DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						WBF CONVENTION CARD				
OVERCALLS - General Style 8-17 HCP, may be good 4 cards a Responses New suit = F1 Weak Jump Raise	SUIT 3rd/5th; 4th; Attitude; Rusinow;					now;	_			List C	
Responses New suit = F1 Weak Jump Raise Jump Shift = Fiit Jump Jump Cue = Mixed Rais	TIUS COPENING COPENIN	OTHERS 3rd/5th	A for Attitudes, K for Count 4th; Attitude; Rusinow;			- 10	PAN				
	B 의 N.T.					iow,		ICBO			
Responsive DBL Thru 4♦ IN BAL POS Same	OTHERS SId/Low Wilett Fd's Suit					of play too		yuki INO	♣		
	(1) /							O HIRATA		Akito OMASA	
Responses Same TAKE-OUT DOUBLE - General Style 10 ⁺ HCP.	Attitudes vs Notrump CIRCLE OPENING LEADS vs. NO-TRUMPS						IVIAKOT	HIKATA		ANIO CINAUA	
Responses Cue = F to Suit Agreement	Underline leads against suit contracts if different						SYSTEM S	SIIMMARY	· GENERAL AE	PPROACH AND STYLE	
Jump Cue = Weak Michaels with Unbid M		SAME LEADS SAME LEADS IF OUR SIDE					SAME LEADS IF OUR SIDE	OTOTEW (. OLIVLIVAL AF	THOAGITAIND OTTLE
Responsive DBL Thru 4	⊗K x	B Qx	Q Jx	①10x	10 9	SHOWED SUIT	2/1 = FG				
IN BAL POS 8*HCP	<u>⊗K</u> Jx	B Qxx	QJ109	3 10x	1) 9x		2/1-10				
Responses Same	<u>A®</u> J10x	B QXX	® Q10x	1 090	98 <u>x</u>	Эx					
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD	<u>A@</u> Jx	KQ10x	KQ10X	K ① 98	<u> </u>	Øx <u>×</u>					
1NT OVERCALL Responses Other Mea	<u>A</u> J xQ	KxQt	Qx ®	Jx®	10x Q	<u>∞∞x</u>					
2nd POS 15-17 System On Unusual by Pass		KJx 0 x <u>x</u>	Kxx	Qx <u>x</u>	Jx <u>x</u>	10xx	∞xxx ∞xxx	RESPONSE 1NT = S	Semi_F (5-12 ⁻)	2 OVFR 1	= Always FG (12 ⁺ -)
Situation of the state of the s	- a	Kx <u>Q</u> xx	Kxx x	Q 10 9x	Jxx © x	10xx	-	ARTIFICIAL STRONG			/ iiway3 1 0 (12 -)
4th POS 11-15 System On		1000	1000	G. GOOM	070 3 0 <u>1</u> 0	10/00		0	PENING ALL	STRONG	SPECIAL
		,	SIGNALS WHE	N FOLLO	WING OR DI	SCARDIN	IG	CANAPE	SPONSES HANDS	HANDS	SEQUENCES
JUMP OVERCALL WEAK INTERM STRONG 2 SU	ITER	USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS									IAY REQUIRE DEFENCE
OTHERS O			D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE					OPENINGS		DESCRIPTION	
IN BAL POS O			BRACKET THE SIGNALING SYMBOL WHEN RARELY USED					OP.1			
Responses 2NT = Ogust			CARDS HIGH LOW ODD EVEN					OP.2			
UNUSUAL NT 2 Lower Unbids		On partr	er's lead	D1S	E2S			OP.3			
Responses		arer's lead	1S	2S			OP.4				
DIRECT CUE-BID STYLE Michaels w/ 5 ⁺ Unbid M	Discardi		D1	E2			OP.5				
Jump Cue = ASK for Stop	. On partr	0	D1	E2			OP.6				
Responses Raise = Weak CUE = F1	On decla	arer's lead	1S	2S			OP.7				
VS. STRONG NT Responses	Discardi	ng	D1	E2			OP.8				
(2 nd Seat) Multi-Landy	SIGNALS IN TRUMP SUIT OTHER SIGNALS				SPECIAL CO	OMPETITIVE BID	S THAT MAY R	REQUIRE DEFENCE			
(4 th Seat) Dbl = Sound Overcall	Echo= Odd number of trump Tends to Show Present Count				CB.1 Michaels Cue						
VS. WEAK NT							CB.2 Leaping Michaels vs Weak 2 / Muti 2◆				
Multi-Landy	SP	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES									
VS. PREEMPTS	Neg Dbl thru 4♦						CB.4				
Lebensohl vs Weak Two Opening	Resp Dbl thru 4♦						CB.5				
Leaping Michaels vs Weak Two Opening / Multi 2 ◆ 0	Max Dbl thru 3♥						CB.6				
VS. ARTIFICIAL 14 or 24 OPENINGS	Supp Dbl thru 2♥						IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE				
VS 14: CRASH							4th Suit FG				
							1 . -1•;1•-1. = -3., FG; 11•;1•-2. = 4 ⁺ . FG.				
VS 2 4 :											
							1m-(1NT)-Same as after opponent's 1NT opening (Multi-Landy)				
OVER OPPONENTS' TAKE-OUT DOUBLE	SPECIAL FORCING PASS SEQUENCES						1M-(1NT)-2n	n=4+m & 5+OM; 2	2M/2OM=NAT		
1/1 = F1 2/1 = NF Jump Shift = Fit Jump	Direct Rebid of Forcing Level shows bare Min										
1m-(DBL); 2NT = Weak Raise; 3m = Good Raise; Criss-Cross=	exception : Pass shows bare min at 3-level										
1M-(DBL); 2M-1 = Good Raise (up to mild Inv) 2M = Bad Rais							PSYCHICS : OPEN	NINGS Rare	OTH	HER Rare	
2NT = Inv Raise+ 3M = Good Raise w/ 4 ⁺ Sup											
IMPORTANT : Use symbols ♠, ♥, ♠, ♣ when needed	update: 2025/4/8						IMPOR	TANT:All text mus	st be typewritten	or block letters	

	- 1	10					
ing	F	NO.	NEG.				MODIFICATIONS OVER
Opening	SK	N. N.	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITION AND
do	TA!	MIN PC	THRU				WITH PASSED PARTNER
pass	1						
1.		3	4	11-21, NAT	1♣-1M = Walsh ; may bypass 5 [†] ♦ unless FG	Opener's 1NT / 2NT Rebid may conceal 4M	Good Jump Raise
1 ♦			. •	1 ◆ = 4 ⁺ ♦ unless 4432	Inverted Raise; 1m-2m / 3m = FG / PRE Raise	1m-2m -any=Stopper Showing	Cue = Inv Raise+
. •				1 - 4 V UIIIC33 4402	1m-2 ♥ / 2♠ = Limit / Mixed Raise	2-Way Checkback 2♣/2♦ to 1NT rebid except1♣-1♦-1NT	Fit Jump in Comp / Passed Hand
					1 • -2 • = FG with 4 • •	2♣ = Puppet to 2♦, usually Inv	Good-Bad 2NT
					1NT / 2NT / 3NT = 6-10 / 11-12- / 12-15	2♦ = Art FG	2NT promises bad hand
					Dbl Jump = Spl Raise w/ 5+Sup	1x-1y; 2NT-3♣ = Puppet to 3♦	Hi-Lo CUE vs Unusual 2NT/Michaels
					1♣-2 ♦ / 1 ♦-3♣ = Natural Inv	in ty, and a support of	Lo = Unbid M Hi = Limit Raise+
1♥		5	4 •	11-21, NAT	1NT = 5-12 ⁻ , Semi-F	Help Suit Game Try	Good Jump Raise
1.		(4)		may be good 4♥/♠ in 3 rd /4 th	2/1 = Natural FG		Cue = Inv Raise+
		()		may be good 1.7, a m e 7.1	2M = 5-9, 3 ⁺ Sup 3M = Weak Jump Raise		Fit Jump in Comp / Passed Hand
					3♣ = 10-12, 4+ Sup 3 ◆ = 7-9, 4 ⁺ Sup		Good-Bad 2NT
					2NT = Jacoby Raise ; 15 ⁺ , 4 ⁺ Sup		Hi-Lo CUE vs Unusual 2NT/Michaels
					3NT = Swiss Raise; 12-14, 4 ⁺ Sup, no S/S		Reverse Drury 2.
					Dbl Jump = Spl Raise; 10-12, 4 ⁺ Sup, S/S showing		
					1♥-2♠ / 1♠-3♥ = Natural Inv		
1NT			3♠	15-17, BAL	2♣ = Stayman 2♦/2♥ = Jacoby w/ Walsh Relay	1NT-2♣; 2♦-2♥/♠ = Smolen w/ 5-4 M's -3♥/♠ = 5-5 M's	Lebensohl vs NAT Overcall
				may have 5M	2♠ = MSS 2NT = Transfer to 3♣	1NT-2 ♦ ; 2 ♥-2 ♠ = Puppet to 2NT ; FG w/ 6 * ♦	Texas thru 4♣
					3♣ = Puppet Stayman 3♦ = Natural Inv w/ 6 ⁺ ♦	1NT-2NT ; 3♣-3x = FG w/ 6 ⁺ ♣ and Spl	System On vs Art Dbl / 2*
					3 v = Spl w/ 3145/3154 3 ★ = Spl w/ 1345/1354		DONT escape vs Penalty Dbl
					4♣ = RKC Gerber 4♦/4♥ = Texas TRF		
2*	~		-	ART, Almost FG	2 ◆ /2 ▼ = waiting / super negative	2♣-2♦ ; 2♥ = Puppet to 2♠ ; 5+♥ OR 24+ BAL	Pass / DBL = Pos / Neg
				1) 22 ⁺ , BAL	2♠/2NT/3♣/3♦ = 5 ⁺ ♥/♠/♣/♦, 2 ⁺ K or A/K w/ 8 ⁺ HCP	$3 \blacklozenge = 5^{+} \blacklozenge + 3^{-} \blacktriangledown / \spadesuit \qquad 3 \blacktriangledown / 3 \spadesuit = 5^{+} \blacklozenge + 4^{+} \blacktriangledown / \spadesuit$	
				2) 17 ⁺ , UNB, 9 ⁺ tricks	3♥/3♠ = semi-Solid 6 ⁺ ♥/♠ 3NT = any Solid suit	22222.NT/3NT/4NT/5NT=24-25/26-27/28-29/30-31	
2 •	~	5		Weak 2♦ Opening	2NT = NAT, INV		
				6-10, good 5 ⁺ ♦	Jump Shift = RKC Lackwood		
2 🗸	>	5		Weak 2♥/2♠ Opening	2NT = ASK → 3♣=MIN, 3♦=MED, 3♥=MAX, 3NT=Solid		
2♠				6-10, good 5 ⁺ ♥/♠	Jump Shift = RKC Lackwood		
2NT			2 4	20-21, BAL	2 Stoymon 2.4/2m - Josephy W Welsh Delev	ONT 2 - 2 - 2 - Dimental ONT FOUND	
ZIVI			_	,	3♣ = Stayman 3♦/3♥ = Jacoby w/ Walsh Relay	2NT-3 ♦; 3 ♥-3 ♠ = Puppet to 3NT; FG w/ 6 + ♣/ ♦	
				may have 5M	3♠ = Minor Suit Stayman 4♣ = RKC Gerber	2NT-3♣ ; 3M-OM = Slam Try	
3*		6	_	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood	SLAM APPROACH AND CONVENTIONS (inclu	ding all slam-interest hids
3 •		6	_	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood	RKC Gerber 4. (14/30/2MIN/2MAX)	anig an olam-interest blus j
3 🗸		6	_	Normal Preemptive	New Suit below Game = RKC Lackwood	RKC Blackwood (1430) w/ Roman DOPI/DEPO	
3♠		6	_	Normal Preemptive	New Suit below Game = RKC Lackwood	Next=Trump Q ASK → Step 1: No Q of trump; Step 2: No si	de K w/ Trump Q
3NT	>		-	Solid 6-7m w/o A/K outside	4.8/5.4 = P/C	Step 3 or higher: K in the suit w/ tr	
4*	~		-	Normal Preemptive		Exclusion RKC / RKC Lackwood (0314)	
4 •	>		-	Normal Preemptive			
4NT	~			Direct Ace Ask	5♣/◆/▼/♠/5NT/6♣=0/◆/▼/♠/2/♣ Ace showing		
OTHERS					, and the second		
					•		