


DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Style: 8-17, 5+ (occasionally 4 cards at 1-level) Rubens Advance:(1x)-1M-(Pa/Dbl)-2x~2M-1:Transfer 2NT:Natural Inv Jump Cue = 4cds Fit, 7~9hcp (Mixed R), 3y: FSJ, 8+ 4+M 5+y, Jump Raise: Weak Reopening: can be light	
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2 nd /4 th : 15-18 HCP, Response: System ON Reopening: 12- 17HCP, Response: System ON PH: Unbid 2 suits	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Style: Pre-emptive Responses: Cue=Artificial Fit Inv+, New suit F1 Unusual NT: Lower unbid two suiters Reopen: Suit Intermediate, 6+cards Leaping Michaels	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Over 1♣ Opening: Direct Michaels Both Majors, Jump preemptive Over 1♦ Opening: Direct Michaels Both Majors, Jump preemptive Over 1♥ Opening: Direct Michaels ♠ and ♣♦, 3♥=stopper ask Over 1♠ Opening: Direct Michaels ♥ and ♣♦; 3♠=stopper ask	
VS. NT (vs. Strong/Weak; Reopening; PH)	
X=Penalty (PH=5+m and 4M) 2♣= Both Majors 2♦= 6+ ♥/♠ 2M = 5+M and 4+m 2NT =55+ minors	
Vs. Pre-empts (Doubles; Cue-bids; Jumps; NT Bids)	
Dbl=T/O (up to 4H) 4m over weak 2M = 5+m and 5+OM, GF (Leaping Michael) NT=Strong NT	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X=Majors, usually 5-4 can be 4-4 depending on distribution/vul/SQ 1NT=minors 54+ 2♣/2♦/ 2♥/2♠= Nat.	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX = Strength showing, Fit or Not Jordan 2NT over Major 2NT = preemptive, 3m = invite	

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
SUIT	3 rd /5 th	3 rd /5 th		
NT	4 th	4 th		
SUBSEQ				
Other: A - Attitude. K - Count/Unblock in NT 0/2 (10,9) lead. J denies honor				
LEADS				
Lead	Vs. Suit	Vs. NT		
A	AKx(+), A(+)	AKJx(+), AKx(+)		
K	AK, KQ(+), Kx	KQJ(+)		
Q	QJ(+), Qx, AKQx(+)	QJ10(+), KQ109(+), AQJ(x)		
J	J10(+), Jx,	J109(+)		
10	KJ10(+), 109(+), 10x	HH10(+), 109(+),		
9	H109(+), 9x	H109(+), 9x		
Hi-X	HxX, HxxxX(+)	HxX, HxxX(+)		
Lo-X	xxX(x), xxxxX, Xx	xXxx(+), 10xxX(+), Xxx		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
SUIT	1	Reverse Attitude	Reverse Count	S/P: O-Enc / E-Disc
	2	Reverse Count	S/P	Reverse Count
	3	Suit Preference		
NT	1	Reverse Attitude	Reverse Count	S/P: O-Enc / E-Disc
	2	Reverse Count	S/P	Reverse Count
	3	Suit Preference		
Signals (including Trumps)				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Can be light with classic shape				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
Responsive, Maximal, Lead directing, Lightner DEPO				

WBF CONVENTION CARD		
CATEGORY: Green NEBO: Korea + Singapore PLAYERS: Jane (Jin Kyoung) Kim Kelvin Ng		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 cards Major, 2/1 GF, Convenient Minor Artificial strong 2♣ Multi 2♦ =Weak ♥/♠ 2♥= Both Majors, Weak 2♠=Spade and minor. Weak		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2-way Check back Reverse Drury Reverse Bergen Jacoby 2NT/Jordan 2NT Inverted Minor Raise Kokish Multi- Landy Lebensohl (Weak 2, 1NT, Opener's Reverse) Low InformationPuppet Stayman (1NT) Puppet Stayman (2NT) Smolen Walsh Style XYZ 4SF- GF		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
Jordan 2NT after opponents' overcall		
PSYCHICS: Rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-20, 2+♣	1NT= 6~10HCP 2♣= Inverted Minor Raise (10+HCP) 2♦=Both Majors weak 2♥/2♠=WJS 2NT=invite 3/4♣= PRE	1m-1M-1NT-2♣/♦= 2 way Check Back 1♣-1♦-1NT- 2♣/♦= 2 way Check Back, 2♥/2♠= GF, Natural 5-4 2NT = Relay 3♣, 3♣/♦= Slam Int	IMR Off after X/OC, PH
1♦		4	4♥	11-20, 4+♦	2♣= GF 2♦=IMR 2♥=Both Majors weak 2♠=WJS 2NT/3♣=Invite 3/4♦=PRE		
1♥		5	4♦	11-20, 5+♥ May 4♥ at 3rd S	1NT= F1, 2♣/♦=GF 2♥=Constructive R 2♠=WJS 2NT= 4+fit,bal H, GF 3♣=4+Fit, 9~11HCP 3♦=4+fit, 6-9 HCP 3♥=PRE 3♠= Unknown void SPL 3NT/4♣/4♦ = SPL ♠/4♣/4♦	1♥/♠-2NT- 3♣/3♦/3♠= singleton 3♥/♠=16+HCP, Bal or Unbal. 4♣/4♦= 5+♣/♦ 3NT =14~15 HCP, Bal. 4♥/♠= Min	Reverse Drury (3 rd &4 th open) Reverse Bergen - OFF over X/OC, PH
1♠		5	4♥	11-21, 5+♠ May 4♠ at 3rd S	Same as above except 3♥=WJS 3♠=PRE 3NT=Unknown void SPL 4♣/♦/♥=SPL		
INT				15-17, Bal/Semi-bal, 5M/6m/5422	2♣=Stayman; 2♦/♥=Transfer 2♠=Range ask or ♣ 2NT= Ask 5M 3♣=♦ 3♦=5-5minors GF 3♥=GF, 4-1-4-4 or 3-1-(4-5); 3♠=GF, 1-3-(4-5) 4♣= Both Majors 5-5 4♦/♥= Trf to ♥/♠ 4NT = Quant.	1NT-2♣-2♦-3♥/♠= 5OM+4M (Smolen) 1NT-3♣-3♦-3♥/♠= 4cds ♠/♥ 3♥/♠= 5cds ♥/♠ 1NT-2♣-2♥/♠- 3♠/♥= SI 4NT = Quant.	1NT (PH) : 2 unbid suits Over X (artif) : System ON X (Pen) : Escaping Bid Over 2♣: System ON
2♣	✓	0		21+ HCP 18+HCP/9+Trick	2♦= Waiting, 2♥/2♠/3♣/3♦=5+cds with 2 Tops 2♣-2♦-2♥-2♠: Kokish Relay	2♣-2♦ -2NT= 22-24 Hcp. Bal 2♣-2♦ -2NT-3♣= Puppet Stayman 2♣-2♦-2♥-2♠-2NT=25+ Hcp. Bal63	After Intervention, over 2♣ Responder's X: weak P: with Points
2♦	✓	0		6+♥/♠, weak	2♥/♠=P/C 2NT=Asking suit and points 3♣/3♦=NF 3♥/♠=P/C 4♣= Ask for trf 4♦=Ask to bid opener's Major 4♥/♠= to play	2♦-2♥ - P= ♥ 2♠= ♠ 2♦-2N: 3♣=MAX ♥/♠, 3♦=min ♥, 3♥= min ♠	
2♥	✓	5		♥+♠, 54+ weak,	2♠= to play 2NT=Asking suit and point 3♣/3♦=NF 3♥/3♠=Compt. 3NT= to play	2♥-2NT-3♣= Min 5-4 (3♦ ask which longer)3 3♦= Min 5-5 ♥/♠ 3♥/♠= Max, longer ♥/♠ 3NT= Max. 5+5 ♥/♠	
2♠		5		5♠+5m, weak 5+4 in NV	2NT= Ask minor & pts 3♣=P/C 3♦=♥ invt+ 3♥=Invite ♠ 3♠= Compt. 3NT= to play	2♠-2NT- 3♣/♦= Min ♠+♣/♦ 3♥/♠= Max, ♠+♣/♦	
2NT	✓			20-21HCP Bal.	3♣= Asking Major (Puppet stayman) 3♦/3♥/4♦/4♥=Transfer to ♥/♠ 3♠= MSS 4♣= Both Majors 5-5	2NT-3♣- 3♦= 4cds ♥ or ♠ 3♥= no 4/5 cds M 3♠= 5cds♠ 3NT=5cds♥ 2NT-3♣ 3♥-3♠=5♠+4♦	
3♣		6		Pre-empt	Other non-jump new suit = nat and forcing 3♣- 4♦ : KC Asking -> 01122 4♣=RKC 01122, new suit=F		
3♦		6					
3♥		6					
3♠		6					
3NT				Solid 7 minor	4♣/5♣=P/C 4♦=singleton asking 4♥/4♠= to play 4NT=Slam Int.	4♦-4♥/4♠=singleton ♥/♠ 4NT= no singleton 5♣= ♦ singleton 5♦=♣ singleton 4NT- 5♣/5♦ - P/6♣/6♦	
4♣	✓	7		Preempt			
4♦	✓	7					
4♥		7		Preempt	4♠= to play	HIGH LEVEL BIDDING	
4♠		7				RKCB (1403), Exclusion(0314), Gerber (only 1NT-4♣) Cue bid style: 1 st or 2 nd round cue	