


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS				<b>WBF Convention Card</b> 		
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE						
General Style(8-17HCP)			<b>Lead</b>	<b>in Partner's Suit</b>		<b>Category i.e. Green / Blue / Red / HUM / Brown Sticker:Green</b> <b>Country: Japan</b> <b>Event: Girls</b> <b>Players: Rie Komamoto-Runa Takahashi</b>		
Cue Bid:F1		Suit	3th/5th	3th/5th				
New Suit:NF Const		NT	4th	4th				
Jump Cue:Mixed Raise		Subseq	A for Attitudes,K for Count					
Jumo Shift:Fit Jump		Other:						
Responsive DBL Thru 4♦								
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY Two-Over-One Game Forcing		
2nd POS:15-18,System On		Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b> 5-CARD MAJOR, 2/1 ALWAYS FG		
4nd POS:11-15,System On		Ace	AKx,AK,AQJx,AKJx,Ax,	AKx,AK,AQJx,AKJx,Ax,				
		King	AK,KQx,KQJx,Kx	AK,KQx,KQJx,Kx				
		Queen	QJ,QJx,Qx	QJ,QJx,Qx				
		Jack	KJTx,JTx,JT	KJTx,JTx,JT				
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	Tx,T9x	Tx,T10x		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b> 2♣ : ART Strong 2♦ : 18-19,BAL 3NT:Gambling 3NT with Soild minor 4NT:Ace Ask		
weak,INBAL POS:8-11		9	98x,9x	98x,9x				
NEW SUIT/CUE=F1.		Hi-x	xx	xx				
Unusual NT:Lower 2Suit (5-5+)		Lo-x						
Reopening:		<b>SIGNALS IN ORDER OF PRIORITY</b>						
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL FORCING PASS SEQUENCES</b> -		
MICHAELS (5-5+)		Suit:1st	Attitude	Attitude	Attitude			
1m-3m=NAT 1M-3M=ASK M STOPPRE		2nd	Count	Count	Count			
		3rd	Suit Preference	Suit Preference	Suit Preference			
		NT: 1st	Attitude	Attitude	Attitude			
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	Count	Count	<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b> 1NT-(x)-P:to play 1NT-(x)-xx:PUP 2♣ Psychics:Rare		
vs.Strong 2♣:♥+♠ vs.Weak : Same as above		3rd	Suit Preference	Suit Preference	Suit Preference			
2♦:♥or♠		Signals (including Trumps): HIGH EVEN,DISC LOW ODD,ENCOR						
2♥:♥+m		Tends to Show Present Count						
2♠:♠+m								
DBL:pen		<b>DOUBLES</b>						
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>						
General Style(10+HCP)		General Style(10+HCP)		IN BAL POS:8+HCP		<b>SPECIAL FORCING PASS SEQUENCES</b> -		
T/O X THRU 4♥ (4♠X=PEN,4NT=T/O)		Cue:F to Suit Agreement						
CUE= 2-SUITER, DBL vs WEAK2=T/O->LEBENSOHL 2NT.		Jump Cue:Const						
		Responsive DBL Thru 4♦						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
vs1♣: X=Both M,1NT=Both m		NEG DBL THRU 4♥						
		RESP DBL THRU 4♥						
		MAX DBL THRU 3♥						
		SUPP DBL/REDBL THRU 2♥						
		Lead directing DBL, Lightner DBL, Roman-DOPI, ROPI, DEPO.						
OVER OPPONENTS' TAKE OUT DOUBLE		1m-(1NT)-X=BothM,(2NT)-X=BothM						
1/1=F1. 2/1=NF.								
1m-(X)-2NT/3m=PRE/LIMIT.								
1M-(X)-2NT/3M=Limit+/PRE								

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Usual 11-22HCP,NAT. Almost Opening 1♣ w/33ms.	1M=May bypass 5+♦ if 6-11. 1NT/2NT/3NT=6-10/11-12/13-15. 2♣:♣ fit FG 2♥/2♠=m 5+ INV/m 5+ 2♦: NAT INV 3♣:weak	Opener's 1NT Rebid may conceal M after XYZ SPL. 4SF	2♣:♣ fit,inv 2♥:♥5♠4
1♦		3	4♥	Usual 11-22HCP,NAT. 1♦=4+♦ unless 4432.	1NT/2NT/3NT=6-10/11-12/13-15. 2♥/2♠=m 5+ INV/m 5+ 2♦:♦ fit FG 3♣: NAT INV 3♦:weak	Opener's 1NT Rebid may conceal M after XYZ SPL. 4SF	2♦:♦ fit,inv 2♥:♥5♠4
1♥/♠		5	4♥	Usual 11-22HCP,5+♥/♠,NAT. May be Good 4M in 3rd/4th SEAT.	1NT=SF. 2/1=GF. 1M-2M=8-11HCPor. 1M-3M=weak. 1M-3♣=4+ INV 1M-3♦=4+ Constructive 1M-2NT=4+ 13+HCP 1M-3NT=4+ SPL	HELP SUIT G/T. Short suit G/T 4m/4oM=void SPL	
1 NT			3♠	15 (14+) -17HCP, BAL/Semi-BAL. May have 5M/6m.	2♣=STAY. 2♦/♥=TRF. 2♠=PUP to 3♣,2NT=PUP to 3♦ 3♣=5M ask ,3♦=m5-5+,FG,3♥/3♠=m5-4+,SPL 4♣=GERBER. 4♦/♥=TRF. 4♠=play		TEXAS TRF THUR 3♣ LEBENSORHL vs NAT. 1NT-(X)-P=Play,1NT-(X)-XX->2♣ DBL by Opener=T/O. Suit=Good Suit
2♣	✓			ART STR	2♦=Waiting(K+) 2♥=Super Negative 2♠=♥ 2NT=♠ 2◇-2♥=kokish	2♣-2♦-2♥=PUP to 2♠(♥or	Pass=POSITIVE, X=NEGATIVE. SUIT=GOOD 5+ CARD.
2♦	✓			18-19HCP,BAL	2♥=PUP to 2♠, 2♠=PUP to 2NT, 3♣=STAY, 3♦=♠5♥4,		
2♥		5		♥5+,weak (usually♥6)	2NT=Asking 2♠=S/F		
2♠		5		♠5+,weak (usually♠6)	2NT=Asking		
2 NT			3♠	20-21,BAL	3♣=STAY,3♦/3♥=TRF,3♠=mss,4♣=GERBER,4♦/4♥=TRF	2NT-3♦-3♠=S/	
3♣		6		PRE	4♦=Key Ask 0/1 with NoQ/1 with Q/2 with NoQ/2 with Q		
3♦		6		PRE	4♣=Key Ask		
3♥		6		PRE	4♣=Key Ask		
3♠		6		PRE	4♣=Key Ask		
3 NT	✓			SOL WITH ♣/♦	4♣=P/C. 4NT=LENGTH ASK.		High Level Bidding GERBER. RKCB(1430). EXCLUSION RKCB0314. CTRL ASK after RKC. Roman-DOPI (below 5♠). DEPO (above 5NT).
4♣		7		PRE			
4♦		7		PRE			
4♥		6		PRE			
4♠		6		PRE			
4NT	✓			ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.		
5♣		7		PRE			
5♦		7		PRE			
5♥		7		PRE			
5♠		7		PRE			
5NT							