DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						WBF CONVENTION CARD			
OVERCALLS - General Style 8-17 HCP, may be good 4 cards at 1-level Responses Cue Bid = F1 Weak Jump Raise Mixed 2NT Raise New Suit = Natural F1 over Pass Jump Shift = Fiit Jump	TIUS FADS T.T.	3rd/5th; OTHERS 3rd/5th;		Attitude; ide, K for Co		,		JAPAN		List D
Jump Cue = Inv Raise Responsive DBL Thru 4♦ IN BAL POS Same	OTHERS 3rd/Low when Pd's Suit SUBSEQUENT LEADS 3rd/Low vs Suit thruout (middle of play too)				Tadas	NCBO shi IMAKURA	* *	GREEN		
Responses Same	Attitude vs Notrump							sayuki INO		Kaz YAMADA
TAKE-OUT DOUBLE - General Style 10 ⁺ HCP.		CIRCLE OPENING LEADS vs. NO-TRUMPS						ME OF PLAYER		NAME OF PLAYER
Responses Cue = Inv+ w/ Unbid M		Underline leads against suit contracts if different ABO BQ QJ Q10 Q10 TOX SAME LEADS IF OUR SIDIT SUMMARY SYSTEM SUMMARY GENERAL APPROACH SYSTEM SUMMARY GENERAL APPROACH SAME LEADS IF OUR SIDIT SUMMARY SAME LEADS IF OU						PPROACH AND STYLE		
Jump Cue = Weak Michaels w/ Unbid M	AND OMEX		Q Jx	①10 ②10x	10 × 10 9	SHOWED SUIT	Ture Over One Come Fereing			
Responsive DBL Thru 4 ◆ IN BAL POS 8 ⁺ HCP	<u>⊗</u> KJx		Q J109	1 000 1 000	10 9x	YES NO	Two-Over-One Game Forcing			
Responses Same	<u>∆K</u> J10x		KO 103	K Q 1090	98 <u>x</u>	Q ex				
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD	<u>A@</u> Jx	_	Q 109x	K © 98	<u> </u>	Øxx <u>x</u>				
1NT OVERCALL Responses Other Meanings	<u>A</u> J x⊗		Qx®	Jx®	10x ⊗	<u>∞∞x</u> x				
2nd POS 15-17 System On Unusual by Passed Hand	KJx ⊗ x		Qx <u>x</u> ®	Jxxx	10xx	x⊗xx <u>x</u>	RESPONSE 1NT	= Semi-F (5-12 ⁻)	2 OVER 1	= Always FG (12 ⁺ -)
	Kxx ® xx	Kxx \oldot x	Q 10 9x	Jxx Q x	10xx ⊗ x	x⊗xxxx		ONG 1. Response S		· ····- y - · · · · (· _ ·)
4th POS 11-15 System On	_	_		_	_	_	CANADE	OPENING ALL	STRONG	SPECIAL
	SIG	SNALS WHE	N FOLLOW	ING OR DI	SCARDIN	G	CANAPE	RESPONSES HANDS	HANDS	SEQUENCES
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER	USE	USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS					SPECIAL OPE	NINGS AND RESP	ONSES THAT I	MAY REQUIRE DEFENCE
OTHERS O	D=DISC	D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE					OPENINGS		DESCRIPT	ON
IN BAL POS O	BRACKET THE SIGNALING SYMBOL WHEN RARELY USED				OP.1 2◆	Mini-Multi Opening	g;Weak 2 ▼/ ♠ 0	Opening		
Responses 2NT = Ogust	CARDS HIGH LOW ODD EVEN				OP.2 2♥	6-10, good 5♥ + 5	5 [†] m			
UNUSUAL NT 2 Lower Unbids	On partner's	s lead	D1S	E2S			OP.3 2♠	6-10, good 5♠ + 5	5 ⁺ m	
Responses	On declarer's lead 1S 2S				OP.4 4♣/4♦ Namyats ; good 7 ⁺ ♥/♠, 8 ⁺ playing tricks					
DIRECT CUE-BID STYLE Michaels with 5 ⁺ Unbid M	Discarding			OP.5						
Jump Cue = ASK for Stop				OP.6						
Responses Raise = Weak CUE = F1	On declarer	r's lead	1S	2S			OP.7			
VS. STRONG NT Responses	Discarding			OP.8						
(2 nd Seat) Multi-Landy	SIGNALS IN TRUMP SUIT OTHER SIGNALS				SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE					
(4 th Seat) Dbl = Sound Overcall	Echo= Odd number of trump Tends to Show Present Count				CB.1 Michaels Cue					
VS. WEAK NT Multi-Landy	CDECIAL ADDICIONAL AND COMPETITIVE DOUBLES					OI EQ	CB.2 Leaping Michaels vs Weak 2 / Muti 2			
VS. PREEMPTS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES Neg Dbl thru 4 •					LLO	CB.3 Non Leaping Michaels vs Weak 3 CB.4			
Lebensohl vs Weak Two Opening	Resp Dbl thru 4 •						CB.5			
(Non) Leaping Michaels vs Weak 2/3 Opening	Max Dbl thru 3♥						CB.6			
VS. ARTIFICIAL 14 or 24 OPENINGS	Supp Dbl thru 2 •						IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE			
VS 14: modified CRASH (Prody)	Supplied that I									
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 = Mixed Raise Criss-Cross	exception : Pass shows bare min at 3-level									
1M-(DBL); 2M-1 = Good Raise (up to mild Inv) 2M = Bad Raise							PSYCHICS : OF	PENINGS Rare	ОТ	HER Rare
2NT = Inv Raise+ 3M = Mixed Raise										
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed	update: 2021/7/18				IMP	ORTANT:All text mu	ust 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.		3		11-21, NAT	1♣-1M = Walsh ; may bypass 5 ⁺ ♦ unless FG	Opener's 1NT / 2NT Rebid may conceal 4M	Mixed Jump Raise
1♦				1 ◆ = 4 ⁺ ♦ unless 4432	1m-2m/3m = FG/Weak Raise	2-way Checkback to 1NT Rebid	Cue = Inv Raise+
					1m-2♥/2♠ = Inv/Mixed Raise w/ 4 ⁺ Sup	Opener's 2-way Spl Raise to 1M Response	Fit Jump in Comp / Passed Hand
					1 • -2 • = 12 + , 4 + • , FG	Artificial 3♣ to 2NT Rebid	Reversed Good-Bad 2NT
					1♣-2♦ / 1♦-3♣ = Natural Inv w/ 6 ⁺ m	Art Lebensohl 2OM/2NT after Opener's Reverse	2NT promises Good hand
					1NT / 2NT / 3NT = 6-10 / 10 ⁺ -12 ⁻ / 12 ⁺ -14, Bal	1m-2m; Next Step = Ask for Trump Length	Lo-Hi CUE vs Unusual 2NT/Michaels
4		_	4	44.04.14.7	Dbl Jump = Spl Raise with 5+Sup	2nd Ask for Values, 3rd Ask for Total Controls	P-1m-2m/3m = Weak/Mixed Raise
1 🔻		5		11-21, NAT	1NT = 5-12 ⁻ , denies 3 Sup unless 4-3-3-3, Semi-F	1M-2M; Next Step = Art Inv, may be Slammish	Mixed Jump Raise
1♠		(4)		may be good 4♥/♠ in 3 rd /4 th	2/1 = Natural FG w/ Serious Slam Try	1M-2NT; 3M = bare Min	Cue = Inv Raise+
					2M = 5-9, 3*Sup 3M = Weak Raise w/ 4*Sup		Fit Jump in Comp / Passed Hand Reversed Good-Bad 2NT
					$3 = 10^{+}-15$, 3 Sup $3 = 10^{+}-12$, 4^{+} Sup		Hi-Lo CUE vs Unusual 2NT
					2NT = Jacoby Raise; 15+, 4 ⁺ Sup 3NT = Swiss Raise; 12-14, 4 ⁺ Sup, no Spl		Rubensohl vs Michaels
					Dbl Jump = Spl Raise; 12-14, 4 Sup, 110 Spl		Reverse Drury 2.
					1 v-2 h / 1 h-3 v = Natural Inv		3NT by Passed Hand = Good Raise
1NT			3▲	15-17, BAL	2♣ = Stayman 2♦/2♥ = Jacoby w/ Walsh Relay	1NT-2♣; 2♦-3♥/♠ = Smolen w/ 5-4 M's -3♥/♠ = 5-5 M's	Lebensohl vs NAT Overcall
				may have 5M	2♠ = Minor Stayman 2NT = Transfer to 3♣	1NT-2 ♦ ; 2 ♥ -2 ♠ = Walsh Relay w/ 6 * ♦	Texas thru 4♣
				,	3♣ = Puppet Stayman 3♦ = Natural Inv w/ 6 ⁺ ♦	The Late of the Control of the Contr	DONT Escape vs Value Dbl
					3 v /3 ★ = Spl w/ 5-4 m's and 3OM		System On vs Art Dbl / 2*
					4♣ = RKC Gerber 4♦/4♥ = Texas		Rubensohl vs Art 2♦ Overcall
2*	~		-	ART, Almost FG	2 ♦ /2 ♥ = denies/promises 2K OR A/K w/ 8+HCP	2♣-2♦ ; 2♥ = Puppet to 2♠ ; 5 ⁺ ♥ OR 24 ⁺ BAL	Pass / DBL = Pos / Neg
				1) 22+, BAL	2 \(\) /2NT/3 \(\) /3 \(\) = 5 ^{\(\)} \(\) / \(\) / \(\) 2K OR A/K w/ 8+HCP	$3 \blacklozenge = 5^{+} \blacklozenge + 3^{-} \blacktriangledown / \spadesuit \qquad 3 \blacktriangledown / 3 \spadesuit = 5^{+} \blacklozenge + 4^{+} \blacktriangledown / \spadesuit$	
				2) 17+, UNB, 9 ⁺ tricks	3♥/3♠ = semi-Solid 6 ⁺ ♥/♠ 3NT = any Solid suit	2 - 2 = 3 = 5 + 4 = 5 = 4 = 4 = 4 = 4 = 4 = 4 = 4 = 4 =	
2 •	~			Mini-Multi Opening	2♥/2♠/3♥ = Pass/Correct	2 ◆ -2NT ; 3♣ = Min Weak 2 ♥ / ♠ Opening	Dbl = P/C at 2-level, Penalty at 3-level
			-	Weak 2♥/♠ Opening	2NT = Ask, F1 3♣/3♦ = Natural F1	3 ♦ /3 ♥ = Med Weak 2 ♥ / ♠ Opening	ReDbl vs Dbl = any 1-Suiter
				10-13, good 6♦ in 4 th	4♣ = Request for Texas 4♦ = Major Pick	3♠/3NT = Max Weak 2♥/♠ Opening	
2♥	~	5		6-10, 5♥/♠ + 5 ⁺ m	2NT = Ask for m ; Inv+	2M-2NT; 3*/3 → = Min, 5 ⁺ */→	
2 A				10-13, good 6 ♥/♠ in 4 th	3 → = Art Inv for Opn's M Jump Shift = RKC Lackwood	3 ♥/3 ♠ = Max, 5 ⁺ ♣/ ♦	
2NT				20-21, BAL	3. = Stayman	2NT-3♣; 3♦-3♥/3♠ = Smolen	
				may have 5M	3 ♦/3 ♥ = Jacoby w/ Walsh Relay	2NT-3♦ ; 3♥-3♠ = Walsh Relay w/ 6 ⁺ ♣/♦	
					3♠ = Minor Stayman		
2.		6		Normal Preemptive	4♣ = RKC Gerber 4 • /4 • = Texas New Suit = F1 Jump Shift = RKC Lackwood	SLAM APPROACH AND CONVENTIONS (inc	luding all slam-interest hids
3 ♣ 3 ♦		6		Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood New Suit = F1 Jump Shift = RKC Lackwood	RKC Gerber 4.* / Super Gerber 5.* (1430)	lading an stant-interest blus /
3♥		6		Normal Preemptive	Suit below Game = RKC Lackwood	RKC Blackwood (1430) w/ Roman DOPI/DEPO	
3♠		6		Normal Preemptive	Suit below Game = RKC Lackwood Suit below Game = RKC Lackwood	Exclusion RKC Blackwood (0314)	
3NT	~	J		Pre 4♣/4 ◆ Opening	4♣/♦/5♣ = Pass/Correct	RKC Lackwood (0314)	
4.	~			Namyats ; good 7 ⁺ ♥, 8 ⁺ tricks	Next Step = Ask ▼ New Suit = RKC Lackwood		
4 •	~			Namyats ; good 7 ♣, 8 tricks	Next Step = Ask New Suit = RKC Lackwood		
4NT	~			Direct Ace Ask	5.4/•/*/.4/5NT/6.4=0/.•/.4/2/.4 Ace showing		
OTHERS					3		