

DEFENSIVE AND COMPETITIVE BIDDING				
<b>OVERCALLS</b> - 8-17, usually 5+MAJ/MIN, may be good 4 MAJ/MIN at 1-level				
Responses JUMP Cue=Limit Raise, 4+SUP, UNB, INV				
JUMP Shift = good 5+MAJ/MIN, 1RF				
New Suit = almost 1RF				
IN BAL. POS. May be 4-card, up to 15HCP				
Responses CUE = Open hand or Limit Raise				
<b>TAKE-OUT DOUBLE</b> - 10+, promises 3+SUP for unbid MAJ if min.				
Responses CUE = F1				
JUMP BID = 10+pts				
IN BAL. POS. Maybe less than 10Hcp				
Responses CUE = F1 JUMP Constructive				
<b>1NT OVERCALL</b>	Responses		Other Meanings	
2 <sup>nd</sup> pos. 15-18	System On with LEB			
4 <sup>th</sup> pos. 12-15	CUE=STAYMAN			
<b>JUMP OVERCALL</b>	<b>WEAK</b>	<b>INTERM</b>	<b>STRONG</b>	<b>2 SUITER</b>
OTHERS	✓	✓		
Responses New Suit=NF 2NT=OGUST CUE BID=1RF				
<b>UNUSUAL NT</b> 12-14, 5-5 lower unbid MAJ/MIN				
Responses JUMP = Constructive				
<b>DIRECT CUE-BID</b> STYLE MICHAELS, 6-11/18+				
Responses 2NT = MIN ASK CUE=Game try or better				
<b>VS NT</b>		Responses		
CAPPELLETTI Over Weak NT				
D.O.N.T. Over Strong NT				
<b>VS FLANNERY</b>				
X=PEN,		2♥=3 Suiter		
2♠=6+cards,		2NT=16-18HCP		
<b>VS ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS</b>				
Over 1♣ X = ♥+♠, 1NT = ♣+♦ Over 2♣ DBL=♠SUIT				
2♣-(OC)-X = 0-3HCP				
2♣-(OC)-PASS = 4+HCP				
2♣-(X)-XX = 4+HCP				
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>				
XX=10+HCP, No Fit				

LEADS AND SIGNALS																																																				
OPENING LEADS	SUIT	3 <sup>rd</sup> /5 <sup>th</sup> :	4 <sup>th</sup> :	Attitude:	Rusinow:																																															
		OTHERS <del>MUD</del>																																																		
	NT	3 <sup>rd</sup> /5 <sup>th</sup> :	4 <sup>th</sup> :	Attitude:	Rusinow:																																															
OTHERS																																																				
SUBSEQUENT LEADS																																																				
<p><b>Circle</b> opening leads vs no-trumps  <b>Underline</b> leads against suit contracts if different</p> <table border="0"> <tr> <td>A K</td> <td>K Q</td> <td>Q J</td> <td>J 10</td> <td>10 x</td> <td rowspan="2">SAME LEADS IF OUR SIDE SHOWED SUIT YES NO</td> </tr> <tr> <td>A K x</td> <td>K Q x</td> <td>Q J x</td> <td>J 10 x</td> <td>10 9</td> </tr> <tr> <td>A K J x</td> <td>K Q x x</td> <td>Q J 10 9</td> <td>J 10 9 8</td> <td>10 9 x</td> <td></td> </tr> <tr> <td>A K J 10 x</td> <td>K Q J x</td> <td>K Q 10 x</td> <td>K J 10 9</td> <td>9 8 x</td> <td>x x</td> </tr> <tr> <td>A Q J x</td> <td>K J 10 x</td> <td>K Q 10 9 x</td> <td>K 10 9 8</td> <td></td> <td>x x x</td> </tr> <tr> <td>A J x x</td> <td>K x x</td> <td>Q x x</td> <td>J x x</td> <td>10 x x</td> <td>x x x x</td> </tr> <tr> <td>K J x x x</td> <td>K x x x</td> <td>Q x x x</td> <td>J x x x</td> <td>10 x x x</td> <td>x x x x x</td> </tr> <tr> <td>K x x x x x</td> <td>K x x x x</td> <td>Q 10 9 x</td> <td>J x x x x</td> <td>10 x x x x</td> <td>x x x x x x</td> </tr> </table>						A K	K Q	Q J	J 10	10 x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO	A K x	K Q x	Q J x	J 10 x	10 9	A K J x	K Q x x	Q J 10 9	J 10 9 8	10 9 x		A K J 10 x	K Q J x	K Q 10 x	K J 10 9	9 8 x	x x	A Q J x	K J 10 x	K Q 10 9 x	K 10 9 8		x x x	A J x x	K x x	Q x x	J x x	10 x x	x x x x	K J x x x	K x x x	Q x x x	J x x x	10 x x x	x x x x x	K x x x x x	K x x x x	Q 10 9 x	J x x x x	10 x x x x	x x x x x x
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<b>SIGNAL WHEN FOLLOWING SUIT OR DISCARDING</b>																																																				
USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS																																																				
D = DISCOURAGING, E = ENCOURAGING, S = SUIT PREFERENCE																																																				
BRACKET THE SIGNALLING SYSTEM WHEN RARELY USED																																																				
SUIT	CARDS		HIGH	LOW	ODD	EVEN																																														
	On partner's lead		E 2 S	D 1 S																																																
	On declarer's lead		2 S	1 S																																																
NT	Discarding		E 2 S	1 D S																																																
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Discarding		ES	D1S																																																	
<del>LAZINTIAL DISCARD vs NT</del>																																																				
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>																																																				
NEG X thru 4♦			Lead Directing X																																																	
MAX X thru 3♥			Lead Showing X																																																	
COMP X thru 3♥																																																				
RESP X thru 4♦																																																				
OPT X thru 4♥																																																				
SUPPORT X thru 2♠																																																				
<b>SPECIAL FORCING PASS SEQUENCES</b>																																																				

WBF CONVENTION CARD			
SYSTEM STYLE		No. Points	♥
Natural_	GREEN	[ ]	♣ ♠ ♦
Strong Club_	BLUE		OPEN
Artificial_	RED		
Highly Unusual_	YELLOW		
ZHANG Shudi	Takao ONODERA	MIXED	
154523	85188	JAPAN	
NAME OF PLAYER		NCBO	
<b>SYSTEM SUMMARY</b>			
<b>GENERAL APPROACH AND STYLE</b>			
5-Card Major			
RESPONSES TO 1 MAJOR: 1NT 5-12HCP			
OPENING 1NT RANGE:		15-17HCP	
ARTIFICIAL STRONG 1♣ Response Style			
<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>			
OPENINGS	DESCRIPTION		
OP. 1 2♣	Artificial Strong		
OP. 2 2♦	Weak 6+Cards (6-11HCP)		
OP. 3 2♥	Weak, 6+cards (6-10HCP)		
OP. 4 2♠	Weak, 6+cards (6-10HCP)		
OP. 5 3NT	Solid MIN		
OP. 6			
OP. 7			
OP. 8			
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>			
CB. 1	CAPPELLETTI over WEAK 1NT		
CB. 2	D.O.N.T. over STRONG 1NT		
CB. 3	MICHAEL'S CUE BID		
CB. 4	<del>FLIP FLOP</del>		
CB. 5	Lebensoho AFTER T/O DBL OVER WEAK 2 OPEN		
CB. 6			
<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>			
Defense over UNUSUAL 2NT			
Defense over MICHAEL'S CUE			
PSYCHIC OPENINGS	Rare	OTHER	Rare

IMPORTANT: Use symbols ♣, ♦, ♥, ♠ when needed

IMPOETANT: All text must be typewritten or block letters.

OPENING	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS COMPETITION AND WITH PASSED PARTNER
1♣/♦	4♦	12-21HCP 3+♣ / 4+♦ unless 4432 exactly	1♣/♦-2♣/♦=Inverted Raise;4+SUP,no 4 MAJ, FG ---New Suit = usually STP showing	Opener's Splinter Raise	Over Opponent's T/O X 1/1=1RF & 2/1=NF 2NT=10+, 4+SUP,INV+ Jump Shift=Fit Jump:8-11,good5+MAJ/MIN & 4+SUP Double Jump=Splinter Raise: 15-17,5+SUP,SIN showing Negative Dbl thru 4D; usually promise unbid MAJ Unless vs 1H Overcall DoubleJumpShift / JumpCue = Splinter Raise: 12-14,5+SUP,SIN Showing <del>Good-Bad 2NT</del>
			1♣-2♦ / 1♦-3♣ = Criss-Cross;4+SUP,no MAJ, INV	New Minor Forcing to 1NT Rebid	
			1♣/♦-3♣/♦=Preemptive Raise;5+SUP, no 4 MAJ	4th Suit Forcing: GF unless Responder rebids 2NT 1♣-1♦-1♥-1♠ is natural while 1♣-1♦-1♥-2♠ is artificial	
			Jump Shift=Strong Jump Shift; 15+,good 5+MAJ with 2/3+TOP,GF		
			Double Jump Shift = Splinter Raise: 15-17,5+SUP, SIN showing	Over Opponent's Overcall	
			2NT=11-12.BAL. usually no 4 MAJ Inv. 3NT=13-15.BAL. no 4 MAJ	Preemptive Jump Raise & Limit Raise+ Cue Jump Shift=Fit Jump: 8-11,good 5+MAJ/MIN & 4+SUP	
1♥/♠	4♦	12-21HCP 5+♥ / ♠	1NT=Forcing Notrump, 5-12, may have 3 SUP 1RF	Opener's Splinter Raise	When 3rd/4th seat opening 1♥/♠Opening = 1) 12-21,5+♥/♠ 2) 10-13, good 4+♥/♠ Jump Shift = Fit Jump:8-11,good 5+MAJ/MIN & 4+SUP Over Opponent's Takeout Dbl Jump Shift = Fit Jump:8-11,good 5+MAJ/MIN & 4+SUP Splinter Raise 2NT = 10+,4+SUP, INV+ Over Opponent's Overcall Same as to 1♣/♦ Opening Reverse Drury
			1♥-2(♣/♦)/1♠-2(♣/♦/♥)=1)10+,good 5+MAJ/MIN 2)12+,4+MIN	Answer Short suit after 2NT(JACOBY)	
			1♥/♠-2♥/♠=Constructive Raise,7-9,3 SUP exactly	After fit showing =usually Help suit game try, may be CUE	
			1♥-2♠/1♠-3♣=Bergen Raise:7-9,4+SUP, with SIN --- Next = ASK for SIN	1♥/♠-2♥/♠ = Constructive Raise <del>--- 2NT = Good-Bad 2NT</del>	
			1♥/♠-2NT=Jocby 2NT:15+,4+SUP	1♥/♠-2NT=Jocby 2NT:15+,4+SUP --- 3X = SIN showing --- 4X = good 5+MAJ/MIN	
			1♥-3♣/1♠-3♦ = Bergen Raise:7-9,4+SUP,no SIN		
			1♥-3♦/1♠-3♥=Artificial Limit Raise:10-12,4+SUP		
			1♥/♠-3♥/♠=Preemptive Raise;4-6,4+SUP 1♥/♠-3NT=13-15,3-SUP, no SIN	Double Jump Shift =Splinter Raise, 10-12,4+SUP SIN showing	
1NT		15-17HCP BAL usually no 5 MAJ	2♣=Stayman; may have no 4MAJ --- Smolen transfer	Smolen Transfer: 2♥/♠=Inv. 3♥/♠=FG	Over Opponent's Natural Overcall Dbl = Penalty Dbl vs 2-level, Negative Dbl vs 3-level Lebensohl with Fast Arrival Denies STP 4♦/♥ = Texas transfer thru 3♣ Over Opponent's Double Pass = Require Opener's ReDbl All same as to RESPONSES Over Opponent's 2♣ Dbl = Stayman All same as to RESPONSES
			2♦/♥ = JACOBY Transfers to 2♥/♠ promises 5+♥/♠	1NT - 2♣ / 2♦ --- --- 4♦ = 6♥ & 4♠ --- 4♥ = 4♥ & 6♠	
			2♠=MIN. Stayman; 1)weak 6+♦; 2)weak 5-5 MIN; 3)strong 5-4/5-5 MIN		
			2NT = Transfer to 3♣ 1)weak 6+♣ 2) strong Any 4441 --- 3♣ - 3X = Strong 4441. SIN showing. GF		
			3♣/3♦ = 6♣/♦ with 2/3 TOP,INV		
			3♥/♠ = Short Suit Warning: 10-13.SIN showing		
			4♣ = Gerber 4♦/♥ = Texas transfer to 4♥/♠; promises 6+♥/♠		
2♣		ART Strong 22+, almost GF	2♦ = Negative or Waiting	<del>2♣-2♦:</del>	Over Opponent's Overcall and Dbl 2♣-(OC)-X = 0-3HCP 2♣-(OC)-PASS = 4+HCP 2♣-(X)-XX = 4+HCP
			2♥/♠=6+good 5+♥/♠;KJ10xxx/KJxxxx or better—Jump Shift=Key Card Asking	<del>--- 2♥ = transfer to 2♠: 1)5+♥ --- 2)25-27, BAL</del>	
			2NT=8+,BAL,no 4 MAJ – Jump Shift = Key Card Asking	<del>--- 3NT = semi-gambling with SOL 6+MIN</del>	
			3♣/♦=8+,good 5+♣/♦; KQ10xx / KJ10xx or better –Jump Shift=Key Card Asking	<del>--- Jump Shift = SOL 6+MAJ/MIN showing</del>	
			3♥/♠=4-7,good 7+♥/♠; KJ10xxx or better	<del>--- Second Negative</del>	
3NT = 6-9,(semi-) SOL 7+♣/♦;KQJ10xxx or better					
2♦/♥/♠	6+♦/♥/♠ 6-11HCP 4th Seat=10-13		Raise=S/O; 2NT=Ogust, ASK for pattern ; New Suit=12+,good 5+MAJ/MIN	SLAM APPROACH AND CONVENTIONS	
			Jump Shift =ASK for CON with 3 steps:SLAM	Gerber 4♣ to NT Opening/Rebid= 14,30,Touching,Seperated	
2NT		20-21 HCP may have 5 MAJ	3♣=PUTTET STAYMAN; 3♦/♥=transfer to ♥/♠, promises 5+♥/♠	RKC Blackwood with 1430 after suit agreement	
			3♠=Minor Suit Stayman , strong 5-4/5-5MIN; 4♣=Gerber 4♦/♥=TEXAS Transfers to 4♥/♠, promises 6+♥/♠	DOPI/DEPO over opponent's Overcall	
3♣/♦/♥/♠		Preemptive 6+good MAJ/MIN; 4th Seat = Semi-Preemptive Opening; SOL 7 MAJ/MIN,no A/K outside	New Suit = F1		
3NT		SOL 7-8♣/♦ No A/K outside; 4th Seat=Semi-Gambling Opening; (semi-)SOL 7-8 ♣/♦, A/K outside	4♣=Escape 4♦=MAJOR ASK		
4♣/♦/♥/♠		Preemptive; good 7+ MAJ/MIN			
4NT		Direct Ace ASK			