

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General Style 8-18HCP, (4)5⁺CARD SUIT.
 Responses CUE=INV⁺ with SUPP
 NEW SUIT=F1
 JUMP CUE=4⁺SUPP Mixed, JUMP RAISE=PRE.
 IN BAL POS 8-15, CUE=Michaels
 Responses same as above

TAKE-OUT DOUBLE - General Style 10⁺HCP.
 Responses CUE=FG
 IN BAL POS 8⁺HCP.
 Responses CUE=F1
 SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD

1NT OVERCALL	Responses	Other Meanings
2nd POS		UNUSUAL by PH.
15-18HCP.	SYSTEM ON	
4th POS		
12-14(15)HCP.	SYSTEM ON	10-11HCP by PH

JUMP OVERCALL WEAK INTERM STRONG 2 SUITER
 OTHERS vul vs nv
 IN BAL POS 10-12
 Responses NEW SUIT/CUE=F1.
 UNUSUAL NT
 Responses

DIRECT CUE-BID STYLE MICHAELS
 Responses 2NT=INQ, 3♣=P/C 3♦=M INV+

VS. STRONG NT Responses
 2♣=BothM, 2♦=M1suiter 2M=M&m 2♠-2♦=Longer M Ask
 2NT=ms. X=M4m5 (m 1suiter by PH) 2♦-2♥/2♠/3♥/3♠=P/C

VS. WEAK NT
 X=PEN others are same as vs STR NT

VS. PREEMPTS T/O X THRU 4♥ (4♠X=OPT ,4NT=T/O)
 DBL vs WEAK2=T/O->LEBENSORHL 2NT.
 4♣/♦ vs WEAK 2M=5⁺♣/♦+5OM.

VS. ARTIFICIAL 1♣ or 2♣ OPENINGS
 VS 1♣: 1♦/1♥/1♠/2♠=NAT, 1NT=M5+5+, X= M5+4+, 3NT=to play other = NAT
 VS 2♣: X=Ms,2NT/3NT=ms, other = NAT

OVER OPPONENTS' TAKE-OUT DOUBLE
 1m-(X)-2NT/3m=PRE/LR.
 1M-(X)-2NT/3M/3NT = LR+/PRE/good PRE
 XX=10⁺ HCP. Fit showing jump. SPL
 1♣-(X)-2♦ & 1♦-(X)-3♣ = 5⁺supp FG

IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed

LEADS AND SIGNALS

OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;
	N.T.	OTHERS 3rd or lowest 3rd/5th; 4th; Attitude; Rusinow; OTHERS

CIRCLE OPENING LEADS vs. NO-TRUMPS
 Underline leads against suit contracts if different

♠Q	♠Q	♠Q	♠10	♠10x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO
♠Qx	♠Qx	♠Qx	♠10x	♠9	
♠Jx	♠Qxx	♠J109	♠1098	♠9x	
♠KJ10x	♠QJx	♠Q10x	♠K109	♠8x	♠x
♠QJx	♠10x	♠109x	♠K1098		♠xx
♠Jx	Kx	Qx	Jx	10x	♠xxx
KJx	Kxx	Qxx	Jxx	10xx	♠xxxx
Kxx	Kxx	Q09x	Jxx	10xx	♠xxxxx

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

	CARDS	HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	D1S	E2S		
	On declarer's lead	1	2		
	Discarding	D	E		
N.T.	On partner's lead	D1S	E2S		
	On declarer's lead	1	2		
	Discarding	D	E		

SIGNALS IN TRUMP SUIT OTHER SIGNALS
 rev Smith

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
 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, DEPO ROPI

SPECIAL FORCING PASS SEQUENCES

Update: printed: by

WBF CONVENTION CARD

Japan Class C GREEN
 NCBO  
Tetsutato YAMAMOTO **Sanekata SONOIKE**

NAME OF PLAYER NAME OF PLAYER

SYSTEM SUMMARY : GENERAL APPROACH AND STYLE

5-CARD MAJOR, NATURAL, trf walsh
1NT Opening: (14⁺)15-17
Various ART Raise after 1m/1M openings

RESPONSE 1NT = semi-F TO M 2 OVER 1 =ALWAYS FG.
 ARTIFICIAL STRONG 1♣ Response Style

CANAPE	OPENING RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES
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SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS	DESCRIPTION
OP.1 2♣	20-21 BAL or FG
OP.2 2♦	bad M 1suit PRE when nv
OP.3 2♥	M 1suit PRE when vul
OP.4 2♥	♥ good weak when nv
OP.5 2♥	♥ & minor weak when vul
OP.6 2♠	♠ good weak when nv
OP.7 2♠	♠ & m PRE when vul
OP.8	

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1 Good-Bad 2NT
 CB.2 Multi Landy vs NT.
 CB.3 DEFENSIVE BIDS vs MICHAELS / UNUSUAL NT.
 CB.4 LEAPING MICHAELS OVER WEAK 2M or MULTI 2♦.
 CB.5 1m-(1NT)-2♠/2NT=Ms/ms
 CB.6 1M-(1NT)-2m/2NT=m+OM/ms

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

1NT-(X)-XX=FORCE TO 2♣, shows any 1suiter. DONT escape.

PSYCHICS : OPENINGS Rare OTHER Rare

IMPORTANT:All text must be typewritten or block letters

