


DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS						WBF CONVENTION CARD									
OVERCALLS - General Style 5+cards, 8-15HCP, occasionally light				OPENING LEADS	SUIT	3rd/5th; <u>4th</u> ; Attitude; Rusinow;				<div>Class C</div> <div><div>JAPAN</div><div>NCBO</div><div>Ryohei ORIHARA</div><div>NAME OF PLAYER</div></div> <div><div></div><div>GREEN</div><div>Naoko ORIHARA</div><div>NAME OF PLAYER</div></div>									
Responses Direct raises preemptive;						OTHERS MUD													
CUEs are used to introduce constructive raises;						3rd/5th; <u>4th</u> ; Attitude; Rusinow;													
new suit = constructive; jump shift = 1-rd F						OTHERS MUD													
IN BAL POS				SUBSEQUENT LEADS															
Responses																			
TAKE-OUT DOUBLE - General Style Opening value, no fear to rebid				CIRCLE OPENING LEADS vs. NO-TRUMPS															
Responses 1NT = 6-9HCP; CUE = GF;				Underline leads against suit contracts if different															
jump shift = constructive, but three level less interests in NT				<div><div><div><div>AK</div><div>Q</div><div>J</div><div>10</div><div>x</div></div><div><div>Q</div><div>J</div><div>10</div><div>9</div><div>x</div></div><div><div>J</div><div>10</div><div>9</div><div>8</div><div>x</div></div><div><div>10</div><div>9</div><div>8</div><div>7</div><div>x</div></div><div><div>x</div><div>x</div><div>x</div><div>x</div><div>x</div></div></div><div><div><div>AK</div><div>Q</div><div>J</div><div>10</div><div>9</div></div><div><div>Q</div><div>J</div><div>10</div><div>9</div><div>8</div></div><div><div>J</div><div>10</div><div>9</div><div>8</div><div>7</div></div><div><div>10</div><div>9</div><div>8</div><div>7</div><div>6</div></div><div><div>x</div><div>x</div><div>x</div><div>x</div><div>x</div></div></div><div><div><div>AK</div><div>Q</div><div>J</div><div>10</div><div>9</div></div><div><div>Q</div><div>J</div><div>10</div><div>9</div><div>8</div></div><div><div>J</div><div>10</div><div>9</div><div>8</div><div>7</div></div><div><div>10</div><div>9</div><div>8</div><div>7</div><div>6</div></div><div><div>x</div><div>x</div><div>x</div><div>x</div><div>x</div></div></div></div> <div><div><div>AK</div><div>Q</div><div>J</div><div>10</div><div>9</div></div><div><div>Q</div><div>J</div><div>10</div><div>9</div><div>8</div></div><div><div>J</div><div>10</div><div>9</div><div>8</div><div>7</div></div><div><div>10</div><div>9</div><div>8</div><div>7</div><div>6</div></div><div><div>x</div><div>x</div><div>x</div><div>x</div><div>x</div></div></div> <div><div><div>AK</div><div>Q</div><div>J</div><div>10</div><div>9</div></div><div><div>Q</div><div>J</div><div>10</div><div>9</div><div>8</div></div><div><div>J</div><div>10</div><div>9</div><div>8</div><div>7</div></div><div><div>10</div><div>9</div><div>8</div><div>7</div><div>6</div></div><div><div>x</div><div>x</div><div>x</div><div>x</div><div>x</div></div></div>															
IN BAL POS light somehow																			
Responses																			
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD																			
1NT OVERCALL		Responses		Other Meanings															
2nd POS				UNUSUAL by P/H.															
15-18HCP.		SYSTEM ON																	
4th POS																			
13-15HCP.		SYSTEM ON																	
JUMP OVERCALL		WEAK <u>INTERM</u>		STRONG		<u>2 SUITED</u>													
OTHERS				12-16		4♣♦ vs weak 2♥♠													
IN BAL POS				12-16		4♣♦ vs weak 2♥♠													
Responses																			
UNUSUAL NT Two lower un bids, 0-15HCP																			
Responses 3NT = NAT																			
DIRECT CUE-BID STYLE Michaels; could be 5-4																			
Strength:0-15HCP(3/4), 6-15HCP(1/4)																			
Responses Lowest NT = uncertain suit ASK; CUE = invitation																			
VS. STRONG NT				Responses															
2♣:♣+♥; 2♦:♦+♥; X:♠+?				NAT															
VS. WEAK NT																			
2♣:Fishbein; 2♦:♥+♠; 2NT:other 2-suiter																			
VS. PREEMPTS																			
vs. weak twos: X = T/O; 2NT = 14-18HCP, 2-3 side MAJ																			
vs. three-bids: X = OPT																			
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS																			
vs.ART strong 1♣: Pass = weak or 16-18 BAL or 19+;																			
1♥♦♠2NT = 6-15, ♥+♠, ♥+MIN, ♠+MIN, ♣+♦ respectively; 1NT = ART interm.;																			
2 of suit = NAT; vs. NEG 1♦: same as to 1♣, except X = ♥+♠, 6-15;																			
pass = weak or 13-18BAL or 19+																			
OVER OPPONENTS' TAKE-OUT DOUBLE																			
Direct raises = PRE; 2NT = limit raise; 1♦-X-3♣ = 13-15HCP																			
with ♦ support + ♣ stopper; redouble implies no fit, 10+HCP;																			
suit T/O = NF(2-level), F1(1-level)																			
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed				Update: 30-Jan-2004						printed: by									

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					
CARDS		HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	ES	DS		
	On declarer's lead	2S	1S		
	Discarding	ES	DS		
N.T.	On partner's lead	E(S)	D(S)		
	On declarer's lead	2S	1S		
	Discarding	ES	DS		
SIGNALS IN TRUMP SUIT		OTHER SIGNALS			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
Doubles over immediate interventions under 3NT to opening,					
elsewhere under 3 of our suit, and 3NT trying sequence after MIN fit = COMP;					
if we have a fit, force to T/O the suit or try 3NT;					
otherwise shows disappearance of appropriate bids by the intervention =					
basically T/O with non-minimum value, can be passed by highly					
defensible hand; Support doubles					
SPECIAL FORCING PASS SEQUENCES					
PSYCHICS : OPENINGS occasional OTHER occasional					
IMPORTANT:All text must be typewritten or block letters					

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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							
1♣		3	3♠	12-21HCP	1NT=6-10; 2NT=11-12BAL; 3NT=13-15BAL; limit raises; triple raise = 16+, slam try; jump shift = 16-18, 4+cards; 3-level = 13-15, 5+support, stopper in the named suit	1NT rebid = 12-16HCP -> ♣ = checkback -> 2♦ = 12-14, no MAJ; 2♥/♠ = 12-14, 2NT or higher = 15-16, 3-level new MIN=SUPP+extra length in the opened suit; Jump to 3♥/♠ after MINs are bid = stopper ASK; 3NT rebid after 1♥/♠ responses = no stopper in side MIN -> 4♣ = checkback, 4♦ = Flint; Splinter rebid(MAJ); FSF only by 2♠/♦ New MIN F over 2NT; After MAJ fit, 2NT=OGUST var.	X = hands should be respond lower that intervention; over opp's 2-suiter overcall, higher CUE = limit raise; 2NT over passed responder's jump shift = transfer to 3♣
1♦		4(3)	3♠	12-21HCP, 4+cards or 12-15HCP, exactly 4432	Same as above, except 1NT = 6-9; support = 4+; 2NT as double jump shift by ♣	1♦-2♠-2NT shows 12-15HCP, 4432: over that, 3♦ = Flint; opener's 3♦ rebid denies a stopper in ♣	
1♥		4	3♠	12-21HCP	1NT = 6-9; 2NT = 10-12; jump shift = 16-18, 4+cards limit raises; 3♠ = control ASK with SUPP; 3NT/4♣/♦ as forcing raises w.r.t. 5+/4-3/2- controls(13-15)	After single raises: 1-2-3 stop, help-suit game try	
1♠		5(4)	3♠	5+cards or exactly 4342, 12-21HCP	Same as above except 3NT/4♣/♦/♥ have same meanings as 3♠/NT/4♣/♦ over 1♥ respectively		
1NT			3♠	15-18HCP; No small doubleton	3♣/♦ = invite to 3NT; Jacoby ♠ & Texas, MIN Stayman	1NT-2♣-any-3♦ = MIN ASK: over that, 3♥ = ♣ > ♦, 3♠ = ♦ > ♣, 3NT = same length in ♣/♦ SMOLEN transfer, Walsh relay	Negative doubles
2♣	✓		3♠	22+HCP or 10+ playing tricks, ART	2♦ = negative	2♣-2♦-2NT = 22-24 BAL; continue like as 2NT opening, except 3♠ is MIN Stayman; Raise & jump shift show control	
2♦	✓		3♠	14-21HCP, good ♠pade suit, 8+ playing tricks; 1rd-F	2♠ = 0-1 ♠, 0-7HCP 3♥ = control ASK with ♠ support		
2♥		6(5)	3♠	14-21HCP, good suit, 8+ playing tricks	2NT = negative; new suit = constructive; double raise = sign off; single raise = control ASK		
2♠		6(5)	3♠	5-10HCP	Reverse OGUST		
2NT			3♠	19-21HCP, BAL basically may have a long MIN + singleton A in the side MIN	3♣lub = Baron; 3♦/♥ = transfer to 3♥/♠ respectively; 3♠pade = long MIN ASK; 4♦/♥ = transfer to 4♥/♠ respectively	After 2NT-3♠: 3NT = BAL, 4♣/♦ = have long ♣/♦	
3♣		6	-	PRE		SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	-	PRE		We cue the first or the second round controls that can be shown most economically;	
3♥		7	-	PRE		Roman Key Card Blackwood 4NT (Key Card Gerber 4♣ over all natural NT) for obvious fit	
3♠		7	-	PRE		(DEPO if interfared); Grand slam force;	
3NT	✓		-	SOL WITH ♣/♦, one side stopper	4♣=P/C. 4♦ = 3-card MAJ ASK	3♠/NT to 1♥/♠ opening, 3♥ to ACOL two openings, raise to 3 after 2♣ opening/jump shift	
4♣			-			= control ASK(DOPI if interfared): after that, 5 of suit = Queen ASK,	
4♦			-			4NT = trump ASK (2 top honors/extra length), new suit = side control ASK;	
4NT				ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.	1♦-1?-3♣-4♣/♥/♠-lowest♦ = 3♣ was just a stopper	
OTHERS							