

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY : GREEN
ILV : 5+cards(4cards sometimes), aggressive at NVvsV	Lead	In Partner's Suit		COUNTRY : KOREA
Resp : ILV new suit : F1, 2LV new suit : 8-12 constructive	Suit	3rd/5th, or attitude	Count (High = even, Low = odd)	EVENT : 2024 Any event
2♣=art, 10+(except passed hand), cue bid = ♣, 8-12, Jump raise pre	NT	4th/3rd from Hxx/Top of xxx	Count (High = even, Low = odd)	PLAYERS : seongseok Kang / Seung jin Roh
2LV : usually 6+cards, Sound	Subseq	Over lead except Q in NT	when count is clear, attitude lead	SYSTEM SUMMARY
Resp : New suit = Constructive, Cue bid = F1	Other : Ace/Queen asking for attitude			GENERAL APPROACH AND STYLE
	King asking for count or unblock in NT			5Card Major
INT OVERCALL (2nd / 4th Live; Responses; Reopening)	LEADS			1♣=1 ♣2+, any 12-14/18-19 bal 2) Natural ♣4+, 11-21 unbal
2nd : 15-17, 4th : 11-14	LEADS	Vs. Suit	Vs. NT	1♦=♦4+, usually unbal([332]♦5, [422]♦5 open 1♦)
Response : System on	Ace	AKx, Ax(+)	AK10x, AKJx(+) for att	INT Openings : (Good 14)15-17hcp
	King	AK, KQx(+), Kx	AKJ10, KQ109, for count or unblock	2♣ : Artificial Strong
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	AQJ(+), QJx(+), Q(x)	AQJ(+), KQx(+), QJx(+), for att	2♦ : 11-15 5♥-4♣
1-suit : preemptive, wide range(depending on Vul/seat)	Jack	HJ10(+), J10x(+), J(x)	HJ10(+), J109x(+), J108x(+) J(x)	2♥ : weak ♥ (faver vul = aggressive)
	10	H109(+), 10(x)	H109(+), 10(x)	2♠ : weak ♠ (faver vul = aggressive)
2-suit : 2NT shows lowest unbid suits,	9	H98(+), 9(x)	H98(+), 98	2NT=20-21 Bal(3♣=Modified puppet stayman)
(1♦)-3♣=♣+♣ not strong (1♦)-3♦=♦+♣ strong	Hi-x	Sx, HxS(x)(S), xxS(x)(S)	Sx, Sxx, SSxx(+)	3NT : 7+Major (better than open 4M)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Lo-x	HxS(x)(S), xxS(x)(S)	HxS, HxxS(+)	SPECIAL BIDS THAT REQUIRE DEFENSE
Direct Cue Bids : shows top and bottom	SIGNALS IN ORDER OF PRIORITY			vs two-suited overcall :
(1♣)-2♣=54M (1♣)-2♦=55M (1♣)-2♠=55M	Partner's Lead	Declarer's Lead	Discarding	X=take out, 10+hcp(then X=Penalty)
(1♥)-2♥=♠+♣ (1♠)-2♠=♥+♣	Suit	Low = Encourage	Reverse smith echo	economic cue=Inv+fit
3♣ shows two highest-rank unbid suits		Low = Even	High = Even	Less economic cue=4th suit FG
		Suit preference	Suit preference	
VS. NT (vs. Strong/Weak; Reopening; Natural)	NT	Low = Encourage	Reverse smith echo	1♥-1♠/INT-2♣=either natural♣ or any 16+
1NT - 2♣ = Both Majors		Low = Even	High = Even	1♠-INT-2♣=either natural♣ or any 16+
2♦ = Any one Major		Suit preference	Suit preference	1X-1Y-1Z-?? 2♣=Pup to 2♦, 2♦=any FG
2♥ = ♥5+, m4+	Signals (including Trumps) :			et trump at 3LV on the major, we describe or ask for SGL
2♠ = ♠5+, m4+	Reverse smith echo in NT, Trump signal = suit preference			(Response No SGL/Low/Mid/High or Low/High)
2NT = Both minors	DOUBLES			
DBL = Same value+	TAKEOUT DOUBLES (Style; Responses; Reopening)			
at passed hand, 4th seat DBL = 5m+4M	11+hcp			
	Responses : Jump = inv, Cue bid = Inv or FG(depends what they open)			
VS. PREEMTS (Double; Cue-bids; Jumps; NT Bids)	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			SPECIAL FORCING PASS SEQUENCES
Over 2♥/♠ - 2NT = 15-17(3♣=Pup to 3♦)	Support DBL/RDBL through 2♥			When we set trump(at least open and Inv) then get in forcing situation,
4♣/♦ = ♣5+/♦5+ and OM5+, 4NT : Both minors not strong	(1NT)-X-(2A=transfer to A+1)-X=5+, create forcing situation(then X=Penalty)			pass = Force to X, X=want to pen
3M Cue=♠+m/both minors	(1NT)-X-(2A=Natural)-X=5+, T/O, create forcing situation(then X=Penalty)			IMPORTANT NOTES
(2M)-X-(P)-2NT = Lebenshol(Weak or STR), choose best minor	DOP1/ROP1			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				
Strong 1♣ - X = ♥/1♦ = ♠/1♥ = 2suit same Color(♠+♣ or ♥+♦)				
1♠ = 2suit same Rank(♠+♥ or ♦+♣)				
1NT = 2suit same Shape(♠+♦ or ♥+♣)				
Strong 2♣ - Same as strong 1♣				
OVER OPPONENTS' TAKEOUT DOUBLE				
1♥-(X)-? 1NT/2♣ = 6+♣/♦, 2♦ = ♥ good raise 2♥ = ♥ bad raise				
1♠-(X)-? 1NT/2♠/2♦ = 6+♣/♦/5+♥, 2♥/2♣ = ♠ Good/bad raise				PSYCHICS : Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11-21hcp	1♦/♥/♠=F1 INT=8-10, 2NT=10-11(12), 2♦=Inv 5+♣, 2♥/2♠=6+suit, 4-7 2♣=FG/♣5+or bal, 3♣=4-8/♣5+ 3♦/3♥/3♠=Natural pre	1♣-2♣-2♦=Natural or bal hand or 4-4-1-4 hand 2NT=Any 5♣-4-4-0 hand(3♣=ask)	P-1m-1M-1NT-2♣ = Force 2♦ P-1X-1Y-1Z-2NT = Nat inv P-1X-1Y-1Z-3A = 5Y+5A inv
1♦		4	4♠	11-21hcp	1♥/♠=F1, 2♣=2♣=FG/♣5+or bal INT=6-10, 2NT=10-12, 2♥/2♠=6+suit, 4-8 2♦=9+/♦4+, 3♦=4-8/♦5+, 3♣=Natural Inv	1♦-2♦-2X=Natural suit(then 3♦=Inv) 2NT=Bal hand(then 3♦=Inv)	P-1X-1Y-1Z-2ohter m = new m F
1♥		5	4♠	11-21hcp	1♠=5+♠ F1, 2♣=FG♠2+, 2♦=FG♦5+, 1NT=6-11(May have 4♣) 2♥=Normal raise, 3♥/3♠/3♦=♥4 3-6/♥4 7-9/♥4 10-11 2NT=FG♥, 2♠=♥3, Inv	1♥-2NT-? 3♣=any min 3♦/♥=extra bal/unbal 3♠/3NT/4♣= void ♣/♦/♠ 1♥-1♠/1NT-? 2♣ = 16+ any OR min 5+♥-4+♣	1way drury(2♣=3/4) P-1♥-2♠/3♠/3♦=4supp, spl
1♠		5	4♥	11-21hcp	2♣=FG♣2+, 2♦=FG♦5+, 2♥=FG♥5+, 1NT=6-11 NF 2♠=Normal raise, 3♠/3♣/3♥/♠=♠4 3-6/♠4 7-9/♠4 10-11 2NT=FG♠, 3♥=♠3, Inv	1♠-2NT-? 3♣=any min 3♦/♥=extra bal/unbal 3♠/3NT/4♣= void ♣/♦/♥ 1♠-1NT-? 2♣ = 16+ any OR min 5+♠-4+♣	1way drury(2♣=3/4) P-1♠-3♣/3♦/3♥=4supp, spl
INT				(14)15-17hcp Bal	2♣=Stayman(not promise 4M, maybe very weak or slam try) 2♦/2♥/2♠=transfer♥/♠/♣, 2NT=Transfer♦ or both minors weak 3♣=Puppet, 3♦=both minors FG, 3♥/♠=shortage♥/♠ GF 4♣/4♦=slam try♥/♠, 4♥/4♠= to play, 4NT=Quantitative	INT-2♣-2X-2♠=Asking(opener showing range+shape) INT-2♣-2♦-2♥=weak at least 44M INT-2♦-2♥-2♠=5♥/♠ Inv INT-2♦-2♠ shows 4supp, INT-2♥-2NT shows 4supp	INT-(2♥)-? X=T/O, 3NT=Stop♥ 2NT=♣, 3♣=♦, 3♦=♠ 3♥=FG minors, 3♠=5♠+5minor
2♣	*			Strong hand	2♦=waiting, 2♥/2♠=8+ 5+♥/♠, at least 2 top honor 2♥/♠=5+♠/♥, 2NT/3♣/3♦/3♥=2+honor with 6+♣♦♥♠	2♣-2♦-2NT=22-23bal / 2♣-2♦-3M = 4M/5+♦ 2♣-2♦-2♥=24+bal or ♥+other	
2♦	*			11-15 5♥4♠	2NT=asking, 2♥/2♠/3♣/3NT/4♥/4♠=to play 3♦= inv game 3♥/3♠ = mixed riase, 4♣=slam try♥ 4♦=slam try♠	2♦-2NT-3♣ = min no void 3♦ = Max unbal 3♥ = Max4504, 3♠ = Max 4540, 3NT = Max 5422	
2♥		6		Weak♥	2♠=Art asking, 2NT=♠5+ask number of ♠, 3♣/♦=Natural F1	2♥-2♠-? 2NT = any 4cards, 3♣ = short minor 3♦ = Short ♠ 3♥/3♠ = bal min/max	2M-(Overcall)-X = penalty
2♠		6		Weak♠	2NT=Art asking, 3♣=♥5+ask number of ♥, 3♦/♥=5+♦/♣ F1	2♠-2NT-? 3♣ = any 4cards, 3♦ = short minor 3♥ = Short♥ 3♠/3NT = bal min/max	
2NT				(19)20-21 bal	3♣=modified puppet stayman 3♦/3♥=Transfers, 3♠=minors, 3NT=To play 4♣=♥ISL, 4♦=♠ISL, 4♥=♣ISL, 4♠=♦ISL	2NT-3♣-3♥-? 3♠ = Relay 3NT, 3NT = 5+♠/4+♥ 2NT-3♦-3♥-? 3♠ = Relay 3NT, 3NT = 5+♥/4♠ 2NT-3♣-3♥-? 4♠=ISL♠6/♥4, 4♦=ISL♠5/♥5	
3♣		6		preemptive	New suit = F1, 4♦=slam interest		
3♦		6		preemptive	New suit = F1, 4♣=slam interest		
3♥		7		preemptive	New suit = F1, 4♠=slam interest		
3♠		7		preemptive	New suit = F1, 4♣=slam interest		
3NT	*	7		7+Major	4♣ = transfer your M, 4♦ = slam try your M, 4♥/4♠ = I know your M to play	3NT-4♦-? 4♥/4♠ = min 4NT = cue other M	
4♣		7		preemptive			
4♦		7		preemptive			
4♥		7		preemptive			
4♠		7		preemptive			
4NT				Ace asking	5♣=no Ace, 5♦/♥/♠/NT=Ace in ♦/♥/♠/♣	HIGH LEVEL BIDDING	
5♣		8		preemptive		fit ♠/♦ => 4NT= RKCB, Fit♥/♣ => 4♠ = RKCB	
5♦		8		preemptive		RKCB 1430, DOP1, DEPO	