

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD
OVERCALLS (Style; Responses; 1/2 level; Reopening) 8-17HCP, (4)5+card suit. Often very light. RESP: _____ New Suit=Constructive NF.Cue=F1,INV+ w supp or any FG. Jump cue=Mixed raise. Jump raise=PRE. Jump shift=Fit showing jump. afer 1M OC,2NT=4+supp INV+ or 3supp F Reopening: _____ RESP: _____	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.	Japan youth U26 NCBO All EVENT NAME OF PLAYER Hitoshi Tanabe Category:Green NAME OF PLAYER Hirokana Yuge
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: _____	If CT isn't needed, we lead for showing ATT, S/P, or for deception. LEADS Lead VS. Suit VS. NT Ace Ax(+); AKx(+) King AK; AKx(+); KQx(+); Kx Queen QJx(+); Qx Jack J10x(+); KJ10x(+); Jx 10 109x(+); H109x(+); 10x 9 KJ9x(xx),9x Hi-x Sx; HxSx(xx); xxSx(xx) Lo-x Hx(xx)S; xx(xx)S	SYSTEM SUMMARY: GENERAL APPROACH AND STYLE 5-CARD MAJOR. 1NT Opening:(14+)15-17. 1♠ opening: ①11-14BAL. could be 5♦ ②11-21 NAT 1♦ opening=5+♦ except 4441. Various ART raises after 1m/1M Openings. RESPONSE 1NT=semi Forcing. 2 over 1=FG except 1♠-2♦(=6+♥ INV or 5+♥ FG)
JUMP OVERCALLS (Style; Responses; Unusual NT) 1-Suit: Weak. Resp: New suit=F1. Cue=INV+. 2NT=Ogust. 2-Suit: Ghestem like. (1♠)-2♠/2♦/2NT/3♠=Ms/NAT,Weak/♥&♦/♠&♦ (1♦)-2♦/2NT/3♠/3♦=♠&♥/♥&♠/♠&♠(NF)/♠&♠(F) (1M)-2M/2NT/3♠=OM&♠/♦&♠/OM&♦ vs.(1♠=(1)2+♠);(1♠)-2♠/2♦/2NT/3♠=NAT/Ms/♥&♦/♠&♦ vs.(1♦=0-2+♦);(1♦)-2♦/2♦/2NT/3♠/3♦=NAT/Ms/♥&♠/♠&♠(NF)/♠&♠(F)	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 ATT or 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	SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE 2♠=ART STR 2♦=0-10 5+♥ or 24-25 BAL (NV) 2♥=0-10 4+♠(4)5+♥ (V) 2♥=WK.5+♥4+m 3NT=Good PRE in M.(8-9 tricks) 4♠/4♦=NAT WK TRF RESP after 1♠ opening. 1♠-2♦=6+♥ INV or 5+♥ FG. 1♠-2♥=5+♦ FG
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening) Direct: Explained above.(1M)-3M=Asks for stopper. VS. NT(vs. Strong/Weak; Reopening; PH) Direct: X=PEN,2♠=♥&♠, 2♦=♥ or ♠, 2M=M&m, 2NT=♠&♦. Reopening: Same as above. vs. WK NT: X=PEN, 2♠=♥&♠, 2♦=♥ or ♠, 2M=M&m, 2NT=♠&♦.	SIGNALS (including Trumps): Trumps: S/P.NT:Rev Smith Echo. Other: Odd-Even First Discard	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE Defensive bids vs. Michaels/Unusual NT. Good-Bad 2NT. 1m - (1NT) - 2♠/2NT=♥+♠/♠+♦ 1M - (1NT) - 2♠/2♦/2NT=♠+OM/♦+OM/♠+♦ TRF RESP over OPPT's T/O DBL(after 1♠)
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. (2M)-3M=5-5+m 4♠/3♦/4♦ vs. WK 2♦=5+♠&5+M/5+♥&5+♠/5+♥&5+♠.STR 4♠/4♦ vs. WK 2M=5+♠/♦&5+OM.	DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopening) Normal,may be light with shape RESP: Cue=F1. Jump cue=Asks for stopper. Reopening: 8+HCP. RESP: Cue=F1.	SPECIAL FORCING PASS SEQUENCES IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE 1NT-(X=PEN)-P/2♠/2♦/2♥=Play/♠+any/♠+M/♥+♠ 1NT-(X=PEN)-XX=TRF to 2♠ then 2X=Play 1NT-(X=ART)-P/2♠/2♦/2♥/XX=Play/Stayman/TRF/TRF/mss/Cards 1♠(1♦)Db1/1♥/1♠/2M/3♠=Ms/4♥/4♠/FSJ/PRE 1♠(1♥)Db1/1♠/2♠/3♦/3♠=4+♠/No suitable bids/FSJ/PRE Switching after competitive bids RESP and rebids as NAT could be 3-card if there are no other convenient actions.
VS. ARTIFICIAL STRONG OPENINGS vs. 1♠: X/1♦/1NT=♠&♠ or ♦&♥/♥&♦ or ♠&♥/♦&♠ or ♠&♥ 1M/2M/3M=NAT.2m/3m=NAT. vs. 2♠: 2♦/3♦=♥ or ♠&♠. 2♥/3♥=♠ or ♠&♦. 2♠/3♠=♠ or d&♥. X/3♠=♦ or ♥&♠. 2NT/3NT=♠&♥ or ♦&♠	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES NEG DBL thru 4♥. RESP DBL 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.	PSYCHICS Openings: Rare. Others: Rare comic O/C, fake cue, fake G/T.
OVER OPPONENTS' TAKEOUT DOUBLE REDBL=10+HCP. Fit showing jump. SPL. 1m-(X)-2NT/3m=PRE/Limit raise.1♠-(X)-2♦ & 1♦-(X)-3♠=m supp,FG 1M-(X)-2NT/3M/3NT/4M=Limit+/PRE/Good PRE/PRE. 1♠-(X)-XX/1♦/1♥/1♠=♦/♥/♠/ms 1♥-(X)-1NT/2♠/2♦/2♥=♠/♦/ good single raise/bad single raise. 1♠-(X)-1NT/2♠/2♦/2♥/2♠=♠/♦/♥/ good single raise/bad single raise.	IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed	IMPORTANT :All text must be typewritten or block letters
	Update:1/2/2018	

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARD	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
1♣	x	2	4♥	①11-14 BAL.could be 5♦ ②11-21 NAT.	1♣-1♦/1♥/1♠/1NT=♥/♠/4+♦ or 16+BAL/6-11 1♣-2♣/2♦/2♥/2♠=4+♣ INV+/4-4+m FG/5-8,5♦4♥/ NAT PRE 1♣-3♣=NAT PRE SPL	1♣-1R-(+1)/1NT=11-14,(semi-)BAL w/o supp(could be poor 4supp),NF/17-19 BAL. 1♣-1R-(+1)-2♣/2♦=Relay,INV or ♦ S/O /ART FG 1♣-1R-2NT/3♣/3R=4supp w/ Short/2-supp,6♣ INV/17-19 BAL w/ supp 1♣-1♦+1♠/2♠=NAT,11-18/ART FG Relay. 4+♠ or 6♣ w/o 3supp 1♣-1♥-2♦/2♥=16+,2-supp,F1.♠ & ♦ or♥/16+,3supp,F1.♠ & ♦ or♥, or 6+♣ 1♣-1♠-2♦/2♥/2♠=4+♦,NF/Relay/Relay 1♣-2♠-2♦/2♥/2♠/2NT/3♣=4♥/4♠/no 4M sound+/2♠ NF/3+♠ NF 4th suit FG.SPL.	Cue=Limit raise+. Jump raise=PRE. Fit jump by P/H Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♦		4	4♥	11-22,5+♦ unless 4441.	1♦-1♥/1♠/1NT=NAT 1♦-2♠=NATFG 1♦-2♦/2♥/2♠/3♣=6-9,NAT/supp FG/LR/NAT INV SPL	1♦-1♥/1♠-1NT=ART F1. 6+♦ or various 16+ 1♦-1♥/1♠-1NT-2♠/2♥=8+HCP/7-HCP 1♦-1M-2♦=11-15♦+♥. 1♦-1♠-2♥=NAT Reverse.w/o 3supp. 1♦-1♥-1NT-2♠-2♦/2♥/2♠/2NT/3♣=NF/14-16,3♥6♦/5♦4♣ FG/17-19 BAL/5-5+m FG 1♦-1♠-1NT-2♠-2♦/2♥/2♠/2NT/3♣=NF/ART FG/14-16,3♠6♦/17-19 BAL/5-5+m FG 4th suit FG.SPL.	Cue=Limit raise+. Jump raise=PRE. Fit jump by P/H Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♥ 1♠		5	4♦	11-21,5+M often very light.	1♥-1♠/1NT=4+♠/3-♠,Semi-Forcing. 1♥-2♠/2♦=NAT FG 1♠-2♠/2♦/2♥=3+♠ FG/6+♥ INV or 5+♥ FG/5+♦ FG 1♠-2♦-2♥/2♠/2NT/3♣=NF.could be 0♥/2♥ FG/4+♠ FG/4+♦ FG 1M-2M+1/2M+2=4+supp,FG w/short / 3supp INV+ 1M-2M+3/2M+4/3M=BAL 4+supp INV+/MR/PRE SPL=9-12 1M-3NT=Good PRE	1M-1♠/1NT-2♠=ART F1.6+M or 16+ 1M-1♠/1NT-2NT/3X/3M=6+M&4m/5-5 INV/6+M FG 1♠-2♦-2♥=min.may be 0♥. 1♠-2♦-2♠/2NT/3♣/3♦=2♥/1-♥4+♠/1-♥4+♦/1-♥6+♠ 1♠-2♠-2♦/2♥/2♠/2NT/3♣=ask/5-5M/ 17+ 4♠ w/SGL/17+ 4♠ w/void /17+ 5+♣ 1♠-2♠-2♦-2♥/2♠/2NT/3♣=5+♠/2(443)/4♥5+♠/6+♣ 1M-2M+1-2M+2=Ask. 1M-2M+1-2M+2-(+1)/(+2)/(+3)/(+4)=w/ void /1♠/1♦/10M 2-way G/T after single raise	Cue=Limit raise+. Jump raise=PRE. Fit jump by P/H. 1M-2NT/3♣ by P/H=♣. Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT. Reverse Drury.
1NT			4♥	(14+)15-17,BAL.	1NT-2♠/2♦/2♥=Relay/TRF/TRF 1NT-2♠=Size Ask,INV or 6+♠.1NT-2NT=4♠,INV 1NT-3♠=modified puppet stayman. 1NT-3♦=6+♦ S/T 1NT-3♥/3♠=1-♥/♠,5-4+m 1NT-4♠/4♦=6+♥/♠,FG.1NT-4♥/4♠=2245/2254 S/T	1NT-2♠/2♦-P/2♥/2♠/2NT=Play/5♥ INV/5♠ INV/4-4M INV 1NT-2♠/2♦-3♣/3♦/3♥/3♠=4♠5+♠/4♠5+♦/5-5M INV/5-5M C/G 1NT-2♠/2♦-3NT/4♠/4♦=5♦ mild S/T/4♠6♥ S/T/5♦ S/T 1NT-2♦-2♥-2♠=4♥,INV+. 1NT-2R;(+1)-2NT/3♣=5+M4+♠/♣ FG 1NT-2♠-2NT/3♣=Max/min.1NT-3♣-3♦/3♥/3♠=3-♠&4-♥/5♥/4♠/5♠	vs DBL;see front page Lebensohl. Texas TRF Thru 3♠. Defense vs STAY/Jacoby TRF DBLed.
2♣	x			ART STR	2♦/2♥=K or 4+HCP,FG/NEG 2♠/2NT/3♣/3♦=5+♠/♥/♠/♦	2♠-2♦-2♥/2♠=Relay. 2♠-2♦-2NT=22-23 BAL	vs. DBL: Pass/REDBL=FG/NEG. vs. O/C: Same as above.
2♦	x			0-10 6+♥ or 24-25 BAL	2♥/3♥/4♥=Play. 2NT=modified Ogust 2♠/3♠=NF. 3♠/4♠=NAT FG.	2NT-3♣/3♦/3♥/3♠/3NT=5M min/5M Max/6M min/6M Max/24-25 BAL After responder's NF bids,opener's new suit shows STR	vs. DBL: Pass/REDBL=Play/Cards
(NV)2♥	x			0-10,4+♠(4)5+♥	2NT=Ask,INV+. 3m=NAT FG. 4♣/4♦=♥/♠ S/T. 2M/3M/4M=Play	2NT-3♣/3♦/3♥/3♠/3NT/4m=45M min/45M Max/55M min/46M min/46M Max/55M SPL	
(V)2♥	x			WK,5+♥4+m	2NT=ask,any INV+. 3m/4m=P/C.	2♥-2NT-3♣/3♦/3♥/3♠=4+♠,min/4+♦ min/4+♠ Max/4+♦ Max	
2♠				0-10,5+♠. often very light in NV.	2NT=midified Ogust 3m=NF. 3♥/4m=NAT FG	2NT-3♣/3♦/3♥/3♠=5M min/5M Max/6M min/6M Max	
2NT				20-21,BAL	3♠/3♦/3♥=Modified Stayman/5+♥/5+♠ 3♠/3♥ NT=MSS/5♠3♥ 4♠/4R=5m(332)/Texas	2NT-3♣/3♦/3♥/3♠/3NT=3-♥/4♥/5♠/5♥ 2NT-3♣/3♦-3♥/3♠=4+♠/5♥4♠/. 2NT-3♣/3♦-3♥-3♠=PUP 3NT 2NT-3♦-3♥-3♠/3NT=5♥0-2♠ or 5+♠5+♥/5♥3♠. 2NT-3♥/3♠-3NT=5♠0-2♥	
3♣ 3♦ 3♥ 3♠		6		WK	3♠-4♦=fit,S/T 3♦/3♥/3♠-4♠=fit/S/T	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids) ROMAN KEY CARD GERBER-1430. SUPER GERBER.RKCB-1430. EXCLUSION RKCB-0314. ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER. 4m RKCB.ROSENKRANZ 4♣. CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand. 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. Over King ASK: King in step. SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS. XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.	
3NT	x			Good PRE 7+M, 8-9 tricks	4♠/4♦=ask M via TRF/ask to bid M 4♥/4♠/4NT=2A&K/3A/Trump ASK	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣ 4♦ 4♥ 4♠				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. Over King ASK: King in step. SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS. XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.	
4NT	x			ACOL A Ask		Total CTRL asking, followed by CTRL location asking (Astronauts). Spiral scan for specifying queens.	