

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-20	May bypass ♦5+, 1♦/♥/♠=6+hcp F1 ♦4+/♥4+/♠4+, 1NT=6-10hcp, 2NT=10-11hcp, 2♥/♠=3-5hcp ♥6+/♠6+, 2♣=12+hcp ♣5+, 2♦=10-11hcp ♣5+, 3♣=3-5hcp ♣5+	2Way checkback 1C - 1D - 1NT - 2C = puppet to 2D 1C - 1D - 1NT -2D=FG	1m-<1NT>-2♣=both Ms 2♦=Any one suit (similar to multi landy)
1♦		3	4♥	11-20	1♥/♠=6+hcp F1 ♥4+/♠4+, 2♣=12+hcp ♣4+, 1NT=6-10hcp, 2NT=10-11hcp, 2♥/♠=3-5hcp ♥6+/♠6+, 2♦=12+hcp ♦5+, 3♣=10-11hcp ♦5+, 3♦=3-5hcp ♦5+	same	
1♥		5	4♦	11-20	1♠=6+hcp ♠4+, 2♣/♦=12+hcp ♣4+/♦4+, 1NT=6-11hcp F1, 2♥=6-10hcp ♥3+, 3♥/♦/♣=♥4+ 3-5hcp/8-9hcp/10-11hcp, 2NT=12+hcp ♥3+, 3NT=12-13hcp balance, 3♠/4♣/♦=12-14hcp SPL ♠/♣/♦	1♥-2NT-? 3♣/♦/♠=min short ♣/♦/♠, 4♥=min no short, 3♥=Max, 3NT=Intermediate 4S=ask RKC	P-1M-2♣=Reverse drury 1M-<2x>-3x=M3+ limit raise+
1♠		5	4♦	11-20	2♣/♦/♥=12+hcp ♣4+/♦4+/♥5+, 1NT=6-11hcp F1, 2♠=6-10hcp ♠3+, 3♠/♦/♣=♠4+ 3-5hcp/8-9hcp/10-11hcp, 2NT=12+hcp ♠3+, 3NT=12-13hcp balance, 4♣/♦/♥=12-14hcp SPL ♣/♦/♥	1♠-2NT-? 3♣/♦/♥=min short ♣/♦/♥, 4♠=min no short, 3♠=Max, 3NT=Intermediate	
INT				14+-17 Balance (may have 5M)	2♣=Stayman, may not have 4cd M 2♦/♥/♠/NT=transfer to ♥/♠/♣/♦, 3♣/♦=both minors weak/G.F, 3♥/♠=both Majors inv/G.F, 4♣=Ace asking, 4♦/♥=transfer to ♥/♠, 4NT=Quantitative	1NT-2♣-2♦-? 2♥=♥5+/♠4 inv, 2♠=♥4/♠5+ inv, 3♥=♥4/♠5+ G.F, 3♠=♥5+/♠4 G.F	1NT-<2x>-2NT=Lebensohl
2♣		0		ART, strong	2♦=waiting, 2♥=0-3hcp, 2♠/NT/3♣/♦=8+hcp 5+/♥/♣/♦	2♣-2♦-2NT/3NT=22-23hcp/26-27hcp 2♣-2♦-2♥-2♠-2NT/3NT=24-25hcp/28-29hcp 2♣-2♦-2♥-2♠-3♣/♦/♠=♥5+ and ♣4+/♦4+/♠4+ 2♣-2♦-2♥-2♠-3♥=♥6+	
2♦		0		5-10, single Major	2♥=Pass or Correct, 2♠=invite in ♥, 2NT=asking, 3♣/♦/♥/♠=5+cards F1, 4♣/4♦=Suit asking,	2♦-2NT-3♣/♦/♥/♠=Max♥/Max♠/min♥/min♠ 2♦-4♣-4♦/♥=transfer to ♥/♠ 2♦-4♦-4♥/♠=6cards in ♥/♠	
2♥		4		5-10 both Ms ♥S 5+4+	2NT=asking, 2♠/3♣/3♦=NF, 3H/3S= preemptive	2♥-2NT-3♣/♦/♥/♠=Max♥5♠4/Max♥4♠5/min♥5♠4/min♥4♠5, 3NT/4♣/4♦/4♥=Max55/min55/♥4♠6/♥6♠4	
2♠		5		5-10 ♠ & minor	2NT=asking, 3♣=Pass or Correct	2♠-2NT-3♣/♦/♥/♠=min♣/min♦/Max♣/Max♦	
2NT				20-21 balance	3♣=Puppet, 3♦/♥=transfer to ♥/♠, 3♠=puppet to 3NT, 4♣=Ace asking, 4♦/♥=transfer to ♥/♠, 4NT=Quantitative	2NT-3♣-3♦/♥/♠/NT=any M4/no M4/♠5/♥5 2NT-3♠-3NT/4♣/♦=no fit/♣4+/♦4+	
3♣		6		preemptive	New suit = F1		
3♦		6		preemptive	New suit = F1		
3♥		7		preemptive	New suit = F1		
3♠		7		preemptive	New suit = F1		
3NT				Solid 7+ minor	3NT-(Pass/DBL)-4♣/5♣/6♣/7♣ = Pass or correct, 4♦=Short asking	3NT-4♦-4♥/♠/5♣/♦=short in ♥/♠/♦/♣, 4NT=no short	
4♣		7		preemptive		HIGH LEVEL BIDDING	
4♦		7		preemptive		Gerber	
4♥		7		preemptive		RKCB 1430,	
4♠		7		preemptive		4Level minor raise not in competitive bid : 4m=asking 1430	
4NT				Ace asking	5♣=no Ace, 5♦/♥/♠/NT=Ace in ♦/♥/♠/♣, 6♣=any two Ace	DOPI, ROPI, DEPO	
5♣/5♦		8		preemptive		Exclusion Blackwood	

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/4th : 15-17hcp (System on)
Reopening : 11-14hcp
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit : weak
2-suit : Unusual 2NT = two lower unbid suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bids : Michaels
Jump Cue Bids : Ask stopper
VS. NT (vs. Strong/Weak; Reopening; Natural)
Strong 1NT - 2♣ = both Ms
2♦ = single M
2♥ = ♥5+, m4+
2♠ = ♠5+, m4+
2NT = Both minors
DBL = M4, m5+
Weak 1NT - Same
VS. PREEMTS (Double; Cue-bids; Jumps; NT Bids)
T/O DBL through 4♥
Over 2♥/♠ - 2NT = 1NT opening hand
4♣/♦ = ♣5+/♦5+ and OM5+
4NT = Both minors or two suit
X - Pass - 2NT = 0-8hcp 3♣ relay
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣
Strong 1♣ - DBL = Both Majors, 1NT = Both minors,
1♦/♥/♠/2♣ = Natural
Strong 2♣ - DBL = Both Majors, 2NT = Both minors,
2♦/♥/♠/3♣ = Natural
OVER OPPONENTS' TAKEOUT DOUBLE
1m-X-2NT(preemptive), 3m(inv), RDBL(10+)
1M-X-2NT(single minor:P/C), 3M(preemptive), RDBL(10+)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th	same	
NT	4th/2nd from weakness	same	
Subseq			
Other : vs. NT Ace/Queen asking for Attitude, King asking for Count			
LEADS			
LEADS	VS. Suit	Vs. NT	
Ace	AKxx, AKJx, Ax(+)	AQJx, AKJx(+)	
King	Ak, KQx(+), Kx	AKx, AKOx(+), KQx(+)	
Queen	AQJ(+), QJx(+), Q(x)	AQ10x, QJx(+)	
Jack	HJ10(+), J10x(+), J(x)	HJ10(+), J10x(+)	
10	H109(+), 10(x)	H109(+), 10x(+)	
9	H98(+), 9(x)	H98(+), 9x(+)	
Hi-x	Sx, xS(x)(x)	Sx, SSx, SSxx(+)	
Lo-x	HxS, HxxS	HxS, HxxS(+), xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	Low = encourage	Low = even	Odd = encourage
	Low = even	Low = encourage	Even high=S/P in higher rank
	Suit preference	Suit preference	Even low=S/P in lower rank
NT	Low = encourage	Low = even	Odd = encourage
	Low = even	Low = encourage	Even = discourage
	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 4♥			
Responsive DBL through 3♠			
Maximal DBL 3♥			
Support DBL/RDBL through 2♥			
Lightner DBL			

W B F CONVENTION CARD
CATEGORY : GREEN
COUNTRY : KOREA
EVENT : 2021 APBF
PLAYERS : Jungyoon PARK, Choonyung KIM
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Convenient minor
5Card Major
1NT Openings : 14+-17hcp (may have 5 cards M)
2♣ : Artificial Strong
2♦ : Weak single major
2♥ : Weak both Ms
2♠: ♠ and m 4+4+
2NT : 20-21 balance
3NT : Gambling (solid minor)
2 over 1 Responses : Forcing Game except passed hand
SPECIAL BIDS THAT REQUIRE DEFENSE
Vs. 2-suited overcalls : DBL=10+, Lower cue=10+ support,
Higher cue=10+ unbid suit, Unbid suit=NF
Vs. Michaels : DBL=10+, Cue=10+ support, Unbid suit=NF
3NT=solid minor w/o A/K in side suit
1♣-1♥/♠=may bypass longer ♦
1NT-(DBL)-RDBL/2♣/♦/♥=transfer to ♣/♦/♥/♠
(Multi 2♦)-2♥=natural
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS : Rare