

DEFENSIVE AND COMETITIVE BIDDING
OVERCALLS(Style; Responses; 1/2level; Reopening)
Aggressive , 8-17 HCP , may be good 4 cards at 1-level
RESP : New suit = F1(1-level) , NF(2-level) , Jump Shift = Fit Jump Cue = Limit Raise or good hand , Jump Cue = Mixed Raise Jump Raise = PRE , Responsive DBL Thru 4♦
Reopening : 8-17HCP , Jump = Intermediate
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd : 15-18 HCP
RESP : 2♣=STAY , 2♦♥=TRF , 2♠=mss , 2NT=PUP 3♣ , 4♦♥=TRF
4th : 12-15HCP : RESP = same
Reopening : 1NT = 11-15 HCP , RESP : same , 2NT : 18-19HCP
JUMP OVERCALLS(Style; Responses; Unusual NT)
1-Suit : NAT PRE , Raise = PRE , New suit =F1 , 2NT = Ogest
2-Suit : Unusual 2NT = unbid Lower 2-suiter
Reopening : Intermediate
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)
Direct : Micheals
RESP : Cue = Game try , After major : 2NT = minor ask ,
Jump Cue : Asks stopper
VS. NT(vs. Strong/Weak; Reopening;PH)
Vs 1NT : ♠ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♦ , ♥ = ♣ or ♠&♥ ♣ = ♠ or ♦&♥ , NT = ♠&♥ or ♦&♠
1NT(STR) - DBL = 5+m & 4M , 1NT(Weak) - DBL = PEN (16+HCP)
Vs 2NT : DBL or ♠ = ♠ or ♦&♥ , ♠ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♦ ♥ = ♣ or ♠&♦ , NT = ♠&♥ or ♦&♠
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)
T/O DBL through 4♥ , CUE = Ask Stopper LEBENSOLE after Weak 2 - DBL
(WK 2M) -4m = STR 2-suiter w/ OM & m
VS. ARTIFICIAL STRONG OPENINGS
Vs 1♣ : DBL or ♠ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♦ , ♥ = ♣ or ♠&♥ ♣ = ♠ or ♦&♥ , NT = ♠&♥ or ♦&♠
Vs 2♣ : DBL or ♠ = ♦ or ♥&♠ , ♦ = ♥ or ♠&♦ , ♥ = ♣ or ♠&♥ ♣ = ♠ or ♦&♥ , NT = ♠&♥ or ♦&♠
OVER OPPONENTS' TAKE OUT DOUBLE
New suit at 1-level = Natural F1 , New suit at 2-laval = Natural NF RDBL = 10+ 1M - (DBL) - 2NT = Limit Raise or more 1m -(DBL) -2NT = PRE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	4th	
NT	4th	4th	
Subseq	same	same	
Other : Top of sequence			
LEADS			
	Vs.Suit	Vs. NT	
Lead			
Ace	AKx(x), Ax	AKx(x), Ax(x)	
King	KQx(x), AK , Kx	KQx(x), AK, Kx, AKJT(x)	
Queen	QJx(x), Qx	QJxx, AQJ(x), KQT9, AKQT(x)	
Jack	JTx(x), HJT(x), Jx	JTx(x), HJT(x), Jx	
10	T9x, HT9(x), Tx	T9x, HT9(x), Tx	
9	9xx, 9x	9xx, 9x	
Hi-x	Sxxx, Sxx, Sx	Sxx, Sx	
Lo-x	HxxS, HxxSx, HxS	HxxS, HxxS(x), HxS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit:1st	Hi = ENCRG	Hi = EVEN	Hi = ENCRG
2nd	Hi = EVEN	S/P	Hi = EVEN
3rd	S/P		S/P
NT: 1st	Hi = ENCRG	Hi = EVEN	Hi = ENCRG
2nd	Hi = EVEN	S/P	Hi = EVEN
3rd	S/P		S/P
Signals (including Trumps)			
Hi/Lo = Extra length or S/P or S/P			
DOUBLES			
TAKEOUT DOUBLES(Style;Responses;Reopening)			
GENERAL STYLE : Natural may be light with shape			
RESP : Cue = F1 , Jump cue = Asks for stopper.			
REOPENING : May be light , RESP : Cue = F1			
SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative Free Bid though 4♥			
Responsive DBL through 4♥			
Maximal overcall DBL through 3♥			
Support DBL / RDBL trough 2♥			
Lead directing DBL , Lightner DBL , Roman-DOPI , ROPI , DEPO			
SnapDragon DBL			

WBF Convention Card	
Category :	BLUE
Country :	JAPAN
Event :	ALL
Players :	Jun Yokoyama Yukiko Okano
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ opening = 15+HCP any hand pattern , RESP : 1♦=WK , other=NAT	
1♦ opening = with 4card Major , RESP : 1M=0-HCP	
5-Card Major , open very light	
1NT = (10)11-14 BAL without 4+card Major	
(1♥-1♠-x)/(1♣-1NT-x) - new suit = FG	
RESPONSE 1NT = F1 to M 2 OVER 1 = NF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
1♣ = 15+ HCP any hand pattern	
1♦ = 10-14 HCP with 4card Major	
2♣/2♦ = 10-14 HCP 5+cards w/o 4+card Major	
2♥/2♠ = 5-9 HCP 5+cards ; in V	
2NT = 10-14HCP , Both minor ; in VUL or NV4th	
3NT = minor PRE	
4♣/4♦ = good 7+♥/♠ ; 8+playing tricks(NAMYATS)	
1♣-1♦=[1] 0-7HCP [2] 0-9HCP minor	
1♦-1M = 0+HCP 4+cards	
1♥-1♠/1NT = 6+HCP 0-4♠ (F1) / 6+HCP 5+♠	
1♣-1NT = 6+HCP F1	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Psychics : Rare	



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER
							COMPETION AND
							WITH PASSED PARTNER
1♣	✓	0	4♥	15+HCP any hand pattern	1♦=[1]0-7HCP[2]0-9HCP unBAL w/o 4+Major 1♥/1♠ = 8+HCP 4+cards 1NT = 8-10 HCP or 14-16HCP BAL w/o 4+M 2♣/2♦ = 10+HCP 5+cards 2♥/2♠ = 5-7HCP good 6-card 2NT = 11-13 HCP BAL	1♦-1M/2m = 15-18 3+cards / 15-18 5+cards 1♦-1NT/2NT = TCAB(19+)[N1] / 21-22 BAL [N2] 1♦-2M,3m = SAB(22+ 6+cards) 1M-1NT = TCAB(18+) 1M-2NT = 18+HCP 4+SUPP	(OC) -DBL = NEG or FG - other = NAT NF (DBL) - RDBL = 10+HCP - other = NAT NF
1♦	✓	0	4♥	(10)11-14HCP w/ 4 cards Major	1M = 0-HCP 4+cards 1NT = 6-11 HCP , 2m = 12+HCP 5+cards 2♥/2♠ = (54)M S/O / (54)M INV 2NT / 3NT = 12-13 BAL / 14-16 BAL 3x = NAT INV	1♥-1NT / 1♠-2♥ = 13-14 SUPP 1M-2♣/2♦ = 5+cards & 4♥ (1♥-1♠)/(1♠-1NT) - 2♣ / 2♦ / 2M / 2NT / 3x = PUP2♦ / FG / S/O / PUP3♣ / S/T [N3] 2m-O-3m = FG : 2M-2NT = ASK [N4]	(OC) -DBL = NEG or FG - other = NAT NF (DBL) - RDBL = 10+HCP or FG - other = NAT NF
1♥/1♠		5	4♦	(8,9) 10-14HCP 5+ cards	1♥-1♠/1NT=0-4♠ F1[N5]/5+♠ , 1♠-1NT = F1 2NT/3NT = 4+SUP 13+ / RKC Single/Doble Raise = 3+SUP 10-12 / PRE 2/1 = 5+cards 10-14 (NF) Jump Shift = w/fit , Splinter = 10-14HCP	(1♥-1♠-O)/(1♠-1NT-O) -new suit = NAT FG 1♥-1♠-2♣/2♦-2♠ = 5+cards in ♣/♦ FG 1♠-1NT-2♣,2♦,2♥-Jump Shift = cuebit 2NT-new suit/3M/3NT = Singleton/min/max 1-2-3 stop : Help Suit Game Try , 4SF	(OC) - DBL = NEG or FG (DBL) - RDBL = 10+HCP or FG (OC , DBL) - New suit {NAT NF} (OC , DBL) - Jump New suit = w/ fit (DBL) – 2NT = 3+SUPP INV+
1NT			4♥	(10)11-14HCP BAL no 4+cards Major	2♣ = PUP 2♦ [N6] , 2♦/2♥ = TRF 2♠ = ASK [N7] , 3x4x5x = S/O 2NT = minor's S/O or FG	2♣-2♦ - 2♥/2♠/2NT/3x = NAT INV 2♦-2♥-2♠ = 55M S/T : 2♥-2♠-3♥ = 55M INV 2NT-3m-3M = short S/T	(OC) - DBL = NEG or FG (DBL) - RDBL = 10+HCP or FG (OC,DBL) - New Suit = NAT NF
2♣/2♦		5	-	(10)11-14HCP 5+cards no 4+M	2NT = INV+ , new suit = NAT F1	2NT-rebit = MIN , 2NT-other = MAX	(OC)-DBL = PEN
2♥/2♠		5	-	5-9HCP 6+cards (10-13HCP good 6+cards in 4th)	2NT = ASK : new suit = SAB		(OC) - DBL = PEN (DBL) - RDBL = INV+
2NT	✓		-	11-14HCP 5♣&5♦	3m/4m/5m = S/O : 3♥ = ASK : 3♠ = NAT FG 3NT = INV to 5m : 4M = S/O	SLAM APPROACH AND CONVENTION (including all slam-interest bids) GERBER(1430) , RKCB(1430) , DOPI/DEPO , Exclusion RKCB(0314) :	
3x		7(6)	-	PRE	New Suit = SAB : Jump Shift or 4NT = CAB	4m raise or rebit = RKCB(1430) , Spilal Scan after RKCB	
3NT	✓			PRE 7+ minor	4m/5♣/6♣ = P/C : 4NT = Ask Short	TCAB = Ask Con(Stp res) - 0-1con/2con/3con/4con ; A=2con ; K=1con	
4♣/4♦	✓	0	-	good ♥/♠	Next Step = ASK : New Suit or 4NT = CAB	SAB = ASK SUUP(step res) - 0-1 / xx / Hx / xxx / Hxx / HH(x)	
4♥/4♠		8(7)	-	PRE		SAB after newsuit is CAB	
4NT	✓		-	Acol 4NT	5♣/5♦/5♥/5♠/5NT/6♣ = 0/♦/♥/♠/2/♣	CAB = Ask Control(step res) - no Control/Q or xx/K or x/A or Void/AK	

NOTE

N1

1♣-1♦-1NT(19+HCP TCAB)
2♣/2♦/2♥/2♠ = 0-1/2/3/4 (con)
2NT/3♣/3♦ = 6-7HCP 1con BAL / 7-9HCP 1con 6+♣/7-9HCP 1con 6+♦
3NT = 17+HCP BAL
1♣-1♦-1NT-2♣(0-1con)
2♦ = ASK M(19-20BAL or 25-26 BAL or 22+ any)
2♥/2♠/3♣/3♦ = 19-21 5+cards
2NT/3NT = 23-24 BAL ✖2 / 25-27 BAL no 4+cards M

N2

1♣-1♦-2NT(21-22 BAL) / 1♣-1♦-1NT-2♣-2NT(23-24 BAL)
3♣ / 3♦ / 3♥ / 3♠ = STAY / TRF / TRF / mss
4♣ / 4♦ / 4♥ = Garber / TRF / TRF
2NT-3♣-3♦
3♥ / 3♠ = Smolen
2NT-3♦-3♥-3♠ = Walsh Relay w/ 6+ ♣ or ♦

N3

1♦-1♥-1♠ / 1♦-1♠-1NT
2♣ = PUP 2♦
- 2♦
-P / other = S/O / NAT INV
2♦ = FG any
2NT = PUP 3♣(♣S/O or 3suiter FG)
- 3♣
- 3♦ / 3♥ / 3♠ = 3suiter singleton w/ Low / mid / Hi

N4

1♦-2M(M,s)-2NT(ASK)
2♦ = ASK FG
3♣ / 3♦ / 3♥ / 3♠ = (45)13 / (45)31 / (45)22 min / (45)22 Max

N5

1♥-1♠(0-4♣ F1)
1NT / 2♣ / 2♦ / 2♥ = 4♠ / 3+♣ / 3+♦ / 6+♥

N6

1NT-2♣(PUP2♦)-2♦(Auto)
P = 5+♦ S/O
2♥~3♠ = NAT INV
3NT = PUP 4♣(6+♦ S/T)
4♣ = AUTO
4♦/4♥/4♠/4NT = RKC / Voidwood in ♥/♠/♣ ; Trump is ♦
4♦/4♥/4♠/4NT = RKC/Voidwood in ♥/♠/♦ ; Trump is ♣

N7

1NT-2♠(ASK)
2NT = 5+♣
3♣ = ASK
3♦ / 3♥ / 3♠ / 3NT = 3325 / 3235 / 2335 / 2245
3♣ = 5+♦
3♦ = ASK
3♥ / 3♠ / 3NT = 3253 / 2353 / 3352
3♦ = 33(34)
3♥ = ASK
3♠ / 3NT = 3334 / 3343
3♥ / 3♠ / 3NT = 2344 / 3244 / 2254