

DEFENSIVE AND COMETITIVE BIDDING
OVERCALLS(Style; Responses; 1/2level; Reopening)
Aggressive , 8-17 HCP , may be good 4 cards at 1-level
<b>RESP</b> : New suit = F1(1-level) , NF(2-level) , Jump Shift = Fit Jump
Cue = Limit Raise or good hand , Jump Cue = Mixed Raise
Jump Raise = PRE , Responsive DBL Thru 4♦
<b>Reopening</b> : 8-17HCP , Jump = Intermediate
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd : 15-18 HCP
<b>RESP</b> : 2♣=STAY , 2♦♥=TRF , 2♠=mss , 2NT=PUP 3♣ , 4♦♥=TRF
4th : 12-15HCP : RESP = same
<b>Reopening</b> : 1NT = 11-15 HCP , <b>RESP</b> : same , 2NT : 19-20HCP
JUMP OVERCALLS(Style; Responses; Unusual NT)
1-Suit : NAT PRE , Raise = PRE , New suit =F1 , 2NT = Ogust
2-Suit : Unusual 2NT = unbid Lower 2-suiter
<b>Reopening</b> : Intermediate
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)
<b>Direct</b> : Micheals
<b>RESP</b> : Cue = Game try ,
After major : 2NT = minor ask ,
<b>Jump Cue</b> : Asks stopper
VS. NT(vs. Strong/Weak; Reopening;PH)
<b>Vs 1NT</b> : ♣ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♣ , ♥ = ♠ or ♣&♦
♠ = ♣ or ♦♥ , NT = ♣♥ or ♦♠
1NT(STR) - DBL = 5+m & 4M ,1NT(Weak) - DBL = PEN (16+HCP)
<b>Vs 2NT</b> : DBL or ♠ = ♣ or ♦♥ , ♣ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♣
♥ = ♠ or ♣&♦ , NT = ♣♥ or ♦♠
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)
T/O DBL through 4♥ , CUE = Ask Stopper
LEBENSOLE after Weak 2 - DBL
(WK 2M) -4m = STR 2-suiter w/ OM & m
VS. ARTIFICIAL STRONG OPENINGS
<b>Vs 1♣/2♣</b> : DBL or ♣ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♣ , ♥ = ♠ or ♣&♦
♠ = ♣ or ♦♥ , NT = ♣♥ or ♦♠
OVER OPPONENTS' TAKE OUT DOUBLE
New suit at 1-level = Natural F1 , New suit at 2-laval = Natural NF
RDBL = 10+
1M - (DBL) - 2NT = Limit Raise or more

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	2nd / 4th	2nd / 4th	
<b>NT</b>	2nd / 4th	2nd / 4th	
<b>Subseq</b>	2nd / 4th	2nd / 4th	
<b>Other</b> :			
LEADS			
	<b>Vs.Suit</b>	<b>Vs. NT</b>	
<b>Lead</b>			
<b>Ace</b>	Ax Akx(+)	Ax Akx(+)	
<b>King</b>	Kx KQx(+)	Kx KQx(+)	
<b>Queen</b>	Qx QJx(+)	Qx QJx(+)	
<b>Jack</b>	Jx JTx(+)	Jx JTx(+)	
<b>10</b>	Tx HTx HT9(+)	Tx HTx HT9(+)	
<b>9</b>	T9x(+)	T9x(+)	
<b>Hi-x</b>	xXx xXx(+)	xXx xXx(+)	
<b>Lo-x</b>	xX HxxX(+)	xX HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Suit:1st	Hi = ENCRG	Hi = EVEN	ODDEVN
2nd	Hi = EVEN	S/P	Hi = EVEN
3rd	S/P		
NT: 1st	Hi = ENCRG	Smith Echo	ODDEVN
2nd	Hi = EVEN	Hi = EVEN	Hi = EVEN
3rd	S/P	S/P	
<b>Signals (including Trumps)</b>			
Smith Echo.			
ODD/EVEN			
	<b>ho.</b>		
TAKEOUT DOUBLES(Style;Responses;Reopening)			
<b>GENERAL STYLE</b> : Natural may be light with shape			
<b>RESP</b> : Cue = F1 , Jump cue = Asks for stopper.			
<b>REOPENING</b> : May be light , <b>RESP</b> : Cue = F1			
SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative Free Bid though 4♥			
Responsive DBL through 4♥			
Maximal overcall DBL through 3♥			
Support DBL / RDBL trough 2♥			
Lead directing DBL , Lightner DBL , Roman-DOPI , ROPI , DEPO			
SnapDragon DBL			

WBF Convention Card	
<b>Category</b> :	<b>RED</b>
<b>Country</b> :	<b>JAPAN</b>
<b>Event</b> :	<b>ALL</b>
<b>Players</b> :	<b>Jun Yokoyama      Yukiko Okano</b>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
STR 1♦	
5-card M very right	
1♣ = a)11-14 minor UnBAL , b)15-17 any , c)21-22 BAL , d)18+ (4441)	
1♦ = 18+HCP any	
1NT = NV (10)11-14HCP BAL , VUL 13-15HCP BAL	
2♣ / 2♦ = 11-14HCP (5)6+cards ; w/o 4+card Major	
1M-2/1 = NAT NF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
3NT : minor PRE	
4♣ / 4♦ = good ♥ / ♠	
1♠ -1NT = F1	
1♣-1♦ = a) 0-7HCP , b) 10-12HCP 5+ minor w/o 4+card M	
1♣-1♦ = -2♥/2♠/2NT = 21+(4441) / 18-20(4441) / 21-22 BAL	
1♣-2♥/2♠ = 5♣/4♥ ; 6-9 / 10-12	
1♦ -1♥ /1♠ = 0-6HCP / 7+HCP	
(1♥-1♠)/(1♠-1NT) - x -new suit = NAT FG	
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1♥-1♠ /1NT = 0-4♠ / 5+♠	
2♥ / 2♠ = (5) 6+ cards 0-7HCP	
2NT : 8-11HCP , 5-5+minor	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
<b>Psychics</b> : Rare	



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER
							COMPETION AND
							WITH PASSED PARTNER
1♣	✓	0	4♥	a) (10)11-14 HCP	1♦=0-7HCP or 10-12HCP unBAL w/o 4+M	1♦-1M = 11-17 3+cards (N2)	(OC) -DBL = NEG or FG
				5+m & 4+other or (4441)	1♥/1♠ = 8+HCP 4+cards (N1)	1♦-1NT= 11-14 5+m & 4+other (N3)	- other = NAT NF
				b) 15-17HCP any	1NT = 8-10 HCP , 2♣/2♦ = 13+HCP 5+cards	1♦-2m = 15-17 5+cards	(DBL) - RDBL =10+HCP or FG
				c) 21-22HCP BAL	2♥/2♠ = 5+♣&4+♥;5-9HCP/10-12 HCP	1♦-2♥/2♠ = 22+(4441) / 18-21(4441) (N4)	- other = NAT NF
				d) 18+HCP (4441)	2NT/3NT = 11-12 / 13-15 ; HCP BAL	1♦-2NT = 21-22 BAL (N5)	
					3m / 3M = INV / PRE	2♥/2♠-2NT + ASK (N6)	
1♦	✓	0	4♥	18+HCP any	1♥/1♠ = 0-6HCP / 7+HCP	1♥-1♠ = TCAB , 1♥-1NT = 18-20 BAL (N7)	(OC) -DBL = NEG or FG
					2♣/2♦/2♥/2♠ = 7+HCP 5+cards	1♥ -2NT = 23-24HCP BAL (N5)	- other = NAT NF
					1NT/2NT/3NT = 10-12/13-15/16-18 ; HCP BAL	1♠-1NT/2NT = TCAB/18-20HCP BAL(N5)	(DBL) - RDBL = FG
					3x = good 6+ cards	1M-2x = NAT 5+cards	- other = NAT NF
1♥/1♠		5	4♥	(8,9) 10-14HCP 5+ cards	1♥-1♠/1NT=0-4♠/5+♠ , 1♠-1NT = F1	(1♥-1♠-x)/(1♠-1NT-x) -new suit = NAT FG	(OC) - DBL = NEG or FG
					2/1 = 5+cards 10-14 (NF) , 3NT=RKC	(1♥-1♠) -1NT = 4♠	(DBL) - RDBL = 10+HCP or FG
					2M/3M = 3+SUPP 10-12 / 4+SUPP 0-9	(1♥-1NT-m) - other m = FG any	(OC , DBL) - New suit = NAT NF
					2M:(+1)/(+2)/(+3)/(+4)=3+SUPP INV+ w/ 5+side suit (N8)	2M(+3) - 3NT = S/O	(OC , DBL) - Jump New suit = w/ fit
					/ 4+SUPP FG w/ S/S (N9) / 3SUPP INV+ / 4+SUPP INV+	2M(+4) - 3NT = RKC	(DBL) - 2NT = 3+SUPP INV+
					Jump Shift = SPL 13-15HCP		
1NT			4♥	NV (10)11-14HCP BAL	2♣ = PUP 2♦(♦ S/O or any inv)	(2♣-2♦) - 2♥/2♠/2NT/3♣/3♦ = NAT INV	(OC) - DBL = NEG or FG
				VUL 13-15 HCP BAL	2♦ = STAYMAN (N10) , 2♥/2♠ = S/O	(2♣-2♦) - 3♥/3♠/3NT = ♥♠ INV / mss / S/T	(DBL) (NOTE 11)
					2NT = 5+♣ S/O or FG , 3♣ = mimor's S/O	(2NT-3♣) - 3♦/3♥/3♠ = ♦♥ / ♥♠ / ♠♣ ; FG	(OC) - New Suit = NAT NF
					3♦/3♥/3♠ = ♦♥ / ♥♠ / ♠♣ ; FG		
2♣/2♦		5	-	10-14HCP (5)6+cards w/o 4+M	2NT = Featur	2NT-rebit = MIN	(OC) - DBL = PEN
					new suit = NAT F1	2NT - new suit = MAX w/ H in bid suit	
2♥/2♠		5	-	0-7HCP (5)6+cards	2NT = ASK	2NT-3♣/3♦ = MIN ; poor suit / good suit	(OC) - DBL = PEN
				(4th : 9-12 HCP 6+cards)	new suit = NAT NF	2NT-3♥/3♠ = MAX ; poor suit / good suit	(DBL) - RDBL = INV+
2NT	✓		-	8-11 HCP 5♣&5♦	3m/4m/5m = S/O , 3♥ = ASK (N12)	<b>SLAM APPROACH AND CONVENTION ( including all slam-interest bids )</b>	
					3♠/3NT = PUP 3NT/INV(N13) , 4M = S/O	GERBER(1430) , RKCB(1430) , DOPI/DEPO , Exclusion RKCB(0314) :	
3x		6	-	PRE	New Suit = SAB , Jump Shift or 4NT = CAB	4m raise or rebit = RKCB(1430) , Spial Scan after RKCB (♣<♦<♥<♠)	
3NT	✓			PRE 7+ minor	♣ = P/C , 4♦ = ASK (N14) , 4M = S/O	TCAB = Ask Con(Stp res) - 0-1con/2con/3con/4con ; A=2con ; K=1con	
4♣/4♦	✓	0	-	good ♥/♠	Next Step = S/T		
4♥/4♠		6	-	PRE			
4NT	✓		-	Acol 4NT	5♣/5♦/5♥/5♠/5NT/6♣ =noA/♦A/♥A/♠A/♣A/2A		

**N1:** 1♣-1♥ (8+HCP 4+cards)  
 1♠ = 11-14HCP 4144 or 15+HCP 4+cards  
 1NT = 11-14HCP 5+m&4+other  
 2♣ = 15+HCP 3+♣  
 2♦ = 15+HCP 3+♦  
 2♥ = 11-14HCP 4♥  
 2♠/3♣/3♦ = 15+HCP 4+♥ Help Suit Game Try  
 2NT = 4+♥ INV+  
 3♥ = 4+♥ S/T  
 3♠/4♣/4♦ = short S/T  
 3NT = RKC

1♣-1♥-1NT  
 2♣ = P/C  
 2♦ = ASK  
 2♥ = 8-10HCP 5+♥  
 2♠ = 11+HCP 4♠  
 2NT = 11-12HCP BAL  
 3m = NAT FG

1♣-1♠ (8+HCP 4+cards)  
 1NT = 11-14HCP  
 2♣ = 15+HCP 3+♣  
 2♦ = 15+HCP 3+♦  
 2♥ = 15-17HCP 5+♥  
 2♠ = 11-14HCP 4♠  
 2NT = 4+♠ INV+  
 3♣/3♦/3♥ = 4+♠ Help Suit Game Try  
 3♠ = 4+♠ S/T  
 3NT = RKC

1♣-1♠-1NT  
 2♣ = P/C  
 2♦ = ASK  
 2♥ = FG any  
 2♠ = 8-10HCP 5+♠  
 2NT = 11-12HCP BAL

**N2:** 1♣-1♦-1♥ (11-17HCP 3+cards)  
 1♠ = 5-7HCP 4+♠  
 1NT = 5-7HCP  
 2♣ = 10-12HCP 5+♣  
 2♦ = 10-12HCP 5+♦  
 2♥ = 5-7HCP 4+♥

1♣-1♦-1♠ (11-17HCP 3+cards)  
 1NT = 5-7HCP  
 2♣ = 10-12HCP 5+♣  
 2♦ = 10-12HCP 5+♦  
 2♥ = 5-7HCP 5+♥  
 2♠ = 5-7HCP 4+♠

**N3:** 1♣-1♦-1NT(11-14HCP 5+m&4+other)  
 2♣ = P/C  
 2♦ = 10-12HCP 5+♦  
 2♥ = 5-7HCP 5+♥  
 2♠ = 5-7HCP 5+♠  
 2NT = 10-12HCP 5+♣  
 3♣ = 10-12HCP 6+♣

**N4:** 1♣-1♦-2♥ (22+HCP (4441))  
 2♠ = ASK  
 2NT/3♣/3♦ = 4441/4414/4144  
 (+1) = ASK  
 (+1)/(+2)/(+3) = 22-23/24-25/26-27  
 3♥/3♠/3NT = 1444 ; 22-23/24-25/26-27

1♣-1♦-2♠ (18-21HCP (4441))  
 2NT = ASK  
 3♣/3♦/3♥ = 4414/4144/1444  
 3♠/3NT = 4441 ; 18-19/20-21  
 3x = P/C

N5: 1♣-1♦-2NT (21-22HCP BAL)  
 1♦-1♥/1♠-2NT (23-24HCP VAL)  
 3♣/3♦/3♥/3♠ = STAY / TRF / TRF / mss  
 4♣/4♦/4♥ = Garber / TRF / TRF

N6: 1♣-2♥/2♠-2NT = ASK  
 3♣/3♦/3♥/3♠ = 5413 / 5431 / 5422 MIN / 5422 MAX

N7: 1♦-1♥-1NT (18-20HCP BAL)  
 2♣/2♦/2♥/2♠ = STAY / TRF / TRF / mss  
 3♣/3♦/3♥/3♠ = 6+♣ INV / 6+♦ INV / 6+♣ S/T / 6+♦ S/T  
 4♣/4♦/4♥ = Garber / TRF / TRF  
 2NT = PUP 3♣ (♣S/O or ♦S/O or)  
 3♣ = AUTO  
 P/3♦ = S/O

N8: 1M-2M(+1) (3+SUPP 13+HCP w/ 5+Side Suit)  
 (+1) = reraise  
 (+1)/(+2)/(+3) = 5+(L) / 5+(M) / 5+(H)  
 (+2)/(+3)/(+4) = MAX good5+card w/ ; (L) / (M) / (H)  
 (+1)/(+2)/(+3) = 5+(L) / 5+(M) / 5+(H)

N 9: 1M-2M(+2) (4+SUPP 15+HCP w/ S/S)  
 (+1) = reraise  
 (+1) = void  
 (+1) = reraise  
 (+1)/(+2)/(+3) = void w/ ; (L) / (M) / (H)  
 (+2)/(+3)/(+4) = S/S w/ ; (L) / (M) / (H)

N10: 1NT-2♦ (STAYMAN)  
 2♥/2♠ = 4♥/4♠  
 2NT = w/o 4+M MIN  
 3♣/3♦ = MAX 5+cards  
 3♥/3♠/3NT = 2344 / 3244 / 33(43) ; MAX

N11: 1NT-(DBL)  
 P = PUP RDBL (♣&♥ or ♦&♠ or STR)  
 RDBL = 5+♣ or 4+♦&4+♥ or 6+♠ INV  
 2♣ = 5+♦ or 4+♥ &4+♠ or 6+♣ INV  
 2♦ = 5+♥ or 4+♠ &4+♣ or 6+♦ INV  
 2♥ = 5+♠ or 4+♣ &4+♦ or 6+♥ INV  
 1NT-(DBL)-P  
 RDBL = AUTO  
 2♣/2♦ = ♣&♥ / ♦&♠ ; may be (43)  
 other = NAT good 5+cards

N12: 2NT-3♥ (ASK)  
 3♠ = ♠ short  
 3NT = ♥ short  
 4♣ = 1156  
 4♦ = 1165

N13: 2NT-3♠ (PUP 3NT)  
 3NT = AUTO  
 P / 4x = S/O / RKC  
 2NT-3NT (INV)  
 P / 4♣ = MAX / MIN

N14: 3NT-4♦ (ASK)  
 4M/5m = short / short w/ other minor  
 4NT = no short