

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 = 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.	SAME			
JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
OTHERS	○			
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 (17),VUL5-5		
	Jump CUE=stopper ASK.			
Responses	All raises=PRE. CUE=F1.			
VS. STRONG NT	Multi Randy	Responses		
	2♣=Both MAJ	2♦=ASK better MAJ. 2NT=F1.		
	2♦=MAJ one suiter	2NT=Relay. 3any=NAT.		
VS. WEAK NT	2♥/2♠=♥/♠ & MIN.	2NT=Relay. 3♣=Pass or Correct.		
		3♦=GameTry in MAJ		
VS. PREEMPTS	VS Weak TWO: CUE=Stopper ASK; 4MIN=OMAJ&MIN; LEBENSOHL.			
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS	VS 1♣: X/1D/1NT=CRASH (1C)P(1D):X/1NT/2C			
	VS 2♣:			
OVER OPPONENTS' TAKE-OUT DOUBLE	1-Level suit=F1. NAT, 2-Level suit=NF.			
	1M-(DBL)-2NT/3M = Limit Raise ⁺ /PRE. 1M-(X)-3m=FIT JUMP			
	1m-(DBL)-2NT/3m = PRE/Limit Raise.			
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; Attitude; Rusinow;			
OTHERS					
SUBSEQUENT LEADS					
Honor=Standard. 2nd or 4th THRU DECLARER, ATTITUDE.					
CIRCLE OPENING LEADS vs. NO-TRUMPS					
Underline leads against suit contracts if different					
♠K	♠Q	♠J	♠10	♠9	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO
♠x	♠xx	♠Jx	♠10x	♠9x	
♠Jx	♠Qxx	♠109	♠1098	♠98x	♠x
♠KJ10x	♠QJx	♠10x	♠109	♠98x	♠xx
♠QJx	♠10x	♠109x	♠1098	♠98x	♠xx
AJx	Kxx	Qxx	Jxx	10x	9xx
KJxx	Kxx	Qxx	Jxx	10xx	9xx
Kxx	Kxx	Q9x	Jxx	10xx	9xx
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		
	Discarding	ES	DS		
N.T.	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♦					
RESP DBL through 4♦.					
MAX DBL through 3♥.					
COMP DBL through 3♠.					
SUPP DBL through 2♥					
DBL of 3NT for LEAD DIRECTING ♠ SUIT.					
SPECIAL FORCING PASS SEQUENCES					
2♣-(2ANY O/C)-P: PASS After CONFIRMATION of OUR GAME ⁺ VALUE.					
update: 2007/7/7					

WBF CONVENTION CARD			
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NAME OF PLAYER		NAME OF PLAYER	
SYSTEM SUMMARY : GENERAL APPROACH AND STYLE			
Two Over One Almost Game Forcing.			
RESPONSE 1NT = F1 (5-12) 2 OVER 1 = Almost FG			
ARTIFICIAL STRONG 1♣ Response Style			
CANAPE	OPENING ALL	STRONG	SPECIAL
RESPONSES	HANDS	HANDS	SEQUENCES
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE			
OPENINGS	DESCRIPTION		
OP.1			
OP.2 2♦/♥/♠	6-11, 5 ⁺ -CARD SUIT.		
OP.3 3NT	Gambling.		
OP.4			
OP.5			
OP.6			
OP.7			
OP.8			
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE			
CB.1 MICHAELS CUE.			
CB.2 MULTI LANDY vs NT.			
CB.3 DEFENSIVE BID vs MICHAELS/UNUSUAL NT.			
CB.4 LEAPING MICHAELS OVER WEAK 2M or MULTI 2♦.			
CB.5			
CB.6			
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 other DON'T 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		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♦	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 rd 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 nd 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 or18-19/16-17</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. DBL=Super NEG.
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							