



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			<div><div>JAPAN</div><div>NCBO</div><div>All</div><div>EVENT</div><div>Takumi SESHIMO</div></div> <div><div>Artificial Red</div><div>Takahiro HONDA</div></div>	
8-17HCP, (4)5+card suit.						
RESP: New suit=F1. Cue=INV+ w/SUPP. Jump cue=Mixed raise.		Suit	3rd or lowest	3rd or lowest		
Jump raise=PRE. Jump shift=FSJ.2♣=Reverse Drury fit		NT	4th.Top,2nd from 4(or more)small.	4th		
Reopening: 8-17HCP, Cue=Michaels.		Subseq	Same as above	Same as above		
RESP: New suit=NF but constructive.		Other:			NAME OF PLAYER	
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)		vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small.			SYSTEM SUMMARY : GENERAL APPROACH AND STYLE	
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)		vs. Suit: A asks ATT, K asks CT.			1♣=①♣1+, (11)12+HCP②18-19HCP, BAL(may have ♦5)	
RESP: System on.		If CT isn't needed, we lead for showing ATT, S/P, or for deception.			Various ART raises after 1m/1M Openings.Light opening.	
Reopneing: 1NT=15-17HCP, BAL/semi-BAL.		LEADS			1NT Opening:(14+)15-17	
May not have stoppers in OPPT's suit.		Lead	VS. Suit	VS. NT	RESPONSE 1NT =semi F 2 OVER 1 =Always FG.	
2NT=18-19HCP, BAL/semi-BAL.		Ace	Ax(+); AKx(+)	AKHH(+); Ax	SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
RESP: System on.		King	AK; AKx(+); KQx(+); Kx	AKx(+); KQ(J/10)x(+)	1♣=①♣1+, (11)12+HCP②18-19HCP, BAL(may have ♦5)	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	2♣=Artificial Strong,Almost FG	
1-Suit: Weak.		Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)	2♦=0-10HCP,♥4+&♠4+(♥≥♣ in 1st/2nd,♥≤♣ in 3rd/4th seat)	
RESP: New suit=F1. Cue=Limit+. 2NT=Ogust.		10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)	2M=Weak 2M	
2-Suit: Ghestem like		9	9x	9xx; 9x	3NT=Good 4M preempt	
Reopening: Intermediate.		Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
Jump cue vs. 1M = Asks for stopper.		Lo-x	Hx(xx)S;xx(xx)S	HxxS(+);HHxS(+);HxS;xSxx(+),xxxS/	1♣(1♦)Dbl/1♥/1♠/2M/3♣=♥4+/♠4+/No suitable bids/FSJ/PRE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		SIGNALS IN ORDER OF PRIORITY			1♣(1♥)Dbl/1♠/2♣/3♣=♠4+/♠5+/No suitable bids/FSJ/PRE	
Direct: Michaels.		Suit	Partner's Lead	Declarer's Lead	Discarding	Switching after competitive bids
RESP: 2NT=INQ. Cue=M fit FG.			1 Hi=DISCRG	Hi/Lo=ODD	Hi=DISCRG	(1♣)-2♣/2NT/3♣=5+♥&5+♠/♠5+&5+♥/♠5+&5+♠
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.			2 Hi/Lo=ODD	S/P	Hi/Lo=ODD	(1♦)-2♦/2NT/3♦=♥5+&♠5+/♠5+&♥5+/♠5+&♠5+/♠5+&♠5+,F1
VS. NT (vs. Strong/Weak; Reopening; PH)		NT	1 Hi=DISCRG	Hi/Lo=ODD	Hi=DISCRG	(1M)-2M/2NT/3♣=♠5+&OM5+/♠5+&♠5+/♠5+&OM5+
Direct : Dbl/2m/2M/2NT=♥&♠/♥&m/NAT/♠&♦			2 Hi/Lo=ODD	S/P	Hi/Lo=ODD	(1X)P(2X)2NT=unspecified 2 suit,at least 5-5cards
Reopening : Same as above.			3 S/P		S/P	
vs. WK NT: Dbl/2♣/2♦/2M/2NT=PEN/♥&♠/♥or♠/M&m/♠&♦		Signals (including Trumps): Trumps: Echo w/ odd NUM.				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Other: O/E first Discard in NT				
T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=T/O).						
DBL vs. WK 2=T/O->Lebensohl 2NT.						
4♣/3♦ vs. WK 2♦=5+♠&5+M/5+♥&5+♠.						
4♣/4♦ vs. WK 2M=5+♠/♠&5+OM.						
VS. ARTIFICIAL STRONG OPENINGS		TAKEOUT DOUBLES (Style; Responses; Reopening)				
vs. 1♣: 1NT,2NT/Dbl=♠&♦/♥&♠		Normal,may be light with shape				
3NT=To play. 4X=NAT PRE.		RESP: Cue=F1. Jump cue=Asks for stopper.				
		Reopening: 8+HCP.				
vs. 2♣: Same as above.		RESP: Cue=F1.			SPECIAL FORCING PASS SEQUENCES	
					2♣(Dbl or OC)Pass/Dbl,Rdbl=5+HCP/0-4HCP	
OVER OPPONENTS' TAKEOUT DOUBLE		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
REDBL=10+HCP. Fit showing jump. SPL.		NEG DBL thru 4♥.			1X-(1NT)-2♣=Ms.	
1♣(Dbl)1X/2♣/2♦/2M/2NT/3♣=system on/NF/♣,FG/FSJ/♣,PRE/♣,INV		RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).				
1♦(Dbl)2♣/2♦/2M/2NT/3♣/3♦=INV/NF/FSJ/♦,PRE/♦,FG/♦,INV		MAX DBL thru 3♥.			Sandwich 1NT	
1M(Dbl)2♣/2♦/2M-1/2M=INV/INV/M3+,7-10HCP/M3+,0-6HCP		SUPP DBL/REDBL thru 2♥.			P(P)1X(1Y/Dbl);2♣=SUPP,INV	
		Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.				
		SnapDragon			PSYCHICS	
					Openings: Rare.	
					Others: Rare.comic O/C,fake cue,fake G/T.	
IMPORTANT : Use symbols ss, hh, dd, cc when needed		Update: 29-Jan-2022 printed: T.Seshimo			IMPORTANT:All text must be typewritten or block letters	

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♣	✓	1	4♥	①(11)12-22HCP,may have longer ②18-19HCP,BAL(may have ♠ 5)	1♠/1♥/1♣=♥4+/♠4+/♣ 4+ 2♣/2♦/2♥/2♠/3♣=NF/♣,FG/♣5+,INV/5-5ms,WK/PRE. 1NT/2NT/3NT=6-10/11-12/13-15HCP.SPL.	4th Suit=ART FG. XYZ. Structured reverse. SPL. 1♣-1R:2NT=♣5♦4,FG. 1♣-1R:2♦=①NAT,Reverse②18-19HCP,BAL 1♣-1R:3♦/4♣=♣SPL,INV/♣SPL,FG 1♣-1♠:1NT-2♣/2♦=pup to 2♦ /NAT,INV	Cue=Limit raise+. Jump raise=PRE. 1♣-1NT,1♦ -2♣ by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good Bad 2NT. Switching
1♦		5 (4)	4♥	(11)12-22HCP,♦ 5+ May be good 4♦ in 3rd/4th seat.	1M/1NT/2NT/3♣/3♦=M4+/6-10HCP/INV/♣6+,INV/PRE 2♦/2♥/2♠=♦ 3+,8-11HCP/♦ ,FG/♦ 4+,INV	4th Suit=ART FG. XYZ. Structured reverse. SPL. 1♦ -1M;2NT=power ask	
1♥ 1♠		5 (4)	4♥	(11)12-22HCP, 5+♥/♠. May be good 4♥/♠in 3rd/4th seat.	1NT=semi-F. 2/1=NAT, FG.SPL 1M-2M+1/2M+2/2M+3/2M+4/3M =M4+,FG/M4+,FG/M3,INV+/Limit/PRE 1♥-3♠,1♠-3NT=Void SPL. 1♥-3NT=SPL of ♠ 1M-2M=M3+,8-10(11)HCP 1♠-2♦ /2♥=①♥6+,INV②♥5+,FG/♦ 4+,FG	4th suit=ART FG. XYZ. Structured Reverse. SPL. 1M-2M;(+1)/(+2)/(+3)/(+4) =PUP to (+2)/♣/♦/OM Help suit GT 1M-2M;(+1)-(+2);(+3)/(+4)/(+5)/3NT/4X =♣/♦/OM ShortGT/RKCB/ERKCB of X 1M-1NT;2♣/2♦/2M-1/2NT =①♦4+②BAL/♥4+/♠4+/①M6+,FG②M5&any 5,FG	2♣=Drury. 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. Switching
1NT		-	4♥	(14+)15-17HCP, BAL/semi-BAL.	2♣=pup to 2♦ 2♦/2♥=Jacoby TRF. 2♠=①♠6+,FG②♠6+,WK③INV w/o M4 2NT=♠4,INV 3♣=♠5+,FG.3♦=ask M4. 3M=ms,SPL. 4♠/4♦=♥/♠. 4♥/4♠=2245/2254,Slam interest	1NT-2♣;2♦ -2M/2NT/3m/3M=INV/M4-4,INV/♠4&m5/♠4&♥5 1NT-2♦;2♥-2♠/2NT/3♣/3♦=♥4,INV+/♠/♦/♥5&♠5,INV 1NT-2♥;2♠-2NT/3♣/3♦=♣/♦/♥5&♠5,FG 1NT-2♠;2NT/3♣=min/max 1NT-3♦/3♠-3M=SPL 1NT-3♦;3♥/3♠/3NT=♥4/♠4/No M4	vs PEN: Pass/Rdbl/2X=play/→2♣/D.O.N.T Rubensohl System On vs PEN DBL / 2♣. Defense vs 2m DBLed.
2♣	✓	0	-	ART STR.Almost FG (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2♦/2♥/2♠=5+HCP/0-4HCP/any Solid,less than 1 loser 2NT/3♣/3♦/3♥=♣/♦/♥/♠	2♣-2♦;2♥/2NT=PUP to 2♠(♥ or 24+ BAL)/22-23HCP,BAL. 2♣-2♦;2♥-2♠;2NT/3X/3NT=24-25HCP,BAL/♥5+&X4+/♥5,BAL 2♣-2♥;2♠=PUP to 2NT,then 3X/3NT=NAT,NF/26-27HCP,BAL	vs. DBL: Pass/REDBL=Positive/NEG. vs. O/C: Same as above.
2♦	✓	0	-	0-10HCP,♥4+&♠4+ ♥≥♠in 1st/2nd,♥≤♠in 3rd/4th seat	2NT/3♣/3♦=ask/FG/FG 2M,3M,4M,5M,6M,7M=play	2♦-2NT;3♣/3♦/3♥/3♠=min/♥5&♠4,max/♥5&♠5,max/♥6&♠5,max 2♦-2NT;3♣-3♦/3M=re-ask/play	
2♥ 2♠		5		Weak 2M	2NT=Ogust R.O.N.F	-2NT;3♣/3♦/3♥/3♠/3NT=too bad/min,bad/min,good/max,bad/max,good -2NT;3♣-3♦=re-ask then 3♥/3♠/3NT=min/6-cards,max/5-cards,max	
2NT			4♥	(19)20-21HCP,BAL	3♣=STAY 3R=TRF w/walsh relay 3♠=mss 4♠/4♦=♥/♠ 4♥/4♠=♣5(332),Slam interest/♦5(332),Slam interest	2NT-3♣;3♦-4M=play 2NT-3♥;3♠-4♥=♥5&♠5,Choice of 4M -3♦;3♥-3♠;3NT-4m/4♥/4♠=m6+,ST/♥5&♠5,mild ST/♥5&♠5,F1	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=♣S/T 3♦/3♥/3♠-4♠=♦/♥/♠S/T	<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b> RKCB-1430. EXCLUSION RKCB-0314. ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER.	
3NT	✓	-	-	Good 4M Preempt	4♠/4♦=Very Good hand / Good hand. 4NT=loser ask	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣ 4♦ 4♥ 4♠		7	-	NAT,PRES.	4M-5X=CTRL ask	5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King in position. Over King ASK: King in position. XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.	
4NT	✓	-	-	ACOL Ace ASK.	5♠/5♥/5♥/5NT/6♠=0/♠/♥/♠/♠/2 Ace.	NON SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS							