

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General Style 7-18HCP, may be good 4 cards at 1-level.
 Responses Single raise=6-10. Jump raise=PRE. CUE=F1.
 Jump CUE=4⁺SUPP INV New suit = const. NF.
 Jump shift = FIT Jump.

IN BAL POS 6-14, 4⁺ card.
 Responses Jump raise=INV. CUE=F1.

TAKE-OUT DOUBLE - General Style 10⁺ HCP.
 Responses CUE=Ms INV⁺(After 1m open) or FG.
 Jump CUE=Stopper ASK.
 Responsive DBL Thru 4♦.

IN BAL POS 8⁺, may be weak.
 Responses CUE=F1, New suit=NF.

SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD

1NT OVERCALL	Responses	Other Meanings
2nd POS 15-19.	2♣=STAY,TRF,MSS,TEXA SMOLEN	UNUSUAL BY Passed hand.
4th POS 10-15.	2♣=STAY.	

JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
OTHERS	NV 3-10.			
IN BAL POS				
Responses	2NT after Weak Jump Overcall=OGUST.			
UNUSUAL NT	Two lower unbid suits,(strength unknown)			
Responses	All raises=PRE. CUE=F1.			

DIRECT CUE-BID STYLE MICHAELS ,COLORFUL.
 Jump CUE=stopper ASK.
 Responses All raises=PRE. CUE=F1.

VS. STRONG NT	Cappelletti	Responses
		2♣=Any one suiter. 2♦=Pass or correct. 2NT=F1.
		2♦=Both MAJs. 2NT=MIN ASK. 3MAJ/3MIN=NF.
VS. WEAK NT	2♥/2♠=♥/♠ & MIN.	2NT=MIN ASK. 3♣=Pass
		3♣/♦=6 ⁺ ♣/♦ PRE or correct

VS. PREEMPTS
 VS Weak TWO: CUE=Stopper ASK; 4MIN=OMAJ&MIN; LEBENSOHL.
 VS GAMBLING 3NT; 4♣/4♦=Both MAJs better ♥/♠.

VS. ARTIFICIAL 1♣ or 2♣ OPENINGS
 VS 1♣: DBL=♥♣, 1NT=♠♦, 1♦/1♥/1♠/2♣=suit,
 2♦=♥♦, 2♥=♠♥, 2♠=♠♣, 2NT=♦♣

VS 2♣: NAT suit

OVER OPPONENTS' TAKE-OUT DOUBLE
 1-Level suit=F1. NAT, 2-Level suit=NF.
 1M-(DBL)-2NT/3M = Limit Raise⁺/PRE. 1♥/♠-(X)-2♦/♥=good raise.
 1m-(DBL)-2NT/3m = PRE/Limit Raise.
 Criss-Cross FG Raise=1m-(DBL)-JUMP in Other m.

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

LEADS AND SIGNALS

OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; <u>Rusinow</u>	OTHERS Partner's Suit and after PRE=NAT Seq.
	N.T.	3rd/5th; 4th; <u>Attitude</u> ; Rusinow;	OTHERS J/10/9 = 0 or 2 higher honor.

SUBSEQUENT LEADS
 Honor=Standard. 2nd or 4th THRU DECLARER, ATTITUDE.

CIRCLE OPENING LEADS vs. NO-TRUMPS					
Underline leads against suit contracts if different					
AK	AQ	QJ	Q10	10x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO
AQx	AQx	QJx	Q10x	109	
AQJ10x	AQJx	QJ109	Q1098	109x	
AQx	KJ10x	KQ109x	K1098	Qx	
AJQx	KQx	Qx	Jx	10xx	Qxx
KJQx	KQx	Qx	Jx	10xx	Qxx
KxQxx	KQx	Q109x	JQx	10xx	Qxxx

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	1S	2S		
N.T.	Discarding	ES	DS		
	On partner's lead	E2S	D1		
On declarer's lead	1S	2S			
Discarding	E2S	D1S			

SIGNALS IN TRUMP SUIT OTHER SIGNALS
 Echo= Odd number of trump. Tend to Show Present Count.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

NEG DBL through 4♦ except 1M-(non jump 2x).
 RESP DBL through 4♦. CUEBID DBL
 MAX DBL through 3♥.
 COMP DBL through 3♣.
 SUPP DBL through 2♥.

(1x)-X-(P)-1M,(1y/2y/2x)-X=Shows 16-18 with SUPP.
 DBL of 3NT for LEAD DIRECTING ♠ SUIT.

SPECIAL FORCING PASS SEQUENCES

2♣-(2ANY O/C)-P: PASS After CONFIRMATION of OUR GAME⁺ VALUE.

update: 2011/7/20 21-Jul-11 :print

WBF CONVENTION CARD

JAPAN

NCBO

Akihiko YAMADA

NAME OF PLAYER

Class **C**

GREEN

Kyoko OHNO

NAME OF PLAYER

SYSTEM SUMMARY : GENERAL APPROACH AND STYLE

FIVE CARD MAJOR, NATURAL.

Two Over One Almost Game Forcing.

1NT (11)12-14

RESPONSE 1NT = F1 (3-12) 2 OVER 1 = Almost FG
 ARTIFICIAL STRONG 1♣ Response Style

CANAPE	OPENING RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS	DESCRIPTION
OP.1 2♦	11-16,4441 SHORT in MIN.
OP.2 2♥/♠	5-11, 5 ⁺ -CARD SUIT.
OP.3 3NT	Gambling.
OP.4 4♣/4♦	NAMYATS, SOLID 7-CARD ♥/♠, with side A or K.
OP.5	
OP.6	
OP.7	
OP.8	

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1 MICHAELS CUE vs MIN, COLORFUL CUE vs MAJ.
 CB.2 CAPPELLETTI vs NT.
 CB.3 CAPPELLETTI OVER OPPT 1NT O/C When minor open.
 CB.4 LEAPING MICHAELS OVER WEAK 2M or MULTI 2♦.
 CB.5 NAMYATS O/C: (1m)-4m=7⁺CARD 1MAJ with side A or K.
 CB.6 DEFENSIVE BID vs MICHAELS/UNUSUAL NT.

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

4th SUIT FORCING.
 1♣-1♦-1♥-1♠=NAT,4⁺♠ F1; 1♣-1♦-1♥-2♠=ART, 3♠,FG.
 ESCAPE from 1NTX: 1NT-(X)-XX=ANY one suiter, SUIT= DONT style
 RESPONDER'S SECOND SUIT maybe 4-CARD or LESS.
 <4th seat opening>
 2M=GOOD 6⁺,9-14.
 3NT=Solid 7⁺ MIN with one A or K in the side suit.

PSYCHICS : OPENINGS Rare OTHER Rare

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							
1♣ 1♦		3	4♦ except 1M-(non jump 2X O/C).	11-22pts. Always opening 1♣ with 3-3 in minors. Usually opening 1♦ with 4-4 in minor	1♣-1MAJ=May bypass 5♦ if 5-11. 1♣-1♦=May 3' card ♦ When 3334 or 3325 if 5-9. SPLINTER RAISE. 1NT=6-10. 2NT=11-12. 3NT=13-15. 1♣/♦-3♣/♦=LIMIT RAISE. 1♣/♦-2♦/3♣=FG RAISE.	Opener's 1NT/2NT rebid may conceal MAJ(s). Opener's 4-level jump rebid=6+ cards with 4 card support. 1♦-2♣-2♦=Waiting. 4th suit=F1. LEBENSOHL after reverse. NEW MINOR FORCING. SPLINTER RAISE. 1m-1♥-2NT-3♥=5+♥ May have 4 card ♠. -3♠=4♠&4♥ 1♣-2♦-4♦=RKC of ♣, 1♦-3♣-4NT=RKC of ♦.	Single raise=5-9. CUE=Limit Raise+. Jump Raise=PRE Jump shift=FIT Jump. Lo-Hi CUE vs Unusual 2NT
1♥ 1♠		5 (4)	4♦ except 1M-(non jump 2X O/C).	10-22pts. May be 4 cards in 3rd or 4th.	FORCING 1NT(5-12), 1M-2M=4-9, 1M-3M:PRE,-1:Limit Raise 4+card SUPP W/O SIN, -2=GF 3 card SUPP 11-14, -3=FG 4+SUPP W/O singleton/void, -4=FG 4+SUPP with singeton/void,3NT=RKC. SPLINTER RAISE 8-11.	Help suit game try. Next Step after shows short suit raise = ASK short suit. Next Step after shows no short suit=ASK Total Control. 1M-2ANY-2NT/3NT=15-17/18-19. 4th suit=FG. 1♥-1NT-2MIN-2♠=ART, 11-12, with 4+MIN FIT.	CUE=Limit raise+. FIT jump shift by passed hand. UNUSUAL VS 2-SUITER. REVERSE DRURY. P-1M-2NT=6+♣ DIPO 1M-(X) -1under=good raise
1NT			-	(11)12-14 BAL/SEMI BAL. May have Singleton or 5MAJ or 6MIN.	2♣=PUPPET to 2♦. 2♦=STAYMAN. 2♥/♠/3♣/♦=FG SUPP ASK. 3♥/3♠=55MAJs INV/FG. 4♣=GERBER. 4NT=INV. 4♦=PRE	SATYMAN by opener. 1NT-2♥/2♠-2NT=no SUPP, 1NT-2M-Next Step except NT=4+card SUPP. 1NT-2♥-3♣/♦/♥=5+/4/3 CNTL wirth 3-card SUPP. 1NT-2♦-2x-3♣=PUPPET to 3♦	LEBENSOHL vs NAT. NEG X over 3 of a suit. 1NT-(X)-2ANY=DONT. 1NT-(X)-XX=TRF 2♣(any 1 suiter). DBL by opener=T/O.
2♣	✓		-	ART, Almost FG.	2♦=NEG Waiting. 2♥/2♠/3♣/3♦=good 5 or 6cards with 2top honors, 3♥/♠=Semi/SOLID 6+. 3NT=ANY SOLID 7+.	2♣-2♦: 2NT=22-24 BAL; 3NT=9 or 10 tricks based on a long suit. 2♣-2♦-2♥=ART, 5+♥ or 25+ BAL, transfer to 2♠.	pass=Waiting. DBL=Super Neg. Suit=good 5+ card
2♦	✓	1	-	11-16, 4441/4414 .	2♥/2♠/3♣=NF, 3♦=INV,3♥/♠=INV. 2NT=MIN. ASK.	2♦-2NT-3♣(4414)-3♦=TCA, -3♣-4♦=RKC(♣). 2♦-2NT-3♦(4441)-4♣=TCA, -3♦-4NT=RKC(♦). Raise=INV.	
2♥		5	-	5-11, WEAK 2♥.	2NT=OGUST. New Suit=F1. JUMP=Control ASK.	2MAJ-2NT:3♣/♦/♥/♠=Mini bad/Mini good/Maxi bad/maxi good/ 3NT= Solid.	XX over X=TRF next step. Suit over X=Lead showing.
2♠	✓	5	-	5-11, WEAK 2♠.	2NT=OGUST. New Suit=F1. JUMP=Control ASK.	ditto	ditto
2NT			-	(19) 20-21 BAL. May have 5MAJ or 6MIN.	STAYMAN 3♣ JACOBY TRANSFER. TEXAS TRANSFER. 3♠=MSS. SMOLEN. WALSH in minor.	2NT-3♦-3♥-3♠=WALSH RELAY with strong 6+♣/♦. 3♣-3M-OM=Slam try. 3♣-3M-4♣/4♦=OM&♣/♦. 3♣-3♦-3M=4M+5OM. 3♣-3♦-3♥-3NT-4♥ (5-5Ms to play) 3♠-3NT-4M=(1)3M45/(0)3M55 Slam.	NEG X over 3 of a suit.
3♣		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	GERBER. SUPER GERBER (5♣). RKCB(1430)	
3♥		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	EXCLUSION BLACKWOOD.	
3♠		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	Control ASK after RKCB. Roman-DIPO (below 5 of the agreed suit). DEPO.	
3NT	✓		-	Gambling in MIN.	4♣/5♣=Pass or Correct. 4♦=SS ASK.4NT=L ASK	GRAND SLAM FORCE (Jump to 5 of one above the trump or 5NT; AorK/Q/Extra length/No Extra).	
4♣	✓	0	-	Good 7♥ + SIDE A or K.	4♦=Side Honor(A or K) ASK.	SPLINTER raise. Short suit ASK after MAJ raise. Control ASK to PRE openings.	
4♦	✓	0	-	Good 7♠ + SIDE A or K.	4♥=Side Honor(A or K) ASK.	Control showing cue bid at 3 or 4 level shows 1st or 2nd round control.	
4NT	✓			ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/♣/2 Ace.	pass and pull shows strong offensive hand.	
OTHERS							