




DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE			<p style="text-align: center;">JAPAN(U26)</p> <p style="text-align: center;">NCBO All EVENT</p> <p style="text-align: center;">Rentaro Kondo</p> <hr/> <p style="text-align: center;">NAME OF PLAYER</p>
8-17HCP, (4)5 ⁺ card suit, Sound.	Lead		In Partner's suit	
RESP: New suit=F1. Cue=INV ⁺ w/SUPP. Jump cue=Mixed raise. Jump raise=PRE. Jump shift=Fit showing jump.	Suit	3rd or lowest	3rd or lowest	
Reopening: 8-17HCP, Cue=Michaels. RESP: New suit=NF but constructive.	NT	4th	4th	
	Subseq	Same as above	Same as above	  <p style="text-align: right;">Natural Green</p>  <p style="text-align: right;">Haruki Yonekura</p> <hr/> <p style="text-align: center;">NAME OF PLAYER</p>
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	Other:			
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)	vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd from 4(or more)small.			
RESP: System on.	vs. Suit:A asks ATT, K asks CT.			
Reopneing: 1NT=12-14HCP, BAL/semi-BAL.	If CT isn't needed, we lead for showing ATT, S/P, or for deception.			SYSTEM SUMMARY : GENERAL APPROACH AND STYLE
May not have stoppers in OPPT's suit.	LEADS			5-CARD MAJOR 2/1
2NT=18-19HCP, BAL/semi-BAL.	Lead	VS. Suit	VS. NT	
RESP: System on.	Ace	Ax(+); AK(+)	AK(+); Ax	
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQx(+); Kx	KQ(J/10)x(+)	1NT Opening:(14*)15-17
1-Suit: Weak.	Queen	QJx(+); Qx	QJ(10/9)(+); AQJ(+)	Various ART raises after 1m/1M Openings
RESP: New suit=F1. Cue=Limit ⁺ . 2NT=Ogust.	Jack	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)	RESPONSE 1NT =F1(onlyM) 2 OVER 1 =Always FG.
2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.	10	109x(+); H109x(+); 10x	109(8/7)(+); H109(+);	SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE
Reopening: Intermediate.	9	9x	9xx; 9x	2 ⁺ =ART STR(9 ⁺ tricks or 22 ⁺ HCP BAL).
Jump cue vs. 1M = Asks for stopper.	Hi-x	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx	3NT=GAMBLING.
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Lo-x	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS	
Direct: Michaels.	SIGNALS IN ORDER OF PRIORITY			
RESP: 2NT=INQ. Cue=M fit FG.		Partner's Lead	Declarer's Lead	Discarding
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.	Suit	1 Hi=DISCG	Hi/Lo=ODD	ODD/EVEN
VS. NT (vs. Strong/Weak; Reopening; PH)		2 Hi/Lo=ODD	S/P	Hi/Lo=ODD
Direct : X=PEN, 2 ⁺ =♥&♠, 2 ⁺ =♥ or ♠, 2 ⁺ =♥&m, 2 ⁺ =♠&m, 2NT=♣&♦		3 S/P		S/P
Reopening: Same as above.	NT	1 Hi=DISCG	Hi/Lo=ODD	LAVINTHAL
vs. WK NT: Same as above. Dbl by PH =♣&♦		2 Hi/Lo=ODD	S/P	Hi/Lo=ODD
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		3 S/P		S/P
T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=T/O).	Signals (including Trumps):			
DBL vs. WK 2=T/O->Lebensohl 2NT.	Other Present Count			
4 ⁺ /3 ⁺ /4 ⁺ vs. WK 2 ⁺ =5 ⁺ &5 ⁺ M/5 ⁺ &5 ⁺ /5 ⁺ &5 ⁺ ♠	DOUBLES			
4 ⁺ /4 ⁺ vs. WK 2M=5 ⁺ ♣/♦&5 ⁺ OM.				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	TAKEOUT DOUBLES (Style; Responses; Reopening)			2 ⁺ -(X or OC)-P/X,XX=4 ⁺ HCP/0-3HCP
vs. 2 ⁺ : SUCTION up to 3NT	Normal,may be light with shape			
	RESP: Cue=F1. Jump cue=Asks for stopper.			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
	Reopening: 8 ⁺ HCP.			1NT-(X)-P=TRF to XX
	RESP: Cue=F1.			1NT-(X)-P-(P);XX-(P)-2 ⁺ /2 ⁺ ♥=♣+♦ or ♣+M/♦+M♥+♠
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1NT-(X)-XX=TRF to 2 ⁺
OVER OPPONENTS' TAKEOUT DOUBLE	NEG DBL thru 4♥.			1NT-(X)-XX-(P);2 ⁺ -(P)-P/2 ⁺ =♣/♦
REDBL=10 ⁺ HCP. Fit showing jump. SPL.	RESP DBL thru 3♥(Also applied after partner's O/C or T/O DBL).			
1m-(X)-2NT/3m=PRE/Limit raise.1♠-(X)-2♦ & 1♦-(X)-3♠=5+supp,FG	MAX DBL thru 3♥.			
1M-(X)-2NT/3M=Limit ⁺ /PRE.	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.
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed	Update: 10-Apr-2023		printed: R.Kondo	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♥	12-21HCP, NAT. 1♦=4♦ unless 4432.	2m/2♥/2♠/3m=FG/Limit Raise/Mixed Raise/PRE. 1♣-1♦=May 3 cards. 1♣-1M=May bypass 5♦. 1♣-2♦=6♦ INV. 1♦-3♠=6♦ INV. 1♦-2♠=NAT FG. 1NT/2NT/3NT=6-10/11-12/13-15HCP(1♣-1NT=8-10). SPL.	4th Suit=ART FG. 3-way check back. Structured reverse. SPL. Opener's 1NT rebid may conceal 4-card M. 1♣-1♦-1♠=4♦4♦ UNBAL 1♣-1♦; 1♥-1♠/2♠=3' FG/4♦ FG. 1♣-1♦; 1♠-2♥=ART FG. 1m-1M;4m=18-19HCP BAL w/ 4M.	Cue=Limit raise+. Jump raise=PRE. 1m-2m by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT
1♥ 1♠		5	4♥	12-21HCP, 5♦♥/♠, NAT. May be good 4♥/♠ in 3 rd /4 th seat.	1NT=F1. 2/1=NAT, FG. 1M-2M+1/2M+2/2M+3/2M+4/3M =4 ^M 16 ^{pts} /3supp INV or FG/Limit/Mixed/PRE 3NT=4 ^{SUPP} FG 13-15HCP BAL. SPL.	1M-1NT;2♣=Gazzilli,F1. 3X ribid after 1M-1NT shows 55INV 4th suit=ART FG. 2-way check back. Structured Reverse. SPL. 1M-2M;(+)1/+(2)/(+3)/(+4)/(+5) =TRF to (+2)/♣/♦/OM Help suit GT/INV. 1M-2M;(+)1-(+2);(+3)/(+4)/(+5)/3NT/3♣,4X =♠/♦/OM ShortGT/RKCB/ERKCB of ♠,X.	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 Drury.
1NT		-	3♠	(14*)15-17HCP, BAL/semi-BAL. May have 5M/6m	2♠=STAY(May not have 4-Cards M). 2♦/2♥=Jacoby TRF. 2♠=mSS ; 1) 4 ^M ms FG 2) 5 ^M ms S/O 3) 6 ^M S/O. 2NT=PUP 3♣ ; 1)3suits S/T 2) 6 ^M S/O. 3♠=puppet stayman 3♦=6♦ INV. 3♥=♣5+ S/T. 3♠=♦5+ S/T. 4♠=Roman Gerber. 4♦/4♥=Texas TRF.	1NT-2♣;2♦-2♥/2♠/2NT=Smolen/Smolen/May not have 4 Ms. 1NT-2♣;2♥-2♠/2NT=INV w/o 4♠ / w/ 4♠. 1NT-2♣;2♦-3♥/3♠=5+♠& 5+♥ INV / FG. 1NT-2♣;2M-3OM =Mfit S/T 1NT-2NT;3♠-3♦/3♥/3♠/3NT/4♣ =4414 FG /4144 FG /1444 FG /4441 13-15/4441 16+.	vs PEN DBL: Pass / XX=PUP XX / 2♣. Lebensohl. Texas TRF Thru 3♣. System On vs PEN DBL / NAT 2♣. Defense vs STAY/Jacoby TRF DBLed.
2♣	✓	0	-	ART STR. (1) 9 ⁺ tricks. (2) 22+HCP, BAL/semi-BAL.	2♥/2♦/2NT=Waiting/Negative/Good 5♦♥	2♣-2♦;2♥/2NT=PUP to 2♠(♥ or 24 ⁺ BAL)/22-23 BAL. 2♣-2♦;2♥-2♠;2NT/3♣/3♦/3♥/3♠ =24+BAL/♥6+/♥5+♦4+/♥5+♣4+/♥5+♠4+ 2♣-2♦;2♥-2NT/3♣/3♦/3♥=1444/4441/4414/4144 After 2NT rebid, same as 2NT open.	vs. DBL: Pass/REDBL=Positive/Nega. vs. O/C: Pass/DBL=Positive/Nega.
2♦	✓	0	-	Weak2 in either M (10-13, good 6♦ in 4th seat)	2M/3M=P/C. 2NT=ASK. 3♠=pup to 3♦ then self suit FG. 3♦=mSS. 4♠=bid below 1 your M. 4♦=bid your M.	2♦-2NT;3♣/3♦/3♥/3♠/3NT=Min/♥ Med/♠ Med/♥ Max/♠ Max. 2♦-3♣;3♦-3♥/3♠/4♠/4♦=ST in ♥/♠/♣/♦ 2♦-3♦;3♥/3♠/3NT=3 ⁺ ♠/3 ⁺ ♥/3 ⁺ ♠/3 ⁺ ♠/no 3card m.	
2♥	✓	5	-	5 ⁺ ♥&4 ⁺ ♠,weak (10-13, good 6♥ in 4th seat)	2NT=ASK. 3♠=pup to 3♦ then self suit FG. 3♦=mSS. 3M=PRE. 4♣/4♦=TRF to 4♥/4♠. 4M=To play.	2♥-2NT;3♣/3♦/3♥/3♠/3NT =♥5♠4/♥6♠4,Min/♥5♠5,Min/♥6♠4,Max/♥5♠5,Max	
2♠	✓	5	-	5 ⁺ ♠&(4)5 ⁺ m,weak (10-13, good 6♠ in 4th seat)	2NT=ASK. 3♠/4m/5♣/6♣/7♣=P/C. 3♦=♥5+,INV+. 3♥=♠ fit,INV+. 4M=to play.	2♠-2NT;3♣/3♦/3♥/3♠ =♠+♣,Min/♠+♦,Min/♠+♣,Max/♠+♦,Max.	
2NT		-	3♠	20-21HCP, BAL/semi-BAL.	3♠=STAYMAN. 3♦/3♥=Jacoby TRF w/ Walsh relay. 3♠=mSS. 4♠=Gerber 04/1/2/3. 4♦/4♥=Texas TRF.	smolen. 2NT-3♦;3♥-3♠;3NT(relay)-4m/4♥/4♠=6 ⁺ card m/5♣/5♦ S/T. 2NT-3♦;3♠=Super accept, then 3NT/4m/4♥/4♠=5 ⁺ ♥/Same as above.	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♠-4♦=♣ ST 3♦/3♥/3♠-4♠=♦/♥/♠ ST	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids) ROMAN KEY CARD RKCB-1430. EXCLUSION RKCB-0314. Roman Gerber 0314. ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump). SPLINTER BIDS. SELF SPLINTER. 4m RKCB.	
3NT	✓	-	-	Broken minor	4♣,4♦,5♣,6♣,7♣=P/C.4NT=S/T in Pd Suit. 5♦,6♦,7♦=To Play	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣ 4♦	✓	0	-	NAMYATS	4♣-4♦/4♥=ST/Sign off. Suit=CABS. 4♦-4♥/4♠=ST/Sign off.	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.	
4♥ 4♠		7	-	NAT	Suit=CABS.	Over King ASK: King in step.	
4NT	✓	-	-	ACOL Ace ASK.	5♠/5♥/5♦/5♣/5NT/6♣=0/♦/♥/♠/♣/2 Ace.	XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.	
OTHERS						LIGHTNER SLAM DOUBLE. FORCING PASS.	