

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS(Style; Responses; 1/2Level; Reopening)
8-19 HCP usually
4-cards possible 1 level
Aggressive 1-level , Sound 2-level
New suit = F1
Jump Shift = Fit Jump
Jump Raise = PRE
CUE = Limit Raise + or Opening Value
(1m)-P-(1M)-?? → 2m = NAT, 2M =NAT, 2NT = 55 T/O
1NT OVERCALLS (2nd/4th; Responses; Reopening)
15-18 HCP , system on
Reopening
M: 1NT=12-17 HCP , 2NT=19-21 HCP , system on 2C=asking 2D=12/14
JUMP OVERCALL (Style; Responses; Unusual NT)
PRE 1-Suit ; weak ; -2NT = OGUST ASK
2NT = Unbid Lower 2 Suiter
Reopen = Intermediate
DIRECT AND JUMP CUEBIDS (Styel; Responses; Reopen)
Michaels = 55+
(1M)-2M = OM & m 55+ ; 2NT=m ASK INV+ ; 3C=P/C
(1X)-3X = Stopper ASK
VS. NT (vs. Strong/Weak; Responses; Reopen)
DBL=Penalty; 4th positon or past hand X=1m or 5m+4M;
2♠ = M1suiter; 2♥= H5m4~ ; 2S=S5m4~; 2NT = Both m
VS. 1NT overcall to our 1m open: 2C=BothM; 2D=H; 2H=S; 2S=Both m.
VS. 1NT overcall to our 1M open: 2m=5+oM, 4+m; 2Major: NAT.
VS. PREEMPTS (Doubles; Cuebids; Jumps; NT bids)
T/O DBL = up to 4♥
LEB after WK2 DBL
(2M)-3M = Stopper ASK
Leaping Michaels over WK2M/3level open
VS. ARTIFICAIL STRONG OPENINGS
Suction vs. Big Club and Strong 2C open and ART 1step (1D/2D) response.
OVER OPPONENTS' TAKEOUT DOUBLE
New Suit = F1 (1 level)
M : 2NT = 4supp Limit+ , 3M = PRE , Jump Shift = Fit Jump
m : 2NT = PRE , 3m = 5+cards INV (1C-2D,1D-3C=GF)
1M-(X)-"2M-1"=ART, sound single raise hand.
m : 2NT = PRE , 3m = 5+cards INV (1C-2D,1D-3C=GF)
1M-(X)-"2M-1"=ART, sound single raise hand.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's suit
Suit	3rd = even , Lowest = odd		3rd = even , Lowest = odd
NT	4th		4th
Subseq	as above		
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AKx, Ax		STR , ASK CT/UB
King	AKx, KQx,AK		AK(+), KQ(+)
Queen	QJx(+), QJ , Qx		QJ(+), AQJ(+), KQ10♠
Jack	HJ10x(+), J10x(+), J10		HJ10x(+), J10x(+), J10
10	H109(+), 109x(+), 10x		H109(+), 109x(+), 10x
9	9x		9x , 9xx
Lo-x			
SIGNALS IN ORDER OF PRIORITY 1M-2M-3NT=Choice of Game			
	Partners Lead		Declarer's Lead
Suit	1 Low = ENCRG	Hi/Lo = odd	Low = ENCRG
	2 Hi/Lo = odd	S/P	Hi/Lo = odd
	3 S/P		S/P
NT	1 Low= ENCRG	Hi/Lo = odd	Low = ENCRG
	2 Hi/Lo =odd	S/P	Hi/Lo = odd
	3 S/P		
Signals (Including Trumps) :			
Trump : Hi/Lo shows Odd number			
DOUBLES			
TAKEOUT DOUBLES (Style,Responses,Reopening)			
Opening Values			
Cuebid = F1			
SPECIAL , ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Negative DBL thru 4♣			
Responsive DBL thru 4♣			
Support DBL/RDBL thru 2♥			
After 1m-(1H)-1S-(2H)			
→ DBL = 3cards SUPP; 2S =4+ SUPP; 3S = 4+ SUPP INV;			
3♥ = GF, Stopper ASK or 4 SUPP 19+HCP Slam Intrest;			
4m = 4+ SUPP STR BAL; 4S =m6+&4S 13-15; 4om = SPL.			
3♥ = GF, Stopper ASK or 4 SUPP 19+HCP Slam Intrest;			
4m = 4+ SUPP STR BAL; 4S =m6+&4S 13-15; 4om = SPL.			

WBF Convention Card
2026/5/23
Category GREEN
Country JAPAN
Players HARASAWA Sayori, NODA Yuko, SATO Makiko,
SHIROGANE Motomi, TAKASAKI Megumi, YING xiao-yin
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Major / 2 over 1 FG / Bergen Raise 3C>3D
1NT 15-17HCP
2C ART STR
2D/H/S NAT Weak, 5-10HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2D/H/S = WK2
3NT = 7+minor , include AKQ , gambling
Lebensohl
PRE Jump Raise in COMP & Partner's O/C
Escaping from 1NT DBL → DONT
HILO CUE
leadshowing redouble
non-sirious 3NT
1m-(1NT)-2C/2D/2H/2S =both M/H/S/both m
After 1m-1M; 2NT
→3C=puppet to 3D →3D →3H/S= to play.
3D/3H=H/S
3S=m S/T
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING	TICK IF ART	MIN No. of CARD	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4◇	NAT(9)10+-21pts	2♣ = 4+ FG , 2♥ = ♣ INV, 2♠=♣constructive raise 2◇ =◇INV 3♣ = PRE	1♣-1◇ = MIN no M or GF with 4-cards M(◇>M) 1♣-1◇-1NT = may have M 1♣-1◇-1♥-1♠/2♠ = ART/NAT GF. 【 1♣/1◇ Common 】 1♣/1◇-1M-4♣/4◇ = STR BAL 4+SUPP 1♣/1◇-1M-4M = Picture Raise 1♣/1◇-1M-3NT = Gambling Reverse = Good16+pt Value(maybe minor1suiter) Jump REV = Mini SPL INV or 21+ Value 4+SUPP SPL=19+pt Value 4+SUPP (~6ctrl) 1a-1M; 1NT-2♣/2◇=ART, puppet to 2◇/ ART, GF.	2♣ = 4+inv , 2◇/2♥/2♠ =fit jump
1◇		3	4◇	NAT(9)10+-21pts	2◇ = 4+ FG; 2♥ = ◇ INV; 2♠=◇ constructive raise; 3◇ = PRE.		2◇ =4+inv , 2♥/2♠/3♣ = fit jump
1♥		5(4)	4◇	NAT(9)10+-21pts	1NT = semiF1 2m = GF 2♣ =NAT INV 3♥ =PRE 2NT = Jacoby 2NT 3NT = BAL 12-14HCP 4+SUPP 3♣=3+SUPP 9-11 3◇=4+SUPP 6-9 Splinter=9-12HCP	1♥-1♣-2NT = TRF on *See "Special bids that may require defence" overleaf 1♥-2♥-2♣ = SSGT → 2NT/3♣/3◇ =♣/◇/♠short. 1♥-2♥-2♣/3♣/3◇ = HSGT (LMH) 1♣-2♣-2NT = SSGT → 3♣/3◇/3♥ =♣/◇/♥short. 1♣-2♣-3♣/3◇/3♥ = HSGT	【 1♥/1♠ Common 】 1M-2NT-3M/3NT=no short(3M<3NT:16pts~) 【 1♥/1♠ Common 】 REV Drury Fit Jump P-1M-2NT = Fit Jump with ♣ P-1M-3C= ♣ INV
1♠		5(4)	4◇	NAT(9)10+-21 pts	1NT = semiF1 2X = GF 3♥ =NAT INV 3♠=PRE 1M-2M-3NT=Choice of Game		
1NT				(14+)15~17 HCP 5-cards M common	2♣ = STAY , 2◇/2♥ = Jacoby TRF , 2◇-2♥-2♠-2NT=walshrelay 2♣ = MSS or◇s/o, 2NT = PUP to 3♣ 3♣=PUP STAY , 3◇ = 6+inv 3♥/3♠=short4-4-4-1or 5-4-4-0 4◇/♥ = Texas TRF 4♣=Garber (14,30,min,max)	1NT-2◇-2♠=superaccept → 2NT= reTRF to ♥ 1NT-2♥-2NT/3C/3D/3S=superaccept → 3NT= reTRF	1NT-2♣-2♥-3♠ = UNBAL Good SUPP 1NT-2♣-2♠-3♥ = UNBAL Good SUPP 1NT-2♣-2♥/2♠-4♣ = BAL STRG with 4+SUPP 1NT-2♣-2♥/2♠-4◇ = RKCB
2♣	✓			GF or 22+HCP	2◇ = Waiting , 2♥ = NEG 2♣/3♣/3◇ = NAT S/T 2+ top honour 2NT = ♥ S/T 2+ top honour	※Koikish Relay 2♣-2◇-2NT = 22-23HCP BAL 2♣-2◇; 2♥-2♣; 3♣/◇/♠ =♥5+&♣/◇/♠4+ 2♣-2◇; 2♥-2♣; 2NT/3♥ =24+BAL/♥6+.	2♣-2◇; 3♥/3♠ = ◇5+&♥4/♠4、 2♣-2◇; 3♣-3◇ = M asking
2◇		5		WK2 5-9HCP	2NT = Feature	2◇-2NT-3◇ = MIN , 3♣/3♥/3♠ = MAX may have K or A in suit	
2♥ 2♠		5		WK2 4-9HCP (4th hand 9-12)	2NT = Ougust New Suit = 1RF	2♥/2♠-2NT → -3♣ = MIN Bad suit , -3◇ = MAX Bad suit -3♥ = MIN Good suit , -3♠ = MAX Good suit , -3NT = Solid suit	
2NT				(19)20-21 HCP 5-cards M common	3♣ =stayman smolen 3◇/♥ = Jacoby TRF, 3◇-3♥-3♠-3NT=walshrelay,3♠ =mss 4♣ = Roman Gerber , 4◇/♥ = Texas TRF	2NT-3♥; 3NT = Good Hand , 4+support. 2NT-3♥; 3NT-4H = retransfer to 4S	
3 bids		6		NAT PRE		HIGH LEVEL BIDDING	
3NT		7m		solid minor	4♣ = P/C , 4◇ = short suit ASK 4♥/♠ = NAT 4NT=Length ask	RKCB = 1430 , 5♣ Super Romen Gerber = 1430 , Void Wood = 0314 Roman Gerber = 1430/2Bad/2Good	
4♣		7		NAT PRE		Over OPP PRE = STEP RESPONSE = PASS/DBL/... = 14/30/...	
4◇		7		NAT PRE		CD Convention (after 1m-2m only) :	
4♥/♠		7		NAT PRE		4♣=S/T; 4◇ = RKCB (or opponentsuit cue) ; 4♥/4♠/4NT=♥/♠/om voidwood	
4NT	✓			A asking	5♣=no A; 5◇/5♥/5♠/6♣=Aposition; 5NT=2A	Q ASK = Step RESP (no Q / Q only / Lower denomination K / Middle denomination K / Higher denomination K)	