WORLD BRIDGE FEDERATION
CONVENTION
♠ ♥ ♦ ♣ CARD

CATEGORY: Nature Green

NCBO: Korea / Taiwan   **EVENT: KCBL**

PLAYERS: YANG SungAe   **SO HoYee**

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)

1-level: 8-16 5+cards (rarely 4 cards)

Resp: 1-Level New suit = F1; Cue = F1; Jump Raise = PRE;

2-level new suit = NF. 3-level new suit = GF;

LHO's Jump Cue = Mixed Raise; Jump New Suit = FSJ.

2-level: 11-16 5+cards

Resp: New suit = F1; Cue-bid = F1; 3-level Raise = (7)8-10;

Jump New suit / Jump Cue = SPL

1N OVERCALL (2ND/4TH LIVE; RESPONSES; REOPENING)

2nd/4th = 15-18 value; R/O = 11-14 (all system on)

JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)

1 suit: 2X = PRE

2 suits: 2N = 5-5+ -lowest unbidden suits

Re-open: (1x)-Pa-(Pa)-2y: 11-14, 6+ cards

(1x)-Pa-(Pa)-2N: 19-21 BAL

DIRECT & JUMP CUEBIDS (STYLE; RESPONSES; REOPEN)

Michaels: (1m)-2m & (1M)-2M

Ask for stoppers: (1M)-3M & (2M)-3M

VS. NT (VS. STRONG/WEAK; REOPENING; PH)

VS. Strong NT	VS. Weak NT
2nd seat Dbl = Penalty 17+	Dbl = Penalty 15+
4th seat or PH Dbl = 4+M 5+m	PH Dbl = 4+M 5+m
2♣ = 4+♠ 4+♥	2♣ = 4+♠ 4+♥
2♦ = (5) 6+♠/♥	2♦ = (5) 6+♠/♥
2M = 5+M 4+m	2M = 5+M 4+m or 4+M 5+m

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

DBL: T/O up to 4♥

Leaping Michaels: (2M)-4m

Lebensohl after [(2x)-X] & [(2x)-Pa-(Pa)-X]

(2X)-X-2N = Puppet to 3♣, 0-7 weak hands.

    3x = 8-10(11)

    Cue = GF

VS. ARTIFICIAL STRONG OPENGINGS

(Strong 1♣)-? Dbl = Both Ms; 1N = Both ms; Else=NAT

(Strong 2♣)-? Dbl = Lead Direct, 2NT = Both ms; Else=NAT

OVER OPPONENT'S TAKEOUT DOUBLE

1m (X) 2N = INV+ (4)5+m	1M (X) 1N~2M-2 = Transfer
3m = PRE 5+m	2M-1 = 8+ 3+M fit
	2M = PRE (4)5-7 3+M
1m (1♥) X = 4+♠	2N = INV+ 4+M
1♠ = 8+ F1 BAL or ms	3x = FSJ 8+ 4+M 5+x
	3M = PRE 4+M

LEADS AND SIGNALS

OPENING LEADS STYLE

		LEAD	IN PARTNER'S 5+CARDS SUIT
SUIT		01, 3rd or low	3rd/low. ATT if Raised
NT		01, 4th	01, 4th
SUBSEQ		ATT/Count/SP	Same as left

OTHERS: AT 5+ level, K from AK demands count

LEADS

LEAD	VS. SUIT	VS. NT
A	AKx(+), Ax(+)	Ax(+), AKx(+), AKJ(+)
K	AK, KQ(+), Kx	KQJx(+), KQx
Q	QJ(+), Qx	AQJ(+), KQT9(+), QJ(+), QJ9(+), Qx
J	JT(+), KJT(+), Jx	HJT(+), JT9(+), JTx, Jx
10	T9(+), HT9(+),Tx	HT9(+), T9x, Tx
9	9x, 9	9x
HI-x	3rd from even	Sx, Sxx, xSxx, xSxSx
LO-x	Low from odd	HxxS(+), HxS

SIGNALS IN ORDER OF PRIORITY

		PARTNER'S LEAD	DECLARER'S	DISCARDING
SUIT	1	U/D ATT	U/D CT	U/D ATT
	2	U/D CT	S/P	U/D CT
	3	S/P		S/P
NT	1	U/D ATT	U/D CT	S/P
	2	U/D CT	S/P	U/D CT
	3	S/P		

SIGNALS (INCLUDING TRUMPS): UDCA+S/P

DOUBLES

TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)

11+value, with support to other suits

16+value, strong

R/O: 8+value, with support to other suits

RESP: CUE = F1, promise rebid

SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES

NEG DBL up to 4♥

SUPP DBL/REDBL up to 2M-1

RESP DBL up to 3♠

MAX DBL up to 3♥

LIGHTNER DBL against slam

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Nature 5533 2/1 GF

Flexible at points range and suit length

2♣ = Strong

2♦ = Flannery 11-15 4♠ 5-6♥

2♥ = PRE 6+♥

2♠ = PRE 6+♠

3N = Gambling, solid minor suit w/ at most 1 side K

SPECIAL BIDS THAY MAY REQUIRE DEFENCE

After [1x-(Two suit overcall)]: 3y = NAT NF; 3-fit = Mixed Raise;

    Low Cue = GF with 4th suit; High Cue = INV+ 3+fit

    If there is only cue below 3x, we switch the meanings of the cue-bids

After [1M-(2M)]: Cue = INV+ 3+fit; 3M = Mixed Raise

    3x = GF NAT; 2N = 6-9 6+♣ or 6+♦

Two-way-puppet-checkback: [1m-1M; 1N] / [1♣-1♦; 1N] / [1♥-1♠; 1N]

System on after opener's 1N with interference

    2♣=Puppet to 2♦; 2♦=GF; 2N=Puppet to 3♣; Jump 3x=GF

Walsh Style: 1x-1y; 1z = 4+z 5+x or 4144. (No XYZ)

    1♣-1♦; 1N = Could have 4-4M

    1m-1♥; 1N = Could have 4♠

Reverse: 1x-1y; 2z: Step1 = Suit = NF; Else = GF

1x-1N; 2♠: 2N = GF; Else = NF

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11+~21	1♦♥♠=4+cards; 1N=8-10;	-1♦-1N: 2♣=Puppet to 2♦; 2♦=GF relay; 2♥/♠=GF 4+♥/♠ 5+♦; 3♦=GF 6+♦;	
					2♦♥♠=PRE 6+cards; 2N=11-12;	-1M-1N: 2♣=Puppet to 2♦; 2♦=GF relay; 2♥/♠=NF 5+♥/♠; 3x=GF 6+ or 5-5;	
					2♣/3♣=9+/PRE 5+♣; 3N=12-15.	-1M-1N-2-2♦: 2♥/♠=INV; 2N=INV; 3♣/♦=INV NAT.	
						-1M-2M; 2M+1=Ask (3m/3om=Min 3 / Max 3. 3M/3oM= Min 4 / Max 4)	
1♦		3	4♥	11+~21	2♣=GF 4+♣; 3♣=INV 6+♣; 1N=6-10;	-1M-2M; 2M+1-3card: Step 1 except 3M = Ask short;	
					2♦/3♦=9+/PRE (4)5+♦;	-1M-2N: 3♣=Ask for M; 3♦=GF fit m; 3M=GF, 6+M.	
					Others same as above	-1M-2N-3♣: 3♦=3M & 4oM; 3M=3M; 3oM=4M; 3N=None.	
1♥		5	4♦	11+~21	1♠=5+♠; 1N=6-11; 2♥/2♠=6-10/11-12 3♥;	-2♥♠3♦♦♦: 3x=Help suit; 4x=SPL;	-2♣=Drury, (9)10-11 3+M
					2N/3♣/3♦/3♥=GF/INV/6-9/PRE 4+♥;	-3♠: 3N=Ask short (low/middle/high short)	-2♣: 2♦=ART, 12+ 5+M
					2♣=GF 2+♣; 2♦=5+♦; 3♠=10-11 4+♥ any short;	-2N: 3♣/3♦=Min/Max (+1=ask short); 3♥=Max BAL;	2M=NF, light, 4+M
					3N/4♣/♦=12-14 4+♥ short ♠/♣/♦.	3♠/3N=Max 5♣/5♦ (+1=ask short); 4♣/4♦=Max 5oM SPL ♣/♦;	-2N: 9-11 4+M.
						-1N-2N: 3♣/♦/♠=Transfer to ♦/♥/♣. 3♥=Both ms 5-5.	-3M: PRE.
1♠		5	4♦	11+~21	2♥=GF 5+♥; 2♠3♥=6-10/11-12 3♠;	-3♥: 4x=SPL;	
					2N/3♣/3♦/3♠=GF/INV/6-9/PRE 4+♠;	-3N: 4♣=Ask short (low/middle/high short)	
					3N=10-11 4+♠ any short; 4♣/♦/♥=12-14 4+♠ short;	Others same as above	
					Others same as above		
1N				(14)15-17	2♣=Stayman; 2♦/♥/4♥♥=Transfer; 2♠=(semi)BAL/♣;	-2♣-2♦: 2♥=GT 4♠5♥; 2♠=GT 5♠; 3♥/♠=GF Smolen;	1N-(X)-All Transfers
				5M/6m/stiff honor	2N=6+♦; 3♣=Puppet Stayman; 3♦=GF 5-5 ms;	-2♣-2M: 3oM=CoG or ST 4+M.	Pass = Force to XX, 4-4
				possible	3♥/♠=GF 5-4ms short ♥/♠; 3N=To play; 4N=Quant	-2♦: 2N=Min; 3♣=Max. (3♦/♥/♠=ST Short ♦/♥/♠ 6+♣)	1N-(bid)-2N+ Transfers
						-3♣: 3♦=No 5M (3♥=4♠; 3♠=4♥); 3M=5M.	
2♣				22+, any or 14+ w/ 9+tricks	2♦=Waiting; 2M=8+ 5+M; 3m=8+ 6+m	-2♦: 2N=22-24; 3N=25-27; 3♦=4M 5+♦. 3♣=2nd Neg after 2M.	
2♦	V			Flannery 11-15 4♠ 5-6♥	Pa/3♦/2M/4M=To play; 3M=Mixed Raise; 3♦=ART INV;	-2N: 3♣/♦=4-5/4-6.→3♦♥♠=No/Fit ask short → No/Low/high short → 4♠=RK for ♥.	-2N-3♠-4-4-4: 4♠/4N=RK♥/♠
					2N=GF Ask; 4♣=Fit ♠ SPL♥; 4♦=Fit♠ SPL♥.	3♥=4504 (3♠4♣♦=♠/♣/♦); 3♠=4540→4♣=any M→4♦/4♥=Max/Min.	-2N-3♠-4-4-4: 4N/5♣=RK♥/♠
2♥♠		6		5-10	2N=Ask. New Suit = F1.	-2N-3♣ (Min): 3M/4M/3N=To play; 3♦=Ask short (No/low/middle/high short)	4th seat: 10-12 6+♥
						-2N-3♦ (Max): 3M/4M/3N=To play; 3oM=Ask short. (No/low/middle/high short)	
2N				20-21 5M/6m/stiff	3♣=Puppet; 3♦♥=Transfer; 3♠=ms; 3N=To play;	-3♣: 3♦=4M; 3M=5M; 3N=No 4M.	
				honor possible	4♣♦♥♠=ST 6+♥/♠/♣/♦.	-4m: 4m+1=Good raise; 4M=Min. (4♠=RK for ♥)	
						-4M: 4N/5m=To play; 4♠/5♣=RKCB for ♣/♦.	
						-3♦-3♥-3♠: 4♣/♦=ST ♥/♠ (4♠=RK for ♥)	
3♣		6		PRE	3x=NAT F1; 4♣=Mini RKCB; 4M=To play.	**HIGH-LEVEL BIDDING**	
3♦♥♠		6		PRE	3x=NAT F1; 4♣=Mini RKCB; 4M=To play.		
3N	V			1 solid m with 0-1 side K	456♣=P/C; 4♦=Ask for short; 4M=To play	Splinter; RKCB (1430); MinorWood; EKB (0314); D0P1; DEPO; REPO	
4♣		7		PRE	4♦=Mini RKCB. 4M=To play.	Jump 5N is always a choice of slam (bid your longer/better suit)	
4♦♥♠		7		PRE	4M=To play. 4N=Mini RKCB.	Mini RKCB: 0-0.5, 1, 1.5, 2, 2.5 keycards	
4N	V			Ace Ask	5♣=No Ace; 5♦/♥/♠/N=Ace in ♦/♥/♠/♣.	MinorWood: 1m-2m-2N/3m-4m; 1m-2m-4m; 1m-1M-2m/3m-4m	