WBF CONVENTION CARD

List C

JAPAN

NCBO

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DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS - General Style 8-17 HCP, may be good 4 cards at 1-level

Responses	Cue Bid = F1	Weak Jump Raise
	Jump Shift = Fiit Jump	Jump Cue = Mixed Raise
	Responsive DBL Thru 4♦	Support 2NT Raise to 1M/2M
IN BAL POS	Same	
Responses	Same	

TAKE-OUT DOUBLE - General Style 10^{+} HCP.

Responses	Cue = F to Suit Agreement
	Jump Cue = Weak Michaels with Unbid M
	Responsive DBL Thru 4♦
IN BAL POS	8^{+}HCP
Responses	Same

SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD

1NT OVERCALL		Responses	Other Meanings
2nd POS	15-17	System On	Unusual by Passed Hand
4th POS	11-15	System On	

JUMP OVERCALL	**WEAK**	**INTERM**	**STRONG**	**2 SUITER**
OTHERS	○			
IN BAL POS		○		

Responses	2NT = Ogust
UNUSUAL NT	2 Lower Unbids
Responses	

DIRECT CUE-BID STYLE Michaels w/ 5^{+}Unbid M

Jump Cue = ASK for Stop

Responses Raise = Weak CUE = F1

VS. STRONG NT		Responses
(2nd Seat)	Multi-Landy	
(4th Seat)	Dbl = Sound Overcall	
VS. WEAK NT		
	Multi-Landy	

VS. PREEMPTS

Lebensohl vs Weak Two Opening

Leaping Michaels vs Weak Two Opening / Multi 2♦ Opening

VS. ARTIFICIAL 1♣ or 2♣ OPENINGS

VS 1♣: CRASH

VS 2♣:

OVER OPPONENTS' TAKE-OUT DOUBLE

1/1 = F1 2/1 = NF Jump Shift = Fit Jump

1m-(DBL); 2NT = Weak Raise 3m = Good Raise Criss-Cross Raise

1M-(DBL); 2M-1 = Good Raise (up to mild Inv) 2M = Bad Raise

2NT = Inv Raise+ 3M = Good Raise w/ 4^{+}Sup

IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed

LEADS AND SIGNALS

OPENING LEADS		
SUIT	3rd/5th; 4th; Attitude; Rusinow;	
	OTHERS	A for Attitudes, K for Count
N.T.	3rd/5th; 4th; Attitude; Rusinow;	
	OTHERS	3rd/Low when Pd's Suit
SUBSEQUENT LEADS	3rd/Low vs Suit thruout (middle of play too)	
	Attitudes vs Notrump	

CIRCLE OPENING LEADS vs. NO-TRUMPS

Underline leads against suit contracts if different

AK	KQ	QJ	J10	10x	
AKx	KQx	QJx	J10x	109	
AKJx	KQxx	QJ109	J1098	109x	
AKJ10x	KQJx	KQ10x	KJ109	98x	xx
AQJx	KJ10x	KQ109x	K1098		xxx
AJ xx	Kxx	Qxx	Jxx	10xx	xxxx
KJxx	Kxxx	Qxxx	Jxxx	10xxx	xxxxx
Kxxxx	Kxxxx	Q109x	Jxxxx	10xxxx	xxxxxx

SAME LEADS IF OUR SIDE SHOWED SUIT

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

	CARDS	HIGH	LOW	ODD	EVEN
SUIT	On partner's lead	D1S	E2S		
	On declarer's lead	1S	2S		
	Discarding				
N.T.	On partner's lead	D1	E2		
	On declarer's lead	1S	2S		
	Discarding				

SIGNALS IN TRUMP SUIT	OTHER SIGNALS
Echo= Odd number of trump	Tends to Show Present Count

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Neg Dbl	thru 4♦
Resp Dbl	thru 4♦
Max Dbl	thru 3♥
Supp Dbl	thru 2♥

SPECIAL FORCING PASS SEQUENCES

Direct Rebid of Forcing Level shows bare Min

exception : Pass shows bare min at 3-level

update: 2019/3/10

SYSTEM SUMMARY : GENERAL APPROACH AND STYLE

2/1 = FG

RESPONSE 1NT = Semi-F (5-12⁻) 2 OVER 1 = Always FG (12^{+}-)

ARTIFICIAL STRONG 1♣ Response Style

CANAPE	OPENING	ALL		STRONG		SPECIAL	
	RESPONSES	HANDS		HANDS		SEQUENCES	

SPECIAL OPENINGS AND RESPONSES THAT MAY REQUIRE DEFENCE

OPENINGS	DESCRIPTION
OP.1	
OP.2	
OP.3	
OP.4	
OP.5	
OP.6	
OP.7	
OP.8	

SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE

CB.1 Michaels Cue

CB.2 Leaping Michaels vs Weak 2 / Muti 2♦

CB.3

CB.4

CB.5

CB.6

IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE

4th Suit FG

1♣-1♦;1♥-1♠ = -3♠, FG ; 1♣-1♦;1♥-2♠ = 4^{+}♠,FG.

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♦	11-21, NAT 1♦ = 4+♦ unless 4432	1♣-1M = Walsh ; may bypass 5+♦ unless FG Inverted Raise ; 1m-2m / 3m = Inv+ / Weak Raise Jump Shift = Natural Inv 1♦-2♣ = FG with 4+♣ 1NT / 2NT / 3NT = 6-10 / 11-12- / 12-15 Dbl Jump = Spl Raise w/ 5+Sup	Opener's 1NT / 2NT Rebid may conceal 4M 1m-2m ; -Next = 15+, any 2-Way Checkback 2♣/2♦ to 1NT Rebid 2♣ = Puppet to 2♦, usually Inv 2♦ = Art FG 1x-1y ; 2NT-3♣ = Puppet to 3♦	Good Jump Raise Cue = Inv Raise+ Fit Jump in Comp / Passed Hand Reversed Good-Bad 2NT 2NT promises Good hand Hi-Lo CUE vs Unusual 2NT/Michaels Lo = Unbid M Hi = Limit Raise+
1♥ 1♠		5 (4)	4♦	11-21, NAT may be good 4♥/♠ in 3rd/4th	1NT = 5-12-, Semi-F 2/1 = Natural FG 2M = 5-9, 3+Sup 3M = Weak Jump Raise 3♣ = 10+-15, 3 Sup 3♦ = 10+-12-, 4+Sup 2NT = Jacoby Raise ; 15+, 4+Sup 3NT = Swiss Raise; 12-14, 4+Sup, no Spl Dbl Jump = Spl Raise; 12-14, 4+Sup, Spl showing 1♥-2♠ / 1♠-3♥ = Natural Inv	Help Suit Game Try	Good Jump Raise Cue = Inv Raise+ Fit Jump in Comp / Passed Hand Reversed Good-Bad 2NT Hi-Lo CUE vs Unusual 2NT/Michaels Reverse Drury 2♣
1NT			3♠	15-17, BAL may have 5M	2♣ = Stayman 2♦/2♥ = Jacoby w/ Walsh Relay 2♠ = MSS 2NT = Transfer to 3♣ 3♣ = Puppet Stayman 3♦ = Natural Inv w/ 6+♦ 3♥ = Spl w/ 3145/3154 3♠ = Spl w/ 1345/1354 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	1NT-2♣ ; 2♦-2♥/♠ = Smolen w/ 5-4 M's -3♥/♠ = 5-5 M's 1NT-2♦ ; 2♥-2♠ = Puppet to 2NT ; FG w/ 6+♦ 1NT-2NT ; 3♣-3x = FG w/ 6+♣ and Spl	Lebensohl vs NAT Overcall Texas thru 4♣ System On vs Art Dbl / 2♣ DONT escape vs Penalty Dbl
2♣	✓		-	ART, Almost FG 1) 22+, BAL 2) 17+, UNB, 9+tricks	2♦/2♥ = denies/promises 2+K or A/K w/ 8+HCP 2♠/2NT/3♣/3♦ = 5+♥/♠/♣/♦, 2+K or A/K w/ 8+HCP 3♥/3♠ = semi-Solid 6+♥/♠ 3NT = any Solid suit	2♣-2♦ ; 2♥ = Puppet to 2♠ ; 5+♥ OR 24+ BAL 3♦ = 5+♦ + 3-♥/♠ 3♥/3♠ = 5+♦ + 4+♥/♠ 2♣-2♥ ; 3♥ = 5+♥ + 3-♠ 3♠ = 5+♥ + 4+♠	Pass / DBL = Pos / Neg
2♦	✓	5	-	Weak 2♦ Opening 6-10, good 5+♦	2NT = Ogust Jump Shift = RKC Lackwood		
2♥ 2♠	✓	5	-	Weak 2♥/2♠ Opening 6-10, good 5+♥/♠	2NT = Ogust Jump Shift = RKC Lackwood		
2NT			3♠	20-21, BAL may have 5M	3♣ = Stayman 3♦/3♥ = Jacoby w/ Walsh Relay 3♠ = Minor Suit Stayman 4♣ = RKC Gerber 4♦/4♥ = Texas TRF	2NT-3♦ ; 3♥-3♠ = Puppet to 3NT ; FG w/ 6+♣/♦ 2NT-3♣ ; 3M-OM = Slam Try	
3♣		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood		
3♦		6	-	Normal Preemptive	New Suit = F1 Jump Shift = RKC Lackwood		
3♥		6	-	Normal Preemptive	New Suit below Game = RKC Lackwood		
3♠		6	-	Normal Preemptive	New Suit below Game = RKC Lackwood		
3NT	✓		-	Solid 6-7m w/o A/K outside	4♣/5♣ = Pass/Correct		
4♣	✓		-	Normal Preemptive			
4♦	✓		-	Normal Preemptive			
4NT	✓			Direct Ace Ask	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace showing		
OTHERS							

SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)
RKC Gerber 4♣ (1430)
RKC Blackwood (1430) w/ Roman DOPI/DEPO
Exclusion RKC / RKC Lackwood (0314)