

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS					WBF CONVENTION CARD					
OVERCALLS - General 4+CARD 8+HCP				OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; <u>Rusinow</u> ; OTHERS				JAPAN				
Responses CUE=LIMIT RAISE or BETTER						3rd/5th; 4th; <u>Attitude</u> ; Rusinow; OTHERS J.10.9=0 or 2 higher				NCBO				
JUMP CUE=SPLINTER					N.T.					JUNKO NISHIMURA				
									NAME OF PLAYER					
IN BAL PO6+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					
				AK KQ QJ 10 10x					SAME LEADS IF OUR SIDE SHOWED SUIT					
				AKx KQx QJx 10x 109					YES NO					
IN BAL PO8+HCP				AKJx KQx QJ109 1098 109x										
Responses				AKJ10x KQJx KQ10x KJ109 98x 9x										
1NT OVER Responses Other Meanings				AKQx KJ10x K109x K1098 10x										
2nd pos 1 same as 1NT open				AJx Kx Qx Jx 10x 10x										
				KJxx Kxx Qxx Jxx 10xx 10xx										
4th pos 12				Kxxx Kxxx Q10x Jxxx 10xxx xxxxx										
JUMP OVER WEAK INTERM STRONG 2 SUITER				SIGNAL WHEN FOLLOWING SUIT OR DISCARDING					RESPONSES 1NT F1 2 OVER 1 FG					
OTHERS NV VUL. R/O				USE 1=ODD NO.OF CARDS.2=EVEN NO.OF CARDS					ARTIFICIAL STRONG 1C Response Style					
				D=DISCOURAGING.E=ENCOURAGING.S=SUIT PREFERENCE					CANAPE: OPENING ALL STRONG SPECIAL					
Responses To WEAK=same as WEAK TWO open				BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					RESPONSE HANDS HANDS SEQUENCES					
UNUSUAL 2 LOWER UNBID SUIT									SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE					
Responses									OPENINGS DESCRIPTION					
DIRECT CU-BID MICHAELS				SUIT	CARDS	HIGH	LOW	ODD	EVEN	OP.1 2C STRONG ARTIFICIAL				
weak-strong hand					On partner's lead	D1	E2			OP.2 2D FLANNERY				
Responses					On declarer's lead	1	2			OP.3 2H/S WEAK, 5-10HCP				
VS NT				NT	Discarding	D1	E2			OP.4 3C/D SOLID C/D				
STRONG NT=BROX=1suit 2C=C&H 2D=D&H 2H=H&S					On partner's lead	D1	E2			OP.5 3NT BROKEN MINOR				
2S=S&m 2 3C/D/H/S=S/C/D/H singleton or void					On declarer's lead	1	2			OP.6 4C/D NAMYATS				
WEAK NT=CAPPELLETTI					Discarding	D1	E2			OP.7				
VS.PREELEBENSOHL				SIGNALS IN TRUMP SUIT					OTHER SIGNALS					
				ECHO=ODD No. or Ability to ruff					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE					
									CB.1					
									CB.2					
									CB.3					
									CB.4					
VS.ARTIFICIAL STRONG 1C or 2C OPENINGS				NEG X thru 4D					CB.5					
X=C&H 1NT=D&S 2D=D&H 2H=H&S 2S=S&C				RESP X thru 4D					CB.6					
2NT=C&D (over 1C)				MAX X thru 3H					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE					
				SUPP X thru 2H										
OVER OPPONENTS TAKE-OUT DOUBLE														
XX=10+,nONE LEVEL SUIT=F1				SPECIAL FORCING PASS SEQUENCES					PSYCHICS:OPENINGS OTHER					
2NT(MAJOR)=LIMIT RAISE or BETTER														
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 1NT-2C-2H-2S(1=Sin. 2=HorSslamish)	LEBENSOHL TEXAS thru 3C O/C 1NT-3C-4C=STAYMAN 1NT-3D-4D=STAYMAN	
2C			ART Strong,FG or22+BAL	2D=0-1 CTRL 2H=2 CTRL 2S=AK 2NT=3K	KOKISH RELAY 2C-2D;2NT(22-23) 3NT(gamble) 3C/D/H/S(solid) 2C-2D;2H(say 2S)-2S;2NT(24-25) 3NT(26-27)		
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			20-21HCP	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			