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

1m-(X)-2NT/3m=PRE/Limit raise.

1C-(X)-2D & 1D-(X)-3C=m supp,FG

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

1C-(X)-1D/1H/1S=H/S/D

1D-(X)-1NT/2C=C/D3+,good raise+.

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.

LEADS AND SIGNALS

OPENING LEADS STYLE

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

vs.NT:A asks Unblock/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	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 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

Japan

NCBO

All

EVENT

Koki Kobayashi

Artificial Red

Tadahiro Kikuchi

NAME OF PLAYER   NAME OF PLAYER

SYSTEM SUMMARY : GENERAL APPROACH AND STYLE

5-CARD MAJOR 2/1. 1NT Opening:(14+)15-17.

1C opening could be 2-card and could have longer D.

1D opening=D5⁻ except 4441.

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=H4⁺&S4⁺,weak.

2S=S5⁺&m(4)5⁺,weak.

TRF RESP after 1C opening.

TRF RESP over OPPT's T/O DBL.

1C-(1H)-X/1S/2S/2NT=S4⁺,F1/S3⁻,8⁺HCP/FSJ/both m PRE.

Interchange 1NT RESP (1H-1S/1NT=S4⁻/S5⁺ F1).

Switching after competitive bid.

Rubensohl after competitive bid.

SPECIAL FORCING PASS SEQUENCES

2C-(X or OC)-PASS/DBL,REDBL = FG/WEAK.

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

1NT-(X)-P=TRF to XX

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

1NT-(X)-XX=TRF to 2C

1NT-(X)-XX-(P);2C-(P)-P/2D=C/D

RESP and rebids as NAT could be 3-card.

Defensive bids vs. Michaels/Unusual NT.

Good-Bad 2NT.

1m - (1NT) - 2C/2NT= H+S/ C+D

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

1C-(1D)-X/1H/1S/2NT=H4⁺/S4⁺/M3⁻,8+HCP/both M PRE.

TRF LEB after 1NT-(OC).

PSYCHICS

Openings: Rare.

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

IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed	Update: 25-May-2021 printed: T.Kikuchi	IMPORTANT:All text must be typewritten or block letters

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1C	✔	2	4H	11-21HCP, C2+. may have longer D.	1C-1D/1H=H4+/S4+ TRF response. 1C-1S=①D4+②no suitable bid. 1C-1NT=①C5+,NF②FG BAL. 1C-2C/2D=D5+,FG/ C5+,FG. 1C-2H=C5+,INV. 1C-2S/2NT=Both m FG/ Both m Weak. 1C-3X=NAT,PRE.	1C-1R;(+1)/1NT=11-14 (semi-)BAL/ (17)18-19,BAL. 1C-1R;2D=①4supp,(17)18-19BAL②C5+D4+,16+. 1C-1R;2NT=①C6+,16-18②C6+,FG. 1C-1R;3R/4R=INV/FG SPL, M fit. 1C-1S;2D=①18-19BAL②C5+D4+,16-18③D4+,11-15,unBAL. 1C-1S;2NT=①C6+,16-18②C6+,FG. 1C-1S;3D/3R=C5+,D4+,FG/SPL. 1C-1NT;2C/2D/2M/3C=Play/ASK,INV+/value INV+/BAR. 4th Suit=ART FG. Structured reverse. SPL. XYZ.	Cue=Limit raise+. Jump raise=PRE. 1m-2C by PH=Limit raise. Fit jump by PH. 1D-2NT/3C by PH=C Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT. Rubensohl. Switching.
1D		4	4H	11-21HCP,D5+ except 4441. unBAL. Maybe BAL in 3rd/4th. Maybe good D4 in 3rd/4th.	1D-1M=NAT,F1. 1D-1NT/2C/2NT=C5+,NF/C4+,FG/C5+,INV. 1D-2D/2H/2S=D3+,NF/D3+,FG/D3+,INV. 1D-3C/3D=D4+,Const/D4+,Weak. 1D-3M,4C=SPL.	1D-1H;1NT/2C=C4+/D6+ up to INV. 1D-1S;1NT/2C/2D=C4+/D6+/D5+,H4,11-15. 1D-1M;2NT=①D6+,M3,16-18②D6+,FG. 1D-1NT;2M/3C/3M=①NAT,INV+②C fit,FG/C fit,INV/SPL. 1D-1NT;2NT=①D6+,16-18②D6+,FG. 4th Suit=ART FG. Structured reverse. SPL. XYZ.	
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	(14+)15-17HCP, BAL/semi-BAL. May have M5/m6.	2C=STAY. 2R/4R=TRF. 2S=Ask Size①INV to 3NT②C SO③C ST. 2NT=m Choice①both m S/O②D S/O③D S/T. 3C=Puppet STAY. 3D=mSS 3H=31(45). 3S=13(45). 4C=M55+ COG. 4S=m55+ COG.	1NT-2C;2D-2H/2S=①Smolen②S5,INV/Smolen. 1NT-2C;2H-2S/2NT=S5,INV/S4,INV. 1NT-2D;2H-2S/2NT/3C/3D=H5,INV/C/D/H5+,BAL,ST. 1NT-2H;2S-2NT/3C/3D/3H=C/D/M55+ ST/S5+,BAL,ST. 1NT-2S;2NT/3C=Min/Max then 3X/4NT=SPL/INV to 6NT. 1NT-2NT;3C/3D=C>D/D3+ then 3M,4C by resp = SPL.	vs PEN DBL: Pass / XX=PUP XX / 2C. TRF Lebensohl. Switching. Texas TRF Thru 3C. System On vs PEN DBL / NAT 2C. Defense vs STAY/Jacoby TRF DBLed.
2C	✔	0	-	ART STR. (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2D/2H=Waiting/NEG. 2NT=H5+,8+HCP value.	2C-2D;2H/2NT=PUP to 2S(H or 24+ BAL)/22-23 BAL. 2C-2D;2H-2S;2NT/3C/3D/3H=24+BAL/H5+m4+/H5+/H5+S4+.	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	-	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 =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. 3D/3H/3NT/4C=TRF to H/S/C/D. 3S/4S=mSS/m55+ COG. 4D/4H=Texas TRF. 5C=RKC Gerber 1430.	2NT-3C;3D/3H/3S/3NT=w 4M/wo 4M/S5/H5. 2NT-3C;3H-3S=S5+,H4+ including M55+ ST. 2NT-3C;3NT-4C/4D/4H=C5+/H fit/D5+. 2NT-3D;3H-3S=S4,H5+. 2NT-3H;3S-4H= M55+,COG. 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.	**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).	
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.	