

DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS						WBF CONVENTION CARD							
OVERCALLS –General Style 4+CARD 8+HCP					OPENING LEADS	SUIT	3rd/5th; 4th;		Attitude; Rusinow;		JAPAN							
Responses CUE=LIMIT RAISE or BETTER							OTHERS		NCBO									
JUMP CUE=SPLINTER						N.T.	3rd/5th; 4th;		Attitude; Rusinow;		JUNKO NISHIMURA							
					OTHERS J.10.9=0 or 2 higher				TERUKO NISHIMURA									
IN BAL POS 6+HCP					SUBSEQUENT LEADS													
Responses CUE=F1																		
TAKE-OUT DOUBLE –General Style SOUND or SHAPE					Circle opening leads vs no-trumps													
Responses CUE=FG					Underline leads against suit contracts if different													
					SAME LEADS IF OUR SIDE SHOWED SUIT													
					YES NO													
IN BAL POS 8+HCP																		
Responses																		
1NT OVERCALL					Responses		Other Meanings		AK		KQ		QJ		J10		10x	
2nd pos 16–19					same as 1NT open				AKx		KQx		QJx		J10x		109	
									AKJx		KQx		QJ109		J1098		109x	
									AKJ10x		KQJx		QJ10x		KJ109		98x	
									AQx		KJ10x		KQ109x		K1098		10x	
									AJx		Kx		Qx		Jx		10x	
4th pos 12–14									KJxx		Kx		Qx		Jx		10x	
JUMP OVERCALL					WEAK		INTERM		STRONG		2 SUITER							
OTHERS					NV		VUL. R/O											
Responses To WEAK=same as WEAK TWO open																		
UNUSUAL NT 2 LOWER UNBID SUIT																		
Responses																		
DIRECT CU-BID STYLE MICHAELS																		
weak-strong hand																		
Responses																		
VS NT																		
STRONG NT=BROZEL X=1suit 2C=C&H 2D=D&H 2H=H&S																		
2S=S&m 2NT= C& 3C/D/H/S=S/C/D/H singleton or void																		
WEAK NT=CAPPELLETTI																		
VS.PREEMPTS LEBENSOHL																		
VS.ARTIFICIAL STRONG 1C or 2C OPENINGS					SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES													
X=C&H 1NT=D&S 2C=1s 2D=D&H 2H=H&S 2S=S&C					NEG X thru 4D													
2NT=C&D (over 1C)					RESP X thru 4D													
					MAX X thru 3H													
					SUPP X thru 2H													
OVER OPPONENTS TAKE-OUT DOUBLE																		
XX=10+,no fit ONE LEVEL SUIT=F1					SPECIAL FORCING PASS SEQUENCES													
2NT(MAJOR)=LIMIT RAISE or BETTER																		
2NT(minor)=PRE RAISE																		
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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							
1C		3	4D	11-22HCP	1D=3+card Denies 4+card MAJ unless FG 1NT=8-10 2NT=11-12 3NT=13-15 INVERTED MIN RAISE DOUBLE RAISE=PRE JUMP SHIFT in MAJ=4-HCP	1NT=may have 4 card MAJ 4TH SUIT=ART,FG except 1C-1D;1H-1S CHECKBACK with LEBENSOHL 2D=no support min 2NT=no support max RAISE=with support min Another MAJ=with support max	vs O/C Raise=SUPP CUE=LIMIT+ vs T/O X 3C(D)=LIMIT RAISE 2NT=PRE RAISE
1D		3	4C		1NT=6-9 same as above 3C=6+card NF		
1H	5(4)	4D	11-22HCP	1S=5+card 1H(S)-3H(S)=Limit Raise	1H-1S;1NT-2C=ASK for S(Qx,Kx,Ax)	REVERSED DRURY	
1S	5(4)	4D		1NT=F1 2 over 1=FG 2NT=FG Raise 16+HCP 3NT=FG Raise 13-15HCP SPLINTER RAISE 8-11HCP	4TH SUIT=ART,FG HELP SUIT GAME TRY 1H(S)-2NT;3C/3D/3S(H)=shows Singleton or VOID 1H(S)-2NT;3NT=BAL 1H(S)-2NT;4C/4D/4S(H)=second suit 5+ card	vs T/O X 2NT=LIMIT RAISE	
1NT			15-17HCP,BAL	2C=doesn't imply 4 card MAJ,STAYMAN JACOBY, TEXAS Transfers 2S=MIN STAYMAN 2NT=Transfer to 3C(weak C/D) 3C(D)=Invitation to 3NT,6+cardC(D) 3H(S)=Slam Try in C(D) ROMAN GERBER	SMOLEN 1NT-2C;2D-2H(S)=4card H(S)&5card S(H),8+HCP	LEBENSOHL TEXAS thru 3C O/C 1NT-3C-4C=STAYMAN 1NT-3D-4D=STAYMAN	
2C			ART Strong,FG or23+BAL	2D=0-1 CTRL 2H=2 CTRL 2S=AK 2NT=3K			
2D	/		FLANNERY H5&S4 11-15HCP	2NT=ASK 2H/2S/3H/3S/3NT/4H/4S=To play 4C/D=Transfer to 4H/S	2D-2NT;3C(MIN)-3D(ASK);3H(4513)/3S(4531)/ 3NT(4522)/4C(4504)/4D(4540) MAX=2D-2NT;3D(4522)/3H(4513)/3S(4531)/ 3NT(4522with minor stopper)/4C(4504)/4D(4540)		
2H			Weak 2 ,5-10HCP	Single Raise=PRE 2NT=OGUST			
2S			(11-13in 4th)	New Suit=F1 Jump Shift=SPLINTER			
2NT			20-22HCP	PUPPET STAYMAN 3S=MIN STAYMAN JACOBY,TEXAS Transfers ROMAN GERBER			
3C		7	SOLID C		SLAM APPROACH AND CONVENTIONS(including all slam-interest bids)		
3D		7	SOLID D		RKCB(1-4/0-3) ROMAN GERBER		
3H		6	Normal PRE		DOPI DEPO		
3S		6	Normal PRE		GRAND SLAM FORCE(6C=0 6D=Q)		
3NT	/		BROKEN MINOR	4D=ASK 3 card MAJ			
4C	/		NAMYATS AKQJ10xx+A/K				
4D	/		or AKQJ10xxx				
OTHERS	4NT		ACE ASK	5C=0 5NT=2 5D/5H/5S/6C=Position			