

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS						WBF CONVENTION CARD		
OVERCALLS	General Style 5+CARDS 8-16HCP	Opening Leads	SUIT	3rd & 5th					MATSUBARA, Ryo	YAMAGUCHI, Hideto
Responses	2/1 = F1, Jump Raise = PRE CUE = F1 (usually Limit raise or better)		NT	9,10=0 or 2 higher						
				3rd & 5th 9,10=0 or 2 higher						
IN BAL POS	8-16HCP Maybe 4cards	SUBSEQUENT LEADS ; Natural						<132112>	<123657>	
Responses	CUE = F1							<b>Mark LaForge</b> <137360>		
TAKE-OUT DOUBLE-	General Style Sound or Shape	RED: Opening leads vs no-trumps						SYSTEM SUMMARY: General Approach and Style		
Responses	CUE = F1 thru suit agreement	Blue: Leads against suit contract if different						5-CARDS MAJOR		
IN BAL POS	8-10 HCP or 15+HCP	AK	KQ	QJ	J10	10x	Same Leads if Our Side Showed the Suite? YES	2 OVER 1 = GAME FORCING(except 1S-2H)		
Responses	CUE=F1	AKx	KQx	QJx	J10x	109		RESPONSES 1NT MAJ open=F1		
INT OVERCALL	Responses	AKJx	KQxx	QJ109	J1098	109x	2 OVER 1 almost Forcing to Game			
2nd POS 16-19pts	System on	AKJ10x	KQJx	KQ10x	KJ109	98x				
4th POS 11-14pts	System on	AQJx	KJ10x	KQ109x	K1098	xxx				
JUMP OVERCALL	WEAK	AJxx	Kxx	Qxx	Jxx	10xx	xxxx			
Responses		KJxxx	Kxxx	Qxxx	Jxxx	10xxx	xxxxx			
UNUSUAL NT	2 LOWER UNBID(Weak or Strong)	Kxxxx	Kxxx	Q109x	Jxxx	10xxx	xxxxxx			
Responses	CUE=Game try or better	<b>Lead of K request Count Signal, while Lead of A requests Attitude.</b>						SPECIAL OPENINGS & RESPONSES THAT MAY REQUIRE DEFEN		
Reopen	NAT 18-20HCP (System on)	SIGNAL WHEN FOLLOWING SUIT OR DISCARDING						OPENINGS DESCRIPTION		
DIRECT CUEBID	Michael's(Weak or Strong)	Use 1 = Odd Number of cards, 2= Even Number of cards, D= Discouraging, E= Encouraging, S= Suit Preference.						OP1.2C Artificial Strong		
Responses	CUE=Game try or better 2NT=ASK for MIN	CARDS	HIGH	LOW	ODD	EVEN	OP2.2D Artificial Strong			
vs.Strong NT	Transfer overcall in 2nd POS.(2) Natural overcall in 4th POS. after X; as if doubler opened 1NT(3)	Suit	On partner's lead	D1S	E2S		OP3.3NT Solid Minor without side A/K			
vs.Weak NT	Transfer overcall in 2nd POS.(2) Natural overcall in 4th POS. after X; as if doubler opened 1NT(3)	NT	On partner's lead	D1S	E2S		OP3.4NT ACOL, ASK A position			
vs.WEAK 2	LEBENSORHL, 4 of MIN=2 Suiter	On declarer's lead	1S	2S			SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFEN			
vs.Opponent's Michael's/unusual NT	Jump Cue=1st Control Cue in Anchor/Upper suit = FG when MAJ, stopper when MIN Cue in Lower suit=limit raise when MAJ, stopper when MIN	Discarding	D1S	E2S			CB.1 Super CRASH vs.Strong 1C/Precision 1D			
vs.ARTIFICIAL STRONG 1C	;Super CRASH 1D=Same color 2-suiter, 1H=Same rank 2-suiter		1S	2S			CB.2 LEBENSORHL VS WEAK 2 OPEN			
vs.PRECISION 1D	1S=other 2-suiter, 1NT=transfer to 2C, Other suit=transfer		D1S	E2S			CB.3 Transfer overcall(2nd POS.) vs.Strong 1NT			
OVER OPPONENTS TAKE-OUT DOUBLE		SIGNALS IN TRUMP SUIT	OTHER SIGNALS			CB.4		CB.5		
		Echo suggests ability to ruff	A request attitude			CB.6		IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
		Up side down count & attitude	K request count							
		SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES								
		NEG X thru 4D MAX X thru 3H SUPPORT X thru 2S RESP X thru 4D COMP X thru 2S								
		SPECIAL FORCING PASS SEQUENCES								
		PSYCHICS: OPENINGS Rare						OTHER		

Open	Min NUM	NEG X THR	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS						
1C 1D	3 3	4D 4D	11-22HCP 1D=3cardD only when 4-4-3-2	1C-1D=denies 4+card MAJ unless FG 1C-1MAJ=may have 5+D unless FG 1C-2D=FG, 5+cards D & 3+cards C or 6+D INVERTED MINOR RAISE 2H/S=6+cards & 2-5HCP 1NT/2NT/3NT=6-10/11-12/13-15HCP 1D-3C = 6+cards & 9-12HCP	1C-1D-1NT=may have 4 card MAJ 2C/D over opener's 1NT rebid=2Way-CheckBack (4) 2C=ART, ASK support, usually INV with 5-cards MAJ 2D=ART, FG, asking MAJ support 4TH SUIT FORCE(FG) 2NT over opener's reverse = 5-9HCP (or 13+HCP & BAL),transfer to 3C (6) Splinter raise, Good Bad 2NT	vs X:jump raise=PRE, single raise=NF XX=10HCP & do not deny support jump response=natural & NF vs.O.C.: single raise=NF,jump raise=PRE Cue bid=limit raise or more jump response=natural & NF v.s. 2suiter OC: Cue bid = stopper
1H 1S	5(4) 5(4)	4D 4D	11-22HCP may open 4 card in 3rd,4th hand	1NT=F1,5-12HCP, 2/1=FG(except 1S-2H) (9) 2NT=12-15 or 18+pts & BAL, 3NT=15-17pts& BAL 1H/S-3S/H=Artificial Splinter (7) 3C(D)=4+support & 15+ pts (10-12 pts) jump raise = 4+support & 0-6HCP 4C(D)=Good(Bad)4+support,BAL,12-15HCP 1S-2H=5+cardsH,9-11HCP,0-2cardsS	1S-1NT; 2C/D-2H = 5+cardsH, FG, 0-3cardsS (8) after 1MAJ-3C; 3D shows unbalance hand. (5)  Serious 3NT 4TH SUIT FORCE(FG)	vs X:Truscotte 2NT XX = 10HCP- & maybe no support  vs O.C:1NT=NF Cue bid=limit raise or more Passed Hand:1NT=NF Reversed Drury Fit(ON after X)
1NT			15-18HCP,BAL may have 5 card MAJ	2C=Extended Stayman(MAJ not promised) 2D/H/4D/H=Jacoby & Texas 2S/2NT=transfer to 3C/D 3C=4-4 or 5-4MIN,FG, 3D=5-5MIN,FG 3H(S)=Solid, slam interest	1NT-2C; 2D = 15-16, Both MAJ, 2H(S) = 15-16, 4+Cards 2NT = 15-16, No MAJ, 3C = 17-18, No MAJ 3D = 17-18, Both MAJ, 3H(S)= 17-18, 4+Cards 2NT/3C=good trump support(Qxx or better) 1NT-2C-2H/2S; 3S/H=Artificial Splinter (10)	vs.ART 2C O.C.; DBL=Stayman vs X: 2C=C&D, 2D=D&H, 2H=H&S 2S=S&C NF Pass = request for XX: 2C=C&H, 2D=D&S, 2H/S=5 card & 4-3 in MIN XX=Puppet to 2C; pass or show own suit
2C	x		Artificial Strong not BAL ASK control	2D = 0 or 1 con, 2H = 2 con 2S = 3 con(A&K), 2NT = 3 con (3K) 3C = 4 con, 3D = 5 con, etc.	2NT= 3suiter, 25+HCP → 3C=ASK 3D = Cshort, 3H=Dshort, 3S=Hshort, 3NT = Sshort Jump in 4 of suit = 3 suiter, 23+HCP, short in the suit	
2D NSE	x		Artificial Strong BAL & 23+HCP or 3 suiter 20-24 HCP	2H = relay → 2S = 3suiter 2NT=23-24HCP & BAL, 3C=25-26HCP & BAL and so on	3C = ASK (See Above) & FG 2NT = ASK; 3C=20-22 & 4+C, 3D=20-22 & C short, 3H = 23-24 & 4+C, 3S = 23-24 & C short	
2H 2S	6 6		6-10HCP,Weak Two	2NT=ASK(OGUST) New suit = F1	after 2NT; 3C/D/H/S=min & poor/min & good/ /max & poor/max & good trump	* After 1 any - X - XX -1/2any X; 2 or 3 Cards in the opp. Suit Pass; 1 or 4 Cards in the opp. Suit
2NT			21-22HCP,BAL	3C=Puppet Stayman 3D/H/4D/H=Jacoby & Texas 3S/3NT=transfer to 4C/4D		
3C 3D 3H 3S	7(6) 7(6) 7(6) 7(6)		NAT,PRE rule of 2&3	New suit = F1	<b>SLAM APPROACH AND CONVENTIONS(including all slam-interest bids)</b> RKCB with 4 level , one higher step over trump suit(Kick-Back) Gerber(4C) over 1NT/2NT open & MAJ response after Stayman Grand Slam Force (jump in 5NT), Exclusion Blackwood (Jump in 5 level), Fast Arrival Pricinpal After 2C - 2any - 2MAJ - raise to 3; 3NT = RKCB, 4NT = ASK K, 5NT = ASK Q Voluntary raise in 5 level MAJ = ASK Con. of Opponent suit or Unbid Suit or Agreed Suit After finding no fit in MAJ after 2NT or 2D open; 4H(S)=slam interest in C(D)	
3NT	x		solid 7+ MIN	4C(D)=to play 4CorD(5Dor5C)		
4C - S	7		NAT,PRE			
4NT	x		ACOL, A position ASK; 5C = No A, 5NT = two A.			

Supplementary Sheet(MATSUBARA-KURACHI)

		<p><b>(8)after 1S-1NT(bids other than described below are natural)</b>  a)1S-1NT; 2C/2D-2H = FG, 5+cards H, 0-3S  b)1S-1NT; 2H-?  3H = 4cards H, INV, 0-3S  4H = 4+cards H, upto 13HCP, 0-3S  3NT = 5+cards H, 0-3S, slam interest  4C/4D = Splinter with 4+cards H &amp; game going value  c)1S-1NT; 2S-3H = 5+cards H, FG, 0-2S</p>
<p><b>(2)Transfer Overcall vs. strong/weak 1NT</b>  over RHO's 1NT opening  2C/2D/2H/2S = transfer to 2D/2H/2S/3C</p>	<p><b>(6)Structured Reverse</b>  a)1C-1H; 2D-?  2H = 5+ cards H &amp; min.  2NT = ART, 6-9HCP (or 13+HCP &amp; BAL), transfer to 3C  ==bid other than 3C shows extra value  3NT = BAL, 10-12HCP, no support  other bid shows 10+HCP &amp; FG</p>	<p><b>(9) Extended Stayman</b>  1NT-2C-?  2D = Both MAJ &amp; 15 or 16 HCP  ==2H/S = Sign Off  ==3H/S = Slam Try  ==4C/D = Transfer to H/S  2H = 4+ H &amp; 15,16 HCP  2S = 4+S &amp; 15,16 HCP  2NT = No 4cards MAJ &amp; 15 or 16 HCP  3C = No 4cards MAJ &amp; 17,18 HCP  3D = Both MAJ &amp; 17,18 HCP  ==3H/S = Slam Try  ==4C/D = Transfer to H/S  3H = 4+ H &amp; 17,18 HCP  3S = 4+S &amp; 17,18 HCP</p>
<p><b>(3)after partner's DBL over 1NT opening</b>  LHO opened 1NT , partner doubled and then RHO passed  subsequent auction goes as if partner opened 1NT.  all system, such as Stayman, Transfer, is ON.</p>	<p>b)1C-1S; 2D/H-?  2S = 5+ cards S &amp; min.  2NT = ART, 6-9HCP (or 13+HCP &amp; BAL), transfer to 3C  ==bid other than 3C shows extra value  3NT = BAL, 10-12HCP, no support  other bid shows 10+HCP &amp; FG</p>	
<p><b>(4)2-Way Check-Back</b>  a)1C/D-1H; 1NT(deny 4 cards S)- ?  2C = relay to 2D, invitation value, usually 5 cards H  ==2D = Relay  ====2H = 5 cards H, INV  ====3C/D(opener's Minor) = INV with minor support  ====3C/D(New Minor) = 5-5, INV  ====3H = broken 6+ cards H, INV  2D = FG, searching H support or showing minor support  ==2H = 3 cards H, 2NT = 2 cards H  ====3C/D(opener's Minor) = 4+ cards H &amp; good support  3C/D = 5-5, FG  b)1C/D-1S; 1NT- ?  2C = relay to 2D, usually 5 cards S and invitation value  ==2D = Relay  ====2H = 5 cards S and 4 cards H, INV  ====2S = 5 cards S, INV  ====3C/D(opener's Minor) = INV with minor support  ====3C/D(New Minor)/3H = 5-5, INV  ====3S = broken 6+ cards S, INV  2D = FG, asking major or showing minor support  ==2H = 4 cards H &amp; 2 or 3 cards S  ==2S = -3 cards H &amp; 3 cards S  ==2NT = -3 cards H &amp; 2 cards S  ====2any-3C/D(opener's Minor) = 4+ cards S &amp; good support  3C/D/H = 5-5, FG</p>	<p>c)1D-1S; 2H-?  2S = 5+ cards S &amp; min.  2NT = ART, 6-9HCP (or 13+HCP &amp; BAL), transfer to 3C  ==3C = 2+ cards C, minmum reverse  ==3D = 0-1 cards C, maybe minmum reverse  ==others = NAT, shows extra value  3NT = BAL, 10-12HCP, no support  other bid shows 10+HCP &amp; FG  d)1C-1NT; 2D/2H/2S-?  2NT = ART, 6-9HCP, transfer to 3C  ==bid other than 3C shows extra value  other bid shows 10+pts &amp; FG(almost)  e)1D-1NT; 2H/2S-?  2NT = ART, 6-9HCP, transfer to 3C  ==3C = 2+ cards C, minmum reverse  ==3D = 0-1 cards C, maybe minmum reverse  ==others = NAT, shows extra value  other bid shows 10+pts &amp; FG(almost)  f)1H-1NT; 2S-?  2NT = ART, 6-9HCP, transfer to 3C  ==bid other than 3C shows extra value  other bid shows 10+HCP &amp; FG</p>	<p><b>(10)Artificial Splinter after 1NT opening</b>  a)1NT-2C; 2H-3S = 4+ H, any short suit, FG  3NT = short suit asking  ==4C/4D/4H = short in C/D/S  4H = sign off  b)1NT-2C; 2S-3H = 4+ S, any short suit, FG  3NT = short suit asking  ==4C/4D/4H = short in C/D/H  4S = sign off</p> <p><b>★After Negative DBL</b>  a)1C-1(2)D-DBL-pass;1(2)H-pass-1(2)S or  1D-2C-DBL-pass;2H-pass-2S  = 4 cards S, 2-3 cards H, good minor support, INV or better  b)1C(D)-1S-DBL-pass;1NT(2C/2D)-pass-2H = sign off</p>
<p><b>(5) after 1MAJ-3C-3D shor suit somewhere)</b>  3H = ASK  ==3S = VOID  ====3NT = ASK  =====4C/D = Void in C/D, 4H = Void in another MAJ  ==3NT = short in another MAJ, 4C/D = short in C/D</p>	<p><b>(7)Artificial Splinter(After MAJ open)</b>  a)1H-3S = 10-12HCP, 4+ H, any short suit  3NT = Short suit asking  ==4C/4D/4H = short in C/D/S  4H = sign off  a)1S-3H = 10-12HCP, 4+ S, any short suit  3S = reluctant to play 4S  3NT = Short suit asking  ==4C/4D/4H = short in C/D/H  4S = sign off</p>	<p><b>★vs.Opponent's Michael's/ Unusula NT after Major Open</b>  DBL = Advanced Penalty  QUE in upper suit = Limit raise  QUE in Lower suit = Forcing raise  QUE in anchor suit = Limit raise or better</p> <p><b>★vs.Opponent's Michael's/ Unusula NT after Minor Open</b>  CUE = Stopper Showing  DBL = Advanced Penalty</p>