


DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS						WBF CONVENTION CARD							
OVERCALLS - General Style 8-17 HCP, may be good 4 cards at 1-level					OPENING LEADS	SUIT	<div>3rd/5th; 4th; Attitude; Rusinow;</div> <div>OTHERS A for Attitudes, K for Count</div>					<div>List C</div> <div><div>JAPAN NCBO</div><div>Masayuki INO Makoto HIRATA</div></div> <div></div> <div>Akito OMASA</div>						
Responses New suit = F1 Weak Jump Raise							N.T.	<div>3rd/5th; 4th; Attitude; Rusinow;</div> <div>OTHERS 3rd/Low when Pd's Suit</div>										
Jump Shift = Fiit Jump Jump Cue = Mixed Raise								SUBSEQUENT LEADS 3rd/Low vs Suit thruout (middle of play too)										
Responsive DBL Thru 4♦								Attitudes vs Notrump										
IN BAL POS Same																		
Responses Same																		
TAKE-OUT DOUBLE - General Style 10+ HCP.					CIRCLE OPENING LEADS vs. NO-TRUMPS													
Responses Cue = F to Suit Agreement					<div>Underline leads against suit contracts if different</div> <div><div><div>A⊗</div><div>ⓐKx</div><div>ⓐKJx</div><div>ⓐQJ10x</div><div>ⓐQJx</div><div>ⓐJxⓐ</div><div>KJxⓐx</div><div>Kxⓐxx</div></div><div><div>ⓐQ</div><div>ⓐQx</div><div>ⓐQxx</div><div>ⓐQJx</div><div>KJ10x</div><div>Kxⓐ</div><div>Kxⓐx</div></div><div><div>ⓐQ</div><div>ⓐQx</div><div>ⓐQ109</div><div>ⓐQ10x</div><div>Kⓐ109x</div><div>Qxⓐ</div><div>Qxxⓐ</div><div>Qⓐ19x</div></div><div><div>ⓐI0</div><div>ⓐI0x</div><div>ⓐI098</div><div>KⓐI09</div><div>Jxⓐ</div><div>Jxxⓐ</div><div>Jxxⓐx</div></div><div><div>ⓐ10x</div><div>ⓐ9</div><div>ⓐ19x</div><div>98x</div><div>ⓐ109</div><div>10xⓐ</div><div>10xⓐx</div></div><div><div>SAME LEADS IF OUR SIDE SHOWED SUIT</div><div><div></div><div></div></div><div><div>ⓐx</div><div>ⓐxx</div><div>ⓐxxx</div></div></div></div>													
Jump Cue = Weak Michaels with 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 w/ 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																		
Leaping Michaels vs Weak Two Opening / Multi 2♦ Opening																		
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS																		
VS 1♣: CRASH																		
VS 2♣:																		
OVER OPPONENTS' TAKE-OUT DOUBLE					SPECIAL FORCING PASS SEQUENCES													
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=FG Raise					exception : Pass shows bare min at 3-level													
1M-(DBL); 2M-1 = Good Raise (up to mild Inv) 2M = Bad Raise																		
2NT = Inv Raise+ 3M = Good Raise w/ 4+Sup																		
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed					update:					2025/4/8								

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 Inverted Raise ; 1m-2m / 3m = FG / PRE Raise 1m-2♥ / 2♠ = Limit / Mixed Raise 1♦-2♣ = FG with 4 ⁺ ♣ 1NT / 2NT / 3NT = 6-10 / 11-12- / 12-15 Dbl Jump = Spl Raise w/ 5+Sup 1♣-2♦ / 1♦-3♣ = Natural Inv	Opener's 1NT / 2NT Rebid may conceal 4M 1m-2m -any=Stopper Showing 2-Way Checkback 2♣/2♦ to 1NT rebid except 1♣-1♦-1NT 2♣ = Puppet to 2♦, usually Inv 2♦ = Art FG 1x-1y ; 2NT-3♣ = Puppet to 3♦	Good Jump Raise Cue = Inv Raise+ Fit Jump in Comp / Passed Hand Good-Bad 2NT 2NT promises bad hand Hi-Lo CUE vs Unusual 2NT/Michaels Lo = Unbid M Hi = Limit Raise+
1♥ 1♠		5 (4)	4♦	11-21, NAT may be good 4♥/♠ in 3 rd /4 th	1NT = 5-12, Semi-F 2/1 = Natural FG 2M = 5-9, 3 ⁺ Sup 3M = Weak Jump Raise 3♣ = 10-12, 4+ Sup 3♦ = 7-9, 4 ⁺ Sup 2NT = Jacoby Raise ; 15 ⁺ , 4 ⁺ Sup 3NT = Swiss Raise; 12-14, 4 ⁺ Sup, no S/S Dbl Jump = Spl Raise; 10-12, 4 ⁺ Sup, S/S showing 1♥-2♠ / 1♠-3♥ = Natural Inv	Help Suit Game Try	Good Jump Raise Cue = Inv Raise+ Fit Jump in Comp / Passed Hand Good-Bad 2NT Hi-Lo CUE vs Unusual 2NT/Michaels Reverse Drury 2♣
1NT			3♠	15-17, BAL may have 5M	2♣ = Stayman 2♦/2♥ = Jacoby w/ Walsh Relay 2♠ = MSS 2NT = Transfer to 3♣ 3♣ = Puppet Stayman 3♦ = Natural Inv w/ 6 ⁺ ♦ 3♥ = Spl w/ 3145/3154 3♠ = Spl w/ 1345/1354 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	1NT-2♣ ; 2♦-2♥/♠ = Smolen w/ 5-4 M's -3♥/♠ = 5-5 M's 1NT-2♦ ; 2♥-2♠ = Puppet to 2NT ; FG w/ 6 ⁺ ♦ 1NT-2NT ; 3♣-3x = FG w/ 6 ⁺ ♣ and Spl	Lebensohl vs NAT Overcall Texas thru 4♣ System On vs Art Dbl / 2♣ DONT escape vs Penalty Dbl
2♣	✓		-	ART, Almost FG 1) 22 ⁺ , BAL 2) 17 ⁺ , UNB, 9 ⁺ tricks	2♦/2♥ = waiting / super negative 2♠/2NT/3♣/3♦ = 5 ⁺ ♥/♠/♣/♦, 2 ⁺ K 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♦-2♥-2♠-2NT/3NT/4NT/5NT=24-25/26-27/28-29/30-31	Pass / DBL = Pos / Neg
2♦	✓	5	-	Weak 2♦ Opening 6-10, good 5 ⁺ ♦	2NT = NAT, INV Jump Shift = RKC Lackwood		
2♥ 2♠	✓	5	-	Weak 2♥/2♠ Opening 6-10, good 5 ⁺ ♥/♠	2NT = ASK → 3♣=MIN, 3♦=MED, 3♥=MAX, 3NT=Solid Jump Shift = RKC Lackwood		
2NT			3♠	20-21, BAL may have 5M	3♣ = Stayman 3♦/3♥ = Jacoby w/ Walsh Relay 3♠ = Minor Suit Stayman 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	2NT-3♦ ; 3♥-3♠ = Puppet to 3NT ; FG w/ 6 ⁺ ♠/♦ 2NT-3♣ ; 3M-OM = Slam Try	
3♣		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids) RKC Gerber 4♣ (14/30/2MIN/2MAX) RKC Blackwood (1430) w/ Roman DOPI/DEPO Next=Trump Q ASK → Step 1: No Q of trump; Step 2: No side K w/ Trump Q Step 3 or higher: K in the suit w/ trump Q Exclusion RKC / RKC Lackwood (0314)	
3♦		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood		
3♥		6	-	Normal Preemptive	New Suit below Game = RKC Lackwood		
3♠		6	-	Normal Preemptive	New Suit below Game = RKC Lackwood		
3NT	✓		-	Solid 6-7m w/o A/K outside	4♣/5♣ = P/C		
4♣	✓		-	Normal Preemptive			
4♦	✓		-	Normal Preemptive			
4NT	✓			Direct Ace Ask	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace showing		
OTHERS							