

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Generally sound.
Single Raise: Min/ W Raise: Pre
Jump Cue: 6~10, 4-card SUPP w/short suit, W Jump Shift : SPL
Cue ~Raise (-1) : TRF to upper suit = holding in the indicated suit
INT OVERCALLS (Styles, Responses, Unusual NT)
15~17 (18) HCP BAL/ sandwich position unbid 2 suiter (no limit)
After INTovercall (BAL) system on (XX→2♣, 2NT→pick a MIN)
After sandwich INT : Jump Response PRE
Reopen INT OC: (8)9~15HCP, Responses: NAT
JUMP OVERCALLS (Style, Responses, Unusual NT)
1-Suit: Weak, 2NT: SSA, 3♣: Feature ask, Raises:PRE, New suit: F1
2-Suit: Unusual 2NT (Lower two unbids)
Leaping Michael's for 2 Suiter. Namyats OC: 4♣/4♦
Reopen: Intermediate 1x-P-P-2NT:19~20 HCP
DIRECT & JUMP CUE BIDS (Style, Responses, Reopen)
Michael's CUE for MAJs or MAJ & MIN
Jump CUE: asks for stopper in the suit w/running suit
1x-1xOC-Jump Cue: TRF to 3NT, has stopper in the OC suit
Vs. NT (Strong / Weak: Reopening, PH)
X:PEN orTRF to 2♣ (♣, ♦ or equal Ms or M+m or both m)
2♣:♥>♠,2♦: ♠>♥,2M : suit,2NT/3♣/3♦/3♥:relay to 3♣/3♦/3♥/3♠,4♥ · · ♠ to play
X-2♣: P/2♦/2♥/2♠/2NT: ♠suit/♦suit/Both MAJ (♥=♠)/♠+m/MINs
-3♣/3♦/3♥/3♠: ♥+♣/♥+♦/Both M (♥=♠), good hand/♠>♥, good hand
Vs. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X : T/O, CUE : Stopper Ask, NT: To play
vs Weak 2M: 2NT: NAT/ CUE: STOP Ask/ 4m : MIN+MAJ/ 4M CUE : MINs
vs Weak 2♦: 4♣: ♣+MAJ/ 4♦: MAJs/ 3♦: Stopper Ask
Vs. ARTIFICIAL STRONG OPENINGS
vs 1♣ Strong : X/1♦/1♥/1♠: TO of ♣/♦/♥/♠, INT : relay to 2C 1 suit
2♣: ♣+M: 2♦:♦+M , 2♥: Both M / 2♠: ♠
vs 1♦ ART: X : TO, 2♦: Michael's
vs Strong 2♣: 2NT/3♣/♦/♥:relay to♣/♦/♥/♠may not real suit
vs Multi 2♦: X: TO vs ♠/ 2♥: TO vs ♥/ 2♠: Suit/ 2NT: NAT 16~18 HCP
3♣ · ♦: NAT / 3♥ · ♠= NAT, good hand/ 4♣: ♣+M/ 4♦: ♦+M
2♦Flannary:X/2♥/2NT/3MAJ:BAL13-15/mins/T.P/STOP ASK
OVER OPPONENT'S TAKEOUT DOUBLE
STOLEN (may have support w/value in TRF suit)
2NT/MAJ : LR+/ raise : PRE /3NT : PRE raise w/1 defensive trick
2NT/MIN : PRE/ JUMP in other MIN : FG/ W raise = Limit
1♠/2♠/2♥ shows 1-444, 6~9/10~12/13+ after DBL / MIN
2M/ X, Suit:TRF to upper suit; 2NT: SSA

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th/7th	3rd/5th/7th	
Subseq	same as above	same as above	
Other	Top of sequence	Top of sequence	
LEADS	Vs. Suit	Vs. NT	
Ace	Ax(+), A	STR, CT/UB or Ax(+)	
King	KQ(+), KJTxx(x), Kx, AK(+)	KQ(+), KJTxx(x), AK(+)	
Queen	QJ(+), Qx	QJ(+), KQT9, Qx	
Jack	JT(+), HJT(+), Jx	JT(+), HJT(+), Jx, Jxx	
10	T9(+), HT9(+), Tx	T9(+), HT9(+), Tx, Txx	
9	KJ9(x)(xx), 9x, 98x, H98x	98x, H98x, 9x	
Hi-x	Sx, HxSx(xx)	Sx, 87x	
Lo-x	HxS(x), HxxxS, xxxS, xxS	HxxxS(+), HxS, xxS, xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 count	count	count
	2 suit preference	suit preference	suit preference
NT	1 count	count	count
	2 suit preference	suit preference	suit preference
Signals (including Trumps):			
Trump=S/P or Extra			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Light shape oriented (4441), X then bid = FG			
Advancer's cue/(+1)/(+2): TRF to upper suit, INV+, if no intervention			
X over 1m: W Cue : Both MAJ, INV			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
Negative (4♥) ; SUPP X/XX; Responsive (3♠); Max'l (3♥); Maxim. OC,			
Negative slam, Corporate, Intelligent, Snap Dragon, Action, Impossible,			
Lead directing, Higher Ranking, Higher Ranking Suit, Cue Bid: MAJ (4♥)			
2♠ DBL: 1♠-2♥-2♠-X/2NT/3m/3♥/3♠/4m: ♥INV/MINs/Suit/Raise/♥FG/SPL			
OTHER COMPETITIVE BIDS			
Vs. Jump OC & 2 level OC			
1m-2♥-2♠/2NT/3♣/3♦/3♥/3♠: NAT/→3♣/→3♦/STAY 4♣+4m/NAT, good suit			
1m-2♠-2NT/3♣/3♦/3♥/3♠: →3♣/→3♦/→3♥/STAY 4♥+4m/FG w/SUPP			
Vs. 2 Suiter OC			
1♥-2♥-DBL/2♠/2NT/3♣/3♦/3♥/3♠:♥/INV+/→3♣/→♦/→♥/♥raise/cue			
1♠-2♠-DBL/2NT/3♣/3♦/3♥/3♠:♠/→♣/→♦/→♥raise/raise			
1M-2NT-3♣/3♦/3M:/show OM/LR/6-9sup			
3NT/4OMAJ : w/SUPP, shortness in OMAJ/ EXRKCB in OMAJ			

 WB Convention Card May 2026
CATEGORY: GREEN NCBO: JAPAN

OPENING	TICK IF ARTIF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND, vs OC
1♣/1♦		3	4♥	(8)10+ HCP, 3+ cards	1♦/♥♠ : 3+cards 1/2/3NT : 6~10/ 11~13/ 13~15 HCP; 1♣-2♣/1♦-2♣:FG w/Supp 1♣/1♦-2♦=6+♥, 2-8: 1♣/1♦-2♥=6+♠, 2-8 1♣-2♣/1♦-3♣: LR 2m rebid: 12~18 HCP; 1♦-2♣:1RF(+), 4-7w/♦ or 6-9/10-11w6♣ or FG w/5+♣	4th Suit: F1 but if reversed by Responder, FG after 1NT: 2 way checkback (2♣→2♦, 2♦:FG, 2♣→M Raise: min) 1♣- (1♦) - 2♦/♥:trf to ♥/♠, unlimited Closer of 2NT/ 4th suit after Reverse shows min/STR 1m-1M-4M/4m/4Om: w/ shape /void in Om/OM	CUE: LR+/ JUMP CUE: TRF to 3NT Opener's re-raise after PRE shows PRE After T/O DBL: single / W raise: weak/ LR(TRFres) 2NT: PRE/ Criss Cross: FG/others:TRF up to 2m 2-Level NF Vs OC
1♥/1♠		5(4)	4♦	(8)10HCP+, 5+ cards 4+ cards in 3rd/ 4th seat	1♥-1♠/1NT: F1 4-♠/5+♠, 1♠-2♥: NF, 5+♥ cards 1♠-1NT: 1RF, includes FG hand in ♥ Single/Double/Triple Raise : 3~9/ PRE/ PRE (-1)(-2)(-3)(-4) : LR/3 SUPP LR+/BAL/Shape FG Splinter: 8-12HCP, 1M-3NT: RKCB	1♠-1NT/1♥-1♠-2m could be 3 cards/2NT FG Various relay after CONST raise 1♠-2♥-2NT: length, strength asking in ♥ 1♥-1NT-2NT: length, strength asking in ♠ 3NT after (-1) raise: RKCB; 1♥-1♠-2N/1♠-1N-2N=FG	After T/O X: TRF upto 2M/ 2NT LR/ Jump: SPL 8~10HCP, W Jump: SPL 10~12 2♠: Reverse Drury/ 2NT: ♠ Suit Fit showing jump by passed hand 2-Level NF Vs OC
1NT		at 3 level		(13)14+~18HCP May have 6 card m May have 5 card M SMALL singletons possible	2♣:STAY 2♦/♥:JTB, 2♠:mSS, 2N:PUP 3♠: then P:♣SO/3♦: 4♠3♥/ 3♥: 4♠2♥/ 3♠: 2-♠4♥/ 3NT: 3♠4♥ 3m: INV/ 3M: m FG+ST (5/7 cards) 4♠: Roman Gerber 4♦/4♥: TRF to 4♥/4♠, 4NT : QUANT 2♣-2♦-2♥ Crawling (drop off) STAY Various relays	1NT-2♣-2♦-2♥: MAJ SO, choose ♠ if ♥= ♠ 1NT-2♣-2♦-2♠ : ASK m then 2NT : ♠, 3♠ : ♦ 3♠: 2344or3244 3♥ 2245 3♠2254 3NT: 3343 max 1NT-2♣-2♥-2♠: ASK-2NT: 4♠ 3♠: ♦4+ 3♦: ♠4 + 3♥:5♥, 3♠ 3433 min, 3NT 3433 max 1NT-2♣-2♠-2NT: ASK-3♠/3♦/3♥/3♠/3NT=4+♦/4+♠/5♠/4333min/max 1N-2♦/♥-4♠5♠5♦/5♠5♦5♥= Exclusion RKCB LMH	vs OC: X & Bids:TRFs, 2NT: Pick m or STOP vs DBL: RDBL ♦ better than ♠, otherwise SYS ON vs 2♣: X:STAY, System ON TEXAS, Gerber ON upto 3♠ OC We often bid RDBL by opener to play
2♣	Ö	0		FG May have fewer HCP if w/shape/tricks	2♦:-1/ 2♥: 2/ 2♠:A+K/ 2NT: 3Ks/ 3♠: 4+CTRLs 3♦/3♥/3♠/3NT/4♠:6+♥/♠/♣/♦-2CTRLs/♦3+CTRLs 4♦: solid suit w/o side entry	2NT rebid by opener may have any shape & strength Acceptance by opener of resp's suit is asking CTRL (0~1/2/3/) Opener's Jump Bid: (Semi)Solid suit, ask CTRL	CTRL by STEP
2♦	Ö	0		(5)6 ♥or ♠ 2-8HCP	2♥/2♠/3♥/3♠:P/C 2NT asks: 3♠/3♦/3♥ min 3♣ asks: 3♦/3♥=♠/♥		
2♥	Ö	4		5♠4♥(9)10-14HCP	2NT asks: 3♠/♦/♥/♠/3NT=5413/5431/5422/5404/5440		
2♠		0		6+♦	2NT: inv 3♠: to play 3♠/♥/♠: SUPP ASK		
2NT				BAL (18) 19-20HCP	3♠/3♦/3♥/3♠: ModifiedPuppetStayman/JTB/JTB/m STAY 3N/4♠/4♦/4♥: TRF, 5♠: Roman Gerber	3♠-3♦/3♥/3♠/3NT:have4cardsM/no 4cardsM/5cards♠/5cards♥ 3NT-4♠-P/4♦/4♥:SO/♥+♠/♠+♠, 4♠-4♦-P/4♥/4♠: SO/♥+♦/♦+♦ 2NT-3♦→♥/ 3♥→3♠:4♠5♠5♦/5♠5♦5♥: EXRKCB LMH	vs OC: 3X: NAT, 4♦/♥: TRF vs DBL: System ON, STAY: 4 Card MAJ ASK
3♠/3♦ 3♥/3♠		6		6 card +4M NATURAL	3♠-3♦ ASKS M 3♦-3♥/3♠: raise or bid 3♠/raise or bid 3NT	4♠over3♦/♥/♠ : RKC(0,1,1+Q,2,2+Q) 4♠over3♠: RKC(0,1,1+Q,2,2+Q)	
3NT				16~20 HCP, 6+ card semi-running suit no voids	4♣:RKCB, 4♠-4♦/4♥/4♠: Rqst RKCB/♣ RKCB/♦RKCB 4♦/4♥=TRF to 4♥/4♠; 4NT RKCB. Others Warp RKCB 4♠: ST w/SUPP, 4NT: QUANT ST, 5♠/5♦: P/C	RKCB (1430), Exclusion RKCB (0314) 4♦: minor RKCB,WARP RKCB, RKCB via 3NT LSC-MDA, SSR / MIN opening & single raise	Good Bad 4NT in competition Roman DOPI (X:03, P:14), DEPO Honour asking after splint / 1NT opening
4♠/4♦		6		PRE	to play	CTRL location bids after TCA (Astronauts)	Various relay after strong M/m raise
4♥/4♠		6		PRE	New suit: ask for CTRL in upper suit (Mike Q)	TCA: Total CTRL ASK	Vs opp't intervation of 2C: P/DBL...: 0or1/2/3ctrols...
4NT				ACOL 4NT	5♠=0A, 5♦/5♥/5♠/6♠=A in the bid suit, 5NT=2As	Cue bid, interested in CTRL in upper suit (Mike Q)	