DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF CONVENTION CARD
OVERCALLS - General Style  7*-17HCP, 5*Suit, often good 4 Suit at 1 level.  Responses  New: F1  Simple Cue: support INV+  Jump Shift: 6+ good suit INV  Jump Cue = mixed raise.	SUBSEQUENT LEADS	JAPAN NCBO  Dawei Chen  Class C  GREEN  Akiko Yanagisawa
SPL, PRE jump raises	CIRCLE OPENING LEADS vs. NO-TRUMPS  Underline leads against suit contracts if different  ABO BQ QJ Q10 DX SAME LEADS IF OUR SIDE SHOWED SUIT	NAME OF PLAYER  SYSTEM SUMMARY: GENERAL APPROACH AND  5 card Major
TAKE-OUT DOUBLE - General Style  Responses responsive DBL ~ 4 •.  (1m)-X-(1NT)-X/2m: Penalty/Ms  See space for "Speical" DBL elsewhere in this card  1NT OVERCALL		2 over 1 almost GF Strong NT  SPECIAL OPENINGS THAT MAY REQUIRE DEFENCE  OPENINGS DESCRIPTION  144 17 1000
2nd POS       15-18⁺, system on.         4th POS       12-15⁺, system on. (2♣ relay after re-open 1N against 1M of JUMP OVERCALL         PRE except BAL position.         BAL position       2NT: 19-20HCP.	oen) Kxxxxx Kxxxx QQ09x Jxxxx 10xxxx xxxxx 10xxxx xxxxx 10xxxx xxxxx 10xxxx 10xxx 10xxxx 10xxx	OP.1 14 <sup>+</sup> -17HCP  OP.2 2♦/♥/♠ Weak BothMs(at least 5-4)/H/S  OP.3 2NT 20-21HCP  SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE
Responses 2NT: Ogust.  UNUSUAL NT Unusual 2NT for 5-5 <sup>+</sup> in 2 lower unbid suits.  DIRECT CUE-BID Michaels	USE 1 =ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE	CB.1 Micheals CUE. CB.2 Unusual 2NT for lower unbid two suits. CB.3 Jump CUE: Western CUE.
STYLE (1m)-2m-(P)-2NT/3♣/3♦/3M: NAT/▼INV/♠INV/to play.  (1▼)-2▼-(P/2♠)-2♠/DBL: ♠ sup  -2NT: ASK, opening value.  → 3♣/♦: bad hand♣/♦  3▼/♠: good hand♣/♦  -3♣: ms, P/C  -3♦: ♠ sup, INV*	On partner's lead         D1S         E2S           On declarer's lead         1S         2S           Discarding         D1S         E2S           On partner's lead         D1S         E2S           On declarer's lead         D1S         E2S           On declarer's lead         D1S         E2S	CB.4 [vs known 2 suits overcall] Lo-Hi Cue (Lo: w/sup)  CB.5 Landy vs 1NT open  CB.6 Capp vs 1NT overcall over minor opening  CB.7 Leaping Michaels over 2M  CB.8 [vs Flannery 2 ◆ open] DBL: power, 2 ▼: take out of ▼.  CB.9 [vs Michaels] Rubensohl  CB.10 Bad 2NT
-3♥: stopper ASK  Jump CUE Western Cue; Ask for Stop  VS. Strong NT OPEN DBL=M4 and long minor, 10+;  2♣: Ms	SIGNALS IN TRUMP SUIT Trump suit preference SIGNALS IN NT	CB.11 CRASH vs strong 1C for 2 suits overcall (1C) P (1D) DBL (D) /1N (Both M) (1C) Double (Colour)/1D(Rank)/1N (Shape) CB12 SUPPORT 2NT (for M open/oc)
VS. Weak-mini NT OPE DBL=M4 and long minor, 10+;  2♣: Ms;  VS. PREEMPTS  Lebensohl applies after DBL of 2♦/♥/♠ open.  Leaping Michaels.	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL  T/O DBL  (1x)-DBL-(any)-1y; (bid)-2y: 4 <sup>+</sup> Sup, no extra strength.  (1x)-DBL-(any)-1y; (P)-2y: 4 <sup>+</sup> Sup, extra strength.  Negative DBL up to 4S	CB13 vs opp's 1m-1N  Dbl: Power, 2C=Ms, 2D=1M, 2H/2S=weak 2 hand, 3x Wea
VS. ARTIFICIAL STRONG 1♣ or 2♣ OPENINGS  vs 2C: DBL: Majors; NT: minors. Vs 1C: CRASH  OVER OPPONENTS' TAKE-OUT DOUBLE	Responsive DBL up to 45  Responsive DBL up to 4D  Support DBL/RDB up to 2H always 3Sup.  (applies any non-jump suit response up to 2 • )  Maximal Overcall DBL	IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
New suit at 1/2: F1/NF. Weak Jump  2NT: limit raise <sup>†</sup> / PRE raise to 1M/m open (Flip Flop)  RDBL: denies strong fit.	Honor Doubleton support: (1any)-Overcall-(bid)-DBL/RDBL: Hx support SPECIAL FORCING PASS SEQUENCES	PSYCHICS : rare
IMPORTANT : Use symbols ♠, ♥, ♠, ♣ when needed	######## :update	IMPORTANT:All text must be typewritten or block letters

Opening	ARTIFIC MIN.	NO. OF	NE G. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION
1m		3	4 •	3 <sup>™</sup> .	Major first.  1NT after 1♣/1♠: 8-10/6-9.  Inverted raise. (INV+), 1m-2M (weak natural)  PRE jump raises.  1♣-3♣: NAT, INV. 1♣-2♦; NAT INV  1m-3M NAT, NF	1m-1M:2M-2NT (ogust asking 3344)  Help suit game try after M fit (LMH)  Two way checkback after 1X-1Y-1NT. → system on when PH  2♣: ART, TRF to 2♠, INV or to play 2♠.  2♠: ART, FG.  2NT: ART, TRF to 3♣  3Y:Slam try (trump set )  Fourth suit forcing  After reverse	<pre><vs (oc="" hereafter)="" overcall=""> Limit Raise* Cue or 2NT (sup4+) PRE Jump Raise Jump Shift = Weak Dbl Jump / Jump Cue = SPL. Good-bad 2NT by opener. <vs 3m》="" below="" jump="" oc="" our="" 《1under=""> CUE: FG raise, 0-1 their suit. Lowest "fit jump": FG raise, 2* in their suit.</vs></vs></pre>
1M	I	5 (4)		[3rd/4th seat] 4 <sup>+</sup> M.	(A) 1NT: F1. (B) 3M VUL Mixed Double Raise 4+sup, 7-9 NV; Weak 3-7 (C) 3M-1 LR (D) 3M-2 3sup, Inv (E) 1H-2S/1S-3C 4+sup, FR (F) Direct Splinter (10-12HCP) (G) Reverse Drury (H) 2N: any balanced GF (incl 3 sup) / 1S-2N may include 1-4-4-	next step shows weakest (catch-all reverse) all the other rebids by responder show GF TRF after 1/1 jump rebid 2N Bad 2NT by opener after 1-level reponse or negative X (E) 1H-2S:2N/3C/3D (S/C/D 2nd suit),3S/4x (short) 1S-3C:3D/3H/3S (D/H/C 2nd suit), 4x (short) Serious 3N after 3 level major fit through 2/1	("fit jump"=jump in a new suit ) Other "fit jump" below 4M: SPL. <vs nt="" oc="" unusual=""> Lo-Hi Cue  <vs 1m="" micheals="" open="" our="" to=""> DBL: power 8+ Cue their M OR 3 ◆: INV* raise. 3NT: natural 2NT/3♣: TRF to 3♣/◆</vs></vs>
1NT				may have 5M.	Stayman  Jacoby TRF with Walsh ◆. minor suit Stayman.  2NT: TRF to 3♣.  3♣: Puppet Stayman  3♦: 4414 or 4405 GF  3M: 5440 or 4441, short M, 4oM, GF.  Gerber1430.  Texas TRF.  4S: pup to 5C (to play)  5C: pup to 5D (to play)	Smolen TRF.  1NT-2*; 2*: 2*/2*: weak INV with 5 3*/3*: smolen  1NT-2*; 2*/2*: 3OM=slammish with fit  1NT-2*; 2*-2*: *suit, strong.  1N-2*: 2*-2N/Others trf to 3* (for sign off)/* slamish hand & systems on	<pre><vs. 2♣="" oc="">DBL: Stayman; Others: system on. <vs. nat="" oc="">Ng DBL,Lebensohl,Texas TRF applies through 3♣. <vs. dbl="" penalty="">: DONT escape. <vs. conventional="" dbl="">: system on. <vs. 2♣="" dbl="" of="" stayman=""> 2♠: 5♠. RDBL: suggest to play there. <vs. dbl="" jacoby="" of="" trf=""> Pass: 1-2Sup. → RDBL: re-TRF. <vs. 2♣="" both="" ms=""> DBL: cards, 2♠:NAT, NF: 2♥/♠ ms INV/GF <vs 2♠="" m="" one=""> Ref: sepearate defense sheet</vs></vs.></vs.></vs.></vs.></vs.></vs.></vs.></pre>
2*	7 (	0			<ul> <li>(A) 2 •: ART waiting (minimum of 1K or 2Q+1J) (B) 2 •: negative</li> <li>(B) 2 •: 5<sup>+</sup> good suit 8<sup>+</sup>HCP (C) 2NT: ▼ 5<sup>+</sup> good suit 8<sup>+</sup>HCP.</li> </ul>	(A) 2♥: ♥ suit or NT, TRF to 2♠.  → 2♠ → 2NT/3NT/Others: 24-25 BAL/ 26-27 BAL/ ♥ suit.	<vs. 2.="" dbl="" lead="" of="" open="" showing=""> RDBL: suggest to play 2. RDBL., Pass: super negative.</vs.>
2.	4	4			2NT: asking	3C:H5S4, 3D=M55 min, 3H=S5H4, 3S=S6H5 or S5H6 (via 3N 4C/4D=6H/S)	2♦: waiting.
2♥/		6		<mark>5-10HCP</mark> Weak,	2NT after 2M open: Ogust.	3N=M55 Max Over any response to 2N 4C/4D=H/S slamish, 3M= Game INV 3♣/♦: minimum bad/good trump	<pre><vs. 2*="" oc="" of="" open=""></vs.></pre>
	- 1	5)		5-10HCP	ZNT arter Ziwi open. Ogust.	3♦/♦: minimum bad/good trump	2 ♦: waiting. <vs. 2="" oc="" of="" open="" ♣=""></vs.>
2NT				20-21. may have 5M.	(A) 3♣: Stayman. (B) 3♠: Jacoby TRF (C) 3♠: Jacoby TRF. (D) 3♠: minor suit Stayman (E) 4♣: trf to 4D then 4H/4S/4N C/D/4-4m slam try. (F) 4♠/♥: Texas TRF (G) 4S: trf to 5C (H) 5C: trf to 5D	(B) 3D-3H:3S M5-5 inclu. slamish 4H/4S to play, 4C/4D=H good hand/S good hand 3D-3H:3S-3N:4H H6S5 (C) 3H-3S:4H S6H5	P=positive, DBL=negative <vs. 2*="" dbls="" of="" open="" other=""> Pass: positive, ReDBL=negative</vs.>
Suit a	t 3 7 (		_	PRE. minor.		<u> </u>	
3141			الالالالالالالالالالالالالالالالالالال		◆RKC Blackwood 4NT (1430)	HIGH LEVEL BIDDING  ◆ 4minor RKCB (1430): step response.	♦ 5NT: grand slam force.
	4 ◆=ASK S/S.			Trump Q ASK after RKC: 1step denies the Q.	♦ Serious 3NT.	◆ DOPI/ROPI below 5♠.	
		4M=NAT. Outside K A		NAT.	Outside K ASK after RKC: positional ASK. (LMH)  2nd inquiry after K ASK: bid 7 with K in the suit.	♦ RKC Gerber 4* (1430)	◆ DEPO/REPO from 5♠ or above.  ◆ Exclusion RKCB (0314).