


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 UNUSUAL BY Passed SMOLEN hand.
4th POS 11-15.	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;	Rusinow;
		OTHERS	Partner's Suit and after PRE=NAT Seq.		
	N.T.	3rd/5th;	4th;	Attitude;	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	Q	J	10	9	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO
Ax	Qx	Jx	10x	9	
AJx	Qxx	J109	1098	9x	
AJ10x	QJx	J10x	KJ109	9x	
AQx	KJ10x	K109x	K1098	9x	
AJx	Kx	Qx	Jx	10x	9xx
KJxx	Kx	Qxx	Jxx	10xx	9xxx
Kxx	Kxx	Q10x	Jxx	10xx	9xxx
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♦.					
MAX DBL through 3♥.					
COMP DBL through 3♠.					
SUPP DBL through 2♥.					
1m-(P)-1x-(1/2y)-DBL=Shows 1NT REBIDS HAND W/O STOP or 18 ⁺ BAL.					
(1x)-X-(P)-1M,(1/2y)-X=Shows 16-18 with SUPP.					
DBL of 3NT for LEAD DIRECTING ♠ SUIT.					
SPECIAL FORCING PASS SUITES					
2♣-(2ANY O/C)-P: PASS After CONFIRMATION of OUR GAME ⁺ VALUE.					

WBF CONVENTION CARD			
Class C		GREEN	
JAPAN			
NCBO			
Yoshiyuki Nakamura		Kyoko OHNO	
Akihiko YAMADA			
NAME OF PLAYER		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 (5-12) 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♥/♠	6-11, 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 ⁺ ,10-12.			
3NT=Solid 7 ⁺ MIN with one A or K in the side suit.			
PSYCHICS : OPENINGS		OTHER	
Rare		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 6-11. 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=6-9. CUE=Limit Raise+. Jump Raise=PRE Jump shift=FIT Jump. Lo-Hi CUE vs Unusual 2NT
1♥ 1♠		4 5	4♦ except 1M-(non jump 2X O/C).	12-22pts. 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	TRUMP ASK. CONTROL ASK. CUE STAYMAN by Opener. 1NT-2♥/2♠-2NT=no SUPP, 1NT-2M-Next Step except NT=4+card SUPP. 1NT-2♥-3♣/♦/♥=5+/4/3 CNTL wirh 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♥/♠=SOLID 6+. 3NT=Semi SOLID MIN 6-9.	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	-	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.	XX over X=TRF next step. Suit over X=Lead showing.
2♠	✓	5	-	6-11, WEAK 2♠.	2NT=OGUST. New Suit=F1. JUMP=Control ASK.	ditto	ditto
2NT			-	20-21 BAL. May have 5MAJ or 6MIN.	STAYMAN 3♣ (does not promise 4MAJ). 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=4M+5OM. 3♣-3♦-4H=55MAJs. 3♥-3♠-4♥=55Slamish. 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.		
3♥		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.		
3♠		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.		
3NT	✓		-	Gambling in MIN.	4♣/♦/5♣=Pass or Correct.		
4♣	✓	0	-	Good 7♥ + SIDE A or K.	4♦=Side Honor(A or K) 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.	
4NT	✓			ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.	Control showing cue bid at 3 or 4 level shows 1st or 2nd round control.	
OTHERS						pass and pull shows strong offensive hand.	