


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
8-18HCP,(4)5'card suit		Lead	in Partner's Suit		
RESP:New suit=NF CONST. Jump cue=Mixed raise. Jump raise=PRE	Suit	3rd or lowest	Top from supported xxx		Category i.e. Green
Jump shift=Fit showing. (1X)1M(bid/X)2NT=4'support INV'	NT	4th best	3rd from unsupported		Country: JAPAN
Reopening:8-18HCP. Cue=Micheaels.	Subseq	same as adove	same as adove		Event: Yeh Bros 2018
RESP:New suit=NF CONST.	Other:				Players: <u>Tadashi Teramoto - Shuqo Tanaka</u>
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15'-18,(semi-)BAL.	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
RESP:System on.	Ace	AKx(+), Ax(+)	Strong holding; CT/UB		2/1 GF
Reopening:1NT=11-15HCP,(semi-)BAL.	King	KQx(+), AK, Kx	AKx(x), AK(J/T)(x), KQ(J/T)(x)		5-card Majors(semi-F 1NT)
May not have stoppiers in OPPTs suit.	Queen	QJx(+), Qx	KQT9(x), AQJ(x), QJ(T/9)(x)		
2NT=19-20HCP,(semi-)BAL.	Jack	JTx(+), KJTx(+),Jx	JT(9/8)(+), HJT(+)		
RESP:System on.	10	T9x(+), HT9x(+),Tx	T9(8/7)(+), HT9(+), AQT9(+)		
JUMP OVERCALLS(Style; Responses; Unusual NT)	9	KJ9x(+), 9x	H98x(+), 98x(+)		1NT Openings: (14')15-17
1-Suit:Weak	Hi-x	Sx, HxSx(xx), xxS	xSx(x)(+), HxS		2 OVER 1 Respons Always FG
RESP:New suit=F1.2NT=Ogust.	Lo-x	Hx(xx)S, xx(xx)S	HxxS(+), HHxS(+), Sx		SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE
2-Suit:Unusual 2NT=Unbid lower rank 2-suiter.	SIGNALS IN ORDER OF PRIORITY			2♠ = ART STR (9'tricks or 22'pts)	
Reopening:Intermediate.	DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Partner's Lead	Declarer's Lead	Discarding	2♣/2♥/2♠ = Weak
Direct:Michaels.	Suit:1st	Lo=ENCRG	Hi/Lo=ODD	Lo=ENCRG	3NT = PRE 7♠ or 7♥
RESP:2NT=INQ. 3♣ after (1M)-2M=INV'w/SUPP.	2nd	Hi/Lo=ODD	S/P	Hi/Lo=ODD	4♠/4♥ = Namyats ; very good 7♥ or good 7♠ NV 8-9tricks VUL 8.5-9.5tricks
(1m)-3m=NAT PRE. (1M)-3M=Ask for stopper.	3rd	S/P		S/P	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(1♠)(0-2)-2♠/2♥=NAT/M5-5. (1♥)(0-2)-2♥/2♠=NAT/M5-5		Lo=ENCRG	Rev Smith(Lo=ENCRG)	Lo=ENCRG	1m-(1NT)-2♠/2♥/2♠/2♥/2NT = ♥&♠/♥/♠/4♠&5♥om/support4'om5'
VS. NT (vs. Strong/Weak; Reopening;PH)	2nd	Hi/Lo=ODD	Hi/Lo=ODD	Hi/Lo=ODD	1M-(1NT)-2♠/2♥/2NT = 5'♠&OM/5♥&OM/support4'INV'
vs.STR NT & Weak NT:DBL=STR, 2♠=♥&♠, 2♥=♥or♠, 2♠=♥&♠	3rd	S/P	S/P	S/P	Defensive bids 2-suiter O/C
2NT= ♠&♥.	Signals (including Trumps):			Good-Bad 2NT	
RESP:2♠-2♥=Ask longer M, 2♥-2♥=P/C, 2♥-2NT=Ask INV'					
2M-2NT=Ask m INV', 2M-3♠=P/C, 2M-3♥=M fit GT'					
Reopening&Pasthan: X=4M&5m'	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	10+HCP, Shape oriented, may be light if classical shape.C66+C14				
T/O DBL thru 4♥(vs.4♠ open:X=OPT, 4NT=STR 2-suiter).	RESP: Cue=F1. Jump cue=Asks for stopper.				
DBL vs.WK2=T/O->LEB 2NT.	Reopening: 8+HCP.				SPECIAL FORCING PASS SEQUENCES
4♠/4♥ vs.WK2♥=5'♠&5'♥/5'♥&5'♠. 4♠/4♥ vs.WK2M=5'♠/♥&5'OM.	RESP: Cue=F1.				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
vs.1♠:X or ♠/♥/♥/♠=♦ or ♥&♠/♥ or ♠&♠/♠ or ♠&♥/♠ or ♦&♥.	NEG DBL thru 4♥.				
NT=♠&♥ or ♦&♠, 3NT or upper=NAT.	RESP DBL thru 4♥ (Also applied after partner's O/C or T/O DBL).				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
vs.1♠:X or ♠/♥/♥/♠=♦ or ♥&♠/♥ or ♠&♠/♠ or ♠&♥/♠ or ♦&♥.	MAX DBL thru 3♥.				1NT-(X)-XX = PUP(TRF) to 2♠. any 1 suiter
NT=♠&♥ or ♦&♠, 4♠ or upper=NAT.	SUPP DBL/REDBL thru 2(3)♥.				1NT-(X)-2♠/2♥/2♥ = ♠&♦or♥or♠/♥&♦or♠/♥&♠
OVER OPPONENTS' TAKE OUT DOUBLE	Snapdragon DBL				
1♥-(X)-1NT/2♠/2♥/3♦=7-9NF/♥3 INV'/good single raise/♥4'8-9.	Strong O/C DBL.				Psychics:Rare
1♠-(X)-1NT/2♠/2♥/2♥=7-9NF/♠3 INV'/good single raise/♠4'8-9.	L/D DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.				
1M-(X)-XX/2M/2NT/3M/3NT=Cards/bad single raise/Limit/PRE4-7/god					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	NAT (11')12-21pts	2♣ = 4+ GF, 2♥ = ♣5+ INV, 2♠ = ♣5+ 7-9 2♦ = NAT INV, 2NT = 11-12, 3NT = 12-15 3♣ = ♣5+ 3-6	1♣-1♦-1♥-1♠/2♣ = FG w/o 4♣/w 4♣ Structured Reverse. SPL help suit G/T. 1m-1H-2H-2S=asking 1m-1S-2S-2NT=asking	Fit jump by PH. Good-Bad 2NT. 1-way CB
1♦		3	4♥	NAT (11')12-21pts	2♣ = 4+ GF, 2♦ = 4+ GF, 2♥ = ♦5+ INV, 2♠ = ♦5+ 7-9 3♣ = NAT INV, 2NT = 11-12, 3NT = 12-15 3♦ = ♦5+ 3-6	4th suit=ART FG. Structured Reverse. SPL help suit G/T. 1m-1H-2H-2S=asking 1m-1S-2S-2NT=asking	Fit jump by PH. Good-Bad 2NT. 1-way CB
1♥		5(4)	4♦	NAT (11')12-21pts	1NT = semi-F, 2m = GF, 3♣ = 4+♥ INV, 3♦ = 4+♥ 7-9, 3♥ = 4+♥ 3-6 2♣ = 6+♣ INV, 2NT = 4+♥ 16+pts, 3NT = 4+♥ 13-15pts BAL	4th suit=ART FG, help suit G/T Structured Reverse. SPL	Fit jump by PH. 1-way CB
1♠		5(4)	4♦	NAT (11')12-21pts	1NT = semi-F, 2m = GF, 2♥ = 5+♥ FG, 3♣ = 4+♣ INV, 3♦ = 4+♣ 7-9 3♥ = 6+♥ INV, 3♠ = 4+♠ 3-6, 2NT = 4+♠ 16+pts, 3NT = 4+♠ 13-15pts BAL	4th suit=ART FG, help suit G/T SPL	Fit jump by PH.
INT			3♠	(14')15-17pts, (semi-)BAL	2♣ = STAY, 2♦ = ♥ or ♦STR, 2♥ = ♠, 2♠ = mss. 2NT = ♣5+ WK or STR 3m = NAT INV, 3♥ = 4144(4054), 3♠ = 1444(0454) 4♣ = ROMAN GERBER, 4♦/4♥ = TRF	Walsh (♦5+ S/T) , smolen	
2♣	✓			ART STR (1) 9'tricks (2) 22'pts	2♦/2♥=5'HCP, or A / NEG 2♠/2NT=5+♥/5+♠	kokish 2♣-2♦-2♥=pup to 2♣(♥ or 24+ (semi-)BAL)	Pass = POS, X = NEG
2♦		6(5)		NAT WK2 3-10pts	2NT-3♣/3♦/3♥/3♠/3NT = MIN bad suit/MIN good suit/MAX bad suit/ MAX good suit/solid suit		
2♥		6(5)		NAT WK2 3-10pts	2NT-3♣/3♦/3♥/3♠/3NT = MIN bad suit/MIN good suit/MAX bad suit/ MAX good suit/solid suit		
2♠		6(5)		NAT WK2 3-10pts	2NT-3♣/3♦/3♥/3♠/3NT = MIN bad suit/MIN good suit/MAX bad suit/ MAX good suit/solid suit		
2NT			3♠	(19')20-21pts, (semi-)BAL	3♣ = STAY, 3♦/3♥ = TRF, 3♠ = mss 4♣ = ROMAN GERBER, 4♦/4♥ = TRF	Walsh (m6+ S/T) , smolen	
3♣		7(6)		NAT PRE	4♦ = ART S/T		
3♦		7(6)		NAT PRE	4♣ = ART S/T		
3♥		7(6)		NAT PRE	4♠ = ART S/T		
3♠		7(6)		NAT PRE	4♥ = ART S/T		
3NT	✓			PRE in a 7-card minor	4m/5♣/6♣/7♣ = P/C. 4M/5♦/6♦ = To play 4NT = S/T in opener's suit	RKC 1430	
4♣	✓			Namyats (very good 7♥)	4♦ = ART S/T. 4♥ = To play. 4NT = RKCB 4♠/5♣/5♦ = CTRL ASK, 5♥ = PRE		
4♦	✓			Namyats (very good 7♠)	4♥ = ART S/T. 4♠ = To play. 4NT = RKCB 5♣/5♦/5♥ = CTRL ASK, 5♠ = PRE		
4♥				NAT PRE			
4♠				NAT PRE			
4NT	✓			ACOL Ace ASK	5♣/5♦/5♥/5♠/5NT/6♣ = 0/♦/♥/♠/2/♣ Ace.		
5♣				NAT PRE			
5♦				NAT PRE			