

DEFENSIVE AND COMPETITIVE BIDDING				
<b>OVERCALLS - General Style</b> 7-18HCP, may be good 4 cards at 1-level.				
Responses		Single raise=6-10. Jump raise=PRE. CUE=F1.		
		Jump CUE=4 <sup>+</sup> SUPP INV New suit = const. NF.		
		Jump shift = FIT Jump.		
IN BAL POS		6-14, 4 <sup>+</sup> card.		
Responses		Jump raise=INV. CUE=F1.		
<b>TAKE-OUT DOUBLE - General Style</b> 10 <sup>+</sup> HCP.				
Responses		CUE=Ms INV <sup>+</sup> (After 1m open) or FG.		
		Jump CUE=Stopper ASK.		
		Responsive DBL Thru 4 ♦.		
IN BAL POS		8 <sup>+</sup> , may be weak.		
Responses		CUE=F1, New suit=NF.		
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD				
<b>1NT OVERCALL</b>		Responses		Other Meanings
2nd POS	15-19.	2♣=STAY,TRF,MSS,TEXAS		UNUSUAL BY Passed
		SMOLEN		hand.
4th POS	10-15.	2♣=STAY.		
<b>JUMP OVERCALL</b>		<b>WEAK</b>	<b>INTERM</b>	<b>STRONG</b> <b>2 SUITER</b>
OTHERS		NV 3-10.		
IN BAL POS				
Responses		2NT after Weak Jump Overcall=OGUST.		
<b>UNUSUAL NT</b>		Two lower unbid suits,(strength unknown)		
Responses		All raises=PRE. CUE=F1.		
<b>DIRECT CUE-BID</b>		<b>STYLE</b> <b>MICHAELS ,COLORFUL.</b>		
		Jump CUE=stopper ASK.		
Responses		All raises=PRE. CUE=F1.		
<b>VS. STRONG NT</b>		<b>Responses</b>		
		2♣=Any one suiter. 2♦=Pass or correct. 2NT=F1.		
		2♦=Both MAJs. 2NT=MIN ASK. 3MAJ/3MIN=NF.		
<b>VS. WEAK NT</b>		2♥/2♠=♥/♠ & MIN. 2NT=MIN ASK. 3♣=Pass		
		3♣/♦=6 <sup>+</sup> ♣/♦ <b>PRE</b> or correct		
<b>VS. PREEMPTS</b>				
VS Weak TWO: CUE=Stopper ASK; 4MIN=OMAJ&MIN; LEBENSOHL.				
VS GAMBLING 3NT; 4♣/4♦=Both MAJs better ♥/♠.				
<b>VS. ARTIFICIAL 1♣ or 2♣ OPENINGS</b>				
VS 1♣:		DBL=♥♣, 1NT=♠♦, 1♦/1♥/1♠/2♣=suit,		
		2♦=♥♦, 2♥=♠♥, 2♠=♠♣, 2NT=♣♣		
VS 2♣:		<b>NAT suit</b>		
<b>OVER OPPONENTS' TAKE-OUT DOUBLE</b>				
1-Level suit=F1. NAT,		2-Level suit=NF.		
1M-(DBL)-2NT/3M = Limit Raise <sup>+</sup> /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	SUIT	<u>3rd/5th;</u> 4th; Attitude; <u>Rusinow;</u>
		OTHERS Partner's Suit and after PRE=NAT Seq.
	N.T.	<u>3rd/5th;</u> 4th; <u>Attitude;</u> Rusinow;
		OTHERS J/10/9 = 0 or 2 higher honor.

SUBSEQUENT LEADS

Honor=Standard. 2nd or 4th THRU DECLARER, ATTITUDE.

CIRCLE OPENING LEADS vs. NO-TRUMPS

Underline leads against suit contracts if different

<u>AK</u>	<u>KQ</u>	<u>QJ</u>	<u>Q10</u>	<u>10x</u>	<div>SAME LEADS IF OUR SIDE SHOWED SUIT</div> <div>YESNO</div>
<u>Ax</u>	<u>KQx</u>	<u>QJx</u>	<u>Q10x</u>	<u>109</u>	
<u>AJx</u>	<u>KQxx</u>	<u>QJ109</u>	<u>Q1098</u>	<u>109x</u>	
<u>AKJ10x</u>	<u>KQJx</u>	<u>KQ10x</u>	<u>KJ109</u>	<u>98x</u>	<u>xx</u>
<u>AQx</u>	<u>KJ10x</u>	<u>KQ109x</u>	<u>K1098</u>		<u>xxx</u>
<u>AJx</u>	<u>Kx</u>	<u>Qx</u>	<u>Jx</u>	<u>10x</u>	<u>0xx</u>
<u>KJx</u>	<u>KQx</u>	<u>Qx</u>	<u>Jx</u>	<u>10xx</u>	<u>xxx</u>
<u>Kxx</u>	<u>Kxx</u>	<u>Q10x</u>	<u>Jxx</u>	<u>10xx</u>	<u>xxx</u>

SIGNALS WHEN FOLLOWING OR DISCARDING

USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS

D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE

BRACKET THE SIGNALING SYMBOL WHEN RARELY USED

SUIT	CARDS	HIGH	LOW	ODD	EVEN
	On partner's lead	E2S	D1S		
	On declarer's lead	1S	2S		
N.T.	Discarding	ES	DS		
	On partner's lead	E2S	D1		
	On declarer's lead	1S	2S		
	Discarding	E2S	D1S		

SIGNALS IN TRUMP SUIT

OTHER SIGNALS

Echo= Odd number of trump.

Tend to Show Present Count.

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

NEG DBL through 4♦ except 1M-(non jump 2x).

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♣-(2ANY O/C)-P: PASS After CONFIRMATION of OUR GAME+ VALUE.

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<b>WBFF CONVENTION CARD</b>					
JAPAN NCBO				Class C  GREEN	
Akihiko YAMADA NAME OF PLAYER		Kyoko OHNO NAME OF PLAYER			
<b>SYSTEM SUMMARY : GENERAL APPROACH AND STYLE</b>					
FIVE CARD MAJOR, NATURAL.					
Two Over One Almost Game Forcing.					
1NT (11)12-14					
RESPONSE 1NT = F1 (3-12)      2 OVER 1 = Almost FG					
ARTIFICIAL STRONG 1♣ Response Style					
CANAPE	<u>OPENING</u> RESPONSES	ALL HANDS	STRONG HANDS	SPECIAL SEQUENCES	
<b>SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE</b>					
OPENINGS		DESCRIPTION			
OP.1	2♦	11-16,4441 SHORT in MIN.			
OP.2	2♥/♠	5-11, 5 <sup>+</sup> -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					
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE</b>					
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 <sup>+</sup> CARD 1MAJ with side A or K.					
CB.6 DEFENSIVE BID vs MICHAELS/UNUSUAL NT.					
<b>IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE</b>					
4th SUIT FORCING. 1♣-1♦-1♥-1♠=NAT,4 <sup>+</sup> ♠ F1; 1♣-1♦-1♥-2♠=ART, 3 <sup>+</sup> ♠,FG. ESCAPE from 1NTX: 1NT-(X)-XX=ANY one suiter, SUIT= DONT style RESPONDER'S SECOND SUIT maybe 4-CARD or LESS. <4th seat opening> 2M=GOOD 6 <sup>+</sup> ,9-14. 3NT=Solid 7 <sup>+</sup> MIN with one A or K in the side suit.					
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♦ (non-jump 2X O/C).	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.	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
1♥ 1♠		5 (4)	4♦ (non-jump 2X O/C).	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			-	(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 wirh 3-card SUPP. 1NT-2♦-2x-3♣=PUPPET to 3♦	LEBENSOHL vs NAT. NEG X over 3 of a suit. 1NT-(X)-2ANY=DONT. 1NT-(X)-XX=TRF 2♣(any 1 suiter). DBL by opener=T/O.
2♣	✓		-	ART, Almost FG.	2♦=NEG Waiting. 2♥/2♠/3♣/3♦=good 5 or 6cards with 2top honors. 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 over 3 of a suit.
3♣		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b> GERBER. SUPER GERBER (5♣). RKCB(1430) EXCLUSION BLACKWOOD. Control ASK after RKCB. Roman-DIPO (below 5 of the agreed suit). DEPO. GRAND SLAM FORCE (Jump to 5 of one above the trump or 5NT; AorK/Q/Extra length/No Extra). SPLINTER raise. Short suit ASK after MAJ raise. Control ASK to PRE openings. Conrtol showing cue bid at 3 or 4 level shows 1st or 2nd round control. pass and pull shows strong offensive hand.	
3♦		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.		
3♥		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.		
3♠		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.		
3NT	✓		-	Gambling in MIN.	4♣/5♣=Pass or Correct. 4♦=SS ASK.4NT=L ASK		
4♣	✓	0	-	Good 7♥ + SIDE A or K.	4♦=Side Honor(A or K) ASK.		
4♦	✓	0	-	Good 7♠ + SIDE A or K.	4♥=Side Honor(A or K) ASK.		
4NT	✓			ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/♣/2 Ace.		
OTHERS							