

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE			<p style="text-align: center;">JAPAN</p> <hr/> <p style="text-align: center;">NCBO All EVENT</p> <hr/> <p style="text-align: center;">Takumi SESHIMO</p> <hr/> <p style="text-align: center;">NAME OF PLAYER</p>
8-17HCP, (4)5+card suit.	Lead			
RESP: New suit=F1. Cue=INV+ w/SUPP. Jump cue=Mixed raise.	Suit	3rd or lowest	In Partner's suit	
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:			
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.			
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)	vs. Suit: A asks ATT, K asks CT.			
RESP: System on.	If CT isn't needed, we lead for showing ATT, S/P, or for deception.			
Reopneing: 1NT=15-17HCP, BAL/semi-BAL.	LEADS			
May not have stoppers in OPPT's suit.	Lead	VS. Suit	VS. NT	
2NT=18-19HCP, BAL/semi-BAL.	Ace	Ax(+); AKx(+)	AKHH(+); Ax	
RESP: System on.	King	AK; AKx(+); KQx(+); Kx	AKx(+); KQ(J/10)x(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	
1-Suit: Weak.	Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)	
RESP: New suit=F1. Cue=Limit+. 2NT=Ogust.	10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)	
2-Suit: Ghstem like	9	9x	9xx; 9x	
Reopening: Intermediate.	Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx	
Jump cue vs. 1M = Asks for stopper.	Lo-x	Hx(xx)S;xx(xx)S	HxxS(+);HHxS(+);HxS;xSxx(+);xxxS(+)	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	SIGNALS IN ORDER OF PRIORITY			
Direct: Michaels.	Suit	Partner's Lead	Declarer's Lead	
RESP: 2NT=INQ. Cue=M fit FG.		1 Hi=DISCRG	Hi/Lo=ODD	
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.		2 Hi/Lo=ODD	S/P	
VS. NT (vs. Strong/Weak; Reopening; PH)	3 S/P		Hi/Lo=ODD	
Direct: Dbl/2m/2M/2NT=♥&♠/♥&♠m/NAT/♠&♠	NT	1 Hi=DISCRG	Hi/Lo=ODD	
Reopening: Same as above.		2 Hi/Lo=ODD	S/P	
vs. WK NT: Dbl/2♠/2♥/2M/2NT=PEN/♥&♠/♥&♠m/M&m/♠&♠		3 S/P		Hi/Lo=ODD
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Signals (including Trumps): Trumps: Echo w/ odd NUM.			
T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=T/O).	Other: O/E first Discard in NT			
DBL vs. WK 2=T/O->Lebensohl 2NT.	DOUBLES			
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.			
vs. 2♠: Same as above.	Reopening: 8+HCP.			
	RESP: Cue=F1.			
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
OVER OPPONENTS' TAKEOUT DOUBLE	IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE			
REDBL=10+HCP. Fit showing jump. SPL.	1X-(1NT)-2♠=Ms.			
1♠(Dbl)1X/2♠/2♥/2M/2NT/3♠=system on/NF/♠,FG/FSJ/♠,PRE/♠,INV	Sandwich 1NT			
1♠(Dbl)2♠/2♥/2M/2NT/3♠/3♠=INV/NF/FSJ/♠,PRE/♠,FG/♠,INV	P(P)1X(1Y/Dbl);2♠=SUPP,INV			
1M(Dbl)2♠/2♥/2M-1/2M=INV/INV/M3+,7-10HCP/M3+,0-6HCP				
	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		IMPORTANT:All text must be typewritten or block letters	



Takumi SESHIMO



Artificial Red
Takahiro HONDA

SYSTEM SUMMARY : GENERAL APPROACH AND STYLE

1♠=①♠1+,(11)12+HCP②18-19HCP,BAL(may have ♠5)

Various ART raises after 1m/1M Openings.Light opening.

1NT Opening:(14+)15-17

RESPONSE 1NT =semi F 2 OVER 1 =Always FG.

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

1♠=①♠1+,(11)12+HCP②18-19HCP,BAL(may have ♠5)

2♠=Artificial Strong,Almost FG

2♠=0-10HCP,♥4+&♠4+(♥≥♠ in 1st/2nd,♥≤♠ in 3rd/4th seat)

2M=Weak 2M

3NT=Good 4M preempt

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

1♠(1♥)Dbl/1♥/1♠/2M/3♠=♥4+♠4+/No suitable bids/FSJ/PRE

1♠(1♥)Dbl/1♠/2♠,3♥/3♠=♠4+/No suitable bids/FSJ/PRE

Switching after competitive bids

(1♠)-2♠/2NT/3♠=5+♥&5+♠/♠5+♥/♠5+♠

(1♠)-2♥/2NT/3♠/3♥=♥5+&♠5+/♠5+♥5+/♠5+&♠5+/♠5+&♠5+,F1

(1M)-2M/2NT/3♠=♠5+&OM5+/♠5+&♠5+/♠5+&OM5+

(1X)P(2X)2NT=unspecified 2 suit,at least 5-5cards

SPECIAL FORCING PASS SEQUENCES

2♠(Dbl or OC)Pass/Dbl,Rdbl=5+HCP/0-4HCP

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

1X-(1NT)-2♠=Ms.

Sandwich 1NT

P(P)1X(1Y/Dbl);2♠=SUPP,INV

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
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.
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	Good Bad 2NT. Switching
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♥/2♠-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,FG 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 2+ 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♥=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♥/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	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3NT	✓	-	-	Good 4M Preempt	4♠/4♠=Very Good hand / Good hand. 4NT=loser ask	RKCB-1430. EXCLUSION RKCB-0314. ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER.	
4♣ 4♦ 4♥ 4♠		7	-	NAT,PRE.	4M-5X=CTRL ask	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand. 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♥/5♥/5NT/6♠=0/♥/♠/♠/2 Ace.	NON SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS							