

DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS						WBF CONVENTION CARD						
OVERCALLS - General Style					OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;					<div><div>JAPAN</div><div>NCBO</div><div><div><div><div></div><div></div><div></div><div></div></div></div><div>Setsuko MORIYAMA</div><div>NAME OF PLAYER</div></div><div><div>Megumi TAKASAKI</div><div>NAME OF PLAYER</div></div><div>GREEN</div></div>					
Responses CUE: TRF to next step (6+HCP with support, weak M or FG new m).							OTHERS 3rd best = even, lowest = odd										
Jump CUE: 4+support 6-9HCP UNBAL. 9 P/C							3rd/5th; 4th; Attitude; Rusinow;										
New M/m: F1/NF. Fit jump.							OTHERS										
IN BAL POS					SUBSEQUENT LEADS						<div>SYSTEM SUMMARY : GENERAL APPROACH AND STYLE</div> <div>FIVE CARD MAJOR NATURAL</div> <div>Two Over One Always Game Forcing</div> <div>opening 1NT (14)15-17 HCP BAL or semi-BAL</div> <div>RESPONSE 1NT = semi-F, 0-2 support 2 OVER 1 = Always GF</div> <div>ARTIFICIAL STRONG 1♣ Response Style</div> <div><div>CANAPE</div><div>OPENING</div><div>ALL</div><div>STRONG</div><div>SPECIAL</div></div> <div><div>RESPONSES</div><div>HANDS</div><div>HANDS</div><div>SEQUENCES</div></div>						
Responses					Honor=Standard.												
TAKE-OUT DOUBLE - General Style Light, shape oriented					CIRCLE OPENING LEADS vs. NO-TRUMPS												
Responses					<div><div>Underline leads against suit contracts if different</div><div><div>AK</div><div>AKx</div><div>AKJx</div><div>AKJ10x</div><div>AQJx</div><div>AJx0</div><div>KJx0</div><div>Kxx0</div><div>Kxx0x</div></div><div><div>BQ</div><div>BQx</div><div>BQxx</div><div>BQJx</div><div>BQJ10x</div><div>Kx0</div><div>Kxx0</div><div>Kxx0x</div><div>Q109x</div></div><div><div>CJ</div><div>CJx</div><div>CJ109</div><div>CQ10x</div><div>K109</div><div>Jx0</div><div>Jxx0</div><div>Jxx0x</div><div>1098</div></div><div><div>D10</div><div>D10x</div><div>D109</div><div>D109x</div><div>E9x</div><div>09x</div><div>098</div><div>098</div><div>10x0</div></div><div><div>F0x</div><div>F09</div><div>F09x</div><div>09x</div><div>09x</div><div>x0xx</div><div>xx0x</div><div>xx0xx</div></div></div> <div><div>SAME LEADS IF OUR SIDE SHOWED SUIT</div><div>YES</div><div>NO</div></div>												
IN BAL POS					SIGNALS WHEN FOLLOWING OR DISCARDING USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED												
Responses																	
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD																	
1NT OVERCALL																	
2nd POS		15-17		Responses		Same after 1NT opening		Other Meanings		SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE <div>OPENINGS</div> <div>DESCRIPTION</div> <div>OP.1 1NT (14)15-17, BAL or semi-BAL</div> <div>OP.2 2♣ ART, strong</div> <div>OP.3 2♦/♥/♠ 5-10HCP, usually 6♦/♥/♠</div> <div>OP.4 2NT 20-21, BAL or semi-BAL</div> <div>OP.5 3NT solid minor, no A/K outside</div> <div>OP.6</div> <div>OP.7</div> <div>OP.8</div>							
4th POS																	
2NT jump O/C in balancing position: (18)19-20 BAL or semi-BAL																	
JUMP OVERCALL		WEAK		INTERM		STRONG		2 SUITER									
OTHERS		x								SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE CB.1 Stolen TRF over their T/O DBL (See "over opponents' take-out double") CB.2 TRF CUE after our O/C (See "overcalls") CB.3 MICHEALS CUE CB.4 Unusual 2NT for lower unbid suits CB.5 CB.6							
IN BAL POS				x													
Responses																	
UNUSUAL NT																	
Responses					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE												
DIRECT CUE-BID STYLE MICHAELS																	
Responses 2NT to CUE in M: m ASK																	
VS. STRONG NT DBL=Same strength																	
2♣/♦/M=Unknown one suiter/both Ms/M&		2♣→2♦/M=Puppet/P/C		Responses		PSYCHICS : OPENINGS Rare OTHER Rare											
BALANCING POSITION DBL=TRF to 2♣, m O/C or even Ms																	
VS. WEAK NT		↳2♣/♦=both Ms, ♥/♠ better than OM															
		↳2M=NAT															
VS. PREEMPTS					IMPORTANT:All text must be typewritten or block letters												
VS Weak TWO: Leaping Michaels, Takeout DBL, LEBENSOHL																	
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS																	
vs Big♣: DBL/1NT=Ms/ms																	
vs Flannery 2♦: DBL/2♥/Others: ♦/take out of ♥/NAT					17-Jan-02 :update												
vs Multi 2♦: 2M: take out of M																	
OVER OPPONENTS' TAKE-OUT DOUBLE																	
Stolen TRF(bids below single raise): TRF to next step, value or length in the suit																	
exception 1/2♠: 1444 6-9/10-12 ↳accept TRF: 3*card in the suit																	
Single raise: destructive, double raise of m/M: 4*support limit/PRE																	
Criss Cross m raise: FG. 2NT after m/M open: 4*support, PRE/limit*. Mini SPL																	
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed																	

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣/♦		3	4♦	1♦ open with 3 card ♦ only by 4432 hand	(A)1M: may have longer ♦ (B)1/2/3NT: 6-9/10-12/13-15 (C)crisscross(1♦-3♣,1♠-2♦): limit raise (D)jump raise: PRE (E)single raise: GF raise (F)2♠: PRE (G)2 new: GF (H)2♥: GF, 1444 or semi-solid 6+card ♥ →(a)2♠: Relay→ 2NT/Others: 1444/ 6+card ♥ Relays after 2NT: 3♣/♦/♥: set trump, ASK HCP Relays after HCP ASK: 1step ASK CTRL (b)2NT/3♥: min, 4144/4 card ♥	(A)1NT→2♣: ART, TRF to 2♦, INV 2♦:GF checkback→2M: 3 support or 4 card Other Major 2NT/3♥/3♠: 2 support/2-2M/1 support 4 of opening m: 4 card support, 19-20 BAL (E) (a)every 1st step bid by opener(for 4 times): Relay(except 3NT) ①Length ASK → steps: 4/5/6... support ②HCP ASK → steps: 12-14/15-17... ③CTRL ASK → steps: standard* -1/±0/+1/+2... ④RKCB (b)2NT/3m: min, bal with 3 card m/ long m 1 suiter	<vs Overcall> Limit raise* CUE jump CUE: 3NT try SPL after 1M open jump raise: PRE <vs 2 suiter Overcall> high/low CUE: INV+, higher/lower unshown suit other suits: compete only <vs 1NT Overcall> same as "vs. Strong NT" overleaf <vs DBL of 3 support limit raise* to 1M open> Pass/3M/Others: waiting/to play/system on
1♥/♠		5(4)	4♦	1M open with 4 card will occur in 3rd/4th seat	(A)1NT: semi-F, 0-2 support 1M-1NT-2m-3M or jump in new suit: SPL, mfit 1M-1NT-2m-2NT(INV)-3 of own suit /new: NAT/short 1♠-1NT-2♥-2NT(INV)- 3♣: TRF to ♦, strong 3♦/♥/♠: strong, 5440/55(xx)/64(xx) 3NT: to play with HCP in minor (B)single raise: 3 ⁺ support, 5-9HCP (C)Jump raises: PRE (D)1step below double raise(-DR): 4 ⁺ support limit raise (E)2step -DR: 3 support,limit raise*,no suit to show if GF (F)3step -DR: 4 ⁺ support,GF,no suit to show,BAL (G)4step -DR: 4 ⁺ support,GF,no suit to show,not BAL (H)3NT/4NT: RKCB/BLACKWOOD ACE ASK (I)3♠/4♣/♦/♥ as new: SPL (J)2 new: GF (K)2♣(PH): reversed Drury (L)2♠/2NT/3♦/♥ as new(PH): 3 support 6 card ♠/♣/♦/♥	(B)1step: Relay, TRF to next step, game try or choice of game → 1step → 1/2/3step: ASK side suits except ♣/♦/OM 4step: ASK to choose game 2/3/4step: game try ASK ♣/♦/OM 5step: bar bid (D)3NT: RKCB (E)1step/new suit except 1step: waiting/5-5 ⁺ with 0-3 CTRL (F)1/2/3/4/5step: TCA*/♠ECA*/♦ECA*/OM ECA*/RKCB (G)1step: short suit ASK →(a)1step: void → 1step void ASK → 1/2/3step: ♣/♦/OM void → 1/2/3/4/5step: TCA*/♠ECA*/♦ECA*/OM ECA*/RKCB (b)2/3/4step: singleton ♣/♦/OM → 1-5step: same as above (K)2♦: fair open → 2MAJ/NT, 3/5 ⁺ support new(non-jump/jump): 4 ⁺ support, value/SPL 2M/3M/3NT: bad open/slam try, let's CUE/RKCB 1-4step over 2M: same as 1-4step over single raise of 1M open	<vs DBL of 4 ⁺ support GF raise of M> Pass: no CNTRL in the suit →RDBL: CTRL→system on Others: no CTRL, steps show 0-2/3/4...CTRL Others: system on <vs Overcall to 4 ⁺ support GF raise of M> DBL: penalty Pass: waiting→DBL: for penalty 3M: strong CUE/others: void/CUE <vs PRE in ♠ after GF 2♥ response to m> 1st step/others: 1444/6card ⁺ ♥
1NT				(14)15-17 BAL or semi-BAL	(A)STAYMAN (B)JACOBY TRF (C)MSS(minor suits stayman): ASKs minor length with 2♠ →2NT: no 4card ⁺ m → 3♣/M: (xx)55 ⁺ , P/C /short suit (D)2NT: TRF to 3♣, weak m (E)3m: NAT, INV (F)3♥/♠: ♣/♦strong (G)GERBER (H)TEXAS: 4♦/♥ is TRF to 4♥/♠ to play	(A)2♦→2♥: 44(xx), P/C, weak 3♥/♠: 55(xx), INV/GF (A)→2M→3OM: M agree with S/S→1step: ASK (B)(a)2/3 of responder's suit: 2-3 support/min with 4 support (b)new suit: max, 4 support, doubleton suit without A/K (c)2NT: others	<vs DBL of 4 ⁺ support GF raise of M> Pass: no CNTRL in the suit →RDBL: CTRL→system on Others: no CTRL, steps show 0-2/3/4...CTRL Others: system on <vs Overcall to 4 ⁺ support GF raise of M> DBL: penalty Pass: waiting→DBL: for penalty 3M: strong CUE/others: void/CUE <vs PRE in ♠ after GF 2♥ response to m> 1st step/others: 1444/6card ⁺ ♥
2♣	✓	0		ART. Strong CTRL ASK	steps: 0-1CTRL/2CTRL/AK/3K/4CTRL/5CTRL... (2♣-2♦-2♥: TRF to 2♠, 24 ⁺ HCP BAL or ♥suit) <vs O/C at 2 or 3>: system on, steps=Pass/DBL/steps...	HIGH LEVEL BIDDING *TCA=total control ASK → steps 0-2/3/4/5...CTRL → 1step: RKCB *ECA=exclusion control ASK → steps 0-1/2/3/...CTRL excluding a suit → 1step: RKCB *subsequent auction after 1 of suit open: 4th suit GF, 2NT rebid by opener 18-19HCP	<vs DBL of 2♣Stayman response> Pass/RDBL: ♣ better than ♦/good ♣, may have M →RDBL/2♦: to play/Stayman 2♦: ♦ better than ♣, no 4 card M →3♣: ASK→3M/NT: 3card M/♠ stop 2M: 4 card M→3♣: no stop in ♣
2♦/♥/♠	✓	6(5)		5-10	2NT: ASK for feature in side suit → new suit: feature	1m-1M-2NT-3♥/♠: 5: 5+card ♥, may have 4 card ♠/4-4Ms. 1M-1NT-2M-3m: to play	
2NT				20-21 BAL or semi-BAL	PUPPET STAYMAN, JACOBY TRF, MSS, TEXAS TRF		
3NT	✓			solid m, no A/K outside	♠bid: P/C 4♦: 3 card M ASK	*Relay after reverse (16HCP*) → lower/higher bid in 4th suit & 2NT: 6-7HCP/GF with 10 ⁺ HCP. Others: INV, 8-9HCP	
3 of suit		6		PRE, Rule of 2 & 3		*slam approaching bid Good-bad 4NT with help suit slam try 4 of agreed minor by unlimited hand: RKCB	
4 of suit		7		PRE, Rule of 2 & 3		every RKCB is 1430 with trump Q ASK & outside K ASK, vs intervention below/over 5 trump: steps/Roman DEPO	
5 of suit		8		PRE, Rule of 2 & 3		*standard number of CTRL to HCP: 12-14=3CTRL, 15-17=5CTRL, 18-19=6CTRL, 20-21=7CTRL...	