

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					WBF CONVENTION CARD																																																																								
OVERCALLS-Genera 4+CARD 8+HCP		OPENING LEADS	SUIT	3rd/5th; 4th; Attitude: <u>Rusinow</u> ;		JAPAN																																																																									
Responses CUE=LIMIT RAISE or BETTER				OTHERS		NCBO																																																																									
JUMP CUE=SPLINTER			N.T.	3rd/5th; 4th; <u>Attitude</u> ; Rusinow;		JUNKO NISHIMURA																																																																									
IN BAL PC 6+HCP		SUBSEQUENT LEADS					TERUKO NISHIMURA																																																																								
Responses CUE=F1							NAME OF PLAYER																																																																								
TAKE-OUT DOUBLE -General S SOUND or SHAPE		Circle opening leads vs no-trumps					SYSTEM SUMMARY: GENERAL APPROACH AND STYLE																																																																								
Responses CUE=FG		Underline leads against suit contracts if different					5-CARD MAJOR 2 OVER 1 GAME FORCE																																																																								
IN BAL PC 8+HCP		<table border="0"> <tr> <td>AK</td><td>KQ</td><td>QJ</td><td>J10</td><td>10x</td><td></td> <td rowspan="2">SAME LEADS IF OUR SIDE SHOWED SUIT</td> <td rowspan="2">YES</td> <td rowspan="2">NO</td> </tr> <tr> <td>AKx</td><td>KQx</td><td>QJx</td><td>J10x</td><td>109</td><td></td> </tr> <tr> <td>AKJx</td><td>KQx</td><td>QJ109</td><td>J1098</td><td>109x</td><td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>AKJ10x</td><td>KQJx</td><td>QJ10x</td><td>KJ109</td><td>98x</td><td>9x</td> <td></td> <td></td> <td></td> </tr> <tr> <td>AKQx</td><td>KJ10x</td><td>KQ109x</td><td>K1098</td><td>109x</td><td>10x</td> <td></td> <td></td> <td></td> </tr> <tr> <td>AJx</td><td>Kx</td><td>Qx</td><td>Jx</td><td>10x</td><td>10x</td> <td></td> <td></td> <td></td> </tr> <tr> <td>KJxx</td><td>Kxx</td><td>Qxx</td><td>Jxx</td><td>10xx</td><td>10xx</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Kxxx</td><td>Kxxx</td><td>Q10x</td><td>Jxxx</td><td>10xxx</td><td>10xxx</td> <td></td> <td></td> <td></td> </tr> </table>					AK	KQ	QJ	J10	10x		SAME LEADS IF OUR SIDE SHOWED SUIT	YES	NO	AKx	KQx	QJx	J10x	109		AKJx	KQx	QJ109	J1098	109x					AKJ10x	KQJx	QJ10x	KJ109	98x	9x				AKQx	KJ10x	KQ109x	K1098	109x	10x				AJx	Kx	Qx	Jx	10x	10x				KJxx	Kxx	Qxx	Jxx	10xx	10xx				Kxxx	Kxxx	Q10x	Jxxx	10xxx	10xxx				RESPONSES 1NT F1 2 OVER 1 FG			
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JUMP OVER <u>WEAK</u> <u>INTERM</u> STRONG 2 SUITER		SIGNAL WHEN FOLLOWING SUIT OR DISCARDING					OPENINGS DESCRIPTION																																																																								
OTHERS NV VUL. R/O		USE 1=ODD NO.OF CARDS.2=EVEN NO.OF CARDS					OP.1 2C STRONG ARTIFICIAL																																																																								
Responses To WEAK=same as WEAK TWO open		D=DISCOURAGING.E=ENCOURAGING.S=SUIT PREFERENCE					OP.2 2D FLANNERY																																																																								
UNUSUAL 2 LOWER UNBID SUIT		BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					OP.3 2H/S WEAK, 5-10HCP																																																																								
Responses		<table border="1"> <thead> <tr> <th rowspan="2">SUIT</th> <th>CARDS</th> <th>HIGH</th> <th>LOW</th> <th>ODD</th> <th>EVEN</th> </tr> </thead> <tbody> <tr> <td>On partner's lead</td> <td></td> <td>D1</td> <td>E2</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td></td> <td>1</td> <td>2</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td>D1</td> <td>E2</td> <td></td> <td></td> </tr> <tr> <td rowspan="3">NT</td> <td>On partner's lead</td> <td></td> <td>D1</td> <td>E2</td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td></td> <td>1</td> <td>2</td> <td></td> </tr> <tr> <td>Discarding</td> <td></td> <td>D1</td> <td>E2</td> <td></td> </tr> </tbody> </table>					SUIT	CARDS	HIGH	LOW	ODD	EVEN	On partner's lead		D1	E2			On declarer's lead		1	2			Discarding		D1	E2			NT	On partner's lead		D1	E2		On declarer's lead		1	2		Discarding		D1	E2		OP.4 3C/D SOLID C/D																																
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DIRECT CU-BID MICHAELS							OP.5 3NT BROKEN MINOR																																																																								
Responses weak-strong hand							OP.6 4C/D NAMYATS																																																																								
VS NT							OP.7																																																																								
STRONG NT=BRC X=1suit 2C=C&H 2D=D&H 2H=							OP.8																																																																								
2S=S&m 3C/D/H/S=S/C/D/H singleton or voi							SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																																																								
WEAK NT=CAPPELLETTI		SIGNALS IN TRUMP SUIT			OTHER SIGNALS		CB.1																																																																								
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VS.ARTIFICIAL STRONG 1C or 2C OPENING		NEG X thru 4D					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE																																																																								
X=C&H 1NT=D&S 2D=D&H 2H=H&S 2S=S		RESP X thru 4D																																																																													
2NT=C&D (over 1C)		MAX X thru 3H																																																																													
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XX=10+,r ONE LEVEL SUIT=F1		SPECIAL FORCING PASS SEQUENCES																																																																													
2NT(MAJOR)=LIMIT RAISE or BETTER							PSYCHICS:OPENINGS OTHER																																																																								
2NT(minor)=PRE RAISE																																																																															

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	