

DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS						WBF CONVENTION CARD															
OVERCALLS - General Style 8-17 HCP, may be good 4 cards at 1-level					OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;					<div><div>JAPAN</div><div>NCBO</div><div>Takahiko Hirata, Hiroshi Kaku</div><div>NAME OF PLAYER</div><div>NAME OF PLAYER</div></div> <div>Class C</div> <div>GREEN</div>														
Responses Cue Bid = F1 Pre Jump Raise							OTHERS A for Attitudes, K for Count																			
Jump Shift = Fiit Jump Jump Cue = Mixed Raise						N.T.	3rd/5th; 4th; Attitude; Rusinow;																			
Responsive DBL Thru 4♦ Cue-Bid Dbl after M Overcall							OTHERS 3rd/Low when Pd's Suit																			
IN BAL POS Same					SUBSEQUENT LEADS 3rd/Low vs Suit thruout (middle of play too)																					
Responses Same																										
TAKE-OUT DOUBLE - General Style 10+ HCP.					CIRCLE OPENING LEADS vs. NO-TRUMPS																					
Responses Cue = F to Suit Agreement					<i>Underline leads against suit contracts if different</i>																					
Jump Cue = weak Michaels with Unbid M					<div><div>SAME LEADS IF OUR SIDE SHOWED SUIT</div><div>YES NO</div></div>																					
Responsive DBL Thru 4♦																										
IN BAL POS 8+HCP					<div><div>AK</div><div>AKx</div><div>AKJx</div><div>AKJ10x</div><div>AKQJx</div><div>AKQJ10x</div><div>AJx</div><div>KJx</div><div>KJxx</div><div>Kxx</div></div>																					
Responses Same					<div><div>BQ</div><div>BQx</div><div>BQxx</div><div>BQJx</div><div>BQJ10x</div><div>BQJ109x</div><div>BQJ109x</div><div>BQJ109x</div><div>BQJ109x</div><div>BQJ109x</div></div>																					
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD																										
1NT OVERCALL					SIGNALS WHEN FOLLOWING OR DISCARDING																					
Responses					USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS																					
2nd POS 15-17 System On Unusual by Passed Hand					D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE																					
					BRACKET THE SIGNALING SYMBOL WHEN RARELY USED																					
4th POS 11-15 System On																										
JUMP OVERCALL																										
WEAK																										
INTERM																										
STRONG																										
2 SUITER																										
OTHERS ○																										
IN BAL POS ○																										
Responses 2NT = Ogust																										
UNUSUAL NT 2 Lower Unbids																										
Responses																										
DIRECT CUE-BID STYLE Michaels with 5+Unbid M					SUIT	On partner's lead																				
Jump Cue = ASK for Stop						On declarer's lead																				
Responses Raise = Pre CUE = F1						Discarding																				
VS. STRONG NT																										
2♣=♥+♠, 2♦=♥or♠, 2♥/♠=Nat wk					N.T.	On partner's lead																				
2NT/3♣/3♦/3♥=♣/♦/♥/♠						On declarer's lead																				
VS. WEAK NT						Discarding																				
same																										
VS. PREEMPTS					SIGNALS IN TRUMP SUIT																					
Lebensohl vs Weak Two Opening					OTHER SIGNALS																					
Leaping Michaels vs Weak Two Opening / Multi 2♦ Opening					Echo= Odd number of trump																					
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS																										
VS 1♣: CRASH					SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES																					
VS 2♣: CRASH					Neg Dbl thru 4♦																					
					Resp Dbl thru 4♦																					
					Max Dbl thru 3♥																					
					Supp Dbl thru 2♥																					
					Cue-Bid Dbl after M Overcall																					
					Dbl of Spl Raise for Lower Ranked Suit																					

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♦	11-21, NAT 1♦ = 4+♦ unless 4432	1♣-1M = Walsh ; may bypass 5+♦ unless FG Inverted Raise ; 1m-2m/3m = F1 / Pre 1♦-2♣ = 12+ , 4+♣, FG 1NT/2NT/3NT = 6-10/10+-12-/12+-14 Jump Shift = good 6+cards, Inv Dbl Jump = SPL Raise with 5+Sup	Opener's 1NT/2NT Rebid may conceal 4M Ogust 2NT to Inv 2M Checkback 2♣ to 1NT Rebid Artificial 3♣/3♦ to 2NT Rebid Lebensohl 2OM/2NT after Opener's Reverse 4th Suit Forcing 1m-1♥;2♠ / 1♣-1♠;3♦ / 1♦-1♠;3♥ = Ask for 5 Key Cards 1st/2nd = 1/4 with 4/5+M 3rd/4th = 0/3 with 4/5+M 5th/6th = 2 with 4/5+M 4M = 0 with bare minimum	Limit Jump Raise Cue = FG Raise Fit Jump in Comp / Passed Hand Good-Bad 2NT Min/Max 6+cards / Max 5-5 cards Lo-Hi CUE vs Unusual 2NT/Michaels Lo = Unbid M Hi = Limit Raise+
1♥ 1♠		5 (4)	4♦	11-21, NAT may be good 4♥/♠ in 3rd/4th	1NT = 5-12 , F1 2/1 = 12+ , FG 2M = 5-9, 3+Sup 3M = 7-9, 4+Sup Jump Shift = good 6+cards, Inv 2NT = Limit Raise+ ; 1) 10-11, 3 Sup 2) 10-11, 4+Sup 3) 12-14, 3 Sup 4) 15+ , 3+Sup 3NT = Swiss Raise; 12-14, 4+Sup, no Snglton Dbl Jump = SPL Raise; 12-14, 4+Sup, Snglton showing	1M-2M ; Help Suit Trial & Ogust 2NT Jump Shift = Ask for 5 Key Cards Picture Raise & Serious 3NT after 2/1 1M-2m;2X-2M = Ask for 5 Key Cards 1M-2NT ; 3♣ = Max, FG 3♦ = decent Min, Inv for 3NT/4M 3M = bare Min, NF 3OM = Med, with Snglton 3NT = Med, no Snglton, 4X = Med, good 5+cards	Pre Jump Raise Cue = Limit Raise+ Fit Jump in Comp / Passed Hand Good-Bad 2NT Lo-Hi CUE vs Unusual 2NT/Michaels Reverse Drury 2♣ 3NT by Passed Hand = Good 4M Raise
1NT			3♠	15-17, BAL may have 5M	2♣ = Stayman 2♦/2♥ = Jacoby TRF 2♠ = Pick ♣/♦ 2NT = Inv To 3NT 3♣ = puppet stayman, 3♦ = 6+cards, Inv 3♥/3♠ = FG with 4♠/4♥ 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	Smolen 3♥/3♠ after 2♣ Stayman Bal/Unb Slam Try after 2♣ Stayman 1NT-2♦ ; 2♥-3♣/3♦ = Natural Inv 2♥-2♠ = Puppet to 2NT ; FG unless 5-5 M's	Lebensohl vs NAT Overcall Texas thru 3♣ System Off vs Penalty Dbl System On vs Art Dbl / 2♣ Defense vs Stayman/Jacoby Dbled
2♣	✓		-	ART, Almost FG 1) 22+ , BAL 2) 17+ , UNB, 9+tricks	2♦/2♥ = denies/promises 2K OR A/K with 8+HCP 2♠/2NT/3♣/3♦ = 5+♥/♠/♦/♣ 2K OR A/K with 8+HCP 3♥/3♠ = semi-Solid 6+♥/♠ 3NT = any Solid suit	2♣-2♦ ; 2♥ = Puppet to 2♠ ; 5+♥ OR 24+ BAL 3♦ = 5+♦ + 3♥/♠ 3♥/3♠ = 5+♦ + 4+♥/♠ 2♣-2♥ ; 3♥ = 5+♥ + 3♠ 3♠ = 5+♥ + 4+♠	Pass / DBL = Pos / Neg
2♦	✓		-	Mini-Multi Opening Weak 2♥/♠ Opening	2♥/2♠ = Pass/Correct 2NT = Asking, F1 3♣/♦ = F1	2♦-2NT; 3♣ = 5 card, 3♦/3♥ = Min, Weak 2♥/♠ Opening 3♠/3NT = Max, Weak 2♥/♠ Opening	Dbl vs 2-level = Takeout Dbl vs 3-level = Penalty
2♥		5	-	3-10, 5+♥ + 4+♠ Opening	2NT = Asking, F1 New Suit = good 6+cards, F1	2♥-2NT; 3♣/3♦/3♥ = 4♠5♥ / Min, 4♠6+♥ / Min, 5+♠5+♥ 3♠/3NT = Max, 4♠6+♥ / Max, 5+♠5+♥	
2♠		5		Light Weak 2♠ Opening	2NT = Ogust		
2NT			3♠	20-21, BAL may have 5M	3♣ = Stayman 3♦/3♥ = Jacoby with Walsh Relay 3♠ = Minor Suit Stayman 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	2NT-3♦ ; 3♥-3♠ = Walsh Relay ; strong 6+♠/♦ 2NT-3♣; 3M-OM = Slam try	
3♣		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood	RKC Gerber 4♣ / Super Gerber 5♣	
3♥		6	-	Normal Preemptive	New Suit below Game = RKC Lackwood	RKC Blackwood (1430) with Roman DOPI/DEPO	
3♠		6	-	Normal Preemptive	New Suit below Game = RKC Lackwood	Exclusion Blackwood RKC Lackwood	
3NT	✓		-	7+ Solid suit	4♣/5♣/6♣/7♣ = Pass/Correct 4♦ = Ask	Total Control Asking to Bal hand	
4♣	✓		-	Normal Preemptive	New Suit below Game = RKC Lackwood	JR TAKA ; 1m-1♥;2♠ / 1m-1♠;3♥ is Ask for 5 Key Cards (A/K/Q of M + A/K of m)	
4♦	✓		-	Normal Preemptive	New Suit below Game= RKC Lackwood	JS TAKA ; 1M-2M;Jump is Ask for 5 Key Cards (A/K/Q of M + A/K of Jump)	
4NT				ACOL Ace ASK	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace showing	KS TAKA 1M-2m;2x-2M is Ask for 5 Key Cards (A/K/Q of M + A/K of m)	
OTHERS						KY TAKA 2♣-Any;4♣/4♦/4♥/4♠ is Ask for 6 Key Cards (A/K/Q + 3A)	