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: New suit=F1. Cue=INV⁺ w/SUPP. 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.

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

Direct: X=PEN, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m, 2NT=♣&♦

Reopening : Same as above.

vs. WK NT: Same as above.　　　　Dbl by PH = m 1suiter

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

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

vs. 1♣: X=STR. 1D=COLOR. 1NT=RANK. 2C=SHAPE. 2NT=2suiter.

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

vs. 2♣: SUCTION.

OVER OPPONENTS' TAKEOUT DOUBLE

REDBL=10⁺HCP. Fit showing jump. SPL.

1m-(X)-2NT/3m=PRE/Limit raise.1♣-(X)-2♦ & 1♦-(X)-3♣=5+supp,FG

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

IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's suit
Suit	3rd or lowest	3rd or lowest
NT	4th	4th
Subseq	Same as above	Same as above
Other:		

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

vs. Suit: A from AK, K from KQ. K asks CT upper 5 level.

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	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		
NT	1	Hi=DISCRG	Hi/Lo=ODD	Lavinthal
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		

Signals (including Trumps): Trumps①Hi-Low shows interest in ruff ②S/P.

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

Rev smith vs NT.

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 4♥.

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

MAX DBL　thru 3♥.

SUPP DBL/REDBL thru 2♥.

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

WBF CONVENTION CARD

JAPAN

NCBO

All

EVENT

Tadahiro Kikuchi

Natural Green

Yuki Harada

Takayuki Hino

NAME OF PLAYER　　　　　　NAME OF PLAYER

SYSTEM SUMMARY　　: GENERAL APPROACH AND STYLE

5-CARD MAJOR 2/1

TRF after OPPT's T/O DBL

1NT Opening:(14⁺)15-17

Various ART raises after 1m/1M Openings

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

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

2C=ART STR(9⁺tricks or 22⁺HCP BAL).

3NT=PRE in m.

4C/4D=Namyats (very good H7⁺/S7⁺, 8-9.5 playing tricks)

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

〈List D conventions〉

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

2H=H5⁺&S4⁺,weak.

2S=S5⁺&m(4)5⁺,weak.

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

1m - (1NT) - 2♣/2♦/2♥/2♠

= ♥+♠/ ♥/ ♠/m4⁺+Om5⁺

1M - (1NT) - 2♣/2♦/2NT

= ♣+OM/ ♦+OM/ ♣+♦

1NT-(X)-P/XX/2X=Play/TRF to 2C, 1suiter/DONT.

PSYCHICS

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

IMPORTANT:All text must be typewritten or block letters

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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♥	12-22HCP, NAT. 1♦=4⁺♦ unless 4432.	2m/2♥/2♠/3m=FG/Limit Raise/Mixed Raise/PRE. 1♣-1♦=May 3 cards. 1♣-1M=May bypass 5⁺♦. 1♣-2♦=6⁺♦ INV. 1♦-3♣=6⁺♣ INV. 1NT/2NT/3NT=6-10/11-12/13-15HCP(1C-1NT=8-10). SPL	4th Suit=ART FG. XYZ after 1m-1M;1X. 1♣-1♦;1NT may have 4 card M. 1m-1M;4m=18-19HCP BAL w/ 4M. 4mRKCB Structured reverse. SPL.	Cue=Limit raise⁺. Jump raise=PRE. 1m-2m by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♥ 1♠		5	4♥	12-22HCP, 5⁺♥/♠, NAT. May be good 4♥/♠ in 3ʳᵈ/4ᵗʰ seat.	1NT=F1. 2/1=NAT, FG. 1M-2M+1/2M+2/2M+3/2M+4/3M =4⁺M 16⁺pts/3card-raise/Limit/Mixed/PRE 3NT=4⁺SUPP FG 13-15HCP BAL. SPL.	4th suit=ART FG. 2way CB. Structured Reverse. SPL. 1M-2M;(+1)/(+2)/(+3)/(+4)/(+5) =PUP to (+2)/♣/♦/OM Help suit GT/BAR. 1M-2M;(+1)-(+2);(+3)/(+4)/(+5)/3NT/4X =♣/♦/OM ShortGT/RKCB/ERKCB of X.	Cue=Limit raise⁺. Jump raise=PRE. Drury. Fit jump by P/H. 1M-2NT/3♣ by P/H= Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1NT		-	3♠	(14⁺)15-17HCP, BAL/semi-BAL.	2♣=STAYMAN. 2R=TRF. 2S=mSS. 2NT=PUP 3♣; 1)3suits S/T 2) 6⁺♣ S/O. 3C=puppet STAY. 3D=D6+,INV. 3H/3S=C/D ST. 4C=RKC Gerber. 4D/4H/4S/5C=H/S/C/D Texas TRF.	1NT-2♣;2M-3OM/4♣/4♦ =pup next (Showing Shortness)/BAL Mfit S/T/RKC Gerber. 1NT-2NT;3♣-3♦/3♥/3♠/3NT/4♣ =4414 S/T /4144 S/T /1444 S/T /4441 13-15/4441 16+.	vs PEN: Pass / XX=PLAY / any 1 suiter. Leben sohl. Texas TRF Thru 3♣. System On vs NAT 2♣. Defense vs STAY/Jacoby TRF X.
2♣	✓	0	-	ART STR. (1) 9⁺tricks. (2) 22⁺HCP, BAL/semi-BAL.	2♦/2♥/2NT=Waiting/Negative/Good 5⁺♥.	2♣-2♦;2♥/2NT=PUP to 2♠(♥ or 24⁺ BAL)/22-23 BAL. 2♣-2♦;2♥-2♠;2NT/3X/3NT=24⁺BAL/♥5+,X4+/♥5 BAL After 2NT rebid, same as 2NT open.	vs. DBL: Pass/REDBL=Positive/Nega. vs. O/C: Same as above.
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	-	H5+,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 =H5S4,Min/H5S5,Min/H5S4,Max/H5S5,Max	
2S	✓	5	-	S5m4+weak (10-13, good S6+ in 4th seat)	2NT=ASK. XC/4D=P/C. 3D=S fit,INV+.	2S-2NT;3C/3D/3H/3S=C min/D min/C max/D max.	
2NT		-	3♠	20-21HCP, BAL/semi-BAL.	3♣=STAYMAN. 3♦/3♥=Jacoby TRF w/ Walsh relay. 3♠=mSS. 4♣=RKC Gerber1430. 4♦/4♥/4♠/5♣=Texas TRF.	2NT-3C;3D-3M=smolen, M4OM5+. 2NT-3C;3D-4H/4S=M55 mild ST/M55 Serious ST. 2NT-3H;3S-4H=M55 COG. 2NT-3♦;3♥-3♠;3NT(relay)-4m/4♥/4♠=6⁺card m/5♣/5♦ S/T. 2NT-3♦;3♠=Super accept, then 3NT/4m/4♥/4♠=5⁺♥/Same as above.	
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)** ROMAN KEY CARD GERBER-1430. RKCB-1430. EXCLUSION RKCB-0314. ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER.	
3NT	✓	-	-	PRE 7⁺minor	4♣,4♦,5♣,6♣,7♣=P/C 4NT=RKCB.	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣ 4♦	✓	0	-	NAMYATS	4♣-4♦/4♥=ST/Sign off. 4♦-4♥/4♠=ST/Sign off.	5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King in step.	
4♥ 4♠		7	-	NAT		Over King ASK: King in step. 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.	SERIOUS 3NT(3S). LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS						4mRKCB. Double RKCB.	