

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - General Style 7-18HCP, may be good 4 cards at 1-level.				
Responses Single raise=6-10. Jump raise=PRE. CUE=F1. Jump CUE=4 ⁺ SUPP INV New suit = const. NF. Jump shift = FIT Jump.				
IN BAL POS 6-14, 4 ⁺ card.				
Responses Jump raise=INV. CUE=F1.				
TAKE-OUT DOUBLE - General Style 10 ⁺ HCP.				
Responses CUE=Ms INV ⁺ (After 1m open) or FG. Jump CUE=Stopper ASK. Responsive DBL Thru 4♦.				
IN BAL POS 8 ⁺ , may be weak.				
Responses CUE=F1, New suit=NF.				
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD				
1NT OVERCALL		Responses	Other Meanings	
2nd POS	15-19.	2♣=STAY,TRF,MSS,TEXA; SMOLEN	UNUSUAL BY Passed hand.	
4th POS	10-15.	2♣=STAY.		
JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
OTHERS	NV 3-10.			
IN BAL POS				
Responses	2NT after Weak Jump Overcall=OGUST.			
UNUSUAL NT	Two lower unbid suits,(strength unknown)			
Responses	All raises=PRE. CUE=F1.			
DIRECT CUE-BID STYLE MICHAELS ,Jump CUE=stopper ASK. COLORFUL CUE:[(1M)-2M=OM+same color m]				
Responses	All raises=PRE. CUE=F1.			
VS. STRONG NT	Cappelletti	Responses		
	2♣=Any one suiter.	2♦=Pass or correct. 2NT=F1.		
	2♦=Both MAJs.	2NT=MIN ASK. 3MAJ/3MIN=NF.		
VS. WEAK NT	2♥/2♠=♥/♠ & MIN.	2NT=MIN ASK. 3♣=Pass		
	3♣/♦=6 ⁺ ♣/♦ PRE	or correct		
VS. PREEMPTS				
VS Weak TWO: CUE=Stopper ASK; 4MIN=OMAJ&MIN; LEBENSOHL.				
VS GAMBLING 3NT; 4♣/4♦=Both MAJs better ♥/♠.				
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS				
VS 1♣:	DBL=♥♣, 1NT=♠♦, 1♦/1♥/1♠/2♣=suit, 2♦=♥♦, 2♥=♠♥, 2♠=♠♣, 2NT=♦♣			
VS 2♣:	NAT suit			
OVER OPPONENTS' TAKE-OUT DOUBLE				
1-Level suit=F1. NAT, 2-Level suit=NF.				
1M-(DBL)-2NT/3M = Limit Raise ⁺ /PRE. 1♥/♠-(X)-2♦/♥=good raise.				
1m-(DBL)-2NT/3m = PRE/Limit Raise.				
Criss-Cross FG Raise=1m-(DBL)-JUMP in Other m.				
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed				

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd or lowest	3rd or lowest	
NT	Attitude	NAT Seq.	
Subseq	same as above	same as above	
Other:	10/9 = 0 or 2 higher honor. Honor=Standard. 2nd or 4th THRU DECLARER, ATTITUDE.		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+): AK	AK(Q/J)10(+); Ax(+)	
King	AKx(+); KQ; Kx	AKx(+); KQ(J/10)x(+)	
Queen	KQx(+); QJ	QJ(10/9)(+); AQJ(+); KQ109(+)	
Jack	QJx(+); J10; Jx	J10(9/8)(+)	
10	J10x(+); KJ10x(+); 10x	109(8/7)(+); HJ10(+)	
9	109x(+); 9x	H109(x); 98x; 9x	
Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx	
Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxSS(+)	
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		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
Signals (including Trumps):			
Echo= Odd number of trump./Ability to ruff.			
Tend to Show Present Count.			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
	NEG DBL	through 4♥.	
	RESP DBL	through 4♦.	CUEBID DBL
	MAX DBL	through 3♥.	
	COMP DBL	through 3♠.	
	SUPP DBL	through 2♥.	
(1x)-X-(P)-1M,(1y/2y/2x)-X=Shows 16-18 with SUPP.			
DBL of 3NT for LEAD DIRECTING ♠ SUIT.			
SPECIAL FORCING PASS SEQUENCES			
2♣-(2/3X)-?: DBL/P=0-3 NEG/GF VALUE			
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WBF CONVENTION CARD			
Class C		GREEN	
JAPAN		NCBO	
AKIHICO YAMADA		KYOKO OHNO	
NAME OF PLAYER		NAME OF PLAYER	
SYSTEM SUMMARY : GENERAL APPROACH AND STYLE			
FIVE CARD MAJOR, NATURAL.			
Two Over One Game Forcing.			
1NT (11)12-14			
RESPONSE 1NT = F1		2 OVER 1 = FG.	
ARTIFICIAL STRONG 1♣ Response Style			
CANAPE	OPENING RESPONSES	ALL HANDS	STRONG HANDS
			SPECIAL SEQUENCES
SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE			
OPENINGS		DESCRIPTION	
OP.1	2♦	10-16,4441 SHORT in MIN.	
OP.2	2♥/♠	5-11, 5 ⁺ -CARD SUIT.	
OP.3	3NT	Gambling.	
OP.4	4♣/4♦	NAMYATS, SOLID 7-CARD ♥/♠, with side A or K.	
OP.5			
OP.6			
OP.7			
OP.8			
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE			
CB.1 MICHAELS CUE vs MIN, COLORFUL CUE vs MAJ.			
CB.2 CAPPELLETTI vs NT.			
CB.3 CAPPELLETTI OVER OPPT 1NT O/C When minor open.			
CB.4 LEAPING MICHAELS OVER WEAK 2M or MULTI 2♦			
CB.5 NAMYATS O/C: (1m)-4m=7 ⁺ CARD 1MAJ with side A or K.			
CB.6 DEFENSIVE BID vs MICHAELS/UNUSUAL NT.			
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE			
4th SUIT FORCING.			
1♣-1♦-1♥-1♠= ATR 3-♠,F1.; 1♣-1♦-1♥-2♠=NAT,4+♠ FG			
ESCAPE from 1NT X: 1NT-(X)-XX=ANY one suiter, SUIT= DONT style			
RESPONDER'S SECOND SUIT maybe 4-CARD or LESS.			
<4th seat opening>			
2M=GOOD 6 ⁺ ,9-14.			
3NT=Solid 7 ⁺ MIN may have side honor(s).			
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♥	11-22pts. Always opening 1♣ with 3-3 in minors. Usually opening 1♦ with 4-4 in minor	1♣-1MAJ=May bypass 5 ⁺ ♦ if 5-11. 1♣-1♦=May 3 ⁺ card ♦ When 3334 or 3325 if 5-9. SPLINTER RAISE. 1NT=6-10. 2NT=11-12. 3NT=13-15. 1♣/♦-3♣/♦=LIMIT RAISE. 1♣/♦-2♦/3♣=FG RAISE. 1m-2M=STR.	Opener's 1NT/2NT rebid may conceal MAJ(s). Opener's 4-level jump rebid=6 ⁺ cards with 4 card support. 1♦-2♣-2♦=Waiting. 4th suit=F1. LEBENSOHL after reverse. NEW MINOR FORCING. SPLINTER RAISE. 1m-1♥-2NT-3♥=5 ⁺ ♥ May have 4 card ♠. -3♠=4♠&4♥ 1♣-2♦-4♦=RKC of ♣, 1♦-3♣-4NT=RKC of ♦.	Single raise=5-9. CUE=Limit Raise ⁺ . Jump Raise=PRE Jump shift=FIT Jump. Lo-Hi CUE vs Unusual 2NT STP showing vs Michaels.
1♥ 1♠		5 (4)	4♦	10-22pts. May be 4 cards in 3rd or 4th.	FORCING 1NT(5-12), 1M-2M=4-9, 1M-3M:PRE,-1:Limit Raise 4 ⁺ card SUPP W/O SIN, -2=GF 3 card SUPP 11-14, -3=FG 4 ⁺ SUPP W/O singleton/void, -4=FG 4 ⁺ SUPP with singeton/void,3NT=RKC. SPLINTER RAISE 8-11.	Help suit game try. Next Step after shows short suit raise = ASK short suit. Next Step after shows no short suit=ASK Total Control. 1M-2ANY-2NT/3NT=15-17/18-19. 4th suit=FG. 1♥-1NT-2MIN-2♠=ART, 11-12, with 4 ⁺ MIN FIT.	CUE=Limit raise ⁺ . FIT jump shift by passed hand. UNUSUAL VS 2-SUITER. REVERSE DRURY. P-1M-2NT=6 ⁺ ♣ DIPO 1M(X)-1under=good raise
1NT			4♦	(11)12-14 BAL/SEMI BAL. May have Singleton or 5MAJ or 6MIN.	2♣=PUPPET to 2♦. 2♦=STAYMAN. 2♥/♠/3♣/♦=FG SUPP ASK. 3♥/3♠=55MAJs INV/FG. 4♣=GERBER. 4NT=INV. 4♦=PRE	SATYMAN by opener. 1NT-2♥/2♠-2NT=no SUPP, 1NT-2M-Next Step except NT=4 ⁺ -card SUPP. 1NT-2♥-3♣/♦/♥=5 ⁺ /4/3 CNTL with 3-card SUPP. 1NT-2♦-2x-3♣=PUPPET to 3♦	LEBENSOHL vs NAT. NEG X up to 4D 1NT(X)-2ANY=DONT. 1NT(X)-XX=TRF 2♣(any 1 suiter). DBL by opener=T/O.
2♣	✓		-	ART, Almost FG.	2♦=NEG, 2H=POS, 2S=POS♥, 2NT=POS♠ 3♣/3♦ =positive suit. 3♥/♠=Semi/SOLID 6+. 3NT=ANY SOLID 7+.	2♣-2♦: 2NT=22-24 BAL; 3NT=9 or 10 tricks based on a long suit. 2♣-2♦-2♥=ART, 5 ⁺ ♥ or 25 ⁺ BAL, transfer to 2♠.	pass=Waiting. DBL=Super Neg. Suit=good 5 ⁺ card
2♦	✓	1	-	11-16, 4441/4414 .	2♥/2♠/3♣=NF, 3♦=INV,3♥/♠=INV. 2NT=MIN. ASK.	2♦-2NT-3♣(4414)-3♦=TCA, -3♣-4♦=RKC(♣). 2♦-2NT-3♦(4441)-4♣=TCA, -3♦-4NT=RKC(♦). Raise=INV.	
2♥		5	-	5-11, WEAK 2♥.	2NT=OGUST. New Suit=F1. JUMP=Control ASK.	2MAJ-2NT:3♣/♦/♥/♠=Mini bad/Mini good/Maxi bad/maxi good/ 3NT= Solid.	XX over X=TRF next step. Suit over X=Lead showing.
2♠	✓	5	-	5-11, WEAK 2♠.	2NT=OGUST. New Suit=F1. JUMP=Control ASK.	ditto	ditto
2NT			-	(19) 20-21 BAL. May have 5MAJ or 6MIN.	STAYMAN 3♣ JACOBY TRANSFER. TEXAS TRANSFER. 3♠=MSS. SMOLEN. WALSH in minor.	2NT-3♦-3♥-3♠=WALSH RELAY with strong 6 ⁺ ♣/♦. 3♣-3M-OM=Slam try. 3♣-3M-4♣/4♦=OM&♣/♦. 3♣-3♦-3M=4M+5OM. 3♣-3♦-3♥-3NT-4♥ (5-5Ms to play) 3♠-3NT-4M=(1)3M45/(0)3M55 Slam.	NEG X up to 4D
3♣		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	GERBER. RKCB(1430)	
3♥		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	EXCLUSION BLACKWOOD. (031422)	
3♠		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	Control ASK after RKCB. Roman-DIPO (below 5 of the agreed suit). DEPO.	
3NT	✓		-	Gambling in MIN.	4♣/5♠=Pass or Correct. 4♦=SS ASK.4NT=L ASK	GRAND SLAM FORCE (Jump to 5 of one above the trump or 5NT; AorK/Q/Extra length/No Extra).	
4♣	✓	0	-	Good 7♥ + SIDE A or K.	4♦=Side Honor(A or K) ASK.	SPLINTER raise. Short suit ASK after MAJ raise. Control ASK to PRE openings.	
4♦	✓	0	-	Good 7♠ + SIDE A or K.	4♥=Side Honor(A or K) ASK.	Control showing cue bid at 3 or 4 level shows 1st or 2nd round control.	
4NT	✓			ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/♣/2 Ace.	pass and pull shows strong offensive hand.	
OTHERS							