
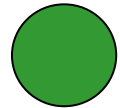


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>	<b>OPENING LEADS STYLE</b>			<b>JAPAN(U26)</b> NCBO <b>All</b> EVENT <b>Tomoaki Nakanishi</b>  Natural Green  <b>Takanori Katayama</b>
8-17HCP, (4)5+ card suit, Sound.		<b>Lead</b>	<b>In Partner's suit</b>	
RESP: New suit=F1. Cue=INV+ w/SUPP. Jump cue=Mixed raise. Jump raise=PRE. Jump shift=Fit showing jump.	<b>Suit</b>	3rd or lowest	3rd or lowest	
Reopening: 8-17HCP, Cue=Michaels.	<b>NT</b>	4th	4th	
RESP: New suit=NF but constructive.	<b>Subseq</b>	Same as above	Same as above	
<b>1NT OVERCALLS (2nd/4th Live; Responses; Reopening)</b>	<b>Other:</b>			
15-18HCP, BAL/semi-BAL. May be off-shape. (Unusual by PH.)	vs.NT:A asks Un blocking/CT, K asks ATT. Top, 2nd or 4th from 4(or more)small.			
RESP: System on.	vs. Suit: A asks ATT, K asks CT.			
Reopneing: 1NT=12-14HCP, BAL/semi-BAL.	If CT isn't needed, we lead for showing ATT, S/P, or for deception.			
May not have stoppers in OPPT's suit.	<b>LEADS</b>			
2NT=18-19HCP, BAL/semi-BAL.	<b>Lead</b>	<b>VS. Suit</b>	<b>VS. NT</b>	
RESP: System on.	<b>Ace</b>	Ax(+); AKx(+)	AKHH(+); Ax	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	<b>King</b>	AK; AKx(+); KQx(+); Kx	AKx(+); KQ(J/10)x(+)	
1-Suit: Weak.	<b>Queen</b>	QJx(+); Qx	QJ(10/9)(+); AQJ(+); KQ109(+)	
RESP: New suit=F1. Cue=Limit+. 2NT=Ogust.	<b>Jack</b>	J10x(+); KJ10x(+); Jx	J10(9/8)(+); HJ10(+)	
2-Suit: Unusual 2NT=Unbid lower rank 2-suiter.	<b>10</b>	109x(+); H109x(+); 10x	109(8/7)(+); H109(+); AQ109(+)	
Reopening: Intermediate.	<b>9</b>	9x	9xx; 9x	
Jump cue vs. 1M = Asks for stopper.	<b>Hi-x</b>	Sx; HxSx(xx); xxSx(xx)	SSx(+); Sx	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)</b>	<b>Lo-x</b>	Hx(xx)S; xx(xx)S	HxxS(+); HHxS(+); HxS; xxxS(+)	
Direct: Michaels.	<b>SIGNALS IN ORDER OF PRIORITY</b>			
RESP: 2NT=INQ. Cue=M fit FG.		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	
(1m)-3m=NAT, PRE(NV)/Sound(V). (1M)-3M=Asks for stopper.	<b>Suit</b>	<b>1</b>	Hi=DISCRG	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		<b>2</b>	Hi/Lo=ODD	
Direct : X=PEN, 2♣=♥&♠, 2♦=♥ or ♠, 2♥=♥&m, 2♠=♠&m, 2NT=♣&♦		<b>3</b>	S/P	
Reopening : Same as above.	<b>NT</b>	<b>1</b>	Hi=DISCRG	
vs. WK NT: Same as above. Dbl by PH = m 1suiter		<b>2</b>	Hi/Lo=ODD	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>3</b>	S/P	
T/O DBL thru 4♥(vs. 4♠ open: X=OPT, 4NT=T/O).	<b>Signals (including Trumps):</b> Trumps: Echo w/ odd NUM.			
DBL vs. WK 2=T/O->Lebensohl 2NT.	<b>Other:</b> odd/even first discard vs NT and SUIT			
4♣/3♦ vs. WK 2♦=5+♣&5+M/5+♥&5+♠.	<b>DOUBLES</b>			
4♣/4♦ vs. WK 2M=5+♣/♦&5+OM.	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	Normal, may be light with shape			
vs. 1♣: X,2♣,3♣=♦ or ♥&♠. 1♦,2♦,3♦=♥ or ♠&♣. 1♥,2♥,3♥=♠ or ♣&♦.	RESP: Cue=F1. Jump cue=Asks for stopper.			
1♠,2♠,3♠=♣ or ♦&♥. 1NT/2NT=♣&♥ or ♦&♠.	Reopening: 8+HCP.			
3NT=To play. 4X=NAT PRE.	RESP: Cue=F1.			
vs. 2♣: Same as above.	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
(Except 3NT = ♣&♥ or ♦&♠.)	NEG DBL thru 4♥.			
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	RESP DBL thru 4♥(Also applied after partner's O/C or T/O DBL).			
REDBL=Normal. Fit showing jump. SPL.	MAX DBL thru 3♥.			
1m-(X)-2NT/3m=PRE/Limit raise. 1♣-(X)-2♦ & 1♦-(X)-3♣=5+supp,FG	SUPP DBL/REDBL thru 2♥.			
1M-(X)-2NT/3M/3NT/4M=Limit+/PRE/Good PRE/PRE.	Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.			
<b>IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed</b>	<b>PSYCHICS</b>			
	Openings: Rare.			
	Others: Rare comic O/C, fake cue, fake G/T.			
	<b>IMPORTANT:All text must be typewritten or block letters</b>			

Opening		MIN. NO. OF CARDS	NEG. DBL. THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣ 1♦		3	4♥	(11)12+pts, NAT. 1♦=4♦ unless 4432.	2♦/2♥/3m=FG/Limit Raise/PRE. 2♠=mixed raise or om constrictive 1♣-1♦=5+♦. 1♣-1M=May bypass 5+♦. 1♦-2♣=NAT FG. 1♦-3♣=6+♣ INV. 1NT/2NT/3NT=6-10/11-12/13-15HCP. SPL.	4th Suit=ART FG. 2-way check back. Structured reverse. SPL. Opener's 1NT rebid may conceal 4-card M. 1♣-1♦;1♥-1♠/2♠=3♠ FG/4♠ FG. 1♣-1♦;1♠-2♥=ART FG. 1♣-1M;3♦:1♦-1M;3oM=18-19HCP BAL w/ 4M. 4mRKCB 1m-1♥;1NT-2♠/3♠ = 44M INV/FG	Cue=Limit raise+. Jump raise=PRE. 1m-2m by PH=Limit raise. Fit jump by PH. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT.
1♥ 1♠		5	4♥	(11)12+pts, 5+♥/♠, NAT. May be good 4♥/♠ in 3 <sup>rd</sup> /4 <sup>th</sup> seat.	1NT=Semi F. 2/1=NAT, FG. 1M-2M+1/2M+2/2M+3/2M+4/3M =7-9HCP w/ss /FG/3card-raise/Limit/PRE 3NT=4+SUPP FG 13-15HCP BAL. SPL.	4th suit=ART FG. 2-way check back. Structured Reverse. SPL. 1M-2M;(+) / (+2) / (+3) / (+4) / (+5) =TRF to (+2) / ♣ / ♦ / OM Help suit GT/BAR 1M-2M;(+) - (+2); (+3) / (+4) / (+5) / 3NT / 3♠, 4X =♣ / ♦ / OM ShortGT/RKCB/ERKCB of ♠, X	Cue=Limit raise+. Jump raise=PRE. Fit jump by P/H. 1M-2NT/3♣ by P/H=♣ Fit jump/INV. Defensive bids vs. 2-suiter O/C. Good-Bad 2NT. Drury.
1NT		-	3♠	(14 <sup>+</sup> )15-17HCP, BAL/semi-BAL.	2♣=STAY(May not have 4-Cards M). 2♦/2♥=Jacoby TRF. 2♠=6+♣ 2NT=6+♦ 3♣=♣ + ♦ GF. 3♦ =BAL GF with one 4 M 3♥=4144 S/T. 3♠=1444 S/T. 4♣=RKC Gerber-1430. 4♦/4♥/4♠/5♣=Texas TRF.	1NT-2♣;2♦-2♥/2♠/2NT=Smolen/Smolen/May not have 4 Ms. 1NT-2♣;2♥-2♠/2NT=INV w/ 4♠ / w/o 4♠.  1NT-2♣;2♦-3♥/3♠=5+♠ & 5+♥ INV / FG. 1NT-2♣;2M-3OM/4♣/4♦	vs PEN DBL: Pass / XX=PUP XX / 2♣. Lebensohl. Texas TRF Thru 3♣. System On vs PEN DBL / NAT 2♣. Defense vs STAY/Jacoby TRF DBLed.
2♣	✓	0	4♥	ART STR. (1) 9+tricks. (2) 22+HCP, BAL/semi-BAL.	2♦/2♥/2NT=Waiting/Negative/Good 5+♥.	2♣-2♦;2♥/2NT=PUP to 2♠(♥ or 24 <sup>+</sup> BAL)/22-23 BAL. 2♣-2♦;2♥-2♠;2NT/3X/3NT=24 <sup>+</sup> BAL/♥5+,X4+/♥5 BAL After 2NT rebid, same as 2NT open.	
2♦		0	4♥	Weak2 in either M	2M/3M=P/C 2NT=ASK, 3♣=pup to 3♦ then self suit FG, 3♦=mss 4♣=bid below 1 your M, 4♦=bid your M	2♦-2NT;3♣/3♦/3♥/3♠/3NT=Min/♥ Med/♠ Med/♥ Max/♠ Max. 2♦-3♦;3♥/3♠/3NT=3+♣/3+♦/no 3card m.	vs. DBL: Pass/REDBL=Positive/Nega. vs. O/C: Pass/DBL=Positive/Nega.
2♥ 2♠		5 5	4♦	10-12(13)pts,(5)6+M in 1st/2nd/4th 5-12(13)pts,(5)6+M in 3rd	New suit=F1. 2NT=Ogust	-2NT;3♣/3♦/3♥/3♠/3NT=bad min/good min/bad max/good max/solid	
2NT		-	3♠	20-21HCP, BAL/semi-BAL.	3♣=STAYMAN. 3♦/3♥=Jacoby TRF w/ Walsh relay. 3♠=mSS. 4♣=RKC Gerber1430. 4♦/4♥/4♠/5♣=Texas TRF.	smolen.  2NT-3♦;3♥-3♠;3NT(relay)-4m/4♥/4♠=6 <sup>+</sup> card m/5♣/5♦ S/T. 2NT-3♦;3♠=Super accept, then 3NT/4m/4♥/4♠=5 <sup>+</sup> ♥/Same as above.	
3♣ 3♦ 3♥ 3♠		6	-	NAT, PRE.	3♣-4♦=♣ S/T 3♦/3♥/3♠-4♣=♦/♥/♠ S/T	<b>SLAM APPROACH AND CONVENTIONS ( including all slam-interest bids )</b>	
						ROMAN KEY CARD GERBER-1430. RKCB-1430. EXCLUSION RKCB-0314.	
						ROMAN-DOPI(5 of trump or below). ROPI. DEPO(Over 5 of trump).	
						SPLINTER BIDS. SELF SPLINTER.	
3NT	✓	-	-	Gambling.	4♣,4♦,5♣,6♣,7♣=P/C 5♦,6♦,7♦=To Play	CTRL showing cue at 3-5 level shows 1st/2nd Rd CTRL. PASS AND PULL shows STR offensive hand.	
4♣ 4♦ 4♥ 4♠		7	-	NAT,PRE.		5NT-GRAND SLAM FORCE(1step=A/K,2step=Q/Extra,trump=No). Over Queen ASK:If bid side suit,Having Q w/ King in step. Over King ASK: King in step. XX shows 1st Rd CTRL against OPPT's DBL at CTRL showing cue at 4/5 level.	
4NT	✓	-	-	ACOL Ace ASK.	5♣/5♦/5♥/5♠/5NT/6♣=0/♦/♥/♠/♣/2 Ace.	SERIOUS 3NT. LIGHTNER SLAM DOUBLE. FORCING PASS.	
OTHERS						4mRKCB	