DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1LV : 5+cards(Never overcall 4cards), aggressive at NVvsV

ADV Resp : 1LV new suit : NF, 2LV new suit : 8-12 NF CONS

2♣=art, 10+(PH=Cue raise), cuebid =♣, 8-12, Jump raise pre

Resp : New suit = Constructive, NF

2LV : normally 6+, sound overcall(depend on Vul and seat)

resp : New suit = NF, Cue = forcing or 5OM F

1NT OVERCALL (2nd / 4th Live; Responses; Reopening)

2nd : 15-17hcp(sometimes singleton could be), promise stop

4th : 11-14hcp(doesn't promise stopper, passed hand 10-11)

responses : system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit : Every 3LV Jump overcalls Very aggressive NVvsV

2-suit : modified ghestems(See below)

(1X)-P-(P)-2NT = 18-19 bal

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Direct Cue Bids : (1♣)-2♣=54(40) or 64M

(1♦)-2♦=55M (1♦)-2♥=♠+♣

(1♥)-2♥=♠+♣, (1♥)-2♠=Both m, (1♥)-2NT=♠+♦,

(1♠)-2♠=♥+♣, (1♠)-2NT=♥+♦, (1♠)-3♣/3♦=Both m weak/ST

2NT or next step=ENQ shape/range

VS. NT (vs. Strong/Weak; Reopening;Natural)

2♣ = ♥+♠, 2♦ = Any one M or strong M+m

2♥ = ♥+m, 2♠ = ♠+m

2NT = strong Both minors, X = same value

(4th seat system on, passed hand X=5m/4M)

(1NT)-2♣-(P)-?? 2♦=Ask longerM, 2M=Prefer, 2NT=ENQ

(1NT)-2♦-(P)-?? 2M=P/C, 2NT=ENQ

VS. PREEMTS (Double; Cue-bids; Jumps; NT Bids)

Over 2♥/♠ - 2NT = 15-17(3♣=Pup to 3♦)

4♣/♦ = ♣5+/♦5+ and OM5+, 4NT : Both minors not strong

3M Cue=♠+m/both minors

(2M)-X-(P)-2NT = LEB(Weak or STR), pd choose best minor

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Strong 1♣ - 1NT = Both minors

      2♦ = Both Majors 5-5

      DBL = Both Majors 5-4 or 6-4

Strong 2♣ - DBL = L/D, 2NT = Both minors

OVER OPPONENTS' TAKEOUT DOUBLE

1M-(X)-1NT/2♣/2♦/2♥ = Transfer ♣/♦/♥/♠

1X-(X)-2NT = system on, XX=9+, then X=Penalty

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd/5th	Count
NT	2nd/4th, top from xxx	Count
Subseq		ATT when we showed fit
Other : Ace/Queen asking for attitude, King asking for count or unblock in NT		

LEADS

LEADS	VS. Suit	Vs. NT
Ace	AKx(+), Ax(+) 5LV ask Att	AK(+), for attitude
King	AK, KQx(+), 5LV ask count	AKJ10, KQ109, for count or unblock
Queen	QJ(+)	AQJ(+), KQx(+), QJx(+) for att
Jack	J10(+)	HJ10x(+), J10x(+)
10	H109x(+), 109(+)(x), 10(x)	H109x(+), 109x(+), 10x
9	9(x)	H98(+) promise at least 1honor
Hi-x	Sx, HxS(x)(S), xxS(x)(S)	Sx, Sxx, SSxx(+)
Lo-x	HxS(x)(S), xxS(x)(S), 109S	HxS, HSx, HxxS(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit		Low = ENC	High = E	
		High = E	High = E	Odd/even(Even play S/P
		SUIT PREF	SUIT PREF	
NT		Low = ENC	REV SMITH	
		High = E	High = E	Odd/even(Even play S/P
		SUIT PREF	SUIT PREF	

Signals (including Trumps) :

reverse smith echo in NT, Trump signal = suit preference or want to ruff

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DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

11+hcp with ideal shape, sound

Responses : Jump = usually 5+cards INV, Cue bid = Any INV or FG(depends wh

reopening X could be weaker

Value showing X

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

No support X/XX(X/XX shows extra values many cases)

(1NT)-X-(2A=Transfer to A+1)-X=5+, create forcing situation(then X=Penalty)

(1NT)-X-(2A=Natural)-X=5+, T/O, create forcing situation(then X=Penalty)

(1M)-P-(3♣/3♦)-X=takeout of M

D0P1/DEPO

After we penalize OPPT, We play X penalty

W B F CONVENTION CARD

CATEGORY : GREEN

COUNTRY : KOR

EVENT : 2025 any event

PLAYERS : Daehong kim-Sooik Lee

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5Card Majors, 1NT=(good14)15-17

1♣=1) ♣2+, any 12-14 bal 2) Natural ♣4+, 11-21 unbal

1♦=♦4+, usually unbal(♦5[332], ♦5[422] open 1♦)

2♣=Strong with kokish

2♦=18-19 Bal(4333/4432/5332 no 5card M)

2♥=Weak ♥(4-9 NV/8-10 V)

2♠=Weak ♠(4-9 NV/8-10 V)

2NT=20-21 Bal(3♣=Modified puppet stayman)

3NT=One major good suit(♥or♠)

usually upgrade good 5+card suit, depend on Vulnerability

SPECIAL BIDS THAT REQUIRE DEFENSE

vs two-suited overcall :

X=penalty oriented, (9)10+hcp(then X=Penalty)

economic cue=Inv+fit

Less economic cue=4th suit FG

many Transfer Response(similar as competitive auction)

1♣-1♦/1♥/1♠=♥/♠/NoM

1♣-(1♦)-X/1♥/1♠=♥/♠/NoM

1♦-(X)-XX/1♥/1♠=♥/♠/NoM

vs multi 2♦(weak 1M)

X=Takeout of ♠, 2NT=15-17 bal both stop

2♥/2♠/3♣/3♦/3♥=Nat overcall, 3♠=5-5minors

set trump at 3LV on the major, we describe or ask for SGL

(Response No SGL/Low/Mid/High or Low/High)

SPECIAL FORCING PASS SEQUENCES

When we set trump(at least open and Inv), OPPT bid over 4♠

then get in forcing situation, pass = Force to X, X=want to bid more

IMPORTANT NOTES

PSYCHICS :

OPENING	TICK IF 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♦)	1♦/1♥=♥4+/♦4+, 1♠=No4M, F1	1♣-1♦or1♥-3♣=♣6/♦5 13-15, 1♣-1♦-3♠=♣6/♠5 13	P-1♣-2♦/♣=Inv♦/♣
				(4333), (4432), (♣5[332])	1NT=♣5/♥4 3-8, 2M=NAT PRE, 2NT=INV♣6+	1♣-1♦or1♥-2♣=♣6+, 16+ or ♣+♦ 16+(Then 2M=M5+, FG)	
				2) Natural ♣4+, 11-21 UNBA	2♣=FG♣5+, 2♦=FG♦5+, 3♣/3♦/3♥/3♠=NAT PRE	1♣-1♦or1♥-2NT=4supp, 16+ (then 3♣=FG)	
1♦	*	4	4♠	♦4+, usually unbal, 11-21	1♥/♠=F1, 2♣=FG♣4+	1♦-1M-2M=3-4supp, Then 2NT=FG ENQ	
				(♦5[332]), (♦5[422]) open 1	1NT=6-10, 2NT=No 4M INV, 2M=NAT PRE	1♦-1M-3M-3M+1=Ask shortage	
					2♦=INV+, 3♦=MIN♦	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♥)	Gazilli(1♥-1X-2♣ shows either Natural♣ or 15+ any)	2♣ drury, 2♦=Natural
					2♥=6-9, 3♣=♥4, 3♦=♥4+/9-13 Any short, 3♥=♥4/4-7	1♥-2NT-?? 3♣=any min, 3♦=15+bal, 3♥=15+bal SIG	2♠=6-8, 4supp, any shortness(2NT=R)
					2NT=♥3 INV, 2♠=7♦ FG, 7♣ FG, ♣5+,♥3+ FG		2NT/3♣/3♦=8-11, 4supp, ♠/♣/♦short
					3NT/4♣/4♦=Void in ♣/♦/♠		
1♠		5	4♥	11-21 ♠5+	2♣/2♦/2♥=FG any/♦5+/♥5+, 1NT=5-11 SemiF(may have 3♠)	Gazilli(1♠-1NT-2♣ shows either Natural♣ or 15+ any)	2♣ drury, 2♦/2♥=Natural Inv
					2♠=6-9, 3♣/3♦=♠4, 4-7/♠4, 8-11 3♠=♥6+ inv	1♠-2NT-?? 3♣=any min, 3♦=15+bal, 3♥=15+bal SIG	2NT=6-8, 4supp, any shortness(3♣=R)
					2NT=♠3, INV 3♥=♠4+/9-13 Any short		3♣/3♦/3♥=8-11, 4supp, ♣/♦/♥short
					3NT/4♣/4♦=Void in ♣/♦/♥		
1NT				(good14)15-17hcp	2♣=Stayman(not promise 4M, maybe very weak or slam try)	1NT-2♣-2X-2♠=ENQ(opener showing range+shape)	1NT-(2♥)-? X=T/O, 3NT=Stop♥
				5cM frequent(5332)	2♦/2♥/2♠=Transfer♥/♠/♣, 2NT=Transfer♦ or both minors weak	1NT-2♣-2♦-2♥=WEAK at least 43M	2NT=♣, 3♣=♦, 3♦=♠4/♥0-1
				6cm and 22(45) possible	3♣=Ask 5cardM, 3♦/3♥/3♠=SHORT, FG	1NT-2♦-2♠ shows 4supp, 1NT-2♥-2NT shows 4supp	3♥=♠, 4♣=♠ISL, 4♦=♠FG
				(1444) stiff honor occasionall	4♣=both minors ISL, 4♦/4♥=Transfer to 4♥/4♠, 4NT/5NT=Quant	1NT-3♦-?? 3♥=No 5M, 3M=5M	
2♣	*			a) 22+bal	2♦=Waiting(then 2♥=kokish)	2♣-2♦-2NT=22-23 Bal, 2♣-2♦-2♥-2♠-2NT=24+Bal	1NT-(2♠)-? X=T/O, 3NT=Stop♠
				b) GF any(17+ with 8+tricks)	2♥/2♠=5+♥/♠, 2NT/3♣/3♦/3♥=2+honor with 6+♣/♦/♥/♠	2♣-2♦-2♥=♥4+ or 24+bal, relays	2NT=♣, 3♣=♦, 3♦=♥, 3♥=minors
						2♣-2♦-2♠=♠4+ relays	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 stay	see note	Same concept we overcalled 1NT
					3♦=♣5/♥7♦ FG, 3M=ShortM, Both minors FG, 3NT/4♣=Both M 55		
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	3♣=modified puppet stayman, 3♦/3♥=Transfers, 3♠=minors, 3NT	2NT-3♣-? 3♦/3♥/3♠/3NT=1or2 4M/No 4M/♠5/♥5	
				As opening 1NT		2NT-3♣-3♥-?? 3♠=Pup to 3NT, 3NT=5♠/4♥	
3♣♦♥♠		(6)7		Very aggressive NVvsV	New suit=F1		
				Sound V and 2nd seat	3x-4♠=slam try		
				Wide range in 3rd pos.	3♣-4♦=slam try		
3NT	*			1major(♥or♠)	4♣="TRF to your M", 4♦=Slam try in your major(4M=min, 4NT=Cuebid oM)		
				better than 4M(8.5/8/7.5/7tric	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 ♣/♦/♥/♠		**HIGH LEVEL BIDDING**
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	