

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD	
<b>OVERCALLS (Style;Responses;1/2level;Reopening)</b>	<b>OPENING LEADS STYLE</b>			<b>Natural-GREEN</b>	
Style: 8-17HCP (4)5 <sup>+</sup> card suit. RESP: CUE =INV <sup>+</sup> with 3 <sup>+</sup> SUPP. Jump CUE =Mixed raise. New suit=NF const. Jump Raise=PRE. Jump shift=NAT F1. SPL. Reopening: 8-17HCP Jump=Good 6 <sup>+</sup> cards (12)13-15HCP. CUE=Michaels(4M possible by P/H).		<b>Lead</b>	<b>In Partner's Suit</b>	<b>CATEGORY</b>	<b>ALL EVENT</b>
	<b>SUIT</b>	3rd/low.		<b>JAPAN</b>	
	<b>N.T.</b>	4th.		<b>NCBO</b>	<b>EVENT</b>
	<b>subseq</b>	2nd/4th, 2nd from bad suit.		<b>Kazuo FURUTA</b>	<b>Hiroki YOKOI</b>
	<b>Other:</b>	vs.NT: K asks UB/CT.		<b>NAME OF PLAYER</b>	<b>NAME OF PLAYER</b>
<b>1NT OVERCALLS(2nd/4th Live;Responses; Reopening)</b>				<b>SYSTEM SUMMARY : GENERAL APPROACH AND STYLE</b>	
15-18HCP, may be off-shape (Unusual by P/H). RESP: system on. (1X)-P-(1Y)-1NT=16-19pts sys off. 2X=ART INV <sup>+</sup> Reopening: (1m)-P-(P)-1NT=10-14HCP RESP: system on. (1M)-P-(P)-1NT=10-17HCP RESP :2♣=ask. 2NT=18-19HCP BAL semi-BAL. RESP: System on.	<b>LEADS</b>			5-CARD MAJOR, 2over1 always Game Force	
	<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>		
	<b>Ace</b>	AKx(+), Ax(+).	AK(+).		
	<b>King</b>	AK, KQ(+), Kx.	AKQT(+), AKJT(+), KQT9(+).		
<b>JUMP OVERCALLS(Styles;Responses;Unusual NT)</b>	<b>Queen</b>	QJT(+), QJ(+), Qx.	KQ(+), AQJ(+), QJ(+).	1NT Opening: (14 <sup>+</sup> )15-17	
1suit: Weak New suit=F1(suit or lead showing). CUE=Limit raise <sup>+</sup> . 2NT=Short suit asking, Jump shift = SPL. 2suit: 2NT=2 lower unbid suits. (1♣)2♦=4♠ 5 <sup>+</sup> ♥. Reopening: Suit jump= Intermediate.	<b>Jack</b>	HJT(+), JT(+), Jx.	HJT(+), JT(+).		
	<b>10</b>	HT9(+), T9(+).	AQT9(+), HT9(+), T9(+)	<b>SPECIAL OPENINGS AND RESPONSES</b>	
	<b>9</b>	HH9(x), HH9xxx, 9x.	H98(+), H9x. 9x	2♣=ART STR(22 <sup>+</sup> HCP or 9 <sup>+</sup> tricks). 2♦=Weak. 2M=Weak. 3NT=4 level minor PRE.. 4♣/4♦=Very good 7 <sup>+</sup> ♥/♠, 8.5-9 playing tricks.	
	<b>Hi-x</b>	HxSx(xx), xxSx(xx), Sx.	HSx(x), xSx(x), Sx.		
<b>DIRECT and JUMP CUE BIDS(Style; Responses; Reopen)</b>	<b>Lo-x</b>	Hx(xx)S, xx(xx)S.	HxxS(x), xxxSx. HxS		
Direct (1M)2M=Michaels(5 <sup>+</sup> -5 <sup>+</sup> ). (1m)2m=NAT. RESP: 2NT minor ask, 3♣ P/C, CUE, 3♦=SUPP. (1m)2♥, (1m)-3m=5 <sup>+</sup> 5 <sup>+</sup> Ms. (1M)-3M=asks for stopper. (1X)-P-(1Y)-2X/Y=NAT OC.	<b>SIGNALS IN ORDER OF PRIORITY</b>				
		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
	<b>1</b>	Lo=ENCRG	Hi/Lo=ODD	ODD EVEN	
<b>VS.NT(vs.Strong/Weak;Reopening;PH)</b>	<b>Suit 2</b>	Hi/Lo=ODD	S/P.	Hi/Lo=ODD	
	<b>3</b>	S/P		S/P or ATT	
2♣=♥&♠, 2♦=♥ or ♠, 2M=4 <sup>+</sup> M & m. 2NT=ms. 3M=PRE. DBL=STR(next DBL over NAT is T/O),	<b>1</b>	Lo=ENCRG	Hi/Lo=ODD	ODD EVEN	
	<b>NT 2</b>	Hi/Lo=ODD	S/P.	Hi/Lo=ODD	
	<b>3</b>	S/P		S/P or ATT	
Reopening(PH): 2♣=♥&♠. 2♦=♥ or ♠. 2M=4 <sup>+</sup> M & m. 2NT=STR 2 suit(ms by PH). DBL=5 <sup>+</sup> M & 4 <sup>+</sup> m.	<b>Signals (including Trumps):</b> Hi/Lo=ODD or S/P. UDCA			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>VS.PREEMPTS(Doubles; Cue-bids Jumps; NT bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			1m-(1NT)-2♣/2R/2♠/2NT/3m=Ms/TRF/ms/3SUPP&5 <sup>+</sup> om/NAT 7-9pts 1M-(1NT)-2m/2NT=m & OM/SUPP. 1M-(2M)-OM/3♦ lower=3SUPP INV <sup>+</sup> higher=4SUPP INV. 1M-(2M)-2NT/3♣-3M/3NT=♣/♦/Mixed/4SUPP FG.	
T/O X thru 4♥, (4♠)DBL/4NT=OPT/STR 2suiter. Michaels CUE vs. WK2. vs. Weak 2M: DBL=T/O->Lebensohl 2NT. Leaping michaels(F1). 4M=STR ms(forcing pass) 4NT=ms. vs. weak 2♦: 3♦=5 <sup>+</sup> -5 <sup>+</sup> Ms normal or S/T, 4♣=♣ & M(F1). 4♦=5 <sup>+</sup> 5 <sup>+</sup> Ms.	General Style: 11 <sup>+</sup> HCP. RESP: Jumps=INV/PRE over XX(shows Power). CUE=FG or suit agreement. Jump CUE of minor= weak Ms. Reopening: 8 <sup>+</sup> HCP. RESP: CUE=F1.				
<b>VS. ARTIFICIAL STRONG OPENING</b>	<b>ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>	
vs1♣: 1♦=♥ or ♠, 1♥=♠ or ms, 1♠=♣ or ♦, 1NT=♣♥ or ♦♠. X, 2♣=♦ or Ms. 2♦--3♠= same as 1♦--2♠. 3NT= to play. 4♣=Ms. vs 2♣: same as Vs. 1♣ 3NT=♣♥ or ♦♠, 4♣=Ms.	NEG DBL=thru 4♥. RESP DBL=thru 4♥. (1X-1Y-1NT-DBL=T/O for unbid suit). Maximal DBL, SUPP DBL/RDBL. Snapdragon DBL(shows unbid suit & tolerance in partners suit). Lightner DBL. Lead directing DBL. Roman DOPI. DEPO. ROPI.			vs. PEN DBL 1NT-(X)-P/XX=PUP to XX/PUP to 2♣. others=system on. vs. ART DBL 1NT-(X)-XX=cards.	
<b>OVER OPPONENTS' TAKEOUT DOUBLES</b>	<b>SPECIAL FORCING PASS SEQUENCES</b>			<b>PSYCHICS</b>	
1m-(X)-1NT/2♠/2NT/3m/3M=NAT/PRE/PRE R/Mixed R/PRE. 1♣-(X)-XX/1♦/1♥/1♠/2♦/2♥=♦/♥/♠/1NT/FR/LR. 1♦-(X)-XX/1♥/1♠/2♣/2♥/3♣=♥/♠/1NT/CONST NF/FR/LR. 1♥-(X)-XX/1♠/1NT/2♣/2♦/2♠/2NT=2♥ 7 <sup>+</sup> /♣/3♥LR <sup>+</sup> /♦/♠/LR <sup>+</sup> /mix. 1♠-(X)-XX/1NT/2♣/2♦/2♥/2NT/3♥=2♠ 7 <sup>+</sup> /♣LR <sup>+</sup> /♦/♥/♠/LR <sup>+</sup> /mix. 1M-(X)-4M/3NT=PRE w/o defensive trick/PRE w/ 1defensive trick. SPL{1♥-(x)-3♠, 1M-(X)-4x}, WJS.				Opening: rare. Others: rare.	

Opening	TICKET/ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND,vs OC
1♣ 1♦		3	4♦	11-21HCP,NAT.	Major first unless GF. 1♣-1♦=3 <sup>+</sup> ♦. 1NT/2NT/3NT=5-11/11-12/13-15. 1♦-2♣=FG. 1♣/♦-2♦/3♣=6 <sup>+</sup> ♦/6 <sup>+</sup> ♣ INV. 1m-2m/3m/4m=5 <sup>+</sup> FG/5 <sup>+</sup> m 7-9pts/PRE. 1m-2♥/2♠=no 4M,no 5m FG /5 <sup>+</sup> SUPP INV. 3M,4M=NAT PRE. 1♣-4♦=SPL. 1♣-3♦,1♦-4♣=NAT PRE.	1m-1R;1NT= may have 4 card M 12-14. 1m-1M;4m=BAL with SUPP. 1m-1M;1NT-2♣/2♦/3♣=PUP to 2♦/ART FG/weak. 1m-1M;2R-2M=5 <sup>+</sup> M F1. 4th suit=FG (1♣-1♦;1♥-1♠/2♠=3 <sup>+</sup> ♠/4♠ FG). 1♦-2♣;2♦=5 <sup>+</sup> ♦ any hand. 1m-1♥;1NT-2♠/3♠=4-4M INV/4-4 M FG. 1m1M;2m-3R=5 <sup>+</sup> M-5 <sup>+</sup> R FG. Jump 4th suit=SPL.	CUE=Limit raise <sup>+</sup> . Jump raise=PRE WJS by NPH. FSJ by PH. P-1m;2m=4 <sup>+</sup> SUPP INV.
1♥ 1♠		5(4)	4♦	11-21HCP,5 <sup>+</sup> ♥/♠,NAT. May be Good 4M in 3rd/4th SEAT.	1NT= F1. 2/1=GF. 2NT=15 <sup>+</sup> 4 <sup>+</sup> SUPP. 3♣/3♦=4 <sup>+</sup> SUPP INV/7-9. 1♥-2♠,1♠-3♥=NAT INV. 3NT=12-14 4 <sup>+</sup> SUPP. SPL.	1♥-2m;2♠=any strength,1M-2x;3M=S-SOL+ 14 <sup>+</sup> . 4th suit=FG, help suit G/T.	Jump raise=PRE. WJS by NPH. FSJ by PH. P-1M-1NT/2NT=semi-forcing/♣FSJ. Reverse drury. 2NT/CUE=limit <sup>+</sup> /mixed raise except 1♥-(1♠)-2♠/2NT=limit <sup>+</sup> /mixed. NEG free at 2M.
1NT		-	3♠	(14 <sup>+</sup> )15-17HCP. BAL/Semi-BAL. May have 5M/6m. May have singleton honor.	2♣=Stayman may not have 4M.2♦/♥=5 <sup>+</sup> ♥/5 <sup>+</sup> ♠. 2♠=5 <sup>+</sup> ♣,2NT=5 <sup>+</sup> ♦.3♣=5M ask. 3♦=34,43 or 44Ms.3M=4OM & 2 or less M. 4♣=roman gerber(0314). 4♦/4♥=TRF.4♠=14-16 BAL.4NT=16-17 BAL.	1NT-2♣;2♦-2M/3♥/♠=smolen/5 <sup>+</sup> -5 <sup>+</sup> Ms INV/FG no slam. 1NT-2♣;2M-3OM/4m=fit S/T /SPL . 1NT-2♦;2♥-2♠=PUP to 2NT. 1NT-2♦;2♥-2♠;2NT-3♣/♦/3♥/3♠=5 <sup>+</sup> -5 <sup>+</sup> ms INV/FG/4♦5 <sup>+</sup> ♣/5 <sup>+</sup> ♦4♣. 1NT-2♦;2♥-2♠;2NT-3NT/4m/4♥=6 <sup>+</sup> ♥ NF/6♥4m slamish/4♠6♥ slamish. 1NT-2♠/2NT;+1/+2=reject/accept.	Texas TRF thru 4♣. DBL by Opener=T/O.
2♣	✓	0	-	ART STR. (1)9 <sup>+</sup> tricks (2)22 <sup>+</sup> HCP BAL	2♦=waiting. 2♥ =0-4HCP no A. 2♠/2NT =5 <sup>+</sup> ♥/♠. 3NT=any solid 6 <sup>+</sup> . 3M=NAT AQJxxx or KQJxxx. 4x=AQJxxxx or KQJxxxx.	2♣-2♦;2NT=22-23BAL. 2♣-2♦-2♥=pup to 2♠(♥ or STR BAL). After 2NT rebid , same as 2NT open. 2♣-3NT;4♣(ask place)-4♦/4M/4NT=♦/M/♣. 2♣-3NT;4♦(ask quality)-4♥/4♠/4NT/5♣=AKQxxx/AKQJxx/AKQxxxx/AKQJxxx.	vs O/C: Pass=Positive, X=Negative. vsDBL: Pass=Positive, XX=Negative. Suit=Good 5 <sup>+</sup> cards.
2♦		5	-	Weak. 3-10HCP.	2M=NF. 2NT=asking.	2♦-2NT;3♣/3♦=good/bad.	
2M		5	-	Weak. 3-10HCP.	2NT=asking, new suit=NAT NF. Jump new suit=Fit jump	2M-2NT;3♣/3♦=6 <sup>+</sup> M/5M then New suit except 3♦ = NAT FG. 2M-2NT;3♣-3♦(ask);3♥/3♠=bad/good.	
2NT		-		19 <sup>+</sup> -21HCP. BAL/Semi-BAL. May have 5M/6m. May have singleton honor.	3♣ =STAY. 3♦/♥=TRF to 3♥/♠. 3♠=mSS. 4♣=Roman Gerber. 4♦/♥=TRF to ♥/♠.	2NT-3♣;3♦-3M=smolen. 2NT-3♦;3♥-3♠(PUP to 3NT);3NT-4♣/4♦/4♥/4♠=6 <sup>+</sup> ♣/6 <sup>+</sup> ♦/5♣/5♦ S/T.	NEG X over 3 of a Suit.
3NT		-		4 level minor PRE.	4m/5♣/6♣/7♣= P/C. 4M =to play. 4NT=S/T in opener's suit.		
3m		6		PRE.	4om=RKCB.game bid=to play. New suit=F1.	<b>LAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>	
3M		6		PRE.	4♣=ART S/T .game bid= to play. 3♠,4♦= F1.	RKCB1430(Q ask:next step= noQ). 3rd CTRL ask after RKCB. Pass and pull shows STR offensive hand.	
4♣	✓	-		Namyats good ♥ PRE.	4♦=S/T,4NT=RKCB,4♠/5♣/5♦=CTRL ask.	4m RKCB(jump SUPP to 4m in INV <sup>+</sup> or 1M-2m;3m-4m. R-gerber(4♣ over NT opening&rebid,0314,2bad2good).	
4♦	✓	-		Namyats good ♠ PRE.	4♥=S/T,4NT=RKCB,5X=CTRL ask.	Roman-DOPI (5 of trump or lower). DEPO (above). Blackwood0314(direct 4NT over 1,2 level suit only).	
4M		7		PRE, Rule of 2,3 & 4.		T/O 4NT over 4M in comp. 6keyRKCB(DBL fit or 5-5 opposite NT opening,1430 2noQ 2lowQ 2highQ 2bothQ).	
4NT				Ace ASK.	5♠/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2A.	Grand slam force(Jump to 5 of one above the trump or 5NT.(1Step=A/K, 2Step=Q/Extra, 6 of trump=NO)	
OTHERS						Exclusion RKCB(0314) after Texas TRF jump to 5x or4♠(M). double jump shift after fit found(m).	