

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS						WBF CONVENTION CARD					
OVERCALLS - General Style 8-17HCP, 4*CARD SUIT.				OPENING LEADS	SUIT	3rd/low; 4th; Attitude; Rusinow;				Class C					
Responses CUE=INV* with SUPP NEW SUIT=F1						OTHERS				JAPAN					
JUMP RAISE=PRE. JUMP SHIFT=FIT JUMP					N.T.	3rd/5th; 4th; Attitude; Rusinow;				NCBO					
splinter jump cue=mixed raise						OTHERS				GREEN					
IN BAL POS 8-15HCP				SUBSEQUENT LEADS											
Responses															
TAKE-OUT DOUBLE - General Style				CIRCLE OPENING LEADS vs. NO-TRUMPS											
Responses RESP X THRU 4♦, JUMP CUE=5-5.				Underline leads against suit contracts if different											
CUE=F to SUIT AGREEMENT.															
IN BAL POS 8*HCP.															
Responses															
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD															
1NT OVERCALL		Responses		Other Meanings											
2nd POS				UNUSUAL by P/H.											
15-18HCP.		SYSTEM ON													
4th POS															
12-16HCP.		SYSTEM ON													
JUMP OVERCALL		WEAK		INTERM											
OTHERS															
IN BAL POS															
Responses		NEW SUIT/CUE=F1.													
UNUSUAL NT															
Responses															
DIRECT CUE-BID		STYLE MICHAELS,													
Responses		2NT=minor ask usually game interest													
VS. STRONG NT		X=PEN 2♣=♣/♦/M&m 2♦=♥&♠ 2M=NAT 2NT=both ms													
		Reopen X=PUP to 2♣ m1suiter /bothMs/ S&m 2♣/2♦=♥>♠/♥<♠ both M													
VS. WEAK NT		X=PEN 2♣=♣/♦/M&m 2♦=♥&♠ 2M=NAT 2NT=both m													
VS. NT PASSED HAN		2♣=♣/♦/M&m 2♦=♥&♠ 2M=NAT 2NT=both ms													
VS. PREEMPTS		T/O X THRU 4♥ (4♠X=PEN,4NT=T/O)													
CUE=HUGE 2-SUITER, DBL vs WEAK2=T/O->LEBENSÖHL 2NT.															
4♣/♦ vs WEAK 2M=5+♣/♦+5OM.															
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS															
VS 1♣ X=T/O of ♣ 1x=T/O of bid suit 1NT=1suiter															
2♣=♣+another 2♦=♦+M 2♥=♥+♠															
VS 2♣ X=♣+another 2♦=♦+M 2♥=♥+♠ 2NT=1suiter															
OVER OPPONENTS' TAKE-OUT DOUBLE				SPECIAL FORCING PASS SEQUENCES											
redouble=10+ HCP without SUPP															
1M-X-2NT=limit raise or better															
1m-X-2NT=PRE 1m-X-3m=limit raise															
1/1=F1 2/1=NF Fit showing jump splinter															
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed				printed: by											

JAPAN				Satoshi IMAI			
NCBO				NAME OF PLAYER			
Takeshi NIEKAWA				NAME OF PLAYER			
SYSTEM SUMMARY				GENERAL APPROACH AND STYLE			
5-CARD MAJOR, 2over1 always Forcing Game							
RESPONSE 1NT =F1 TO M 2 OVER 1 =Always FG.							
ARTIFICIAL STRONG 1♣ Response Style							
CANAPE		OPENING ALL		STRONG		SPECIAL	
RESPONSES		HANDS		HANDS		SEQUENCES	
SPECIAL OPENINGS THAT MAY REQUIRE DEFENCE							
OPENINGS		DESCRIPTION					
OP.1 2♣		ART STR(22*HCP or 9*tricks)					
OP.2 2♦		WEAK					
OP.3 3NT		Gambling (7+Solid minor &shows A/K on side)					
OP.4							
OP.5							
OP.6							
OP.7							
OP.8							
SPECIAL BIDS THAT MAY REQUIRE DEFENCE							
CB.1 MICHAELS CUEBID.							
CB.2 DEFENSIVE BIDS vs MICHAELS / UNUSUAL NT.							
CB.3 DEFENSIVE BIDS vs Strong1♣							
CB.4 LEAPING MICHAELS OVER WEAK 2M or MULTI 2♦.							
CB.5							
CB.6							
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE							
1♣-1♦-1♥-1♠=4♦-4♠,FG							
1♣-1♦-1♥-2♠=5♦-4♠,FG							
1NT-(X)-2♠=STAYMAN							
1NT-(X)-2♦/♥=TRF.							
PSYCHICS : OPENINGS rare OTHER rare							

Opening	TICKET	ARTIFICIAL	MIN. NO. OF	NE G. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass								
1♣ 1♦			3	4♦	(10)11-22HCP, NAT. 1♦=4 ⁺ ♦ unless 443	1m-2m/3m/4m=FG4+SUPP/PRE/PRE 1♣-1NT/2NT/3NT=7-10/11-12/13-15HCP 1♦-1NT/2NT/3NT=7-10/11-12/13-15HCP 1m-2♥/2♠=limit Raise/5+SUPP 7-9HCP 1♣/1♦-2♦/3♣=(5)6 ⁺ ♦/♣ INV 1♣-1♦=Denies 4+card M unless FG 1♣-1M=May have 5+card♦ SPL	4th suit=artificial, FG 1♣-1♥/1♠;3♦/3♥, 1♦-1♥/1♠;2♠/3♥=4SUPP,18-19,BAL	passed hand : single raise 4SUPP INV 1m-2M=Fit Showing Jumps over overcall:Cue=Limit raise or better
1♥ 1♠			5	4♦	(10)11-22HCP 5 ⁺ ♥/♠NAT. May be Good 4M in 3rd/4th SEAT	2/1= Always FG 2NT/3♣/3♦3NT=4+SUPP16+/7-9/10-12/13-15pts SPL 1♠-3♥=6 ⁺ ♥ INV	4th suit=artificial,FG 2-way G/T 1♥/1♠-2♥/2♠;2♠/2NT-2NT(3♥)/3♣(3♠)=not min (min) 1♥-2♥;2NT=♠help suit G/T	over overcall:Cue=Limit raise or better passed hand:1M-1NT=semi forcing REV DRURY Fit showing jump
1NT			-	-	(14 ⁺)15-17HCP, BAL/Semi-BAL. May have 5M/6m.	2♣=Stayman (may not have 4 card M) 2♦/2♥=TRF to 2♥/2♠ 2♠=minor suit Stayman 2NT=PUP to 3♣ 3m=6 ⁺ cards,INV 3♥/♠=SPL S/T 4♣=Roman GERBER. 4♦/♥=TRF to 4♥/♠	1NT-2♦;2♥-2♠=pup to 2NT(♦slam try) 1NT-2♣;2M-3OM/4♦=UNBAL STR Raise/BAL STR Raise 1NT-2♣;2♦-3♥/3♠=♠5♥5INV/♠5♥5FG 1NT-2♣;2♥-2♠=♠4 INV 1NT-2♣;2♦-4♦(4♥)=TRF to 4♥(4♠) 1NT-2♠;2NT(3♣)-3♦=S/O 1NT-2NT=PUPto3♣(♣,♦S/Oor♣S/T) smolen	TEXAS TRF THUR 3♣. LEBENSÖHL vs NAT. DBL by Opener=T/O.
2♣	✓		0	-	ART STR.	2♦=Waiting 2♥=0-3HCP 2♠/2NT/3♣/3♦=Good 5 ⁺ card ♠/♥/♣/♦	After 2NT rebid,as same as 2NT	Pass=NEG, X=POSITIVE. SUIT=GOOD 5 ⁺ CARD.
2♦			5	-	WEAK	2NT=Ogust		
2♥			5	-	WEAK	2NT=Ogust		
2♠			5	-	WEAK	2NT=Ogust		
2NT				-	(19 ⁺)20-21 BAL.	3♣=stayman 3♦/3♥=TRF to 3♥/3♠ 3♠= minor suit Stayman 3NT=to play 4♣=Roman GERBER. 4♦/4♥= TRF to 4♥/4♠	smolen 2NT-3♦;3♥-3♠=PUP to 3NT 2NT-3♦;-3♥-3♠;3NT-4m=6 ⁺ mS/T	NEG X OVER 3 of a suit
3♣			6	-	PRE, Rule of 2,3 & 4	3NT=to play 4♦=S/T 4NT=RKCB	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦			6	-	PRE, Rule of 2,3 & 4	3NT=to play 4♣=S/T 4NT=RKCB		
3♥			7	-	PRE, Rule of 2,3 & 4	3NT=to play 4♣=S/T 4♦=RKCB		
3♠			7	-	PRE, Rule of 2,3 & 4	3NT=to play 4♣=S/T 4♦=RKCB		
3NT	✓			-	Gambling	4♣=P/C 4♥, 4♠=to play 4NT=asks OS A	VS Interference above our suit we use DEPO,below DOPI	
4♣				-	PRE	5X=Asking Bid 5M=Trump Ask	GRAND SLAM FORCE(Jump to 5 of one above the trump or 5NT.	
4♦				-	PRE	5X=Asking Bid 5M=Trump Ask	->1 Step=A/K, 2 Step=Q/Extra, 6 of trump=No)	
4NT				-	ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♣/♦/♥/♠/2 Ace.	SPLINTER RAISE. SHORT SUIT ASK After M RAISE,	
OTHERS							CTRL SHOWING CUE at 3/4 level shows 1st/2nd Rd CTRL.	
							PASS and PULL SHOWS STR OFFENSIVE HAND.	