



DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 level; Reopening)	
8-17HCP, (4)5+card suit, Sound.	
RESP:	New suit=F1. Cue=INV+ w/SUPP. Jump cue=Mixed raise. Jump raise=PRE. Jump shift=Fit showing jump.
Reopening 8-17HCP, Cue=Michaels.	
RESP:	New suit=NF but constructive.
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)	
RESP:	System on.
Reopneing 1NT=12-14HCP, BAL/semi-BAL.	
May not have stoppers in OPPT's suit.	
2NT=18-19HCP, BAL/semi-BAL.	
RESP:	System on.
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit:	Weak.
RESP:	New suit=F1. Cue=Limit+. 2NT=Ogust.
2-Suit:	Unusual 2NT=Unbid lower rank 2-suiter.
Reopening Intermediate.	
Jump cue vs. 1M = Asks for stopper.	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	
Direct:	Michaels.
RESP:	2NT=INQ. Cue=M fit FG.
(1m)-3m=NAT, PRE. (1M)-3M=Asks for stopper.	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Direct :	X=PEN, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m, 2NT=♣&♦.
Reopening : X=minor&Major	
vs. WK NT Same as above. Dbl by PH = m 1suiter	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	
T/O DBL thru 4♥(vs. 4♣ open: X=OPT, 4NT=T/O).	
DBL vs. WK 2=T/O->Lebensohl 2NT.	
4♣/3♦ vs. WK 2♦=5+♣&5+M/5+♥&5+♠.	
4♣/4♦ vs. WK 2M=5+♣/♦&5+OM.	
VS. ARTIFICIAL STRONG OPENINGS	
vs. 1♣:	X:both Major,1NT:both minors
vs. 2♣:	X:both Major,NT:both minors
OVER OPPONENTS' TAKEOUT DOUBLE	
REDBL=Normal. Fit showing jump. SPL.	
1m-(X)-2NT/3m=PRE/Limit raise. 1♣-(X)-(XX) :16+ & 1♦-(X)-(XX)=10+	
1M-(X)-2NT/3M/3NT/4M=Limit+/PRE/Good PRE/PRE.	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's suit		
Suit	3rd or lowest	3rd or lowest		
NT	4th	4th		
Subseq	Same as above	Same as above		
Other:				
vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small.				
vs. Suit:A asks ATT, K asks CT.				
If CT isn't needed, we lead for showing ATT, S/P, or for deception.				
LEADS				
Lead	VS. Suit	VS. NT		
Ace	Ax(+); AKx(+)	AKHH(+); Ax		
King	AK; AKx(+); KQx(+); Kx	AKx(+); KQ(J/10)x(+)		
Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)		
Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)		
10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)		
9	9x	9xx; 9x		
Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx		
Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Hi=DISCRG	Hi/Lo=ODD	Hi=DISCRG
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		S/P
NT	1	Hi=DISCRG	Hi/Lo=ODD	Hi=DISCRG
	2	Hi/Lo=ODD	S/P	Hi/Lo=ODD
	3	S/P		S/P
Signals (including Trumps):				
Other lavinthal vs NT odd/even first discard and SUIT				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Normal,may be light with shape				
RESP: Cue=F1. Jump cue=Asks for stopper.				
Reopenin; 8+HCP.				
RESP: Cue=F1.				
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
NEG DBL thru 4♥.				
RESP DB thru 4♥(Also applied after partner's O/C or T/O DBL).				
MAX DBL thru 3♥.				
SUPP DBL/REDBL thru 2♥.				
Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.				

WBF CONVENTION CARD	
JAPAN NCBO All EVENT Kazuyuki Tsuruoka  Akanori Katayama 	
NAME OF PLAYER	
SYSTEM SUMMARY : GENERAL APPROACH AND STYLE	
5-CARD MAJOR 2/1 1NT Opening:(14+)15-17 Various ART raises after 1m/1M Openings 2M=Intermediate 2♦=Mweak	
RESPONSE 1I =semi F 2 OVER =Always FG.	
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE	
2♦=Mweak 4♣/4♦=♠5♥6/♦5♥6	
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE	
Defensive bids vs. Michaels/Unusual NT.	
Good-Bad 2NT.	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
1m - (1NT) - 2♣/2♦/2♥/2♠	
= ♥+♣/ ♥/ ♣/m4++Om5+	
1M - (1NT) - 2♣/2♦/2NT	
= ♣+OM/ ♦+OM/ ♠+♦	
PSYCHICS	
Openings: Rare.	
Others: Rare comic O/C, fake cue, fake G/T.	

Opening	TIC K IF ART IFIC IAL	MIN. NO. OF CAR DS	NE G. DBL THR	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♠		2	4♥	(11)12+pts, NAT.	1♠/1♥/1♣/1NT/2♠=♣4/♣4/6-12,M3-/♠5+FG/♠5+FG 2♠/2♥/2♣/2NT/3♠= ♠inv/♥4♠5 6-9/♠5+,10-12/BAL♠3+,16+/♠6+ weak(4-8) 3♠,3♥,3♣/3NT/4♠/4♥/4M/4NT= ♠6+,SPL/13-15 BAL/weak/RKCB/to play/both minor	4th Suit=ART FG. 2-way check back. 1♠-1♠-1♥/1♣/1NT/2♠= 12-14 BAL/♣4 12-17/18-19 BAL/♠5+12-15 1♠-1♠-2♥/2♣/2NT= ♠5♠4 16+ or♠FG/♥4 12-14/♠5+♠4+FG/♥4 16+UNBAL 1♠-1♠-3♣/3♥/3♣/3♠= ♠6+inv/♠short 14-15/♠short 14-15/2227 FG after1♠-1♥- same as1♠-1♠- 1♠-1♥-2♥/3♥/3♠=♠5+♥4+ 16+/♥short 14-15/2227 FG	Cue=Limit raise+. Jump raise=PRE. 1m-2m by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♠		4	4♥	(11)12+pts, NAT. 5+♠or(4441)	1M/1NT/2♠/2♥/2♣/2NT= M4/♠5+ 6-10/♠inv+/♥3,6-9/♠FG/♠inv/Nat inv 3♠/3♥/3♣/3NT=mixed raise/weak/SPL/SPL/to play 4♠/4♥/4M/4NT/5♠= RKCB/weak/to play/♠void wood/to play	♠6+inv/♠short 14-15/♠short 14-15/2227 FG after1♠-1♥- same as1♠-1♠- 1♠-1♥-2♥/3♥/3♠=♠5+♥4+ 16+/♥short 14-15/2227 FG	
1♥		5	4♥	(11)12+pts, 5+♥/♠, NAT.	1♠/1NT/2♠/2♥/2♣/2NT= ♠4+/6-11/♠4+FG/♠5+FG/♥3+6-9/FG♥4+/♥3,inv+ 3♠/3♥/3♣/3NT/4♠/4♥/4♣= mixed raise/limit raise/weak/void SPL/♠SPL/♠SPL/♠SPL/to play	4th suit=ART FG. 2-way check back. Structured Reverse. SPL. 1M-2M;(+1)/(+2)/(+3)/(+4)/(+5) =TRF to (+2)/♠/♠/OM Help suit GT/BAR 1M-2M;(+1)-(+2);(+3)/(+4)/(+5)/3NT/3♣,4X =♠/♠/OM ShortGT/RKCB/ERKCB of ♠,X	Cue=Limit raise+. Jump raise=PRE. Fit jump by PH. 1M-2NT/3♣ by P/H=♠ Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT. Drury.
1♠		5		(11)12+pts, 5+♥/♠, NAT.	1NT/2♠/2♥,2♥/2♣/2NT=6-11/♠3+FG/♠5+FG/♠3+6-9/♠4+FG 3♠/3♥/3♣/3NT/4♠,4♥,4♣= ♠3,inv+/mixed raise/limit raise/weak/void SPL/SPL		
1NT		-	3♣	(14+)15-17HCP, BAL/semi-BAL	2♠=STAY 2♥/2♣=Jacoby TRF. 2♠=size ask or ♠ 2NT=♠or both minor S/O 3♠=5M ask,3♠=mss 3♥,3♣=SPL 3suiter 4♠=RKC Gerber-1430. 4♥/4♣/4♠/5♠=Texas TRF.	1NT-2♠;2♥-2♥/2♣=Smolen/Smolen 1NT-2♠;2♥-2♣/2NT=INV w/ 4♣ / w/o 4♣. 1NT-2♠;2♥-3♥/3♠=5+♠& 5+♥ INV / FG. 1NT-2♠;2M-3OM/4♠/4♥ =M fit with short/BAL Mfit S/T/RKC Gerber.	vs PEN DBL: Pass / XX=PUP XX / 2♠. Lebensohl. Texas TRF Thru 3♠. System On vs PEN DBL / NAT 2♠. Defense vs STAY/Jacoby TRF DBLed.
2♠	a	0	4♥	22HCP	2♥/2♣/2NT=Waiting/Negative/Good 5+♥.	2♠-2♥;2♥/2NT=PUP to 2♠(♥ or 24+ BAL)/22-23 BAL. 2♠-2♥;2♥-2♣;2NT/3X/3NT=24+BAL/♥5+,X4+/♥5 BAL After 2NT rebid, same as 2NT open.	
2♥		0	4♥	Mweak	2M,3M:P/C 2NT:Ask 4♠/4♥/4M:Pup/CoM/ToPlay P:♠Const or any weak	2♥-2NT-3♠/3♥/3♣/3NT: any 5Mor HCP5-♥ weak/♠ weak/♥ strong/♠ strong	vs. DBL: Pass/REDBL=Positive/Nega. vs. O/C: Pass/DBL=Positive/Nega.
2♥ 2♠		5 5	4♥	10-12(13)pts,(5)6+M	New suit=F1. 2NT=Feature 4m/4M/4NT=SPL/to play/trump ask(03)		
2NT		-	3♣	20-21HCP, BAL/semi-BAL.	3♠=Modified Puppet STAYMAN. 3♥/3♣=Jacoby TRF 3♠=mSS. 3NT/4♠=♠/♠ 4♥/4♣/4♠/5♠=Texas TRF.	2NT-3♠-3♥/3♥/3♣/3NT=4M/no M/♠5/♥5 2NT-3C-3D-4C/4D:both M ST/ CoM 2NT-3C-3H-4m:m5+ M4 2NT-3NT/4C-4C/4D-4NT:m5 Inv	
3♠ 3♥ 3♣ 3♠		6	-	NAT, PRE.	3♠-4♥=♠ S/T 3♥/3♥/3♣-4♠=♠/♥/♣ S/T	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3NT	✓	-	-	4 level minor PRE	4♠/5♠/6♠/7♠:P/C,4♥:ask 5♠,6♠,7♠=To Play	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	ROMAN KEY CARD GERBER-1430. RKCB-1430. EXCLUSION RKCB-0314. ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER.
4♠ 4♥		5 5	-	♠5♥6 PRE ♠5♥6 PRE		5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King in step.	
4♥ 4♠		7 7				Over King ASK: King in step.	
4NT	✓	-	-	ACOL Ace ASK.	5♠/5♥/5♣/5♠/5NT/6♠=0/♠/♥/♣/♠/2 Ace.	XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.	SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS.
OTHERS						4mRKCB	