

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
1level : 8-15hcp 5+cards (rarely 4cards)		
Response : New suit = NF, Cue bid = F1, Jump raise = preemptive		
2level : 10-15hcp 5+cards (rarely 4cards)		
Response : New suit = F1, Cue bid = F1, Jump raise = preemptive		
INT OVERCALL (2nd / 4th Live; Responses; Reopening)		
2nd:15~17 / 4th Live : 12~15hcp		
Response : System on		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
1-suit : weak		
2-suit : Unusual 2NT = Lower rank two suiter		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
(1M)-2M : Michaels = 5+OM, 4~ 5+m		
Responses : 2NT = Ask minor		
(1m)-2m : Michaels = Both Majors		
Jump Cue Bids : Ask stopper		
VS. NT (vs. Strong/Weak)		
Strong 1NT - 2♣ = Any one suit		
2♦ = Both Majors		
2♥ = ♥5+, m4+		
2♠ = ♠5+, m4+		
2NT = Both minors		
DBL = Strong		
Weak 1NT - DBL = Same hcp		
Others see Strong NT		
VS. PREEMTS (Double; Cue-bids; Jumps; NT Bids)		
Over 2♥/♠ - 2NT = 1NT opening hand		
4♣/♦ = ♣5+/♦5+ and OM5+		
4NT = both minors		
X - Pass - 2NT = 0-8hcp 3♣ relay		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
Strong 1♣ - DBL = 15+, 1NT = Both minors, 2D= Both Majors		
Strong 2♣ - DBL = lead, Other = natural		
OVER OPPONENTS' TAKEOUT DOUBLE		
New suit : NF		
Redouble : 10+hcp		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd-5th	Low = encourage or even	
NT	4th best	Low = encourage	
Subseq			
Other :			
LEADS			
LEADS	VS. Suit	Vs. NT	
Ace	AK, Ax(+)	Ax, AKJx(+)	
King	Akx(+), KQx(+), Kx	AKJx, AKOx(+), KQx(+)	
Queen	AQJ(+), QJx(+), Q(x)	AQJ(+), QJx(+)	
Jack	AJ10(+), J10x(+), J(x)	AJ10(+), J10x(+)	
10	109(+), 10(x)	A109(+), 10x(+)	
9	9,8(+), (A/K/Q) 98(+)	9,8(+), (A/K/Q) 98(+)	
Hi-x	3rd for 4(+) small	4th for 4(+) small	
Lo-x	small for Hxx	small or Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	Low = Encourage	Low = Even	odd/even
	Low = Even		
	Suit preference		
NT	Low = Encourage	Low = Even	odd/even
	Low = Even	High = Odd	
	Suit preference	Suit preference	
Signals (including Trumps) :			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+hcp			
Responses : Jump = inv, but Preemptive over Redouble			
Cue bid = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL through 4H			
Responsive DBL through 3S			
Maximal DBL 3H			
Support DBL/RDBL through 2H			
Double over opp's 3 level cue = negative in the suit			

W B F CONVENTION CARD	
CATEGORY : GREEN	
COUNTRY : KOREA	
EVENT :	
PLAYERS : SY KIM/ BJ MIN	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5+Card Major	
1NT Openings : (Good 14)15-17hcp / 444m1,5332,M5422,m6322	
2C : Artificial Strong	
2 over 1 Responses : Forcing Game except passed hand	
Jacoby 2NT / Splinter / Reverse bergen (mod) / Reverse drury /	
4th suit game forcing / 2 way check back /XYZ convention	
Smolen/4-way transfer/Lebensohl	
SPECIAL BIDS THAT REQUIRE DEFENSE	
multi 2D	
muiderberg	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		3	4H	11-20hcp	1 D,H,S=6+hcp F1 D4+/H4+/S4+, 1NT=6-10hcp, 2NT=10-11hcp, 2H/S=3-5hcp H6+/S6+, 2C=12+hcp C5+, 2D=10-11hcp C5+, 3C=preemptive	1C-2C-? 2H/S/3NT=min have stopper in H/S/Majors, 3C=min no stopper Majors	
1D		3	4H	11-20hcp	1H/S=6+hcp F1 H4+/S4+, 2C=12+hcp C4+, 1NT=6-10hcp, 2NT=10-11hcp, 2H/S=3-5hcp H6+/S6+, 2D=12+hcp D5+, 3C=10-11hcp D5+, 3D=preemptive	1D-2D-? 2H/S/3NT=min have stopper in H/S/Majors, 3D=min no stopper Majors	
1H		5	4D	11-20hcp	1S=6+hcp S4+, 2C/D=12+hcp C4+/D4+, 1NT=6-11hcp F1, 2H=6-9hcp H3, 2NT=12+hcp jacoby 3H=H4+ 3-5hcp 2S=15-17hcp any short, 3S/4C/D=12-14hcp short S/C/D	1H-3C(10~11 hcp)-3D(7~9 hcp) =bergen 1H-2NT(asking)-? 3C/D/S=min short C/D/S, 4H=min no short, 3H=Max any short(15~17 hcp), 3NT=Max no short(15~17 hcp)	Reverse drury
1S		5	4D	11-20hcp	2C/D/H=12+hcp C4+/D4+/H5+, 1NT=6-11hcp F1, 2S=6-10hcp S3, 2NT=12+hcp jacoby 3S/D/C=S4+ 3-5hcp 3H=15-17hcp any short, 4C/D/H=12-14hcp short C/D/H	1S-3C(10~11 hcp)-3D(7~9 hcp)=bergen 1S-2NT(asking)-? 3C/D/H=min short C/D/H, 4S=min no short, 3S=Max any shor(15~17 hcp), 3NT=Max no short(15~17 hcp)	Reverse drury
INT				15-17hcp Balance(may 5M)	2C=Stayman May have M4, 2D/H/S/NT=transfer toH/S/C/D 3C/D= C6+D6+ inv/G.F , 3H/S=both Majors inv/G.F 4C=Ace asking, 4D/H=transfer to H/S, 4NT=Quantitative	1NT-2C-system off 2H/2S (H/S PLAY) 1NT-X-XX? C transfer/ 2C- C & higher 2D-D & higher/ 2H-H & S 1NT-X-2NT(lebensohl)	Lebensohl
2C				20+hcp unBalance	2D=waiting, 2S/2NT/3C/D=8+hcp 5+S/H/C/D	2C-2D-2H(2S relay)- Eric kokish relay	
2D		0		multi	2NT:ask	2D-2NT-3C/3D (H max, S max)	
2H		6		multi	weak,two suits H & minor/ 2N:ask minor	2H-2NT- 3C(H & C mini)/3D(H&D mini)/3H,3S(C max,D max)	
2S		6		multi	weak,two suits S & minor/ 2N:ask minor	2S-2NT- 3C(S & C mini)/3D(S&D mini)/3H,3S(C max,D max)	
2NT				20-21hcp Balance	3C=puppet stayman 3S=minor asking, 4D/H=transfer to H/S 3NT=transfer to any minor	Modified puppet 2NT-3C-3H(NO MAJOR),3NT(H 5+) 2NT-3S-4C/4D=fit 2NT-3NT-4C(relay)-4D/H=Asking C/Asking D	
3C		7		preemptive	New suit = F1		
3D		7		preemptive	New suit = F1		
3H		7		preemptive	New suit = F1		
3S		7		preemptive	New suit = F1		
3NT				24-25hcp Balance	4C=Ace asking, D/H=transfer to H/S, 4S=minor asking		
4C		7		preemptive			
4D		7		preemptive			
4H		7		preemptive			
4S		7		preemptive			
4NT				Ace asking	5C=no Ace, 5D/H/S/NT=Ace in D/H/S/C	HIGH LEVEL BIDDING	
5C		8		preemptive		RKCB 1430, DOP1, DEPO	
5D		8		preemptive			