



| DEFENSIVE AND COMPETITIVE BIDDING                                |  | LEADS AND SIGNALS  |                        |                                | WBF CONVENTION CARD   |            |
|--|--|--|------------------------|--------------------------------|---|------------|
| <b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>        |  | <b>OPENING LEADS STYLE</b>   |                        |                                | <div style="display: flex; justify-content: space-between; align-items: center;"> <div style="text-align: center;"> <p>Japan</p> <p>NCBO</p> <p>All</p> <p>EVENT</p> <p>Koki Kobayashi</p> </div> <div style="text-align: center;">  </div> <div style="text-align: center;"> <p>Natural Green</p>  <p>Tadahiro Kikuchi</p> </div> </div> |            |
| 8-17HCP, (4)5 <sup>*</sup> card suit, Sound.                     |  |  |                        |                                | NAME OF PLAYER  |            |
| RESP: TRF from lowest cue. New suit=F1. Jump cue=Mixed raise.    |  | <b>Suit</b>  | 3rd or lowest          | ATT                            |   |            |
| Jump raise=PRE. Jump shift=Fit showing jump.                     |  | <b>NT</b>  | 4th                    | 3rd or lowest                  |   |            |
| Reopening: 8-17HCP, Cue=Michaels.                                |  | <b>Subseq</b>  | Same as above          | Same as above                  |   |            |
| RESP: New suit=NF but constructive.                              |  | <b>Other:</b>  |                        |                                |   |            |
| <b>1NT OVERCALLS (2nd/4th Live; Responses; Reopening)</b>        |  | vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small. |                        |                                | <b>SYSTEM SUMMARY : GENERAL APPROACH AND STYLE</b>  |            |
| 15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)       |  | vs. Suit: K asks CT when 5 or upper level contract.                            |                        |                                | <b>5-CARD MAJOR 2/1. 1NT Opening:(14+)15-17.</b>  |            |
| RESP: System on.   |  | If CT isn't needed, we lead for showing ATT, S/P, or for deception.            |                        |                                | <b>1C opening could be 2-card and could have longer D.</b>  |            |
| Reopneing: 1NT=12-14HCP, BAL/semi-BAL.                           |  | <b>LEADS</b>   |                        |                                | <b>1D opening=D5* except 4441.</b>  |            |
| May not have stoppers in OPPT's suit.                            |  | <b>Lead</b>  | <b>VS. Suit</b>        | <b>VS. NT</b>                  |   |            |
| 2NT=18-19HCP, BAL/semi-BAL.                                      |  | <b>Ace</b>   | Ax(+); AKx(+)          | AKHH(+); Ax                    |   |            |
| RESP: System on.   |  | <b>King</b>  | AK; KQx(+); Kx         | AKx(+); KQ(J/10)x(+)           |   |            |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>             |  | <b>Queen</b>   | QJx(+); Qx             | QJ(10/9)(+); AQJ(+); KQ109(+)  |   |            |
| 1-Suit: Weak.  |  | <b>Jack</b>  | J10x(+); KJ10x(+); Jx  | J10(9/8)(+); HJ10(+)           |   |            |
| RESP: New suit=F1. Cue=Limit*. 2NT=Ogust.                        |  | <b>10</b>  | 109x(+); H109x(+); 10x | 109(8/7)(+); H109(+); AQ109(+) |   |            |
| 2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.                   |  | <b>9</b>   | KJ9x(xx),9x            | 9xx; 9x                        |   |            |
| Reopening: Intermediate.   |  | <b>Hi-x</b>  | Sx; HxSx(xx); xxSx(xx) | SSx(+); Sx                     |   |            |
| Jump cue vs. 1M = Asks for stopper.                              |  | <b>Lo-x</b>  | Hx(xx)S; xx(xx)S       | HxxS(+); HHxS(+); HxS; xxxS(+) |   |            |
| <b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)</b>    |  | <b>SIGNALS IN ORDER OF PRIORITY</b>  |                        |                                | <b>2S=S5* &amp; m(4)5*, weak.</b>   |            |
| Direct: Michaels.  |  |  |                        |                                | <b>3NT=PRE in m.</b>  |            |
| RESP: 2NT=INQ. Cue=M fit FG.                                     |  | <b>Suit</b>  | <b>Partner's Lead</b>  | <b>Declarer's Lead</b>         | <b>Discarding</b>   |            |
| (1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.         |  |  | 1                      | Hi=DISCRG                      | Hi/Lo=ODD   | ODD/EVEN   |
| (1C=short C)-2C/2D=NAT/Both M.                                   |  |  | 2                      | Hi/Lo=ODD                      | S/P   | Hi/Lo=ODD  |
| (1D=2 or less)-2D/2H/3D=NAT/Both M NF/Both M F1.                 |  | <b>NT</b>  | 3                      | S/P                            |   | ATT or S/P |
| <b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>                   |  |  | 1                      | Hi=DISCRG                      | Hi/Lo=ODD   | Lavinthal  |
| Direct : X=PEN, 2C=BothM, 2D=OneM, 2M=M&m, 2NT=Both m.           |  |  | 2                      | Hi/Lo=ODD                      | S/P   | Hi/Lo=ODD  |
| Reopening: Vs. Weak NT: Same as above                            |  | 3  | S/P                    |                                |   |            |
| Vs. Strong NT or PH: X=5m+4M; others same as above;              |  | <b>Signals (including Trumps):</b> Trumps: Hi-Low shows interest in ruff.      |                        |                                | <b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>  |            |
| <b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>          |  | <b>Other:</b> Present Count. Lavinthal vs NT. ODD/EVEN vs SUIT.                |                        |                                | Defensive bids vs. Michaels/Unusual NT.   |            |
| T/O DBL thru 4H(vs. 4S open: X=OPT, 4NT=2 suiter T/O).           |  | <b>DOUBLES</b>   |                        |                                | Good-Bad 2NT.   |            |
| DBL vs. WK 2=T/O->Lebensohl 2NT.                                 |  | <b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>                           |                        |                                | 1m - (1NT) - 2C/2NT= H+S/ C+D   |            |
| 4C/4D vs. WK 2D=C&M/Both M.                                      |  | Normal, may be light with shape  |                        |                                | 1M - (1NT) - 2C/2D/2NT= C+OM/ D+OM/ C+D   |            |
| 4C/4D vs. WK 2M=C&M/D&M  |  | RESP: Cue=F1. Jump cue=Asks for stopper.                                       |                        |                                | 1C-(1D)-X/1H/1S/2NT=H4*/S4*/M3; 8+HCP/both M PRE.   |            |
| <b>VS. ARTIFICIAL STRONG OPENINGS</b>                            |  | Reopening: 8*HCP.  |                        |                                | <b>SPECIAL FORCING PASS SEQUENCES</b>   |            |
| vs. 1C: X/1D/1NT/2C/2NT=any STR/Color/Rank/Shape/2 suiter.       |  | RESP: Cue=F1.  |                        |                                | 2C-(X or OC)-PASS/DBL, REDBL = FG/WEAK.   |            |
| (1C)-P-(1D)-X/1NT/2C/2D/2NT=any STR/Color/Rank/Shape/2suiter.    |  |  |                        |                                | <b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>  |            |
| vs. 2C: SUCTION up to 3NT.                                       |  | <b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>                   |                        |                                | 1NT-(X)-P=TRF to XX   |            |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>                            |  | NEG DBL thru 4H.   |                        |                                | 1NT-(X)-P-(P);XX-(P)-2C/2D/2H=C+D or C+M/D+M/H+S  |            |
| 1m-(X)-2NT/3m=PRE/Limit raise.                                   |  | RESP DBL thru 4H(Also applied after partner's O/C or T/O DBL).                 |                        |                                | 1NT-(X)-XX=TRF to 2C  |            |
| 1C-(X)-2D & 1D-(X)-3C=m supp,FG                                  |  | MAX DBL thru 3H.   |                        |                                | 1NT-(X)-XX-(P);2C-(P)-P/2D=C/D  |            |
| 1M-(X)-2NT/3M/3NT/4M=Limit+/PRE/Good PRE/PRE.                    |  | SUPP DBL/REDBL thru 2H.  |                        |                                | RESP and rebids as NAT could be 3-card if there are no other convenient actions.  |            |
| 1C-(X)-1D/1H/1S=H/S/D  |  | Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.                      |                        |                                | <b>PSYCHICS</b>   |            |
| 1D-(X)-1NT/2C=C/D3+, good raise+.                                |  | Cooperative DBL  |                        |                                | Openings: Rare.   |            |
| 1H-(X)-1NT/2C/2D/2H=C/D/good single raise/bad single raise.      |  |  |                        |                                | Others: Rare comic O/C, fake cue, fake G/T.   |            |
| 1S-(X)-1NT/2C/2D/2H/2S=C/D/H/good single raise/bad single raise. |  |  |                        |                                |   |            |
| <b>IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed</b>            |  | Update: 25-May-2021  |                        | printed: T.Kikuchi             | <b>IMPORTANT:All text must be typewritten or block letters</b>  |            |

| Opening | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG. DBL. THR | DESCRIPTION   | RESPONSES  | SUBSEQUENT AUCTION   | MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER  |
|---------|--------------------|-------------------|---------------|---|--|--|---|
| 1C      | ✓                  | 2                 | 4H            | 11-21HCP, C2 <sup>+</sup> .<br>may have longer D.   | 1C-1D/1H/1S=H/S/⊙D⊙no suitable bid.<br>1C-1NT/2C=⊙C5 <sup>+</sup> 6-9⊙FG BAL/D5 <sup>+</sup> FG.<br>1C-2D/2H/2S=C5 <sup>+</sup> FG/C5 <sup>+</sup> INV/both m FG.<br>1C-2NT/3X=botn m PRE/X6+,play.      | 1C-1R;(+)1NT=11-14 (semi-)BAL/ (17)18-19,BAL.<br>1C-1R;2D=⊙4supp,(17)18-19BAL⊙C5+D4+,16+.<br>1C-1R;2NT=⊙C6+,16-18⊙C6+,FG.<br>1C-1R;4C/4D=C6 <sup>+</sup> ,4 supp/C5,4 supp,BAL good hand.<br>1C-1S;2D=⊙18-19BAL⊙C5+D4+,16+⊙D4+,11-15,unBAL.<br>1C-1S;2NT=⊙C6+,16-18⊙C6+,FG.<br>1C-1NT;2C/3C=NF/BAR bid.<br>1C-1NT;2D/2M,2NT=ASK,INV+/value INV+.<br>4th Suit=ART FG. Structured reverse. SPL. XYZ. | Cue=Limit raise <sup>+</sup> . Jump raise=PRE.<br>1m-2C by PH=Limit raise.<br>Fit jump by PH.<br>1D-2NT/3C by PH=C Fit jump/INV.<br>Defensive bids vs. 2-suiter O/C.<br>Good-Bad 2NT.<br>Rubensohl.<br>Switching. |
| 1D      |                    | 4                 | 4H            | 11-21HCP,D5 <sup>+</sup> except 4441.<br>unBAL.<br>Maybe BAL in 3rd/4th.<br>Maybe good D4 in 3rd/4th. | 1D-1H/1S/1NT=NAT,F1/NAT,F1/C5+,NF.<br>1D-2H/2S/3C=D3 <sup>+</sup> FG/D3 <sup>+</sup> INV/D4 <sup>+</sup> CONST.<br>1D-2NT/3C=C5 <sup>+</sup> INV/D4 <sup>+</sup> Weak.<br>SPL.                           | 1D-1H;1NT/2C=C4+/D6+.<br>1D-1S;1NT/2C/2D=C4+/D6+/D5+,H4,11-15.<br>1D-1M;2NT=⊙D6+,M3,16-18⊙D6+,FG.<br>1D-1NT;2M/3C/3M=⊙NAT,INV+⊙C fit,FG/C fit,INV/C fit,SPL.<br>1D-1NT;2NT=⊙D6+,16-18⊙D6+,FG.<br>4th Suit=ART FG. Structured reverse. SPL. XYZ.  |   |
| 1M      |                    | 4                 | 4H            | 11-21HCP, M5+ NAT.<br>Maybe good M4 in 3 <sup>rd</sup> /4 <sup>th</sup> .                             | 1H-1S=S0-4 F1. 1H-1NT=S5+ F1. 1S-1NT=semi F.<br>1M-2M+1/2M+2/2M+3/2M+4/3M<br>=M4+ FG/M3 INV+/Limit/Const/Weak.<br>1H-3S/1S-3NT=Void SPL(8-10).<br>SPL=10-12. 1H-3NT=SPL of S.                            | 1H-1S;1NT / 1S-1NT;2C=Gazzilli,F1.<br>2NT/3X rebid after 1H-1S/1S-1NT shows 55 FG/INV.<br>1H-1NT;2C/2NT=⊙BAL⊙H+C⊙H6+,16-18/S fit,INV+.<br>1H-1NT;3C=⊙H5+,C4+,FG⊙H 1suiter,FG.<br>1M-2M;below 3M/Jump shift = 2-way GT/ ERKCB.<br>4th Suit=ART FG. Structured reverse. SPL. XYZ.  | Cue=Limit raise+.Jump raise=PRE.<br>1M-2NT/3C by P/H=C Fit jump/INV.<br>Defense bids vs 2suiter OC.<br>Good-Bad 2NT.<br>Switching. Rubensohl.<br>Drury.   |
| 1NT     |                    | -                 | 3S            | (14 <sup>+</sup> )15-17HCP, BAL/semi-BAL.<br>May have M5/m6.  | 2C=STAY. 2R/4R=TRF.<br>2S=Ask Size⊙INV to 3NT⊙C SO⊙C ST.<br>2NT=m Choice⊙both m S/O⊙D S/O⊙D S/T.<br>3C=Puppet STAY. 3D=mSS<br>3H=31(45). 3S=13(45).<br>4C=M55 <sup>+</sup> COG. 4S=m55 <sup>+</sup> COG. | 1NT-2C;2D-2H/2S=⊙Smolen⊙S5,INV/Smolen.<br>1NT-2C;2H-2S/2NT=S5,INV/S4,INV.<br>1NT-2D;2H-2S/2NT/3C/3D=H5,INV/C/D/H5+,BAL,ST.<br>1NT-2H;2S-2NT/3C/3D/3H=C/D/M55+ ST/S5+,BAL,ST.<br>1NT-2S;2NT/3C=Min/Max then 3X/4NT=SPL/INV to 6NT.<br>1NT-2NT;3C/3D=C>D/D3 <sup>+</sup> then 3M,4C by resp = SPL.   | vs PEN DBL: Pass / XX=PUP XX / 2C.<br>TRF Lebensohl.<br>Switching.<br>Texas TRF Thru 3C.<br>System On vs PEN DBL / NAT 2C.<br>Defense vs STAY/Jacoby TRF DBLed.   |
| 2C      | ✓                  | 0                 | -             | ART STR. (1) 9+tricks.<br>(2) 22+HCP, BAL/semi-BAL.   | 2D/2H=Waiting/NEG.<br>2NT=H5 <sup>+</sup> ,g <sup>+</sup> HCP value.   | 2C-2D;2H/2NT=PUP to 2S(H or 24 <sup>+</sup> BAL)/22-23 BAL.<br>2C-2D;2H-2S;2NT/3C/3D/3H=24 <sup>+</sup> BAL/H5 <sup>+</sup> m4 <sup>+</sup> /H5 <sup>+</sup> /H5+S4+.  | vs. DBL: Pass/REDBL=Positive/Nega.<br>vs. O/C: Same as above.   |
| 2D      | ✓                  | 0                 | -             | Weak2 in either M<br>(10-13, good D6+ in 4th seat)  | 2M/3M=P/C. 4M/5m=Play.<br>2NT=ASK. 3C=pup to 3D then self suit FG. 3D=mSS.<br>4C=bid below 1 your M. 4D=bid your M.  | 2D-2NT;3C/3D/3H/3S/3NT=Min/HMed/SMed/HMax/SMax.<br>2D-3C;3D-PASS/3H/3S/4C/4D=Play/H FG/S FG/C FG/D FG.<br>2D-3D;3H/3S/3NT=C3+/D3+/no m3+.  |   |
| 2H      | ✓                  | 4                 | -             | H4+,S4+ weak<br>(10-13, good H6+ in 4th seat)   | 2NT=ASK. 3C=pup to 3D then self suit FG. 3D=mSS.<br>4C/4D=bid below 1 your better M/bid your better M.   | 2H-2NT;3C/3D/3H/3S/3NT<br>=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     |                    | -                 | 3S            | 20-21HCP, BAL/semi-BAL.   | 3C=Modified Puppet STAYMAN.<br>3D/3H/3NT/4C=TRF to H/S/C/D.<br>3S/4S=mSS/m55 <sup>+</sup> COG.<br>4D/4H=Texas TRF.<br>5C=RKC Gerber 1430.  | 2NT-3C;3D/3H/3S/3NT=w 4M/wo 4M/S5/H5.<br>2NT-3C;3H-3S=S5 <sup>+</sup> ,H4 <sup>+</sup> including M55 <sup>+</sup> ST.<br>2NT-3C;3NT-4C/4D/4H=C5+/H fit/D5+.<br>2NT-3D;3H-3S=S4,H5+. 2NT-3H;3S-4H= M55 <sup>+</sup> ,COG.<br>2NT-3NT/4C;(+)1/(+2) = accept/ m fit,max.  | Switching.  |
| 3X      |                    | 6                 | -             | NAT, PRE.   | 3C-4D=C S/T. 3D/3M-4C=D/M S/T.   | <b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>  |   |
| 3NT     | ✓                  | -                 | -             | PRE 7 <sup>+</sup> 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).  |   |
| 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.   |   |