT ; FG 1NT-2♦ ; 2♥-2♠ ; 3♥ / 1NT-2♥ ; 2♠-3♥ = FG with 6♦♥/♠ 1NT-2♠ ; 2NT = ♦ > ♣ 3♣ = ♣ ≥ ♦	Lebensohl vs NAT Overcall Texas thru 3♣ System Off vs Penalty Dbl System On vs Art Dbl / 2♣ Defense vs Stayman/Jacoby Dbled
2♣	✓		-	ART, Almost FG 1) 22 ⁺ , BAL 2) 17 ⁺ , UNB, 9 ⁺ tricks	2♦/2♥ = denies/promises 2K OR A/K with 8 ⁺ HCP 2♠/2NT/3♣/3♦ = 5♦♥/♠/♦/♣ 2K OR A/K with 8 ⁺ HCP 3♥/3♠ = semi-Solid 6♦♥/♠ 3NT = any Solid suit	2♣-2♦ ; 2♥ = Puppet to 2♠ ; 5+♥ OR 24+ BAL 3♦ = 5♦♦ + 3♦♥/♠ 3♥/3♠ = 5♦♦ + 4♦♥/♠ 2♣-2♥ ; 3♥ = 5+♥ + 3♠ 3♠ = 5+♥ + 4+♠	Pass / DBL = Pos / Neg
2♦	✓		-	Mini-Multi Opening Weak 2♥/♠ Opening	2♥/2♠/3♥/3♠ = Pass/Correct 2NT = Ask, F1 3♠/3♦ = Ask for Sup, FG 4♣ = Request for Texas	2♦-2NT ; 3♣/3♦ = Min, Weak 2♥/♠ Opening 3♥/3♠ = Max, Weak 2♠/♥ Opening	Dbl vs 2-level = Takeout Dbl vs 3-level = Penalty
2♥	✓	5	-	6-10, 5♦♥ + 5♠ Opening maybe 5-4 M's when NV	2NT = Asking, F1 3♠/3♦ = Ask for Sup, FG	2♥-2NT ; 3♣/3♦ = Min, Spl showing 3♥/3♠ = Max, Spl showing	
2♠		5		Light Weak 2♠ Opening	2NT = Ogust		
2NT			3♠	20-21, BAL may have 5M	3♣ = Stayman 3♦/3♥ = Jacoby with Walsh Relay 3♠ = Minor Suit Stayman 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	2NT-3♦ ; 3♥-3♠ = Puppet to 3NT ; strong 6+♠/♦ 2NT-3♣ ; 3M-OM = Slam Try	
3♣		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood		
3♥		6	-	Normal Preemptive	New Suit below Game = RKC Lackwood		
3♠		6	-	Normal Preemptive	New Suit below Game = RKC Lackwood		
3NT	✓		-	Pre 4♣/4♦ Opening	4♣/♦/5♣ = Pass/Correct		
4♣	✓		-	Namyats ; good 7♦♥, 8 ⁺ tricks	New Suit = RKC Lackwood		
4♦	✓		-	Namyats ; good 7♠♠, 8 ⁺ tricks	New Suit = RKC Lackwood		
4NT	✓			Direct Ace Ask	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace showing		
OTHERS							