

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	<b>OPENING LEADS STYLE</b>			<b>CATEGORY : GREEN</b>
1LV : 5+cards(Never overcall 4cards), aggressive at NVvsV	Suit	Lead	In Partner's Suit	<b>COUNTRY : KOR</b>
ADV Resp : 1LV new suit : NF, 2LV new suit : 8-12 NF CONS	NT	3rd/5th	Count	<b>EVENT : 2024 any event</b>
2♣=art, 10+(PH=Cue raise), cuebid =♣, 8-12, Jump raise pre	Subseq	2nd/4th, top from xxx	Count	<b>PLAYERS : Daehong kim-Sooik Lee</b>
Resp : New suit = Constructive, NF	Other : Ace/Queen asking for attitude, King asking for count or unblock in NT			<b>SYSTEM SUMMARY</b>
2LV : normally 6+, sound overcall(depend on Vul and seat)				<b>GENERAL APPROACH AND STYLE</b>
resp : New suit = NF, Cue = forcing or 5OM F				5Card Majors, 1NT=(good14)15-17
<b>1NT OVERCALL (2nd / 4th Live; Responses; Reopening)</b>	<b>LEADS</b>			1♣=1 ♣2+, any 12-14 bal 2) Natural ♣4+, 11-21 unbal
2nd : 15-17hcp(sometimes singleton could be), promise stop	LEADS	VS. Suit	Vs. NT	1♦=♦4+, usually unbal(♦5[332], ♦5[422] open 1♦)
4th : 11-14hcp(doesn't promise stopper, passed hand 10-11)	Ace	AKx(+), Ax(+) 5LV ask Att	AK(+), for attitude	2♣=Strong with kokish
responses : system on	King	AK, KQx(+), 5LV ask count	AKJ10, KQ109, for count or unblock	<b>2♠=18-19 Bal(4333/4432/5332 no 5card M)</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	Queen	QJ(+)	AQJ(+), KQx(+), QJx(+ for att	2♥=Weak ♥(4-9 NV/8-10 V)
1-suit : Every 3LV Jump overcalls Very aggressive NVvsV	Jack	J10(+)	HJ10x(+), J10x(+)	2♠=Weak ♠(4-9 NV/8-10 V)
2-suit : modified ghestems(See below)	10	H109x(+), 109(+)(x), 10(x)	H109x(+), 109x(+), 10x	2NT=20-21 Bal(3♣=Modified puppet stayman)
(1X)-P-(P)-2NT = 18-19 bal	9	9(x)	<b>H98(+)</b> promise at least 1honor	3NT=One major good suit(♥or♠)
	Hi-x	Sx, HxS(x)(S), xxS(x)(S)	Sx, Sxx, SSxx(+)	usually upgrade good 5+card suit, depend on Vulnerability
	Lo-x	HxS(x)(S), xxS(x)(S), 109S	HxS, HSx, HxxS(+)	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT REQUIRE DEFENSE</b>
Direct Cue Bids : (1♣)-2♣=54(40) or 64M		Partner's Lead	Declarer's Lead	vs two-suited overcall :
(1♦)-2♦=55M (1♦)-2♥=♠+♣	Suit	Low = ENC	High = E	X=penalty oriented, (9)10+hcp(then X=Penalty)
(1♥)-2♥=♠+♣, (1♥)-2♠=Both m, (1♥)-2NT=♠+♦,		High = E	High = E	economic cue=Inv+fit
(1♠)-2♠=♥+♣, (1♠)-2NT=♥+♦, (1♠)-3♣/3♠=Both m weak/ST	NT	SUIT PREF	SUIT PREF	Less economic cue=4th suit FG
2NT or next step=ENQ shape/range		Low = ENC	REV SMITH	many Transfer Response(similar as competitive auction)
<b>VS. NT (vs. Strong/Weak; Reopening; Natural)</b>		High = E	High = E	1♣-1♦/1♥/1♠=♥/♠/NoM
2♣ = ♥+♠, 2♦ = Any one M or strong M+m		SUIT PREF	SUIT PREF	1♣-(1♦)-X/1♥/1♠=♥/♠/NoM
2♥ = ♥+m, 2♠ = ♠+m				1♦-(X)-XX/1♥/1♠=♥/♠/NoM
2NT = strong Both minors, X = same value	<b>Signals (including Trumps) :</b>			vs multi 2♦(weak 1M)
(4th seat system on, passed hand X=5m/4M)				X=Takeout of ♠, 2NT=15-17 bal both stop
				2♥/2♠/3♣/3♦/3♥=Nat overcall, 3♠=5-5minors
(1NT)-2♣-(P)-?? 2♦=Ask longerM, 2M=Prefer, 2NT=ENQ	<b>DOUBLES</b>			
(1NT)-2♦-(P)-?? 2M=P/C, 2NT=ENQ	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>VS. PREEMTS (Double; Cue-bids; Jumps; NT Bids)</b>	11+hcp with ideal shape, sound			
Over 2♥/♠ - 2NT = 15-17(3♣=Pup to 3♦)	Responses : Jump = usually 5+cards INV, Cue bid = Any INV or FG(depends what they open)			
4♣/♦ = ♣5+/♦5+ and OM5+, 4NT : Both minors not strong	reopening X could be weaker			
3M Cue=♠+m/both minors	Value showing X			set trump at 3LV on the major, we describe or ask for SGL
(2M)-X-(P)-2NT = LEB(Weak or STR), pd choose best minor	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			(Response No SGL/Low/Mid/High or Low/High)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	<b>No support X/XX(X/XX shows extra values many cases)</b>			
Strong 1♣ - 1NT = Both minors	(1NT)-X-(2A=Transfer to A+1)-X=5+, create forcing situation(then X=Penalty)			<b>SPECIAL FORCING PASS SEQUENCES</b>
2♦ = Both Majors 5-5	(1NT)-X-(2A=Natural)-X=5+, T/O, create forcing situation(then X=Penalty)			When we set trump(at least open and Inv), OPPT bid over 4♣
DBL = Both Majors 5-4 or 6-4	(1M)-P-(3♣/3♦)-X=takeout of M			then get in forcing situation, pass = Force to X, X=want to bid more
Strong 2♣ - DBL = L/D, 2NT = Both minors	DOP1/DEPO			<b>IMPORTANT NOTES</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	After we penalize OPPT, We play X penalty			
1M-(X)-1NT/2♣/2♦/2♥ = Transfer ♣/♦/♥/♠				
1X-(X)-2NT = system on, XX=9+, then X=Penalty				<b>PSYCHICS :</b>

OPENING	LUCKY	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
					DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*		2	4♣	1) ♣2+, Any 12-14(less5♦) (4333), (4432), (♣5[332]) 2) Natural ♣4+, 11-21 UNBAL	1♦/1♥=♥4+/♣4+, 1♠=No4M, F1 INT=♣5/♥4 3-8, 2M=NAT PRE, 2NT=INV♣6+ 2♣=FG♣5+, 2♦=FG♦5+, 3♣/3♦/3♥/3♠=NAT PRE	1♣-1♦ or 1♥-3♦=♣6/♦5 13-15, 1♣-1♦-3♠=♣6/♠5 13-15 1♣-1♦ or 1♥-2♦=♣6+, 16+ or ♣+♦ 16+(Then 2M=M5+, FG) 1♣-1♦ or 1♥-2NT=4supp, 16+ (then 3♣=FG)	P-1♣-2♣/♦=Inv♣/♦
1♦	*		4	4♣	♦4+, usually unbal, 11-21 (♦5[332]), (♦5[422]) open 1♦	1♥/♠=F1, 2♣=FG♣4+ 1NT=6-10, 2NT=No 4M INV, 2M=NAT PRE	1♦-1M-2M=3-4supp, Then 2NT=FG ENQ 1♦-1M-3M-3M+1=Ask shortage 1♦-1M-2NT=16+ 4M supp or 17+ strong♦	
1♥			5	4♣	11-21 ♥5+	1♠=F1, 2♣/2♦=FG any/♦5+, 1NT=5-11 SemiF(may have 3♥) 2♥=6-9, 3♣=♥4, 3♦=♥4+/9-13 Any short, 3♥=♥4/4-7 2NT=♥3 INV, 2♣=7♣ FG, 7♦/♦ FG, ♣5+, ♥3+ FG 3NT/4♣/4♦=Void in ♣/♦/♠	Gazilli(1♥-1X-2♣ shows either Natural♣ or 15+ any) 1♥-2NT-?? 3♣=any min, 3♦=15+bal, 3♥=15+bal SIG s	2♣ drury, 2♦=Natural 2♣=6-8, 4supp, any shortness(2NT=R) 2NT/3♣/3♦=8-11, 4supp, ♣/♦/♦short
1♠			5	4♥	11-21 ♠5+	2♣/2♦/2♥=FG any/♦5+/♥5+, 1NT=5-11 SemiF(may have 3♣) 2♣=6-9, 3♣/3♦=♣4, 4-7/♣4, 8-11 3♣=♥6+ inv 2NT=♣3, INV 3♥=♣4+/9-13 Any short 3NT/4♣/4♦=Void in ♣/♦/♥	Gazilli(1♠-1NT-2♣ shows either Natural♣ or 15+ any) 1♠-2NT-?? 3♣=any min, 3♦=15+bal, 3♥=15+bal SIG s	2♣ drury, 2♦/2♥=Natural Inv 2NT=6-8, 4supp, any shortness(3♣=R) 3♣/3♦/3♥=8-11, 4supp, ♣/♦/♥short
1NT					(good14)15-17hcp 5cM frequent(5332) 6cm and 22(45) possible (1444) stiff honor occasional	2♣=Stayman(not promise 4M, maybe very weak or slam try) 2♦/2♥/2♠=Transfer♥/♣/♠, 2NT=Transfer♦ or both minors weak 3♣=Ask 5cardM, 3♦/3♥/3♠=SHORT, FG 4♣=both minors ISL, 4♦/4♥=Transfer to 4♥/4♠, 4NT/5NT=Quantitative 4333	1NT-2♣-2X-2♠=ENQ(opener showing range+shape) 1NT-2♣-2♦-2♥=WEAK at least 43M 1NT-2♦-2♠ shows 4supp, 1NT-2♥-2NT shows 4supp 1NT-3♣-?? 3♦=No 5M, 3M=5M	1NT-(2♥)-? X=T/O, 3NT=Stop♥ 2NT=♣, 3♣=♦, 3♦=♣4/♥0-1 3♥=♣, 4♣=ISL, 4♦=♠FG
2♣	*				a) 22+bal b) GF any(17+ with 8+tricks)	2♦=Waiting(then 2♥=kokish) 2♥/2♠=5+♣/♥, 2NT/3♣/3♦/3♥=2+honor with 6+♣/♦/♥/♠	2♣-2♦-2NT=22-23 Bal, 2♣-2♦-2♥-2♠-2NT=24+Bal 2♣-2♦-2♥=♥4+ or 24+bal, relays 2♣-2♦-2♠=♣4+ relays	1NT-(2♠)-? X=T/O, 3NT=Stop♠ 2NT=♣, 3♣=♦, 3♦=♥, 3♥=minors 3♣=♥4, ♣0-1, 4♣=ISL♥, 4♦=♥FG
2♦	*				18-19bal, No 5M	2♥=Pup to 2♣, 2♠=Pup to 2NT, 2NT=Pup to 3♣, 3♣=Puppet stayman 3♦=♣5/♥4+ FG, 3M=ShortM, Both minors FG, 3NT/4♣=Both M 55	see note	Same concept we overcalled 1NT
2♥			6		6+♥ weak(4-9 NV/8-10 V)	2♠=Art asking, 2NT=♣5+F1, 3♣/3♦=Natural F1, 3♥=pre	2♥-2♠-?? 2NT=4card in minor, 3♣=short in 1m, 3♦=short♣, 3♥/3♠=no short, min/max	
2♠			6		6+♠ weak(4-9 NV/8-10 V)	2NT=Art asking, 3♣=♥5+F1, 3♦=Natural F1, 3♥=♣5+, F1	2♠-2NT-?? 3♣=4card in minor, 3♦=short in 1m, 3♥=short♥, 3♠/3NT=no short, min/max	
2NT					(good19)20-21bal As opening 1NT	3♣=modified puppet stayman, 3♦/3♥=Transfers, 3♠=minors, 3NT=To play	2NT-3♣-?? 3♦/3♥/3♠/3NT=1or2 4M/No 4M/♣5/♥5 2NT-3♣-3♥-?? 3♠=Pup to 3NT, 3NT=5♣/4♥	
3♣♦♥♠			(6)7		Very aggressive NVvsV Sound V and 2nd seat Wide range in 3rd pos.	New suit=F1 3x-4♣=slam try 3♣-4♦=slam try		
3NT	*				1major(♥or♠) better than 4M(8.5/8/7.5/7tricks)	4♣="TRF to your M", 4♦=Slam try in your major(4M=min, 4NT=Cuebid oM) 4♥/4♠=I know your suit, To play		
4♣			7		Very aggressive NVvsV			
4♦			7		Sound V and 2nd seat			
4♥			7		Wide range in 3rd pos.			
4♠			7					
4NT	*				Specific Ace asking	5♣=no Ace, 5♦/5♥/5♠/5NT=Ace in ♣/♦/♥/♠	<b>HIGH LEVEL BIDDING</b>	
5♣			8		Preemptive		RKCB 4♣(Set♥/♣)/4NT(Set♦/♠) RESP 1430, Jump Cue Exclusive(0/1/2/2), DOP1, DEPO,	
5♦			8		Preemptive		Serious 4Lv cue, Non-serious 3NT, Many last trains, many LMH response	