DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

8-17HCP, (4)5⁺card suit, Sound.

RESP:	TRF from lowest cue. New suit=F1. Jump cue=Mixed raise.
	Jump raise=PRE. Jump shift=Fit showing jump.

Reopening: 8-17HCP, Cue=Michaels.

RESP: New suit=NF but constructive.

1NT OVERCALLS (2nd/4th Live; Responses; Reopening)

15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)

RESP: System on.

Reopneing: 1NT=12-14HCP, BAL/semi-BAL.

	May not have stoppers in OPPT's suit.
	2NT=18-19HCP, BAL/semi-BAL.

RESP: System on.

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit:	Weak.
RESP:	New suit=F1. Cue=Limit⁺. 2NT=Ogust.
2-Suit:	Unusual 2NT=Unbid lower rank 2-suiter.
Reopening:	Intermediate.

Jump cue vs. 1M = Asks for stopper.

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)

Direct:	Michaels.
RESP:	2NT=INQ. Cue=M fit FG.

(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.

(1C=short C)-2C/2D=NAT/Both M.

(1D=2 or less)-2D/2H/3D=NAT/Both M NF/Both M F1.

VS. NT (vs. Strong/Weak; Reopening; PH)

Direct: X=PEN, 2C=BothM, 2D=OneM, 2M=M&m, 2NT=Both m.

Reopening:	Vs. Weak NT: Same as above
	Vs. Strong NT or PH: X=5m+4M; others same as above;

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O DBL thru 4H(vs. 4S open: X=OPT, 4NT=2 suiter T/O).

DBL vs. WK 2=T/O->Lebensohl 2NT.

4C/4D vs. WK 2D=C&M/Both M.

4C/4D vs. WK 2M=C&M/D&M

VS. ARTIFICIAL STRONG OPENINGS

vs. 1C: X/1D/1NT/2C/2NT=any STR/Color/Rank/Shape/2 suiter.

(1C)-P-(1D)-X/1NT/2C/2D/2NT=any STR/Color/Rank/Shape/2suiter.

vs. 2C: SUCTION up to 3NT.

OVER OPPONENTS' TAKEOUT DOUBLE

REDBL=10⁺HCP. Fit showing jump. SPL.

1C-(X)-P/XX/bid=WK or PEN/semi positive+/FG.

1D-(X)-XX/1H/1S/1NT/2C=H/S/8+HCP/C/D.

1D-(X)-2D,2M,3X,4X/2NT,4NT=NAT,Play/both m,PRE.

1H-(X)-1NT/2C/2D/2H=C/D/good single raise/bad single raise.

1S-(X)-1NT/2C/2D/2H/2S=C/D/H/good single raise/bad single raise.

1M-(X)-2NT/3M/3NT/4M=Limit⁺/PRE/Good PRE/PRE.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd or lowest	4th (after supp)
NT	4th	3rd or lowest
Subseq	Same as above	Same as above

Other:

vs.NT:A asks Unblocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small.

vs. Suit: K asks CT when 5 or upper level contract.

If CT isn't needed, we lead for showing ATT, S/P, or for deception.

LEADS

Lead	VS. Suit	VS. NT
Ace	Ax(+); AKx(+)	AKHH(+); Ax
King	AK; KQx(+); Kx	AKx(+); KQ(J/10)x(+)
Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)
Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)
10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)
9	KJ9x(xx),9x	9xx; 9x
Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx
Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi=DISCRG	Hi/Lo=ODD	ODD/EVEN
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		ATT or S/P
NT	1	Hi=DISCRG	Rev smith	S/P
	2	Hi/Lo=ODD	Hi/Lo=ODD	Hi/Lo=ODD
	3	S/P	S/P	

Signals (including Trumps): Trumps: Hi-Low shows interest in ruff.

Other: Present Count. Lavinthal vs NT. ODD/EVEN vs SUIT.

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Normal,may be light with shape

RESP: Cue=F1. Jump cue=Asks for stopper.

Reopening: 8⁺HCP.

RESP: Cue=F1.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

NEG DBL thru 4H.

RESP DBL thru 4H(Also applied after partner's O/C or T/O DBL).

MAX DBL thru 3H.

SUPP DBL/REDBL thru 2H.

Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.

Cooperative DBL

WBF CONVENTION CARD

			Blue
NCBO All			
EVENT Tadahiro Kikuchi			Eisuke Endo
NAME OF PLAYER			NAME OF PLAYER

SYSTEM SUMMARY : GENERAL APPROACH AND STYLE

Strong 1C, 5-card M, Open light if UNBAL

2 over 1 Response FG

1NT Opening:(14⁺)15-17 when vul,4th Others=(12⁺)13-15

Various ART raises after 1M Openings

RESPONSE 1NT =F1   2 OVER 1 =Always FG.

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

1C=16+HCP, any distribution, except 1M/1NT opening.

1D=11-15HCP, D0+.

2C=11-15HCP, C6+.

2D=Mini Multi. (WK 2H/2S)

2H=Both M weak. (H4+,S4+)

2S=S+m weak.(S5+,m4+)

2NT=m55+,PRE.

3NT=PRE in m.

4C/4D=Namyats,good 4H/4S opening.

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

Defensive bids vs. Michaels/Unusual NT.

Good-Bad 2NT.

1D - (1NT) - 2C/2D/2M/2NT=Both M/One M/M+m/Both m.

1M - (1NT) - 2C/2D/2NT= C+OM/ D+OM/ C+D

1D-(1H)-X/1S=S4+/8+HCP.

1D-(1M)-1NT/2C=C/D INV+.

TRF RESP over OPPT's T/O DBL.

TRF LEB after 1NT-(2X).

Switching after competitive bid.

SPECIAL FORCING PASS SEQUENCES

1C-(4M or higher)-Pass/X/bid=Forcing/WK/PLAY.

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

(1)1NT=13-15; 1NT-(X)-P/XX/2X=play/power/NAT.

1NT-(X)-2NT/3C/3D/3H=C/D/H/S 5 cards+,INV+.

(2)1NT=15-17; 1NT-(X)-P/XX/others=TRF to XX/TRF to 2C/system on.

1NT-(X)-P;XX-2C/2D/2H=C+any/D+M/H+S(H<=S)

1NT-(X)-XX;2C-P/2D/2H=C/D/H+S(H>S).

RESP & rebids as NAT could be 3-card if there are no other convenient actions.

PSYCHICS

Openings:	Rare.
Others:	Rare comic O/C, fake cue, fake G/T.

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1C	✔	0	4H	16+HCP, ART. except 1M/1NT opening.	1D=0-7HCP. 1H/1NT=S4+,FG/H5+,FG. 1S/2H=8-13 or 16+,BAL/14-15 BAL. 2C/2D=D5+,FG/C5+,FG. 2S/2NT/3C/3D=S/C/D/H Single 4441,FG. 3M/4m=M/m set,FG.	1C-1D;1H/1S=①any FG②Semi BAL/S4+. 1C-1D;1NT=①m 1suiter②any55③D4C5+(D5+C4). 1C-1D;2m/2H/2S/2NT/3m=m5+,H4/1444/4144/m55+/H5m5. 1C-1H;1NT & 1C-1NT;2C=①NAT(orBAL)②M fit,good hand. 1C-1S;1NT/2C/2D,2M/2NT/3X=ASK/2suiter wo S/NAT/C/X+S. 1C-2m;2D/2NT/3C/3D,3M=C5+/ASK/D5+/SPL. 1C-2H;2S/2NT/3X=2suiter/ASK/NAT. 1C-2S,2NT,3C,3D;(+1)/others=ASK/NAT. SPL.	1C-(X)-P/XX/bid = WK/semi P/FG. 1C-(1D~2D)-P/X/bid=WK/semiP/FG. 1C-(2H~4D)-P/X/bid = WK/FG/FG. 1C-(4M or higher)-P/X=F/weak. Forcing pass in FG situation. Switching.
1D	✔	0	4H	11-15HCP, catch all.	1NT/2NT/3NT=6-10/11-12/13-15 BAL. 1H/1S=H4+,F1/S4+,F1. 2C/2D=①C4+,FG②3343,FG/D5+,FG. 2H=S5+,H4+,NF. 2S=Both m,FG. 3m/3M=m6+,INV/NAT PRE(non vul),CONST(vul). 4X,5X,6X,7X=play. 4NT/5NT=INV.	1D-1M;2NT/3C/3D=D6+,M3/D5+,C5+/D6+,M2- max. 1D-1NT;2NT/3C/3D=D6+,BAL/D5+,C5+/D6+,unBAL max. 1D-2C;2D/2H/2S/2NT=BAL/D5+/C5/any4441. 1D-2C;3C/3D/3M=C5+,D4/D5+,C4/m55+,SPL. 1D-2H;2NT/3X=ASK/NAT,play. 1D-2S;2NT/3m=no m4/m4. XYZ. 4th suit FG. Structured Reverse. SPL.	Defensive bids vs. 2-suiter O/C. Good-Bad 2NT. TRF Response after 1D-(X). Switching.
1M		4	4H	11-21HCP, M5+ NAT. Maybe good M4 in 3rd/4th.	1H-1S=S0-4 F1. 1H-1NT=S5+ F1. 1S-1NT=semi F. 1M-2M+1/2M+2/2M+3/2M+4/3M =M4+ FG/M3 INV+/Limit/Const/Weak. 1H-3S/1S-3NT=Void SPL(8-10). SPL=10-12. 1H-3NT=SPL of S.	1H-1S;1NT / 1S-1NT;2C=Gazzilli,F1. 2NT/3X rebid after 1H-1S/1S-1NT shows 55 FG/INV. 1H-1NT;2C/2NT=①BAL②H+C③H6+,16-18/S fit,INV+. 1H-1NT;3C=①H5+,C4+,FG②H 1suiter,FG. 1M-2M;below 3M/Jump shift = 2-way GT/ ERKCB. 4th Suit=ART FG. Structured reverse. SPL. XYZ.	Cue=Limit raise+.Jump raise=PRE. 1M-2NT/3C by P/H=C Fit jump/INV. Defense bids vs 2suiter OC. Good-Bad 2NT. Switching. Rubensohl. Drury.
1NT		-	3S	BAL/semiBAL maybe off shape. may have M5/m6/singleton. ①Vul or 4th=(14⁺)15-17 ②others=(12⁺)13-15	2C=STAY. 2R=TRF. 2S=Ask Size①INV to 3NT/6NT②C SO③C ST. 2NT=m Choice①both m SO②D SO③D ST. 3C=Puppet STAY. 3D=mSS. 3H=31(45). 3S=13(45). 4C=Roman Gerber. 4R=Texas TRF. 4S=Both m.	1NT-2C;2D-2H/2S=S5+/H5+ INV+. 1NT-2D;2H-2S=pup 2NT,any 4441 FG. TRF rebid by responder after 1NT-2R;Accept. 1NT-2S;2NT/3C=Min/Max. 1NT-2NT;3C/3D=D2-/D3+. 1NT-3D;3H/3S/3NT=C4/D4/no m4.	Defense vs X/STAY/TRF. TRF Lebensohl. Texas TRF Thru 3C. Switching.
2C	✔	5	4H	11-15HCP,C6+ maybe 5 card in good position.	3NT,4C,4M,5m=To play. 2D/2H=H4+/S4+ Constructive INV+. 2S=ASK. 2NT=C fit. 3C=Pup to 3D. 3D/3H=H6+/S6+ INV. 3S=D6+,FG. 4D=RKCB of C.	2C-2R;Accept/2NT/3C/3D=M2-/M3,min/good C/M3,max. 2C-2R;3M/3M+1/3M+2/3M+3/3M+4/4M =M4 NF/M4 Lsht/M4 Hsht/M4 Lvoid/M4 Hvoid/1417(4117). 2C-2S;2NT/3X=min/max,NAT. 2C-2NT;3X=SPL,good hand. 2C-2NT;3C-P/3X=play/SPL. 2C-3C;3D-P/3H/3S=play/S5H4,INV/S6H4,INV.	System ON vs DBL. 2C-(OC)-X=NEGATIVE. 2C-(P)-2R-(OC);X=3 card supp. Switching.
2D	✔	0	-	Weak2 in either M (10-13, good D6+ in 4th seat)	2M/3M=P/C. 4M/5m=Play. 2NT=ASK. 3C=pup to 3D then self suit FG. 3D=mSS. 4C=bid below 1 your M. 4D=bid your M.	2D-2NT;3C/3D/3H/3S/3NT=Min/HMed/SMed/HMax/SMax. 2D-3C;3D-PASS/3H/3S/4C/4D=Play/H FG/S FG/C FG/D FG. 2D-3D;3H/3S/3NT=C3+/D3+/no m3+.	
2H	✔	4	-	H4+,S4+ weak (10-13, good H6+ in 4th seat)	2NT=ASK. 3C=pup to 3D then self suit FG. 3D=mSS. 4C/4D=bid below 1 your better M/bid your better M.	2H-2NT;3C/3D/3H/3S/3NT =H4S4(5)/H5S4,Min/H5S5,Min/H5S4,Max/H5S5,Max	
2S	✔	5	-	S5m4+weak. 4th=S6+,10-13.	2NT=ASK. XC/4D=P/C. 3D=H5+,INV+. 3H=S3+,INV+.	2S-2NT;3C/3D/3H/3S=C min/D min/C max/D max.	
2NT	✔	-	-	Both m PRE	Pass,Xm,4M=play. 3NT=m fit,INV. 3H=TRF to 3S①H1suiterST②Both M③play 3S 3S=TRF to 3NT①S1suiterST②m fit,ST③play 3NT	2NT-3H;3S-P/3NT/4m=Play/H ST/BothM,friendsM better. 2NT-3S;3NT-P/4m/4H=Play/m fit ST/S ST. 2NT-3NT;4C,4D,5C=Pass or Correct.	
3X		6	-	NAT, PRE.	3C-4D=C S/T. 3D/3M-4C=D/M S/T.	**SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)**	
3NT	✔	-	-	PRE 7⁺minor	4m,5m,6m,7m=P/C 4NT=RKCB.	RKCGerber. RKCB1430. ERKCB0314. DOPI(5trump or below)/ROPI/DEPO(Over 5trump)	
4m	✔	0	-	NAMYATS	4m-(+1)/(+2)=ST/Sign off. Suit=CABS.	CUE=1st/2nd CTRL. XX=1st CTRL. Serious 3NT(3S). UnSerious 3M. SPL. Forcing Pass.	
4M		7	-	NAT	Suit=CABS.	5NT-Grand Slam Force(1st=A/K,2nd=Q/Extra,trump=No). K,Q location ASK after Total CTRL ASK.	
4NT	✔	-	-	ACOL Ace ASK.	5C/5D/5H/5S/5NT/6C=0/D/H/S/C/2 Ace.	Over Queen ASK:If bid side suit,Having Q w/ King in step. Over King ASK: King in step.	