

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - General Style 8-17 HCP, may be good 4 cards at 1-level				
Responses	Cue Bid = F1	Weak Jump Raise	Mixed 2NT Raise	
	New Suit = Natural F1 over Pass	Jump Shift = Fiit Jump		
	Jump Cue = Inv Raise	Responsive DBL Thru 4♦		
IN BAL POS	Same			
Responses	Same			
TAKE-OUT DOUBLE - General Style 10+ HCP.				
Responses	Cue = Inv+ w/ Unbid M			
	Jump Cue = Weak Michaels w/ Unbid M			
	Responsive DBL Thru 4♦			
IN BAL POS	8+HCP			
Responses	Same			
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD				
1NT OVERCALL	Responses	Other Meanings		
2nd POS	15-17	System On	Unusual by Passed Hand	
4th POS	11-15	System On		
JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
OTHERS	○			
IN BAL POS		○		
Responses	2NT = Ogust			
UNUSUAL NT	2 Lower Unbids			
Responses				
DIRECT CUE-BID	STYLE	Michaels with 5+Unbid M		
		Jump Cue = ASK for Stop		
Responses	Raise = Weak	CUE = F1		
VS. STRONG NT	Responses			
(2 nd Seat)	Multi-Landy			
(4 th Seat)	Dbl = Sound Overcall			
VS. WEAK NT	Multi-Landy			
VS. PREEMPTS				
	Lebensohl vs Weak Two Opening			
	(Non) Leaping Michaels vs Weak 2/3 Opening			
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS				
VS 1♣:	modified CRASH (Prody)			
VS 2♣:				
OVER OPPONENTS' TAKE-OUT DOUBLE				
1/1 = F1	2/1 = NF	Jump Shift = Fit Jump		
1m-(DBL);	2NT = Weak Raise	3m = Mixed Raise	Criss-Cross	
1M-(DBL);	2M-1 = Good Raise (up to mild Inv)	2M = Bad Raise		
	2NT = Inv Raise+	3M = Mixed Raise		
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed				

LEADS AND SIGNALS					
OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;			
	OTHERS	A for Attitude, K for Count			
N.T.		3rd/5th; 4th; Attitude; Rusinow;			
	OTHERS	3rd/Low when Pd's Suit			
SUBSEQUENT LEADS		3rd/Low vs Suit thruout (middle of play too)			
		Attitude vs Notrump			
CIRCLE OPENING LEADS vs. NO-TRUMPS					
<i>Underline leads against suit contracts if different</i>					
♠	♣	♥	♦	10x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO
♠ x	♣ x	♥ x	♦ x	10 9	
♠ xJx	♣ xx	♥ J109	♦ J1098	10 9x	
♠ J10x	♣ Jx	♥ J10x	♦ J109	9 8x	0x
♠ Jx	♣ J10x	♥ J109x	♦ J1098	9 xx	0xx
♠ Jx0	♣ Kx0	♥ Qx0	♦ Jx0	10 x0	0 xx
♠ Jxx0	♣ Kxx0	♥ Qxx0	♦ Jxx0	10 xx0	0 xxx
♠ Kxx0x	♣ Kxx0x	♥ Q109x	♦ Jx0x	10 xx0x	0 xxx
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					
SUIT	CARDS	HIGH	LOW	ODD	EVEN
	On partner's lead	D1S	E2S		
	On declarer's lead	1S	2S		
N.T.	Discarding				
	On partner's lead	D1	E2		
	On declarer's lead	1S	2S		
	Discarding				
SIGNALS IN TRUMP SUIT		OTHER SIGNALS			
Echo= Odd number of trump		Tends to Show Present Count			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
Neg Dbl		thru 4♦			
Resp Dbl		thru 4♦			
Max Dbl		thru 3♥			
Supp Dbl		thru 2♥			
SPECIAL FORCING PASS SEQUENCES					
Direct Rebid of Forcing Level shows bare Min					
exception : Pass shows bare min at 3-level					
update: 2022/3/17					

WBF CONVENTION CARD			
List D		GREEN	
JAPAN		Kaz YAMADA	
NCBO		NAME OF PLAYER	
Tadashi IMAKURA		NAME OF PLAYER	
Masayuki INO			
SYSTEM SUMMARY : GENERAL APPROACH AND STYLE			
Two-Over-One Game Forcing			
RESPONSE 1NT = Semi-F (5-12) 2 OVER 1 = Always FG (12+)			
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	2♦	Mini-Multi Opening ; Weak 2♥/♠ Opening	
OP.2	2♥	6-10, 5♥ + 5 ^m	
OP.3	2♠	6-10, 5♠ + 5 ^m	
OP.4	4♣/4♦	Namyats ; good 7 ⁺ ♥/♠, 8 ⁺ playing tricks	
OP.5			
OP.6			
OP.7			
OP.8			
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE			
CB.1	Leaping Michaels vs Weak 2 / Muti 2♦		
CB.2	Non Leaping Michaels vs Weak 3		
CB.3	<List D Conventions>		
CB.4	Mini-Multi 2♦ Opening (Weak 2♥/♠ Opening)		
CB.5	2♥ = Weak 2♥ + 5 ^m		
CB.6	2♠ = Weak 2♠ + 5 ^m		
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE			
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♦	11-21, NAT 1♦ = 4+♦ unless 4432	1♣-1M = Walsh ; may bypass 5+♦ unless FG 1m-2m/3m = FG/Weak Raise 1m-2♥/2♠ = Inv/Mixed Raise w/ 4+Sup 1♦-2♣ = 12+, 4+♣, FG 1♣-2♦ / 1♦-3♣ = Natural Inv w/ 6+m 1NT / 2NT / 3NT = 6-10 / 10+-12' / 12+-14, Bal Dbl Jump = Spl Raise with 5+Sup	Opener's 1NT / 2NT Rebid may conceal 4M 2-way Checkback to 1NT Rebid Opener's 2-way Spl Raise to 1M Response Artificial 3♣ to 2NT Rebid Art Lebensohl 2OM/2NT after Opener's Reverse 1m-2m ; Next Step = Ask for Trump Length 2nd Ask for Values, 3rd Ask for Total Controls	Mixed Jump Raise Cue = Inv Raise+ Fit Jump in Comp / Passed Hand Reversed Good-Bad 2NT 2NT promises Good hand Lo-Hi CUE vs Unusual 2NT/Michaels P-1m-2m/3m = Weak/Mixed Raise
1♥ 1♠		5 (4)	4♦	11-21, NAT may be good 4♥/♠ in 3rd/4th	1NT = 5-12', denies 3 Sup unless 4-3-3-3, Semi-F 2/1 = Natural FG w/ Serious Slam Try 2M = 5-9, 3+Sup 3M = Weak Raise w/ 4+Sup 3♣ = 10+-15, 3 Sup 3♦ = 10+-12, 4+Sup 2NT = Jacoby Raise; 15+, 4+Sup 3NT = Swiss Raise; 12-14, 4+Sup, no Spl Dbl Jump = Spl Raise; 12-14, 4+Sup, Spl showing 1♥-2♠ / 1♠-3♥ = Natural Inv	1M-2M ; Next Step = Art Inv, may be Slamish 1M-2NT ; 3M = bare Min	Mixed Jump Raise Cue = Inv Raise+ Fit Jump in Comp / Passed Hand Reversed Good-Bad 2NT Hi-Lo CUE vs Unusual 2NT Rubensohl vs Michaels Reverse Drury 2♣ 3NT by Passed Hand = Good Raise
1NT			3♠	15-17, BAL may have 5M	2♣ = Stayman 2♦/2♥ = Jacoby w/ Walsh Relay 2♠ = Minor Stayman 2NT = Transfer to 3♣ 3♣ = Puppet Stayman 3♦ = Natural Inv w/ 6+♦ 3♥/3♠ = Spl w/ 5-4 m's and 3OM 4♣ = RKC Gerber 4♦/4♥ = Texas	1NT-2♣ ; 2♦-3♥/♠ = Smolen w/ 5-4 M's -3♥/♠ = 5-5 M's 1NT-2♦ ; 2♥-2♠ = Walsh Relay w/ 6+♦	Lebensohl vs NAT Overcall Texas thru 4♣ DONT Escape vs Value Dbl System On vs Art Dbl / 2♣ Rubensohl vs Art 2♦ Overcall
2♣	✓		-	ART, Almost FG 1) 22+, BAL 2) 17+, UNB, 9+tricks	2♦/2♥ = denies/promises 2K OR A/K w/ 8+HCP 2♠/2NT/3♣/3♦ = 5+♥/♠/♣/♦ 2K OR A/K w/ 8+HCP 3♥/3♠ = semi-Solid 6+♥/♠ 3NT = any Solid suit	2♣-2♦ ; 2♥ = Puppet to 2♠ ; 5+♥ OR 24+ BAL 3♦ = 5+♦ + 3+♥/♠ 3♥/3♠ = 5+♦ + 4+♥/♠ 2♣-2♥ ; 3♥ = 5+♥ + 3+♠ 3♠ = 5+♥ + 4+♠	Pass / DBL = Pos / Neg
2♦	✓		-	Mini-Multi Opening Weak 2♥/♠ Opening 10-13, good 6♦ in 4th	2♥/2♠/3♥ = Pass/Correct 2NT = Ask, F1 3♣/3♦ = Natural F1 4♣ = Request for Texas 4♦ = Major Pick	2♦-2NT ; 3♣ = Min Weak 2♥/♠ Opening 3♦/3♥ = Med Weak 2♥/♠ Opening 3♠/3NT = Max Weak 2♥/♠ Opening	Dbl = P/C at 2-level, Penalty at 3-level ReDbl vs Dbl = any 1-Suiter
2♥ 2♠	✓	5	-	6-10, 5♥/♠ + 5+m 10-13, good 6♥/♠ in 4th	2NT = Ask for m ; Inv+ 3♦ = Art Inv for Opn's M Jump Shift = RKC Lackwood	2M-2NT ; 3♣/3♦ = Min, 5+♣/♦ 3♥/3♠ = Max, 5+♣/♦	
2NT			3♠	20-21, BAL may have 5M	3♣ = Stayman 3♦/3♥ = Jacoby w/ Walsh Relay 3♠ = Minor Stayman 4♣ = RKC Gerber 4♦/4♥ = Texas	2NT-3♣ ; 3♦-3♥/3♠ = Smolen 2NT-3♦ ; 3♥-3♠ = Walsh Relay w/ 6+♣/♦	
3♣		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids) RKC Gerber 4♣ / Super Gerber 5♣ (1430) RKC Blackwood (1430) w/ Roman DOPI/DEPO Exclusion RKC Blackwood (0314) RKC Lackwood (0314)	
3♦		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood		
3♥		6	-	Normal Preemptive	Suit below Game = RKC Lackwood		
3♠		6	-	Normal Preemptive	Suit below Game = RKC Lackwood		
3NT	✓		-	Pre 4♣/4♦ Opening	4♣/♦/5♣ = Pass/Correct		
4♣	✓		-	Namyats ; good 7+♥, 8+tricks	Next Step = Ask ♥ New Suit = RKC Lackwood		
4♦	✓		-	Namyats ; good 7+♠, 8+tricks	Next Step = Ask ♠ New Suit = RKC Lackwood		
4NT	✓			Direct Ace Ask	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace showing		
OTHERS							