

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WORLD BRIDGE FEDERATION</b> 			
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE						
		LEAD		IN PARTNER'S SUIT	<b>CONVENTION</b> ♠♥♦♣ <b>CARD</b>			
General style 8-16 pts		SUIT	3/5	3/5		<b>CATEGORY: NATURAL-GREEN</b>		
RESPONSE: 8+HCP, (over RHO's X) JUMP = PRE		NT	4 <sup>th</sup>	4 <sup>th</sup>	<b>COUNTRY: KOREA</b>  <b>EVENT:</b>			
		SUBSEQ	Low = Engrg	Low = Engrg	<b>PLAYERS: Kyunghae Sung &amp; Iynryung Hwang</b>			
CUE BID LHO's = F1 (supp or not) JUMP CUE BID LHO's = Limit raise or Better		<b>OTHERS: vs NT:A/Q ask for unblock / CT; K ask for count</b>						
In Bal Position with less STD		LEADS			<b>SYSTEM SUMMARY</b>			
INT OVERCALL(2 <sup>ND</sup> /4 <sup>TH</sup> LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT				
2nd pos : NAT, Good 1NT opening hand, system on		A	Ax(+), AKxx, AKJx	AQJx, AKJx	<b>GENERAL APPROACH AND STYLE</b>			
4th pos. 11-15, system on		K	AK KQx	KQJx, KQxxx				
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		Q	QJ, QJ10,QJx, AQJx	AQ10x, QJ10x, KQ10x(+)	5CM, Convenient minor, Strong NT (15-17), 2over1 Forcing Game Strong 2♣, mini multi 2♦, 2♥/♠ Major&minor, Namyats, Gambling3NT			
1 Suit: Weak(6+card suit)		J	HJ10(+), J10x, J109, Jx	A/KJ10x(+), J109x(+)				
Unusual 2NT = 2 lower unbid suits		10	H109(+)	H109x(+), 109x(+)	Splinter, Inverted Minor, Michael,			
		9	H9(+), 9x	98x(+), 9x, 9xx				
		HI-x	Xx	Xx, Xxx, xXxx(+)	2NT: Jacoby, Lebensohl, Unusual, Good-bad Gerber, RKB, Smolen, Texas, Rev-Bergen, Rev-Drury, Fit showing			
DIRECTAND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		LO-x	xxXx, xxxX(+)	xxxX(+)				
Cue bid = Michaels, Jump cue bid = ask stopper		SIGNALS IN ORDER OF PRIORITY			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>			
Responses 3NT = have stopper, other suit = no stopper			PARTNER'S LEAD	DECLARER'S		DISCARDING		
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		Suit	1	Low = ENCRG	High =Odd	Lav	3NT = GAMBLING: Solid minor	
VS. Weak NT : CAPPELLETTI : any seat 2♣=one suit, 2♦ = both Ms, 2♥=♥+m,2♠=♠+m,5=5 2NT=♣♦55 VS. Strong NT : DONT : any seat			2	Low High = Even	S/P: Low = Lower			
VS Weak NT: X = PEN, equal strength+			3					
3 level = Long good suit, tricks		NT	1	Low = ENCRG	Low = ENCRG	Lav	1♣ - 1♦ - 1NT :may bypass 4 card Major	
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)			2	CT				1♥/♠ - 1NT = 6-11hcp F1
Over 2♥/♠ : 2NT = NAT, 1NT opening hand		3						
4♣/♦ = Leaping Michaels, 5+♣/♦ + 5+OM, GF		SIGNALS(INCLUDING TRUMPS), Smith signal vs NT Trump Echo=odd (intend to ruff)						
DBL = T/O thru 4♠		DOUBLES						
Vs OPP PRE at 2-L (including Multi 2♦) DBL = T/O RESP, LEB applies; (2♥/♠) 3♥/♠=2 minors		TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)					1NT - (X) - XX = Escape	
VS. ARTIFICIAL STRONG OPENGINGS		Response : JUMP BID = 10pts + 4cd, 8pts + 5cds, CUE BID = F1			<b>SPECIAL FORCING PASS SEQUENCES</b>			
1♣/2♣ <DBL> = w/♠, 1♣ <2♣ = ♥ & ♠>, 1♣ <1NT = ♣ & ♦>		In Bal. Position = w/Less (STD)			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>			
2♣ <2 level> = 5 CD+ , 1♦ <2♦ = Nat>		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES			2-way Checkback after 1m - 1M - 1NT			
OVER OPPONENT'S TAKEOUT DOUBLE		Neg DBL thru 4♥, 4♠ or above = value showing, Resp DBL thru 4♦			<b>PSYCHICS: RARE</b>			
1X - (DBL) - 3X = PRE		Max DBL, Lightner DBL, Support DBL thru 2♥						
XX = 10+ HCP 3NT = To Play		4♠ - <X = T/O in 3 suits, 4NT = T/O in 2 suits>						

OPENING	HCP	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	11-20	3	4♥	If no 5CM, open 1♣ regardless of suit strength	1♦ = longer than Major or no 4 cd Major 1♥/♠ = 4+ F1; 1NT = 6-10, no 4 card Major 2♣ = 4+, GF; 2♦ = ♣ limit raise; 2♥/♠ = WJS	2 way Checkback after 1m – 1M – 1NT 1m – 2m - New Suit = show stopper, GF 1m - 1M - 1NT - 2♣ = Relay 2♦; then rebid = Inv. 1m - 1M - 1NT - 2♦ = GF; then 3-L.New suit = 55+.GF 1m - 1M - 1NT – 2NT = Relay 3♣	Inverted minor raise
1♦	11-20	3	4♥	3 cards if and only if 4432 shape	2♦ = GF, 3♣ = ♦ limit raise Other call same system as 1♣ opening		
1♥	11-20	5	4♥		1♠ = 4+, F1 1NT = F1; 2NT = FG, 4+♥; 3NT = 13-15, 3433 shape 2 Level New suit = GF 3♠/4♣/♦ = 4+♥ short suit 3♣ = 4+♥, 10-12; 3♦ = 4+♥, 6-9; 3♥ = 4+♥, PRE	1M – (OC) – CUE =Limit or Better 1M - 2NT – 3L New suit = Short suit; 4L New suit = 55+ 1M - 2NT - 3M = 15+ HCP + no short suit 1M - 2NT - 4M = no short suit + min.	Fit Jump Shift Reverse Drury
1♠	11-20	5	4♥		3♥ = WJS Other same as 1♥ opening	1M - 3♣ (= 4+M, 10-12) - 3♦ (ask short suit) 1M - 2M – New suit = Help suit game try	
1NT	15-17			Include Bal hand with 5M or 6m	4 way transfer, stayman, texas 2♦/2♥ = 5+♥/♠, 2♠/NT = 6+♣/♦; 3♣/♦ = 6+, slam interested 3♥/♠ = GF, Short & w/o 4cd OM 4♣ = Gerber; 4♠ = 55+ minors, WK	1NT - 2♣ - 2♦ / 2M = Inv, 5M + 4OM / 2NT = Inv / 3m = Nat & GF / 3M = Smolen / 4M + 5OM, GF 1NT - 2♦/2♥ - 2♥/2♠ - New suit = GF 1NT – (2X) - 2NT = Lebensohl	
2♣	18+	0		22+ Bal or 18+ with 8.5+ tricks	2♦ = Waiting; 2♥/♠/3♣/♦ = 5+ & w/ 2+ top Honors;	2♣ – 2♦ - 2♥ - 2♠ - 2NT = 25+ Kokish Relay 2♣ – 2♦ - 2NT = 22-24; 2♣ – 2♦ - 2L - 3♣ = Second Negative 2♣ – (OC) – X = Show some hcp (A or K)	
2♦	4-10	0		Weak 2 either major	2♥=P/C, 2NT=asking	3♣/♦/♥/♠/NT = max ♥/ max♠ / min♥ / min♠ / solid 6cd	
2♥/♠	4-10	5		5-5♥/♠&m	2NT=asking, 3♣=P/C	2NT - 3♣/♦/♥/♠=min M&♣ / min M&♦ /max M&♣ /max M&♦	
2NT	20-21			BAL / Semi Bal Can have 5M or 6m	3♣ = Puppet Stayman, 2NT - 3♣ - 3♦ - 4♣ = 4-4 Majors & Slam Interested / 4♦ = 4-4 Majors & Just Game	2NT - 3♣ - 3♦ = with 4CM / 3M = 5M / 3NT= no 4+M 2NT - 3♠ - 3NT - 4♣/♦ = ♦/♣ single suit, Slam try	
3♣/♦		6		PRE			
3♥/♠		6		PRE			
3NT				Solid 7+ minors	3NT - (Pass/DBL) - 4♣ = Pass or correct	1♠ - (4♥) - 4NT = minor asking; 4NT=RKC 1430; cuebid = generally 1 <sup>st</sup> round CTRL first	
4NT					Specific Ace Asking: 5♣=no A, 5♥/♠/♦=Ace in that suit	DOPI/ROPI for intervention below 5 level trump; DEPO for equal to or above	
4♣/♦		8		Namyats	4♣/♦ - 4♥/♠ = to play; 4♣/♦ - 4♦/♥ = Slam try; 4NT=RKC	After RKB & Step 1/2, add 1 step (non trump) = trump Q asking	
4♥/♠		7		PRE		5NT without RKC = pick a slam	