

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD		
OVERCALLS (Style;Responses;1/2level;Reopening)	OPENING LEADS STYLE			Natural-GREEN		
Style: 8-17HCP (4)5 ⁺ card suit. RESP: CUE =INV ⁺ with 3 ⁺ SUPP. Jump CUE =Mixed raise. New suit=NF const. Jump Raise=PRE. Jump shift=NAT F1. SPL. Reopening: 8-17HCP Jump=Good 6 ⁺ cards (12)13-15HCP. CUE=Michaels(4M possible by P/H).		Lead	In Partner's Suit	CATEGORY		
	SUIT	3rd/low.	often an unsupported honor.	JAPAN		
	N.T.	4th.	3rd/low.	NCBO		
	subseq	2nd/4th, 2nd from bad suit.		Kazuo FURUTA		
	Other:	vs.NT: K asks UB/CT.		NAME OF PLAYER		
1NT OVERCALLS(2nd/4th Live;Responses; Reopening)				ALL EVENT		
15-18HCP,may be off-shape (Unusual by P/H). RESP:system on. (1X)-P-(1Y)-1NT=16-19pts sys off. 2X=ART INV ⁺ Reopning: (1m)-P-(P)-1NT=10-14HCP RESP: system on. (1M)-P-(P)-1NT=10-17HCP RESP :2♣=ask. 2NT=18-19HCP BAL semi-BAL. RESP: System on.	LEADS			EVENT		
	LEAD	Vs. Suit	Vs. NT	Hiroki YOKOI		
	Ace	AKx(+),Ax(+).	AK(+).	NAME OF PLAYER		
	King	AK,KQ(+),Kx.	AKQT(+),AKJT(+),KQT9(+).	SYSTEM SUMMARY : GENERAL APPROACH AND STYLE		
	Queen	QJT(+),QJ9(+),QJ(+),Qx.	KQ(+),QJ(+).	5-CARD MAJOR, 2over1 always Game Force		
JUMP OVERCALLS(Styles;Responses;Unusual NT)	Jack	JT(+),Jx.	AQJ(+),JT(+).	1NT Opening: (14 ⁺)15-17		
1suit:Weak New suit=F1(suit or lead showing).CUE=Limit raise ⁺ . 2NT=Short suit asking, Jump shift = SPL. 2suit: 2NT=2 lower unbid suits. (1♣)2♦=4♠ 5 ⁺ ♥. Reopening: Suit jump= Intermediate.	10	HJT(+), T9(+).	AQT9(+),HJT(+).T9(+)	SPECIAL OPENINGS AND RESPONSES		
	9	HH9(+),HT9(+).9x.	HT9(+), 9x.	2♣=ART STR(22 ⁺ HCP or 9 ⁺ tricks).		
	Hi-x	HxSx(xx), xxSx(xx), Sx.	HSx(x), xSx(x), Sx.	2♦=Weak.		
	Lo-x	Hx(xx)S, xx(xx)S.	HxxS(x), xxxSx.	2M=Weak.		
	SIGNALS IN ORDER OF PRIORITY			3NT=4 level minor PRE..		
Direct (1M)2M= Michaels(5 ⁺ -5 ⁺). (1m)2m=NAT. RESP: 2NT minor ask, 3♣ P/C, CUE,3♦=SUPP. (1m)2♥,(1m)-3m=5 ⁺ 5 ⁺ Ms. (1M)-3M=asks for stopper. (1X)-P-(1Y)-2X/Y=NAT OC.		Partner's Lead	Declearer's Lead	4♣/4♦=Very good 7 ⁺ ♥/♠,8.5-9 playing tricks.		
	1	Lo=ENCRG	Lo/Hi=ODD	ODD EVEN		
	Suit 2	Hi/Lo=ODD	S/P.	Hi/Lo=ODD		
	3	S/P		S/P or ATT		
	1	Lo=ENCRG	Lo/Hi=ODD	Hi/Lo=ODD		
VS.NT(vs.Strong/Weak;Reopening;PH)	NT 2	Hi/Lo=ODD	S/P.	S/P or ATT		
2♣=♥&♠, 2♦=♥or♠, 2M=4 ⁺ M & m.2NT=ms.3M=PRE. DBL=STR(next DBL over NAT is T/O),	3	S/P		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
	Signals (including Trumps): Hi/Lo=ODD or S/P. UDCA			1m-(1NT)-2♣/2R/2♠/2NT/3m=Ms/TRF/ms/3SUPP&5 ⁺ om/NAT 7-9pts		
	TAKEOUT DOUBLES (Style; Responses; Reopening)			1M-(1NT)-2m/2NT=m & OM/SUPP.		
	General Style: 11 ⁺ HCP. RESP: Jumps=INV/PRE over XX(shows Power). CUE=FG or suit agreement. Jump CUE of minor= weak Ms. Reopening: 8 ⁺ HCP. RESP: CUE=F1.			1M-(2M)-OM/3♦ lower=3SUPP INV ⁺ higher=4SUPP INV.		
	ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1M-(2M)-2NT/3♣-3M/3NT=♣/♦/Mixed/4SUPP FG.		
Reopening(PH): 2♣=♥&♠.2♦=♥or♠. 2M=4 ⁺ M & m. 2NT= STR 2 suit(ms by PH). DBL=5 ⁺ M & 4 ⁺ m.	SPECIAL FORCING PASS SEQUENCES			IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE		
	VS.PREEMPTS(Doubles;Cue-bids Jumps; NT bids)			vs. PEN DBL 1NT-(X)-P/XX=PUP to XX/PUP to 2♣.		
	T/O X thru 4♥,(4♠)DBL/4NT=OPT/STR 2suiter.			others=system on.		
	Michaels CUE vs.WK2. vs. Weak 2M: DBL=T/O->Lebensohl 2NT. Leaping michaels(F1).4M=STR ms(forcing pass) 4NT=ms. vs.weak 2♦: 3♦=5 ⁺ -5 ⁺ Ms normal or S/T, 4♣=♠ & M(F1). 4♦=5 ⁺ 5 ⁺ Ms .			vs. ART DBL 1NT-(X)-XX=cards.		
	VS.ARTIFICIAL STRONG OPENING			PSYCHICS		
vs1♣: 1♦=♥or♠♣,1♥=♠or ms,1♠=♣or♦♥.1NT=♣♥or♦♠. X,2♣=♦or Ms. 2♦--3♠= same 1♦--2♣. 3NT= to play. 4♣=Ms. vs 2♣: same as Vs.1♣ 3NT=♣♥ or ♦♠, 4♣=Ms.				Opening: rare.		
	OVER OPPONENTS' TAKEOUT DOUBLES			Others: rare.		
	1m-(X)-1NT/2♠/2NT/3m/3M=NAT/PRE/PRE R/Mixed R/PRE. 1♣-(X)-XX/1♦/1♥/1♠/2♦/2♥=♦/♥/♠/1NT/FR/LR. 1♦-(X)-XX/1♥/1♠/2♠/2♥/3♣=♥/♠/1NT/CONST NF/FR/LR. 1♥-(X)-XX/1♠/1NT/2♣/2♦/2♠/2NT=2♥ 7 ⁺ /♣/3♥LR ⁺ /♦/♠/LR ⁺ /mix. 1♠-(X)-XX/1NT/2♣/2♦/2♥/2NT/3♥=2♠ 7 ⁺ /3♠LR ⁺ /♦/♥/♣/LR ⁺ /mix. 1M-(X)-4M/3NT=PRE w/o defensive trick/PRE w/ 1defensive trick. SPL{1♥-(x)-3♠,1M-(X)-4x}, WJS.					

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THR U	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND,vs OC
1♣ 1♦		3	4♦	11-21HCP,NAT.	Major first unless GF. 1♣-1♦=3 ⁺ ♦. 1NT/2NT/3NT=5-11/11-12/13-15. 1♦-2♣=FG. 1♣/♦-2♦/3♣=6 ⁺ ♦/6 ⁺ ♣ INV. 1m-2m/3m/4m=5 ⁺ FG/5 ⁺ m 7-9pts/PRE. 1m-2♥/2♠=no 4M,no 5m FG /5 ⁺ SUPP INV. 3M,4M=NAT PRE. 1♣-4♦=SPL. 1♣-3♦,1♦-4♠=NAT PRE.	1m-1R;1NT= may have 4 card M 12-14. 1m-1M;4m=BAL with SUPP. 1m-1M;1NT-2♣/2♦/3♣=PUP to 2♦/ART FG/weak. TRF over 1x-1y;2NT.1m-1M;2R-2M=5 ⁺ M F1. 4th suit=FG (1♣-1♦;1♥-1♠/2♠=3 ⁺ ♠/4♠ FG). 1♦-2♣;2♦=5 ⁺ ♦ any hand. 1m-1♥;1NT-2♠/3♠=4-4M INV/4-4 M FG. 1m1M;2m-3R=5 ⁺ M-5 ⁺ R FG. Jump 4th suit=SPL.	CUE=Limit raise ⁺ . Jump raise=PRE WJS by NPH. FSJ by PH. P-1m;2m=4 ⁺ SUPP INV.
1♥ 1♠		5(4)	4♦	11-21HCP,5 ⁺ ♥/♠,NAT. May be Good 4M in 3rd/4th SEAT.	1NT= F1. 2/1=GF. 2NT=15 ⁺ 4 ⁺ SUPP. 3♣/3♦=4 ⁺ SUPP INV/7-9. 1♥-2♠,1♠-3♥=NAT INV. 3NT=12-14 4 ⁺ SUPP. SPL.	1M-2x;2M=6 ⁺ M. 1♥-2m;2♠=any strength,1M-2x3M=S-SOL+ 14 ⁺ . 4th suit=FG, help suit G/T.	Jump raise=PRE. WJS by NPH. FSJ by PH. P-1M-1NT/2NT=semi-forcing/♠FSJ. Reverse drury. 2NT/CUE=limit ⁺ /mixed raise except 1♥-(1♠)-2♠/2NT=limit ⁺ /mixed. NEG free at 2M.
1NT		-	3♠	(14 ⁺)15-17HCP. BAL/Semi-BAL. May have 5M/6m. May have singleton honor.	2♣=Stayman may not have 4M.2♦/♥=5 ⁺ ♥/5 ⁺ ♠. 2♠=5 ⁺ ♠,2NT=5 ⁺ ♦.3♣=5M ask. 3♦=34,43 or 44Ms.3M=4OM & 2 or less M. 4♣=roman gerber(0314). 4♦/4♥=TRF.4♠=14-16 BAL.4NT=16-17 BAL.	1NT-2♣;2♦-2M/3♥/3♠=smolen/5 ⁺ -5 ⁺ Ms INV/FG no slam. 1NT-2♣;2M-3OM/4m=fit S/T /SPL . 1NT-2♦;2♥-2♠=PUP to 2NT. 1NT-2♦;2♥-2♠;2NT-3♣/♦/3♥/3♠=5 ⁺ -5 ⁺ ms INV/FG/4♦5 ⁺ c/5 ⁺ 4♣. 1NT-2♦;2♥-2♠;2NT-3NT/4m/4♥=6 ⁺ ♥NF/6♥4m slamish/4♠6♥ slamish. 1NT-2♠/2NT;+1/+2=reject/accept.	Texas TRF thru 4♣. DBL by Opener=T/O.
2♣	✓	0	-	ART STR. (1)9 ⁺ tricks (2)22 ⁺ HCP BAL	2♦=waiting. 2♥=0-4HCP no A. 2♠/2NT =5 ⁺ ♥/♠. 3NT=any solid 6 ⁺ . 3M=NAT AQJxxx or KQJxxx. 4x=AQJxxxx or KQJxxxx.	2♣-2♦;2NT=22-23BAL. 2♣-2♦-2♥=pup to 2♠(♥ or STR BAL). After 2NT rebid , same as 2NT open. 2♣-3NT;4♣(ask place)-4♦/4M/4NT=♦/M/♠. 2♣-3NT;4♦(ask quality)-4♥/4♠/4NT/5♣=AKQxxx/AKQJxx/AKQxxxx/AKQJxxx.	vs O/C: Pass=Positive, X=Negative. vsDBL: Pass=Positive, XX=Negative. Suit=Good 5 ⁺ cards.
2♦		5	-	Weak. 3-10HCP.	2M=NF. 2NT=asking.	2♦-2NT;3♣/3♦=good/bad.	
2M		5	-	Weak. 3-10HCP.	2NT=asking, new suit=NAT NF. Jump new suit=Fit jump	2M-2NT;3♣/3♦=6 ⁺ M/5M then New suit except 3♦ = NAT FG. 2M-2NT;3♣-3♦(ask);3♥/3♠=bad/good.	
2NT			-	19 ⁺ -21HCP. BAL/Semi-BAL. May have 5M/6m. May have singleton honor.	3♣ =STAY. 3♦/♥=TRF to 3♥/♠. 3♠=mSS. 4♣=Roman Gerber. 4♦/♥=TRF to ♥/♠.	2NT-3♣;3♦-3M=smolen. 2NT-3♦;3♥-3♠(PUP to 3NT);3NT-4♣/4♦/4♥/4♠=6 ⁺ ♣/6 ⁺ ♦/5♣/5♦ S/T.	NEG X over 3 of a Suit.
3NT			-	4 level minor PRE.	4m/5♣/6♣/7♣= P/C. 4M =to play. 4NT=S/T in opener's suit.		
3m		6		PRE.	4om=RKCB.game bid=to play. New suit=F1.	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3M		6		PRE.	4♣=ART S/T. game bid= to play. 3♠,4♦= F1.	RKCB1430(Q ask:next step= noQ). 3rd CTRL ask after RKCB. Pass and pull shows STR offensive hand.	
4♣	✓		-	Namyats good ♥ PRE.	4♦=S/T,4NT=RKCB,4♠/5♣/5♦=CTRL ask.	4m RKCB(jump SUPP to 4m in INV ⁺ or 1M-2m;3m-4m. R-gerber(4♣ over NT opening&rebid,0314,2bad2good).	
4♦	✓		-	Namyats good ♠ PRE.	4♥=S/T,4NT=RKCB,5X=CTRL ask.	Roman-DOPI (5 of trump or lower). DEPO (above). Blackwood0314(direct 4NT over 1,2 level suit only).	
4M		7		PRE, Rule of 2,3 & 4.		T/O 4NT over 4M in comp. 6keyRKCB(DBL fit or 5-5 opposite NT opening,1430 2noQ 2lowQ 2highQ 2bothQ).	
4NT				Ace ASK.	5♣/♦/♥/♠/5NT/6♠=0/♦/♥/♠/♣/2A.	Grand slam force (Jump to 5 of one above the trump or 5NT. (1Step=A/K, 2Step=Q/Extra, 6 of trump=NO)	
OTHERS						Exclusion RKCB(0314) after Texas TRF jump to 5x or 4♠(M). double jump shift after fit found(m).	