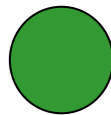



DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS - General Style 6-16HCP, 4 ⁺ CARD SUIT.			
Responses CUE=INV ⁺ with SUPP or ANY FG HAND.			
NEW M=F1. NEW m=NF. FitJump invitation+			
JUMP CUE=4 ⁺ SUPP INV ⁺ , JUMP RAISE=PRE.(6-9HCP)			
1NT=9-12HCP, 2NT=13-15, 3NT=to play			
IN BAL POS CUE=STR 2 SUITER.			
TAKE-OUT DOUBLE - General Style 10 ⁺ HCP.			
Responses RESP X THRU 3S, Cue=F1, Jump in new suit=10-12			
1NT=8-10(except(1♠)X(P)1NT may be WK)			
2NT=11-12, 3NT=to play			
IN BAL POS 8 ⁺ HCP.			
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			
11-15(16)HCP.	SYSTEM ON		
JUMP OVERCALL	WEAK	INTERM	STRONG
2 SUITER			
OTHERS			
IN BAL POS RULE of 2&4			
Responses Same conventions as WK two & three open			
UNUSUAL NT Lower 2 suiter			
Responses			
DIRECT CUE-BID STYLE MICHAELS:5-4+(M+m), 4+-4+(2M)			
Direct jump cuebid style: SOL 1-suiter 8+tricks ASK stopper in OPPT suit			
Responses 3NT=stopper w/, next suit T/O=SUIT ASK			
VS. STRONG NT X=PEN Responses			
2♣=one suiter, 2♦=Ms			
2♥=♥ & m, 2♠=♠ & m, 2NT=ms			
VS. WEAK NT			
SAME AS STR NT.			
VS. PREEMPTS vs WK 2:Cue=Stopper ASK			
Jump O/C=Leaping Michaels (2M)4m=m+OM, (2♦)4♦=both M			
(2♦)4♣=♣+M resp. 4♦=ASK M			
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS			
VS 1♣: Transfer CRASH; X=Color, 1♦/♥=TRF, 1♠=Rank, 1NT=Shape			
All suit bid beyond 1NT are TRF bid.			
(1♣)P(1♦); X=Color, 1♥/♠=NAT, 1NT=Rank, 2♣=Shape			
All suit bid beyond 2♣ are NAT.			
VS 2♣: Transfer CRASH 2NT=Extreme 2 suiter STRG vs 1C			
OVER OPPONENTS' TAKE-OUT DOUBLE			
1/1=F1. 2/1=NF. Systematic raises are off			
2NT=Limit raise or Better(M) ANY(P-1M-X)			
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed			

LEADS AND SIGNALS					
OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;			
		OTHERS			
N.T.		3rd/5th; 4th; Attitude; Rusinow;			
		OTHERS			
SUBSEQUENT LEADS					
CIRCLE OPENING LEADS vs. NO-TRUMPS					
Underline leads against suit contracts if different					
AK	KQ	QJ	10	10x	SAME LEADS IF OUR SIDE SHOWED SUIT YES
AKx	KQx	QJx	10x	109	
AKJx	KQxx	QJ109	1098	109x	
AKJ10x	KQJx	KQ10x	KJ109	98x	xx
AQJx	KJ10x	KQ109x	K1098		xxx
AJ	Kx	Qx	Jx	10x	xxx
KJx	Kxx	Qxx	Jxx	10xx	xxx
Kxx	Kxx	Q109x	Jxx	10xx	xxx
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	E2S	D1S		
	On declarer's lead	2	1		
	Discarding	E	D		
N.T.	On partner's lead	E2	D1		
	On declarer's lead	2	1		
	Discarding	E2S	D1S		
SIGNALS IN TRUMP SUIT			OTHER SIGNALS		
			Odd even discard		
			Trump Suit Preference		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
NEG DBL THRU 3♠					
RESP DBL THRU 3♠					
RE-NEG DBL 1m(1M)X(2M)X					
MAX DBL					
SUPP DBL/REDBL THRU 2♥					
ROSENKRANZ(HONOR) REDBL(A or K)					
SNAPDRAGON					
SPECIAL FORCING PASS SEQUENCES					
1NT(X):(if X is ART) System on, XX=PUP to 2♣(m 1-suiter or both M S/O)					
:(if X is PEN) XX=PUP 2♣(1-suiter), 2x=lower suit of touching 2-suiter					
Pass=PUP XX non touching 2-suiter					
Update: 24-Dec-2012 printed: by					

WBF CONVENTION CARD					
Class D					 GREEN
JAPAN NCBO				A-KIKUCHI	
NAME OF PLAYER			NAME OF PLAYER		
SYSTEM SUMMARY : GENERAL APPROACH AND STYLE					
5-CARD MAJOR, NATURAL					
RESPONSE 1NT =F1 TO M			2 OVER 1 = FG.EXCPT PH,COMP		
ARTIFICIAL STRONG 2♣ Response Style					
CANAPE	OPENING ALL	STRONG	SPECIAL		
	RESPONSES HANDS	HANDS	SEQUENCES		
ONSES THAT MAY REQUIRE DEFENCE					
OPENINGS	DESCRIPTION				
OP.1	2♣	ART FG oi 22+BAL, 9Trics			
OP.2	2♦	5-10 HCP, USUALLY MAJOR 4+4+-CARDS SUIT.			
OP.3	2♥/♠	5-10 HCP, USUALLY GOOD 6-CARD SUIT.			
OP.4	3NT	GAMBLING OPENING WITH SOL m.Side not AK			
OP.5	4NT	ACOL Ace ASK			
OP.6	In case of M agreed, new suit including 3NT is asking control				
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE					
CB.1	Good Bad 2NT only by opener's rebid(Responder not inv+)				
CB.2	MICHAELS CUEBID.				
CB.3	JUMP CUE or CUE vs WEAK TWO=STOPPER ASK.				
CB.4	LEAPING MICHAELS OVER WEAK 2 or MULTI 2♦.				
CB.5					
CB.6	LEBENSORHL VS WEAK 2 OPEN/1NTopen compt				
CB.7	After OPPT 1NT O/C				
1m(1NT):2♣=both M, 2♦/♥=TRF 2♥/♠, 2♠=4c m+5c om					
1m(1NT)2♣-2♦=ASK good M					
1M(1NT)2m=m+OM, 2M/2OM=NAT					
1x(1NT):3y=PRE, 3x=to play, 2NT=2 lower unbid suits					
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE					
1♣-1♦-1♥-1♠=ART FG					
1NT/2NT-4S/5C=TRF to 5C/5D 2NT-3NT TRF 4C					
McCabe 2♥/♠(X)2NT=TRF to 3♣(S/O),					
NewSuit T/O=LeadDirect w/ SUPP					
raise to 3♦/♥/♠=SUPP w/ A or K					
Jump Suit T/O=PRE					
XX=F1(OGUST)					
PSYCHICS : OPENINGS			OTHER		
IMPORTANT: All text must be typewritten or block letters					

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣ 1♦		3	4♦	11-22HCP,NAT. Always Opening 1♣ w/33ms. 1♦=4♦ unless 4432.	Inverted minor raise,1C-1NT=8-10 1♣-1♦=May be short, May bypass 5+c♦(NotGFH) 2NT/3NT=11-12/13-15,1C-4C/1D-4D=PRE Preemptive Jump Shift(maybe 3-8) Responses (Same convention as WK two & three open) 1C/1D-3C/3D=maybe 6-9,5+card WKJMP2DHS3C	1m-1M-1NT-2C=CB,OM First,1m-1X-1NT-2y=S/O,3Y-INV 1m-1M-2NT-4C/4D=C/D Minorwood 1m-1M-3M-Non-M Bid=CTRL ASK 1x-1y-3NT=SOL 6+card to play, 4SF=GF, Structured Reverse(2NT-3C) 1C-1D-1NT=may have Both 4 CardsMs/no 4CardsM,1C-1D-1NT-2C=16+ 1m-1M-4m=4 card M+6c m.(Not strong) SPL CB(not 5crds MJR or 4 cardsOTHM is 3nt invitation)	Inverted m raise Off in COMP vs X:single raise=NAT,double raise=PRE XX=Inverted m raise or no fit 10+HCP
1♥ 1♠		5	4♦	11-22HCP,5+♥/♠,NAT. May be Good 4M in 3rd/4th SEAT.	single raise=6-9,3card SUPP or 3-5,4card SUPP 3♥/♠=4+card SUPP 6-9HCP Jump shift=SPL 10-12HCPeq or 16+ 4+card SUPP Double Jump shift=SPL 13-15 HCPeq 4+card SUPP 2NT=4c SUPP 10-12HCPeq or 16+ 3NT=4c SUPP 13-15HCP Hand Evaluation:1 Additional trump=3HCP equivalent P-1M-2NT=To Play 1H-23S,1S-34H SPL	1M-2M-2NT=OUGUST ASK G/T 1M-2M-OM=4+c OM G/T 1M-2M-3m=5+c m G/T 1x-1M-3M-Non-M Bid=CTRL ASK 1♥-1♠-1NT-2♣=Check Back 1M-2m-3NT= 15-17HCP 1M-1NT-2NT(17-19):3♣/♦=TRF to above suit,3♥=5-5m/TRF 3♠-6cards+♣ 1M-2m-Jump Shift=S/S w/ m SUPP	REV Drury(On After X & 1♠ O/C) 1M-3♣=6+card INV after PH vs O/C : double raise =PRE(6-9) X=NEG CUE = Limit raise+ vs X : SYSTEM ON
1NT		-	-	(14 ⁺)15-17HCP BAL/Semi-BAL. May have 5M/6m.	2C=STAY,2D/2H=TRF,2S(BothminR or Dwk,BmWK)=MSS 2NT(C1 suiter or 4441GF)-TRF to 3C 3C/3D= 2top 6cards only invitation 3H/3S=C/D slamish 6cards+ (RZ SUP,Que goodSP,3NT notsup) 4♣=Gerber. 4♦/♥=Texas TRF	1NT-2♣-2M;4♦=SLAM Interest w/o short suit 3 of another M=concealed SPL→next step=S/S ASK SMOLEN(1NT-2♣-2♦:2M=4c M & 5+c OM,3♥=55M INV, 3♠=55M FG 4♦/4♥=TRF to 4♥/♠) 1NT-2♦-2♥-2♠=55M S/O, 1NT-2♥-2♠-3♥=55M Slam Try Delayed Texas TRF. Spr agreementTRF	TEXAS TRF THUR 3♣. LEBENS OHL vs NAT. 2NT=TRF to 3C in any position
2♣	✓	0	-	ART STR.	2D=WAIT,2H=SupNG(nok2Q),2SNAT,2NT=H2top5+ 3♣/3♦=6+card w/ 2/3 Top Honors 2C-2NT-3C=STAY or C suit	2♣-2♦-3♥/3♠=Set up trump(new suit = Ace, 3NT = w/King raise=no Ace,King) 2♣-2♥-3♠=1RF 2♣-2♦-2NT-x=Same convention as 2NT open.	vs O/C:X=1.5+Quick Trick vs X:XX=1.5+Quick Trick SUIT=Good 5+ card
2♦	✓	0		5-10 WK H+S Majors4+/4+ RULE of 2&4	234HS play,3C Trnsf3DGF,3D mss GF 2NT ASKING,3NT PLY 4NTGBask14/03/2,4C KcHSask WK(0.1.1Q.2.2Q.3)	2NT ASK ;3C 54 wk -3D rly -3H 5H4S wk,3S 5S4Hwk, 3D44WK,3H5H4Sgood,3S5S4Hgood,3NT44good;4C4Dshrt55good,4H55WK 4NT Gbace ask 14/03/2 ,4C KcHSask WK(0.1.1Q.2.2Q.3)	vs O/C:X=PNLDB vs X:XX=BidHS,P D5+,3C 6+ PLY(No 3crdMJ) 2nt ASKING any,Suit ply,4NT4C ask
2♥ /♠		6	-	5-10 WEAK Major6/5+	2NT=OGUST RAISE=PRE. New Suit=F1(M),NF(m),Jump New Suit=CTRL ASK 4♣=Key Card ASK		vs X McCabe ;see 1page
2NT			-	20-21BAL	3♣=PUP.STAY 3♦/♥=TRF 4♦/4♥=TRF 3S(1 or 2 suiters)=MSS 4C GB14/03/2 3NT Trnsf4C(minor1SUIT Slmaish)	3c-3D-4CBMslamish,4D BM, 3c-3HS-4C4D nat slamish,AntherMslamtry 2NT-3S-3NT-4C(5Cs)4D(5Ds)slminterest,4H4Sshrt 55minor slamish After 4CD-KB,After 4hs NEXT STEP KB 4c-4dKB(CLUB)-4HKB(DA)	
3bids		6	-	PRE, Rule of 2,3 & 4.	minorWood, KeyCard 4♣ after M open New suit 4x =CTRL ASK,3M-3NT= ♣ CTRL ASK	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3NT	✓		-	SOL WITH ♣/♦.	4,5,6,7♣/5,6♦=P/C 4NT=LENGTH ASK.(5♣=7,5♦=8,---) 4♦=S/S ASK(4♥/♠=♥/♠ S/S, 5♣/♦=♦/♣ S/S 4NT=No S/S)	1403 RKC Kick Back, Roman-DOPI (X=03,Pass=14,next step 2KC,etc) against 5♥ or below DEPO(X= 0 or 2, Pass= 1) against 5♠ or over ROPI 1403 RKC Gerber after 12NT, JTB, M fit via STAY(EXCPT After Trnsf ;SPL ,useKB) 1403minorWood(1)Agreement on the minor suit (i)has been established before the auction reaches the four level. (ii) is established by a jump to the four level in that suit or is established by a raise to 4 level after a jump rebid in that suit. (2)3 minor open ,If less than 9HP 4CDnot minorWOOD,2NT-3S-4C4DnotmW CTRL ASK to PRE Open(Step Resp. no CTRL, K or singleton, A, void)	
4bids		7	-	PRE	RKC Kick Back New Suit T/O=CTRL ASK	KeyCard 4♣ after WK2 & 3M open(Resp. 0KC,1KC,1KC+Q,2KC,2KC+Q)KeyCard 4♣ on after OGUST ASK. 0314ExclusionRKC(1)after a fit establish (2)via TexasTRF (3)via Jacoby2NT beyond Kickback suit, On after X	
4NT	✓			ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.		
OTHERS							