DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD							
OVERCALLS - General Style 8-17 HCP, may be good 4 cards at 1-level	SUIT 3rd/5th; 4th; Attitude; Rusinow;	Class C							
Responses Cue Bid = F1 Pre Jump Raise	复う OTHERS A for Attitudes, K for Count								
Jump Shift = Fiit Jump	N.T. 3rd/5th; 4th; Attitude; Rusinow;	JAPAN TANAN							
Responsive DBL Thru 4♦ Cue-Bid Dbl after M Overcall	O OTHERS	NCBO							
IN BAL POS Same	SUBSEQUENT LEADS 2nd fourth	GREEN							
Responses Same		Ryoga Tanaka, Hiroshi Kaku							
TAKE-OUT DOUBLE - General Style 10 ⁺ HCP.	CIRCLE OPENING LEADS vs. NO-TRUMPS	NAME OF PLAYER NAME OF PLAYER							
Responses Cue = F to Suit Agreement	Underline leads against suit contracts if different	SYSTEM SUMMARY : GENERAL APPROACH AND STYLE							
Jump Cue = weak Michaels with Unbid M	AR BQ QJ Q10 (0x IF OUR SIDE SHOWED SUIT								
Responsive DBL Thru 4♦	(<u>AK</u> x (<u>BQ</u> x <u>Q</u> Jx <u>Q</u> 10x (<u>0</u> 9 <u>YES <u>NO</u></u>	Polish Club							
IN BAL POS 8 ⁺ HCP	<u>@</u> KJx ® Qxx © J109 ℚ 1098 (0 9x □								
Responses Same	<u>AR</u> 010x (8 QJx (8 Q10x (Q109 (9 8 <u>x</u> (9x								
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD	<u>A</u> Q Jx K Q 109x K Q 1998 ⊘ 8x <u>x</u>								
1NT OVERCALL Responses Other Meanings	AJXOX KXOX QXOX JXOX 10XOX 0X0XXX								
2nd POS 15-17 System On Unusual by Passed Hand	KJØx <u>x</u> Kx <u>Ø</u> x Qx <u>Ø</u> x Jx <u>Ø</u> x 10x <u>Ø</u> x 3 0xx <u>x</u>	RESPONSE 1NT = semi-F (5-12') 2 OVER 1 = FG after 1M, F1 after 1m							
W 700 4445 0 4 0	Kx <u>o</u> xxx Kxox <u>x</u> Q O0 9x Jxox <u>x</u> 10xox <u>x</u> oox <u>x</u> xxx	ARTIFICIAL STRONG 1♣ Response Style							
4th POS 11-15 System On	SIGNALS WHEN FOLLOWING OR DISCARDING	CANAPE RESPONSES HANDS STRONG SPECIAL STRONG HANDS SEQUENCES							
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER	USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS	SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE							
OTHERS O	D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE	OPENINGS DESCRIPTION							
IN BAL POS	BRACKET THE SIGNALING SYMBOL WHEN RARELY USED	OP.1 1♣ 11-17, may have long ◆ or 18+ any shape							
Responses 2NT = Ogust	CARDS HIGH LOW ODD EVEN	OP.2 1 ◆ 11-17 4+ ◆, may have long ♣							
UNUSUAL NT 2 Lower Unbids	On partner's lead 2S 1S	OP.3 2. 11-14, 6+. or 5+. & 4M							
Responses	On declarer's lead 2S 1S	OP.4 2 11-14, 4414 or 4405							
DIRECT CUE-BID STYLE Michaels with 5 ⁺ Unbid M	Discarding 2 1	OP.5							
Jump Cue = ASK for Stop	On partner's lead 2S 1	OP.6							
Responses Raise = Pre CUE = F1	On declarer's lead 2S 1S	OP.7							
VS. STRONG NT Responses	Discarding 2 1	OP.8							
2♣=♥+♠, 2♦=♥or♠, 2♥/♠=♥/♠+m P/C	SIGNALS IN TRUMP SUIT OTHER SIGNALS	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE							
	Echo= Odd number of trump Tends to Show Present Count	CB.1 Michaels Cue							
VS. WEAK NT		CB.2 Leaping Michaels vs Weak 2M/Muti 2◆							
same	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	CB.3							
VS. PREEMPTS	Neg Dbl thru 4♦	CB.4							
Lebensohl vs Weak Two Opening	Resp Dbl thru 4♦	CB.5 (1x) - 1M - (any except Pass) - 2NT = M raise, constructive							
Leaping Michaels vs Weak Two Opening / Multi 2 → Opening	Max Dbl thru 3♥	CB.6							
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS	Supp Dbl thru 2♥	IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE							
VS 14: SACTION		1.4-1.♦=0-6							
VS 24: SACTION		(1m-1NT)-2♣/♦/♥/♠=♥+♠/♥or♠/♥ wk/♠ wk							
OVER OPPONENTS' TAKE-OUT DOUBLE									
1♣-(X)-P/XX/1♦/1♥/1♠/1NT/2♣/2♦/2♥/2♠									
= 0-6/7+/♥/♣/1NT/Nat NF/♣/♦/♣+♦ 7-9, ♣better / ♦better	SPECIAL FORCING PASS SEQUENCES								
1 ♦ -(X)-XX/1 ♥/1 ♦/1NT/2 ♣/2 ♦/2 ♥/2 ♦/2NT/3 ♦	Direct Rebid of Forcing Level shows bare Min								
= ♥/♠/♣+♦/Nat/Nat NF/Nat NF/♣/♦ limit or better/♦ pre / ♦ 7-9									
1 ▼ -(X)-XX/1 ♠/1NT/2 ♣/2 ◆/2 ▼/2 ♠/2NT	1 ♦ -(X)-XX/1NT/2 ♣ /2 ♦ /2 ♥ /2 ♦ /2NT/3 ♥	PSYCHICS : OPENINGS Rare OTHER Rare							
= 2♥ 8+/♣/3♥ Inv/♦/♠/supp/4♥ Inv/mixed	=2♠ 8+/3♠ Inv/♦/♥/♣/supp/4♠ Inv/mixed								
IMPORTANT: Use symbols ♠, ♥, ♦, ♣ when needed	update: 2018/4/6	IMPORTANT: All text must be typewritten or block letters							

Opening	TICK IF ARTIFICIAL	Z. A	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1&		0		11-14, BAL 15+, 4414 or 4405 15+, 5+ ஃ 18+ any shape	1 → = 0-6 any, 1M = 7+ nat 2 ♣/2 → = 5+ ♣/5+ → Inv+ 2 ▼/2 ♠ = Both m 7-11, ♣ better / → better 3 ▼/3 ♠ = Both m FG, ♣ better / → better 3m=6+ m 7-10	1 - 1 - 1 - 1 - 1 + 3 + card, 1 - 1 - 1 NT=18-19 HCP 1 - 1 - 2 - 2 + Art Forcing, 1 - 1 - 2 NT=24-25 HCP 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 -	
1•		4		11-14, 4♦ + 5♣ 11-17, 4+♦ with short suit 11-17, 6+♦	2*= BAL FG wo 4M or *FG, 3*=Inv, good * 2*/2* = Inv/FG with * supp , 3*=7-10 with * supp 3*/3* = spl with 4+* & 5+*	1	1 ♦ -(1 ♠)-2 ♥ = NF 1 ♦ -(2 ♣)-2 ♥/♠ = NF
1 ♥ 1 ♣		5 (4)		11-17, NAT may be good 4 v /♠ in 3 rd /4 th	1 v -1 a = 5+ a , 1NT = 5-12, F1 2 a = Art GF, 2 b = 5+ b GF (2M)+1 = 4+ supp GF, (2M)+2 = 3 supp Inv (2M)+3 = 4+ supp 7-9, (2M)+4 = 4+ supp Inv	1.4-1NT-2NT/3.4/3.4/3.4/3.NT =6.4/5.45.4/5.4.5.4/5.4.5.4/AKQJxx.4.+1A/AKQTxxx.4.+1A 1.4-1NT-2.4/2NT/3.4/3.4/3.4/3NT =6.4 or 5.4.4.6.4.4m/5.4.5.4.5.4/AKQJxx.4.+1A/AKQTxxx.4.+1 1M - 2.4 - 2.4 = Art, may not have 4	Pre Jump Raise 1 ▼ -(1 ♠)-2 ♠/2NT =3+▼ Inv+/4+▼ 7-9 1M-(2x)-2NT/3x =3+supp Inv+/4+supp 7-9
1NT				15-17, BAL may have 5M	2♣ = Stayman 2♠/2♥ = Jacoby TRF 2♠/2NT = ♣/♠ 3♣ = 5 major ask, 3♠ = 3♥4♠/4♥3♠/4♥4♠ 3♥/3♠ = 4♠2-♥/4♥2-♠ 4♣ = RKC Gerber 4♠/4♥ = Texas TRF	1NT-2♥-2♠-3♥-3♠ -3NT/4♣/4♦/4♥=6♠ NF/6♠4♣/6♠4♦/6♠4♥ Slam Inv	Lebensohl vs NAT Overcall Texas thru 4. System Off vs Penalty Dbl System On vs Art Dbl / 2. Defense vs Stayman/Jacoby Dbled
2*	~		-	11-14, 6+& or 5+& with 4M	2	The same of the sa	
2 •	>			11-14, 4414 or 4405	2NT = puppet to 3♣, 3♦ = Ask 3♣/♥/♠ = Inv		
2 ∀ 2♠		5	-	3-10, 5+card	2NT = Asking, F1 New Suit = NF	2M - 2NT - 3♣/3 • = 6+card/5card	
2NT				20-21, BAL may have 5M	3♣ = Stayman mod 3♦/3♥ = Jacoby with Walsh Relay 3♠ = Minor Suit Stayman 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	2NT-3♣; 3M-OM = Slam try	
3♣		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood	SLAM APPROACH AND CONVENTIONS (incl	uding 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		4 Level minor pre	4.4/5.4/6.4/7.4 = Pass/Correct 4. = Ask		
4*	~	7	-	good ♥			
4♦	~	7		good ♠			
4NT	~			ACOL Ace ASK	5♣/◆/♥/♠/5NT/6♣=0/◆/♥/♠/♣/2 Ace showing		
OTHERS							