


DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS						WBF CONVENTION CARD																																																	
OVERCALLS - General Style 7-18HCP, may be good 4 cards at 1-level.					OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;					<div>Class C</div> <div><div>JAPAN</div><div>NCBO</div><div>Makoto HIRATA</div><div>Yoshiyuki NAKAMURA</div><div>NAME OF PLAYER</div></div> <div><div>Kyoko OHNO GREEN</div><div>Akihiko YAMADA</div><div>NAME OF PLAYER</div></div>																																																
Responses Single raise=6-10. Jump raise=PRE. CUE=F1.							OTHERS	Partner's Suit and after PRE=NAT Seq.																																																				
Jump CUE=4*SUPP INV* New suit = NF							N.T.	3rd/5th; 4th; Attitude; Rusinow;																																																				
Jump shift=FIT Jump.						OTHERS																																																						
IN BAL POS 6-14, 4+ card.					SUBSEQUENT LEADS																																																							
Responses Jump raise=INV. CUE=F1.					Honor=Standard. 2nd or 4th THRU DECLARER, ATTITUDE.																																																							
TAKE-OUT DOUBLE - General Style 10+ HCP.					CIRCLE OPENING LEADS vs. NO-TRUMPS																																																							
Responses CUE=Ms INV*(After 1m open) or FG.					Underline leads against suit contracts if different																																																							
Jump CUE=Stopper ASK.					<table><tr><td>OK</td><td>Q</td><td>J</td><td>10</td><td>10x</td><td rowspan="4">SAME LEADS IF OUR SIDE SHOWED SUIT <div>YESNO</div></td></tr><tr><td>AQx</td><td>Qx</td><td>Jx</td><td>10x</td><td>109</td></tr><tr><td>AQJx</td><td>QJxx</td><td>J109</td><td>1098</td><td>109x</td></tr><tr><td>AQJ10x</td><td>QJx</td><td>109x</td><td>109</td><td>98x</td></tr><tr><td>AQJx</td><td>K10x</td><td>K109x</td><td>K1098</td><td>109x</td><td>Qx</td></tr><tr><td>AJx</td><td>Kxx</td><td>Qxx</td><td>Jxx</td><td>10x</td><td>10xx</td></tr><tr><td>KJxx</td><td>Kxx</td><td>Qxx</td><td>Jxx</td><td>10xx</td><td>xxQx</td></tr><tr><td>Kxx</td><td>Kxx</td><td>Q109x</td><td>Jxx</td><td>10xx</td><td>xxQxx</td></tr></table>											OK	Q	J	10	10x	SAME LEADS IF OUR SIDE SHOWED SUIT <div>YESNO</div>	AQx	Qx	Jx	10x	109	AQJx	QJxx	J109	1098	109x	AQJ10x	QJx	109x	109	98x	AQJx	K10x	K109x	K1098	109x	Qx	AJx	Kxx	Qxx	Jxx	10x	10xx	KJxx	Kxx	Qxx	Jxx	10xx	xxQx	Kxx	Kxx	Q109x	Jxx	10xx	xxQxx
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KJxx	Kxx	Qxx	Jxx	10xx	xxQx																																																							
Kxx	Kxx	Q109x	Jxx	10xx	xxQxx																																																							
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, TEXAS		UNUSUAL BY Passed																																																								
		SMOLEN		hand.																																																								
4th POS	11-15.	SAME																																																										

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♦	11-22pts. Always opening 1♣ with 3-3 in minors. 1♦=4 ⁺ ♦ unless 4432	1♣-1MAJ=May by pass 5 ⁺ ♦ if 6-11. 1♣-1♦=May 3 ⁺ card ♦ When 3334 or 3325 if 5-9. 1m-2m=FG. 1NT=6-10. 2NT=11-12. 3NT=13-15. SPLINTER RAISE.(12-14) , 1♦-3♣=♣ INV 1♦/1♣-2♥=LIMIT RAISE in m. 1♣-3♣/1♦-3♦=PRE. 1♦/1♣-2♠=5+card♦/♣ 7-9pts. 1♣-2♦=STR	Opener's 1NT/2NT rebid may conceal MAJ(s). 1m-1NT-2NT=INV. <u>1m-(1NT)-Multi Landy</u> CHECKBACK to 1NTRebid. 2♦/NT=2 ⁺ SUPP MIN/MAX SPLINTER RAISE. OM/2M=3 SUPP MAX/MIN 1m-1♥-2NT-3♥=5 ⁺ ♥ May have 4 card ♠. -3♠=4♠&4♥ 1♣-2♦-4♦=RKC of ♦ 1♣-2♣-4♣=RKC♣. 1♦-2♦-4♦=RKC♦	Single raise=6-9. CUE=Limit Raise ⁺ . Jump Raise=PRE Jump shift=FIT Jump. Lo-Hi CUE vs Unusual 2NT
1♥ 1♠		5 5	4♦	12-22pts. May be 4 cards in 3rd or 4th.	FORCING 1NT(5-12), 1M-3♣/3♦=6-9/9-12 4-card+ SUPP. 3M=PRE 2NT=JACOBY 3NT=12-14 BAL SWISS SPLINTER RAISE 9-12.	1MAJ-2MAJ-3MAJ=PRE. 1M-1NT-2NT=18-19 <u>1M-2ANY-2NT/3NT=12-15 or 18-19/16-17</u> 4th suit=FG. 2-way G/T, Help suit game try./Short suit Game try	CUE=Limit raise ⁺ . Jump shift=FIT Jump. UNUSUAL VS 2-SUITER. REVERSE DRURY. <u>P-1M-2NT=5⁺♣& FIT Jump</u> DOPI
1NT			-	15-17 BAL/SEMI BAL.	2♣ = Stayman 2♦/2♥ = Jacoby with Walsh 2♠ = MSS 2NT = ♣ bust or STR any 4441(10-14) 3♣/3♦ = Good 6+♣/♦ INV 3♥/3♠ = semi-Splinter with short ♥/♠ (5431)(5440)	Smolen after Stayman BAL/UNB Slam Try after Stayman 1NT-2♦-2♥-2♠ = Walsh Relay ; STR 6+♣/♦	LEBENSÖHL vs NAT. NEG X over 2 of a suit. 1NT-(X)-XX=TRF 2♣(any 1 suiter). DBL=T/O
2♣	✓		-	ART, Almost FG.	2♦=Super NEG. 3♣/♦=Good 6-card ⁺ . 2♥=Waiting. 2♠/2NT=♥/♠Good 6-card+. 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. <u>DBL=Super NEG.</u>
2♦	✓	5	-	6-11, WEAK 2♦	2NT=FEATURE. New Suit=F1. JUMP=Control ASK.		2x-(X)-XX = Puppet to next step. then suit = to play.
2♥		5	-	6-11, WEAK 2♥.	2NT=OGUST. New Suit=F1. JUMP=Control ASK.	2MAJ-2NT:3♣/♦/♥/♠=Mini bad/Mini good/Maxi bad/maxi good/ 3NT= Solid.	2♥-(X)-2♠/3♣/3♦ = Shows Lead & 3Card SUPP.
2♠	✓	5	-	6-11, WEAK 2♠.	2NT=OGUST. New Suit=F1. JUMP=Control ASK.	ditto	2♥-(x)-3♠/4♣/4♦ = Shows Lead & 4 Card SUPP.
2NT			-	20-21 BAL. May have 5MAJ or 6MIN.	STAYMAN 3♣ JACOBY TRANSFER. TEXAS TRANSFER. 3♠=MSS. SMOLEN.	2NT-3♦-3♥-3♠=WALSH RELAY with strong 6 ⁺ ♣/♦. 3♣-3M-OM=Slam try. 3♣-3M-4♣/4♦=OM&♣/♦. 3♣-3♦-3M=4H+5OM. 3♣-3♦-4M=55MAJs. 3♥-3♠-4♥=55Slam. 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 RKCB(03/14/2/2Q)	
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.	GRAND SLAM FORCE (Jump to 5 of one above the trump or 5NT; AorK/Q/Extra length/No Extra).	
4♣	✓	7	-	PRE, Rule of 2,3&4.		SPLINTER raise. Short suit ASK after MAJ raise. Control ASK to PRE openings.	
4♦	✓	7	-	PRE, Rule of 2,3&4.		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./2Ace	pass and pull shows strong offensive hand.	
OTHERS							