


DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS					WBF CONVENTION CARD									
OVERCALLS - General Style 8-16HCP, 4+CARD SUIT					OPENING LEADS STYLE					Class C									
Responses CUE=F1 NEW SUIT=NF						LEAD		IN PARTNER'S SUIT			<div><div>JAPAN</div><div>NCBO</div></div>								
JUMP RAISE=PRE					SUIT	3RD/LOWEST		SAME			<div></div>								
IN BAL POS					NT	4TH		SAME			<div><div>GREEN</div></div>								
Responses					Subseq														
					OTHER					<div><div>HAYASHI Makiko</div><div>39246</div><div>NAME OF PLAYER</div></div>									
TAKE-OUT DOUBLE - General Style NAT										<div><div>MIYAKE Atsuyo</div><div>159580</div><div>NAME OF PLAYER</div></div>									
Responses RESP X thru 4H					LEADS					SYSTEM SUMMARY : GENERAL APPROACH AND STYLE									
CUE=F1					LEAD	vs. SUIT		vs. NT											
					Ace	Ax(+)		AKJ10x(+)											
IN BAL POS					King	AKx(+), KQx(+)		KQJx(+), KQ10x(+)			ACOL								
Responses CUE=F1					Queen	QJx(+), Qx		QJx(+), AQJx(+), KQ109(+)			WEAK NT throughout								
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD					Jack	J10x(+), KJ10x(+), Jx		SAME vs. SUIT											
1NT OVERCALL	Responses			Other Meanings	10	109x(+), H109(+), 10x		SAME vs. SUIT											
2nd POS					9	9x		SAME vs. SUIT			RESPONSE 1NT NF 2 OVER 1 F1								
15-18HCP	NAT, 2C=STAY				Hi-x	Sx		SAME vs. SUIT			ARTIFICIAL STRONG 2C								
4th POS					Lo-x	HxxxS, HxSx, HxS, xxS		HxxS, HxS, xxS			<div><div>CANAPE</div><div>OPENING</div><div>ALL</div><div>RESPONSES</div><div>HANDS</div><div>STRONG</div><div>HANDS</div><div>SPECIAL</div><div>SEQUENCES</div></div>								
12-14HCP	NAT																		
JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER	SIGNALS WHEN FOLLOWING OR DISCARDING					SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE									
2SUITER=GHESTEM : (1D/H/S)-3C or (1C)-2D=UPPER 2SUITER					SUIT	CARDS	HIGH	LOW		OPENINGS	DESCRIPTION								
OTHER JUMP O/C=INTERM						On partner's lead	DISCG/ODD	ENCRG/EVEN		2D/H/S	ACOL2								
Responses						On declarer's lead	ODD(DISCG)	EVEN(ENCRG)		3NT	GAMBLING 3NT, 7+ CARD SOLID MINOR								
UNUSUAL NT 2LOWER UNBIDS					N.T.	Discarding	DISCG(ODD)	ENCRG(EVEN)											
Responses						On partner's lead	DISCG	ENCRG											
DIRECT CUE-BID GHESTEM=TOP&BOTTOM 2SUITER						On declarer's lead	ODD(DISCG)	EVEN(ENCRG)											
(1C)-2C=NAT						Discarding	DISCG(ODD)	ENCRG(EVEN)											
Responses					SIGNALS(INCLUDING TRUMPS)														
VS. STRONG NT MECKWELL					UPSIDE DOWN					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE									
X=LONG m or H+S or STR BAL, 2C=C4+M5, 2D=D4+M5, 2H/2S=NAT										GHESTEM 2SUITER O/C									
										MECKWELL vs. 1NT									
VS. WEAK NT MECKWELL					SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					JUMP CUEBID O/C=STOPPER ASK, w/ RUNNING MINOR									
AS vs. STR					NEG DBL vs. 1m-(1S/2S)														
VS. PREEMPTS T/O X thru 4H (4SX=PEN, 4NT=T/O)					RESP DBL thru 4H														
DBL vs. WEAK2=T/O, LEBENSHOL					MAX DBL														
LEAPING MICHAELS vs. WEAK2 : 4D/C=D/C+OTHER MAJ					INVERTED DBL : 1m-(X)-XX-(1M); P=1or4CARD M, X=2or3CARD M														
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS					DBL vs. SPL&3/4LEVEL TRF=LEAD DIRECTION TO LOWER RANKING SUIT					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE									
CRASH vs. 1C : X=CS/DH, 1D=CD/HS, 1NT=CH/DS					DBL vs. 2LEVEL TRF=T/O														
					SPECIAL FORCING PASS SEQUENCES														
OVER OPPONENTS' TAKE-OUT DOUBLE					1NT-(X)-P=FORCE to XX														
1M-(X)-2NT/3M=LIMIT+/PRE					PASS & PULL														
1m-(X)-2NT/3m=PRE/LIMIT					2C-(O/C/DBL)-P=F1														
XX=10+ HCP										PSYCHICS : OPENINGS RARE OTHER									
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed					Update: 18-Jan-2007 printed by: MIYAKE					IMPORTANT:All text must be typewritten or block letters									

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1C 1D		3	1S & 2S ONLY	9-22HCP, NAT	SINGLE RAISE=6-9, DBL RAISE=LIMIT 1C-1NT=8-10HCP, 2NT=INV, 3NT=13-15 3H/3S=FG RAISE, w/ H4/S4 1C-3D/1D-4C=FG RAISE, w/o 4CARD MAJOR	1NT REBID=12-16HCP, 2C=ASK 1C-1S-1NT-2C-2D/2H/2S/2NT=12-14/15-16/12-14,S3/15-16,S3+C5 1C-1S-1NT-2D/2H/2S=NF, 1C-1S-1NT-3D/3H=5-5, FG 1C-1x-1NT=MAY HAVE 4CARD UNBIDDABLE MAJOR 1C-1D-1H-1S=4TH SUIT F, 4TH SUIT=ART, F1 SPL by OPENER(1C-1S-4D/H)	FIT JUMP by PH 1C-(2C=HS)-2H/2S=T/O/LIMIT 1C-(2C=HS)-3H/3S=STOPPER
1H 1S		4		9-22HCP, NAT	SINGLE RAISE=6-9, DBL RAISE=LIMIT 2NT=INV, 3NT=13-15HCP 1M-4C/4D=SWISS, 0-2/3 KEYCARDS, DIRECT, NO INTERFERENCE	1NT REBID=12-16HCP, 2C=ASK 1H-1S-1NT-2C-2D/2H/2S/2NT=12-14/12-14,H5/12-14,S3/15-16 LONG SUIT G/T, 4TH SUIT=ART, F1 SPL by OPENER(1H-1S-4C/D)	FIT JUMP by PH 1S-(2S/2NT)-3S=COMP 1S-(2S=Hm)-3H=LIMIT RAISE+
1NT				(11)12-14HCP, BAL	2C=STAY, 2D/H/S=SIGN OFF 2NT=INV, 3C/D/H/S=NAT, FG 4C=GERBER 4H/4S=PLAY	2C-2D-2H=WEAK, 4-4+MAJOR 2C-2D-2S=INV, 4-5 or 5-4MAJOR 2C-2D-3C/3D=FG, M+m 2C-2x-4C/4D=4CARD, SLAM TRY w/ BAL, MAYBE NO 4CARD MAJOR	1NT-(X)-P=FORCE to XX 1NT-(X)-XX=FORCE to 2C 1NT-(X)-2C=STAY 1NT-(X)-2D/H/S=NAT, SIGN OFF
2C	✓	0		ART STR	2D=NEG 2NT=8-10HCP, 3NT=10-12	2NT REBID=22-24HCP, BARON, FLINT 2C-2D-3NT=24-26HCP, BARON, FLINT 2C-2D-3H/3S=1444/4144	
2D 2H 2S		5		ACOL TWO 8+PLAYING TRICKS	2NT=NEG, 3NT=11-12HCP SINGLE RAISE=SUPP w/ A or VOID DOUBLE RAISE=SUPP w/o A nor VOID	OPENER'S SIMPLE REBID=NF	
2NT			3S	20-(22)HCP BAL/semi-BAL	3C=BARON, 3D=FLINT, 3H/3S=5+ 4C=GERBER, 4H/4S=PLAY	2NT-3D-3H-P/3S=SIGN OFF, 2NT-3D-3H-3NT=DSLAM TRY 2NT-3C-3x-4C=CSLAM TRY	
3C		7		PRE		SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3D		7		PRE		4NT=GENERAL CUE BID	
3H		6		PRE		4NT=RKCB(0314), 5NT=K LOCATION INQ	
3S		6		PRE		Q ASK : 1st STEP=NO Q, 5TRUMP=Q w/o SIDE K, OTHER=Q+SIDE K	
3NT	✓			SOLID MINOR		DOPI, DEPO	
4C		8		PRE		ACOL DIRECT KING ASKING	
4D		8		PRE		GRAND SLAM FORCE	
4NT	✓			ACOL ACE ASK	5C/D/H/S/5NT/6C=0/D/H/S/2/C ACES	ACOL 4NT OPEN	
5H/5S		6		GRAND SLAM FORCE	6H/6S=1 of AKQ, 7H/7S=2 of AKQ		
OTHERS						Update : 18-Jan-2007	