

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION 		
OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)		OPENING LEADS STYLE					
			LEAD	IN PARTNER'S SUIT			
General style 5-16 pts		SUIT	4th	4th	CONVENTION ♠♥♦♣ CARD		
RESPONSE: 8+HCP, (over RHO's X) JUMP = PRE		NT	4 th	4 th			
New suit Non-forcing but constructive		SUBSEQ			CATEGORY: NATURAL-GREEN		
CUE BID LHO's = F1 (supp or not) JUMP CUE BID LHO's = Limit raise		OTHERS: vs NT:A/Q ask for unblock / CT; K ask for attitude 10/9 (opening lead) 0/2; Jack denies; Top Honor			COUNTRY: KOREA EVENT: 2013 		
In Bal Position with less STD		LEADS			PLAYERS: Hyoungryun KIM & Mirye Chang		
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY		
2nd pos : NAT, Good 1NT opening hand, system on		A	Ax(+), AKxx, AKJx	AQJx, AKJx	GENERAL APPROACH AND STYLE		
4th pos. 11-15, system on		K	AK KQx	KQJx, KQxx			
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		Q	QJ, QJ10, QJx, AQJx	AQ10x, QJ10x, QJxx	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	J10, J10x, J109, Jx	J109x(+)			
		10	HJ10(+), 109(+)	A/KJ10x(+), 109(+)			
Unusual 2NT = 2 lower unbid suits		9	H109(+), 9x	H109(+), 98x(+), 9x, 9xx			
		HI-x	Xx	Xx, Xxx, xXxx(+)	Splinter, Inverted Minor, Michael,		
DIRECTAND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		LO-x	xxXx, xxxxX(+)	xxxX(+)	2NT: Jacoby, Lebensohl, Unusual		
Cue bid = Michaels, Jump cue bid = ask stopper		SIGNALS IN ORDER OF PRIORITY			Gerber, RKB, Smolen, Texas, Rev-Bergen, Rev-Drury		
Responses 3NT = have stopper, other suit = no stopper			PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)							
VS. Strong NT : CAPPELLETTI : any seat 2♣=one suit, 2♦ = both Ms, 2♥=♥+m, 2♠=♠+m, 5=5 2NT=♣♦55 VS. Strong NT : DONT : any seat X = PEN, equal strength+		Suit	1	Odd even	CT: Hi/lo =E	ST	3NT = GAMBLING: Solid minor w/o A/K in side suits
			2	CT		CT	
3 level = Long good suit, tricks		NT	1	Lavintal	As above	S/P	1♣ - 1♥/♠:may bypass longer ♦
			2	CT		CT	1♥/♠ - 1NT = 6-11hcp F1
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)						1♥/♠ - 2NT=12+hcp 4+ Trump Fit	
Over 2♥/♠ : 2NT = NAT, 1NT opening hand						1♥/♠ - 3♦ =Inv, 4+Trump Fit	
		DOUBLES			1♥/♠ - 3♣ = comp, 4+Trump Fit		
DBL = T/O thru 4♥, (4♠) - X = PEN, (4♠) - 4NT = T/O		TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)			1♥/♠ - 3♥/♠ = Pre, 4+Trump Fit		
					1NT - (X) - XX = Escape		
VS. ARTIFICIAL STRONG OPENGINGS		Response : JUMP BID = 10pts + 4cd, 8pts + 5cds, CUE BID = F1			SPECIAL FORCING PASS SEQUENCES		
1♣/2♣ <DBL> = w/♣					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
2♣ <2 level> = 5 CD+		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					
OVER OPPONENT'S TAKEOUT DOUBLE		Neg DBL thru 4♥ Resp DBL thru 4♦			PSYCHICS: RARE		
1X - (DBL) - 3X = PRE		Max DBL, Lightner DBL					
RDBL = 10+ HCP, 2NT = Limit raise, 3NT=to play OPENING		Support DBL thru 2♥					

OPENING	HCP	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	11-20	3	4♥	If no 5CM and same length in ♣/♦, open 1♣ regardless of suit strength	1♦ = no 4 cards MAJOR unless GF 1♥/♠ = 4+ F1; 1NT = 8-10, no 4 card Major 2♣ = 5+, GF, no 4CM; 2♦ = ♣ limit raise; 2♥/♠ = WJS		
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+♥, 6-9; 3♦ = 4+♥, 10-11; 3♥ = 4+♥, PRE	1M - (X) - 2NT = Limit raise+, 3M = Weak 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. 1M - (OC) - CUE BID = 4+M, Limit raise+	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 2♣ = Stayman; 2♦/2♥ = 5+♥/♠ 2♠/NT = 6+♣/♦; 4♦/4♥ = 6+♥/♠ 3♣/♦/♥/♠ = (4441) and short in the suit bid, GF 4♣ = Gerber	1NT - 2♣ - 2♦ - ? 2M = Inv, 5M + 4OM; 2NT = Inv; 3m = Nat, Inv; 3M = Smolen, 4M + 5OM, GF 1NT - 2♦/2♥ - 2♥/2♠ - New suit = GF 1NT - (2X) - 2NT = Lebensohl	
2♣	18+	0		20+ Bal or 18+ with 8.5+ tricks	2♦ = Waiting; 2♥/♠/3♣/♦ = 5+ with 2+ top Honors; 2NT = 7-9 scattered value; 3♥/♠ = 6+ solid suit	2♣ - 2♦ - ? 2♥/♠/3♣/♦ = 5+; 2NT = 22-24; 3NT = 25-27; 3♥/♠ = 5+♦ and 4♥/♠ After 2♣ - 2♦ - 2NT, same as 2NT opening	
2♦/2♥/♠	4-10	5		Usually 6+	2NT=ogust		
2NT	20-21			BAL / Semi Bal Can have 5M or 6m	3♣ = Puppet Stayman, 3♦/♥ = 5+♥/♠ 3♠ = puppet to 3NT; 3NT = to play; 4NT = Inv 4♣=Gerber; 4♦/♥ = 6+♥/♠ 2♣-2♦ -2NT(puppet)	2NT - 3♣ - 3♦ = with 4CM; 3M = 5M; 3NT= no 4+M 2NT - 3♠ - 3NT - 4♣/♦ = ♦/♣ single suiter, Slam try	
3♣/♦		6		PRE			
3♥/♠		6		PRE			
3NT				Solid 7+ minors	3NT - (Pass/DBL) - 4♣ = Pass or correct		
4NT					Specific Ace Asking: 5♣=no A, 5♥/♠/♦=Ace in that suit	1♠ - (4♥) - 4NT = minor asking; 4NT=RKC 1430; cuebid = generally 1 st round CTRL first DOPI/ROPI for intervention below 5 level trump	
4♣/♦		8		Namyats	4♣/♦ - 4♥/♠ = to play; 4♣/♦ - 4♦/♥ = Slam try; 4NT=RKC	add 1 step (non trump) = trump Q asking	
4♥/♠		7		PRE			