

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS				WBF CONVENTION CARD	
OVERCALLS - General Style 8-17 HCP, 4+ Card at 1 LVL Responses CUE = 3 card support at least limit raise 2NT = 4+ card support at least limit raise Jump in new suit = good with 4+ support IN BAL POS Responses				OPENING	SUIT	4th Best, MUD			
				LEADS	N.T.	4th Best			
								133085 K.Sasaki	133870 T. Higashiguchi
TAKE-OUT DOUBLE - General Style Good Shape when minimum Responses IN BAL POS Responses				Circle opening leads vs no-trumps Underline leads against suit contracts if deffrent NATURAL				SYSTEM SUMMARY:GENERAL APPRAOCH AND STYLE	
								4 Card Major, but 1S guarantees 5+ and 2/1 FG Weak 1NT open (Good11-14 HCP) Strong 2C/D open	
								RESPONCES 1NT F1 2 OVER 1 FG (after 1S Open)	
1NT OVERCALL				Responses		Other Meanings		SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
2nd pos 15-18		SYSTEM ON							
4th pos 12-15		SYSTEM ON							
JUMP OVERCALL		WEAK	INTERM	STRONG	2 SUITER				
OTHERS		3/4	1/4		1C-2D				
		(V vs NV)				1D/H/S-3C			
Responses				Unbid 2-suiter					
UNUSUAL NT Lower 2 suits									
DIRECT CU-BID STYLE Ghestem (Top & Bottom) 1C-3C, 1D-2D, 1H-2H, 1S-2S (1C-2C = NAT)				SIGNAL WHTN FOLLOWING SUIT OR DISCARDING USE1 = ODD NO.OF CARDS, 2 = EVEN NO. OF CARDS D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHTN RARELY USED					
				CARDS		HIGH	LOW	ODD	EVEN
VS NT DONT VS Strong 1NT CAPPE VS Weak 1NT				SUIT	On partner's lead	ES2	DS1		
					On declarer's lead	2S	1S		
				Discarding	ES2	DS1			
VS. PREEMPTS VS. Weak2 X=T/O, Lebensohl VS. 3-Bids X=OPT(VUL), T/O(nonVUL)				NT	On partner's lead	ES2	DS1		
					On declarer's lead	2S	1S		
				Discarding	ES2	DS1			
VS. ARTIFICIAL STRONG 1C or 2C OPENINGS X = C+ D/H/S 1D = D+ H/S 1H = H+S 1S = S 1 suiter 1N = 1 suiter except Spade								SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
				SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
				NEG X thru 4H COMP X MAX X thru 3H				CB.1 Ghestem 2 suiter CB.2 Lebensol VS 1NT - (2 LVL OVC) CB.3 1H/S-(OVC)-CUE = 3 card support Limit Raise or better CB.4 1H/S-(OVC)-2NT = 4+ card support Limit Raise or better CB.5	
OVER OPPONENTS TAKE-OUT DOUBLE 1 Maj - (X) - 2NT = Limit Raise (Truscott) 1 min - (X) - 2NT = PRE Raise 1 Maj - (X) - 3NT = 13+, 4 card support Splinter = ON, Jump Shift = Weak				SPECIAL FORCING PASS SEQUENCES 1NT-(X)-P : request XX -(P)-XX-(P)-2any = weak 1suiter -(P)-XX-(P)-P = to play 1NTXX				PSYCHICS: OPENINGS Frequent OTHER Occ.	

OPEN ING	TICK OF ART	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS							
1C 1D		3 4	4H 4C	11 - 21 HCP	Limit Raise 1C - 1NT = 8-10 HCP, 1C/D - 2NT = INV. Jump Shift = Strong, Semi-solid suit	1NT Rebid: may be have 4 Cards Major 1x-1x:1NT/2NT = 15-16/17-18 HCP BAL 1x-1x:1NT-2C = INV+, asking major (Check Back Stayman) 2/3D = Both Majors, min/MAX 2/3H = H, no S, min/MAX 2/3S = S, no H, min/MAX 2/3NT = no Majors, min/MAX 1x-1x:2NT-3C = FG, asking major Responses: Same as above 4th Suit = FG	Fit Jump
1H		4	4D	11-21HCP	1NT = 6-9HCP, 2C/2D = F to 2NT 2H = H3+,5-9 HCP 2S= Limit Raise with 3 cards SPT 3C/3D = Mini SPL, 4+SPT, 7-9HCP or 13+HCP 3NT = BAL Raise, Splinter 2NT= 4+SPT, 16+HCP, no short suit	Check Back Stayman Long Suit Game Try, Splinter by Opener, 4th Suit = FG	VS OVC; CUE = H3,10+ HCP 2NT = H4+, 10+HCP 3NT = NAT, Splinter = ON VS DBL; 2NT =H4+, 10-12 HCP 3NT = H4+, 13+ HCP Splinter = ON
1S		5	4D	11-21 HCP	1NT= 6-11 HCP, F1 2/1 RSP = FG 2S= S3+, 5-9 HCP 3C/3D/3H = Mini SPL, 4+SPT, 7-9HCP or 13+HCP 3NT = BAL Raise, Splinter 2NT= 4+SPT, 16+HCP, no short suit	1S-1NT-2NT = 18-19 HCP, BAL Long Suit Game Try, Splinter by Opener, 4th Suit = FG	VS OVC; Same as above VS DBL; Same as above
1NT				Good11-14 HCP, BAL	2C = Stayman.; 2D/2H = Jacoby Transfer 2S = Minor Stayman 3C/D/H/S = FG, 4C = Gerber 4D/4H =Texas Transfer	1NT-2D-2H-2S = 5-5 Majors INV. 1NT-2H-2S-3H = 5-5 Majors FG. After 1NT-2C/2D/2H-2any, 4C = RKCG, 4NT = INV.	VS OVC.(2C) X=Stayman, System ON VS OVC. Lebensohl, Texas = ON VS DBL System OFF, Texas = ON
2C	✓			C/H/S 5+ Strong or 23-24/27+ HCP, BAL	2D = Relay 2H/S,3C = NAT,2/3 top honor, 5+cards, 4+CTRL 2NT =NAT, BAL, 4+CTRL	2C-2D-2H/2S/3C = H/S/C Strong 2C-2D-2NT/3NT = 23-24/27+ BAL Stayman,Jacoby, Texas = ON 2C-2D-3D/3H/3S = NAT, Second suit with C	1NT-(X)-P: see "SPECIAL FORCING PASS" 1NT-(X)-XX: weak 2-suiter (4+ and 3+) 1NT-(X)-2any: NAT competitive
2D	✓			D 5+ Strong or 21-22/25-26 HCP, BAL	same as 2C	2D-2H-2S/3C/3H = NAT, Second suit with D 2D-2H-2NT/3NT = 21-22/25-26 HCP, BAL, System ON	
2NT				19-20 HCP, BAL	Stayman, Jacoby, MinorStayman, Texas, Gerber	After 2NT-3C/3D/3H-3any, 4C = RKCG, 4NT = INV.	
2H/S		5 (usually 6)		Weak 2, 5-9 HCP without VOID, side 4 Maj.(1/2 nd seat)	2NT = Ogust, New Suit = NAT, F1	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3 suit		7+		PRE		Multi Style Cue BID, General Cue BID (4NT after Multi-Cue)	
3NT	✓			Gambling, 7+ Solid minor		RKCB (03,14,25w/oQ,25wQ) Trump Q asking 5NT after RKCB = K position, up to the line. DOPI/DEPO	
4 suit		7+		PRE		Grand Slam Force	