

DEFENSIVE AND COMPETITIVE BIDDING				
OVERCALLS - General Style 8-17HCP, may be good 4cards at 1-level				
Responses Jump raise=PRE. CUE=F1. Jump Cue = Mixed raise with 4+Sup (7-9) New suit: New M=F1, New m=NF, non jump 3level new suit=F, FSJ				
IN BAL POS 8-15HCP				
Responses				
TAKE-OUT DOUBLE - General Style 10+ HCP.				
Responses Cue = F to suit agree Jump Cue = Michaels Responsive DBL Thru 4♦.				
IN BAL POS 8+				
Responses				
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD				
1NT OVERCALL	Responses		Other Meanings	
2nd POS 15-18	System on		UNUSUAL BY Passed	
4th POS	SAME			
11-14				
JUMP OVERCALL	WEAK	INTERM	STRONG	2 SUITER
OTHERS	○			
IN BAL POS		○		
Responses	2NT = Ogust			
UNUSUAL NT	2 Lower Unbid			
Responses				
DIRECT CUE-BID STYLE Michaels				
3m vs 1m = NAT, 3M vs 1M = Ask for stopper				
Responses				
VS. STRONG NT	Cppeletti		Responses	
	2♣ = 1suiter, 2♦ = Ms,			
	2M = M+m, 2NT = ms			
VS. WEAK NT	same as above			
VS. PREEMPTS				
T/O Dbl thru 4♠				
(2M)-3M = Ask for stopper, Leaping Michaels 4♣/4♦				
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS				
VS 1♣:	Dbl = Ms, 1NT = ms			
OVER OPPONENTS' TAKE-OUT DOUBLE				
1/1 = F1 2/1 = NF				
1any-(X)-Jump shift = FSJ, Inv+				
1m-(X)-2NT/3m = Pre/Limit R, 1M-(X)-2NT/3M = Limit+/Pre R				
1M-(X)-2M/2M-1 = 4-6/7-9 Raise				
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed				

LEADS AND SIGNALS					
OPENING LEADS	SUIT	3rd/5th; 4th; Attitude; Rusinow;			
		OTHERS Partner's Suit and after PRE=NAT Seq.			
	N.T.	3rd/5th; 4th; Attitude; Rusinow;			
	OTHERS				
SUBSEQUENT LEADS		3/Low throughout			
CIRCLE OPENING LEADS vs. NO-TRUMPS					
Underline leads against suit contracts if different					
AK	QK	QJ	Q10	10x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO
AQx	QKx	QJx	Q10x	109	
AQJx	QKxx	QJ109	Q1098	109x	
AQJ10x	QKJx	QJ10x	KJ109	98x	8x
AQJx	KJ10x	KQ109x	K1098		8xx
AJx	Kxx	Qxx	Jxx	10Q	10xx
KJ10x	Kxx	Qxx	Jxx	10x10	xx10x
Kxx10x	Kx10x	Q109x	Jx10x	10x10x	xx10xx
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		
N.T.	Discarding	DS	ES		
	On partner's lead	D1S	E2S		
	On declarer's lead	1S	2S		
	Discarding	D1S	E2S		
SIGNALS IN TRUMP SUIT		OTHER SIGNALS			
Echo= Odd number of trump. or show SPS		Tend to Show Present Count. A: Ask for ATT K:Ask for Count			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES					
NEG DBL through 4♦					
RESP DBL through 4♦.					
MAX DBL through 3♥.					
COMP DBL through 3♠.					
SUPP DBL through 2♥					
Honor Dbl & RDBl after 1/2-level Pd's O/C shows AX or KX					
Snap Dragon DBL					
Lightner DBL					
SPECIAL FORCING PASS SEQUENCES					
2♠-(2ANY O/C)-P: PASS AFTER CONFIRMATION of OUR GAME+ VALUE.					
When 2/4-level is forced, Direct bid = minimum, Pass = good hand					
When 3-level is forced, Direct bid = good hand, Pass = minimum					
update: 2015/2/2 2-Apr-15 :print					

WBF CONVENTION CARD			
Class D		GREEN	
JAPAN		NCBO	
Yoshiyuki Nakamura		Masayuki Ino	
NAME OF PLAYER		NAME OF PLAYER	
SYSTEM SUMMARY : GENERAL APPROACH AND STYLE			
5Card Major, 2/1 FG			
RESPONSE 1NT semi-F 2 OVER 1 FG			
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	2♦	Multi2♦ Opening; either Weak 2♥/2♠ Opening	
OP.3	2♥	Tartan 2♥ Opening; 6-10, 5♥ and 5+m	
OP.4	2♠	Tartan 2♠ Opening; 6-10, 5♠ and 5+m	
OP.5			
OP.6			
OP.7			
OP.8			
SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE			
CB.1			
CB.2			
CB.3			
CB.4			
CB.5			
CB.6			
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE			
1m-(1NT)-? = Cappelletti			
1M-(1NT)-? = NAT			
DON'T Escape from 1NT O/C is Doubled			
<4th seat opening>			
2♣/2♥ = Good 6+ cards, 10-12			
3NT = Solid m with one A or K in a side suit			
PSYCHICS : OPENINGS		OTHER	
Rare		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 1♦ = 4+♦ unless 4432	1♣ - 1♦ = may be 3cards 1♣ - 1M; may bay pass 5+♦ 1m-2m = inverted R, 1m-3m = Pre R SPL Raise = FG 1♣ - 2♦/ 1♦ - 3♣ = NAT Inv 1m - 2M = NAT weak	1♣-1♦-1NT-2♣/2♦ = sign off, 3♣/3♦ = FG 1m-1M-1NT-2♣/♦ = checkback/ longer ♦ sign off 4th suit=FG. 1♣-1♦-1♥-1♠/2♠ = 4th FG/NAT FG 1m-1M-4m/4M = 18-19 BAL Raise/Shape Raise 1m-2m-4m = RKC	1m-2m = Inv CUE=Limit Raise+. Jump Raise=PRE Jump shift=FIT Jump.
1♥ 1♠		5 5	4♦	11-21 usually 5+ cards may be 4cards at 3rd or 4th pos.	1NT=semi F1, 2/1 = FG with serious 3NT 1M-3♣/♦ = Bergen R, 7-9/Limit 3M=PRE 2NT=JACOBY 3NT=12-14 BAL SWISS SPLINTER RAISE 9-12.	1M-2M-3M=tend to bar Help suit G/T after single raise 1♥ - 1♠ - 1NT - 2♣/♦ = checkback/longer ♦ sign off 4th suit=FG.	CUE=Limit raise+. Jump shift=FIT Jump. UNUSUAL VS 2-SUITER. REVERSE DRURY. P-1M-2NT=5+♠& FIT Jump P-1M-3♣ = 6+♣ Inv
1NT			-	(14)15-17 BAL/SEMI BAL.	2♣ = Stayman 2♦/2♥ = Jacoby with Walsh 2♠ = mss 2NT = ♣ bust or any 4441(10-13) 3♣ = Puppet Stayman 3♦ = NAT Inv 3♥/3♠ = semi-Splinter with short ♥/♠ (5431)	Smolen after Stayman BAL/UNB Slam Try after Stayman 1NT-2♦-2♥-2♠ = Walsh Relay ; STR 6+♣/♦	LEBENSOHL vs NAT. NEG X over 2 of a suit. 1NT-(X)-XX=TRF 2♣(any 1 suiter). DBL=T/O
2♣	✓		-	Artificial Strong Opening 22+Bal or 9+Tricks FG unless 2NT rebid	2♦ = Art positive with one king or more 2♥ = Neg or waiting, denies A or K 2NT = ♥ positive 3♥/♠ = semi solid 6-7cards w.o side A or K	2♣-2♦-2NT=22-23, 3NT=9-10tricks based on long m-suit, 17-20 2♣-2♦-2♥=Kokish relay; TRF to 2♠, 24+Bal or NAT 2♣-2♦-3M= 4card M with 5+♦ 2♣-2♦-3♣-3♦=Stayman	pass=Waiting. DBL=Super NEG.
2♦	✓	0	-	Multi 2♦ Opening Either weak 2♥ or 2♠ opening	2♥/♠/3♥=P/C, 3♠=NAT Inv, 4M=NAT 2NT=Ask, 4♣/♦=Request to Texas/Pick M	2♦-2NT-3♣=minimum-3♦=Suit Ask- 3♥/♠=♠/♥suit 2♦-2NT-3♦/♥/♠/NT=medium ♥/♠/ maximum ♥/♠	vs Opp. O/C; Dbl at 2-level=P/C Dbl at 3-level=PEN
2♥	✓	5	-	6-10, 5♥-5+m	2♠=NAT F1, 2NT=Ask m-suit 3♣/4♣/5♣=P/C 3♦=Inv+ with ♥	2♥-2NT-3♣/♦=minimum 5+♣/♦ 2♥-2NT-3♥/♠=maximum 5+♣/♦ - 4m=RKC in m	< 4th seat opening> 2♦/♥/♠ = NAT good 6 cards,10-12
2♠	✓	5	-	6-10, 5♠-5+m	3♥=NAT F1, 2NT=Ask m-suit 3-4-5♣=P/C 3♦=Inv+ with ♠	ditto	
2NT			-	(19)20-21 BAL. May have 5MAJ or 6MIN.	STAYMAN 3♣ JACOBY TRANSFER. TEXAS TRANSFER. 3♠=MSS. SMOLEN.	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♠-4♥=55Slam. 3♣-3♦-3♥-3NT-4♥(55play) 3♠-3NT-4M=(1)3OM45/(0)3OM55 Slam.	NEG X over 3 of a suit.
3♣		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	RKC Gerber (14/30/2min./2max.)	
3♥		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	RKC Blackwood(1430)	
3♠		6	-	PRE, Rule of 2,3&4.	New suit=FG. JUMP=Control ASK.	DOPI/DEPO	
3NT	✓		-	Gambling in MIN.		Exclusion RKCB(0314)	
4♣		7	-	PRE, Rule of 2,3&4.		Q-ask: 1st-step=denies Q	
4♦		7	-	PRE, Rule of 2,3&4.			
4NT	✓			ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/♣Ace/2Ace.		
OTHERS							