

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1level : 7-17hcp 5+cards (rarely 4cards)
Response : New suit = NF, Jump raise = preemptive
2♣ = ART F1, (Sup or Not sup, except passed hand)
2level : 9-16hcp 5+cards
Response : New suit = NF, Cue bid = F1, Jump raise = preemptive
INT OVERCALL (2nd / 4th Live; Responses; Reopening)
2nd : 15-18, 4th : 11-14
Response : System on
JUMP OVERCALLS (Style: Responses; Unusual NT)
1-suit : Preemptive wide range(depending on Vul/Seat)
2-suit : 2NT shows lowest unbid suits, (1♦)-3♣=♠+♣ not strong (1♦)-3♦=♠+♣ strong
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue Bids : shows top and bottom
(1♣)-2♣=54M (1♣)-2♦=55M (1♦)-2♦=55M
(1♥)-2♥=♠+♣ (1♠)-2♠=♥+♣
3♣ shows two highest-rank unbid suits
VS. NT (vs. Strong/Weak; Reopening; Natural)
1NT - 2♣ = Both Majors
2♦ = Any one Major
2♥ = ♥5+, m4+
2♠ = ♠5+, m4+
2NT = Both minors
DBL = Same value+
at passed hand, 4th seat DBL = 5m+4M
VS. PREEMTS (Double; Cue-bids; Jumps; NT Bids)
Over 2♥/♠ - 2NT = 1NT opening hand (2♥)-3♥ = 5♠-5m
4♣/♦ = ♣5+/♦5+ and OM5+ (2♥)-3♣ = 5-5m
4NT : Both minors not strong (2♠)-3♠ = 5-5m
X - Pass - 2NT = Lebenshol
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Strong (1♣) X = ♦, 1♦ = ♥,
1♥ = ♠ / 1♠ = ♣ / 1NT = ♠+M / 2♣ = ♦+M / 2♦ = both M
Strong 2♣ - DBL = lead ♣, 2NT = Both minors
OVER OPPONENTS' TAKEOUT DOUBLE
1♥-(X)-? 1NT/2♣ = 6+♣/♦, 2♦ = ♥ good raise 2♥ = ♥ bad raise
1♠-(X)-? 1NT/2♣/2♦ = 6+♣/♦/5+♥, 2♥/2♠ = ♣ Good/bad raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd/5th,	Count (High = even, Low = odd)	
NT	4th best	Count (High = even, Low = odd)	
Subseq		When count is clear, attitude lead	
Other : Ace/Queen asking attitude, King asking for count or unblock in NT			
LEADS			
LEADS	VS. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	Ax, AKJx(+)	
King	Akx(+), KQx(+), Kx, AK	AkJ10(x) KQ109(x) , KQx(+)	
Queen	QJ(+), QJx(+), Q(x)	AQJ(+), KQx(+), QJx(+), Q(x)	
Jack	HJ10(+), J10x(+), J(x)	HJ10(+), J10x(+), J(x)	
10	H109(+), 10(x), 109(x)	H109(+), 10(x)	
9	H98(+), 9(x)	H98(+), 9(x)	
Hi-x	Sx, HxS(x)(S), xxS(x)(S)	Sx, Sxx, SSxx(+)	
Lo-x	HxS(x)(S), xxS(x)(S)	HxS, HxxS(+), xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	Low = Encourage	Count	Odd/Even
	Count	Suit preference	
	Suit preference		
NT	Low = Encourage	Reverse smith echo	Odd/Even
	Count	Count	
	Suit preference	Suit preference	
Signals (including Trumps) :			
Reverse smith echo in NT, UDCA carding			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+hcp			
Responses : Jump = inv, Cue bid = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL through 4♥			
Responsive DBL through 3♠			
Maximal DBL 3♥			
Support DBL/RDBL through 2♥			

W B F CONVENTION CARD
CATEGORY : BLUE
COUNTRY : KOREA
EVENT : 2026 Any event
PLAYERS : Seung jin Roh / seongseok Kang
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 16+ hcp Art
1♦ = 2+♦ 11-15 hcp
1♥/♠ = 5+♥/♠ 11-15 hcp
1NT Openings : (Good 13)14-16 hcp
2♣ : 6+♣ 11-15 hcp
2♦ : short ♦ 11-15 hcp
2♥ : weak ♥ (none 5+, vul 6+)
2♠ : weak ♠ (none 5+, vul 6+)
3NT : 7+Major (better than open 4M)
2 over 1 Responses : Forcing Game except passed hand
SPECIAL BIDS THAT REQUIRE DEFENSE
2-way check back over 1♦-1M-1NT
2♣ forces 2♦ for any invite(then 3NT=Choice of contract)
2♦ Any FG(finding fit/stop or any slam try)
4th suit GF
lebensohl = Fast promise stopper
Economic cue bid show fit limit+
1♥ - (2♥=♠+♣) - 2♠ = fit ♥ limit+, 3♣ = 5+♦ GF, 3♦ = Nat, NF
1x - (2suit overcall) - ?
Pass then X = penalty
X = 9+, then X = takeout
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS : Rare



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	*	0	4♠	16+ hcp	1♦=0-7 any, 1♥=8-11 any, 1♠=5+♠ 12+hcp, 2♥=12-13 or 16+bal INT=5+♥ 12+hcp, 2NT=14-15 bal, 2♣=any 4441 12+hcp 2♣/♦=5+♣/♦ 12+hcp, 3♣/3♦/3♥/3♠=7+cards weak	1♣-1♦-?=1♥/♠= 4+ F1, INT=17-19bal 2♣/♦= 5+ NF, 2♥ = nat or 24+bal	
1♦	*	2	4♠	11-15hcp	1♥/♠=F1, 2♣=♣ GF or inv, 2♦=♦ GF or inv INT=8-11, 2NT=11-12, 2♥=5♠-4+♥ min, 2♣= 5♠-4+♥ inv 3♣=5-4m 6-10, 3♦=♦6+ 5-10, 4♣=5-5m 6-10	1♦-2♣/♦-?= 2♥ 11-13 bal, 2♣=fit m any short 1♦-2♥/♠-?= 2NT=Ask 1♦-1M-2NT-3♣=Puppet to 3♦	P-1♦-1M-INT-2♣ = Force 2♦ P-1♦-1Y-1Z-2NT = Nat inv 1♦-1Y-1Z-3A = 5Y+5A inv
1♥		5	4♠	11-15hcp	1♠=nat F1, 2♣=FG♣2+, 2♦=FG♦5+, INT=7-11 2♥=8-11 ♥3, 3♣/♦/♥=♥4 10-11 or 8-11 any short/♥4 7-9/♥4 0-6 2NT=FG 4+♥, 2♣=nat, less than inv 3♣= 4+♥ 12-13, Any short, 3NT/4♣/4♦= 4+♥ 10-12, Void L/M/H	1♥-2NT-? 3♣=any min 3♦/♥=extra bal/unbal 3♣/3NT/4♣= void ♣/♦/♠	2♣=drury /2♦= Natural 2♣=6-8, 4supp any short 2NT/3♣/3♦=9-11 4sup, ♣/♦/♠ short
1♠		5	4♥	11-15hcp	2♣=FG♣2+, 2♦=FG♦5+, 2♥=FG♥5+, INT=7-11 2♣=8-11 ♠3, 3♦/♥/♠=♠4 10-11 or 8-11 any short/♠4 7-9/♠4 0-6 2NT=FG 4+♠, 3♣=♥6+, Inv+ 3NT = 4+♠ 12-13, Any short, 4♣/4♦/4♥= 4+♠ 10-12, Void	1♠-2NT-? 3♣=any min 3♦/♥=extra bal/unbal 3♣/3NT/4♣= void ♣/♦/♥	2♣=drury /2♦= Natural 2NT=6-8, 4supp any short 3♣/3♦/3♥=9-11 4sup, ♣/♦/♥ short
INT				(13)14-16hcp Bal	2♣=Simple stayman, 2♦/2♥=transfer to ♥/♠ 2♣= 1)range ask 2)♣, 2NT=1)both m weak 2)♦ 3♣=Puppet, 3♦=both minors FG, 3♥/♠=shortage♥/♠ GF 4♦/♥=Texas ♥/♠, 4♠= Bad quanti, 4NT=Quanti	INT-2♦-2♣=4supp, 3♥=4supp max INT-2♥-2NT=4supp, 3♣= 4supp max INT-3♣-? 3M=5M, 3♦=No 5M INT-2♣-2♦-2♥ = Weak at least 4-4M	INT-(2♥)-? 2NT=♣ or any weak 3♣= ♦ / 3♦=♠ 3♥=♠+minors, 3♣= FG minors
2♣	*	6		11-15hcp	2♦=F1 art ask, 2♥/2♣=Nat 8-11 NF 2NT=Puppet(weak or 5-5 GF), 3♣/3♦/3♥= 6+♦/♥/♠ inv+ 3♣=6♠-4♥ GF	2♣-2♦-? 2♥=any 4M than 2♣=ask 2♣-2♦-? 2♣=no 4M mid+ than 2NT=ask 2♣-2♦-? 2NT= Max both M stop no 4M	
2♦	*	0		11-15hcp	2NT=asking, P/2♥/2♠/3♣/3NT/4♥/4♠=to play 3♦= nat 6+ inv 3♥/3♠= nat 5+ mixed raise, 4♣=fit mixed raise, 4♦=ask 4 card M	2♦-2NT-3♣= any min, 3♦= Max 4414 3♥ = Max 4315, 3♠ = Max 3415, 3NT = Max 4405	2♦-(overcall)-X = penalty
2♥		5		Weak ♥	none-2NT=Ask, 2♣/3♣/3♦=Nat F1, Vul-2♣=ask, 2NT=ask ♠	none-2♥-2NT-?=3♣= 5♥, 3♦/♥/♠=6♥ min/med/max Vul-2♥-2♣-?=2NT= any 4cards, 3♣=short minor	2M-(Overcall)-X = penalty
2♠		5		Weak ♠	none-2NT=Ask, 3♣/3♦/3♥=Nat F1, Vul-2NT=Ask, 3♣=ask ♥	Vul-2♥-2NT-?=3♣= 2 card♠, 3♦/♥=min/max short♠	
2NT				(19)20-21 bal	3♣=Muppet 3♦/3♥=Transfers, 3♠=minors, 3NT=To play 4♣=♥ISL, 4♦=♠ISL, 4♥=♣ISL, 4♠=♦ISL	2NT-3♣-3♥-? 3♣ = Relay 3NT, 3NT = 5+♠/4+♥ 2NT-3♦-3♥-? 3♣ = Relay 3NT, 3NT = 5+♥/4♠	
3♣		6		preemptive	New suit = F1, 4♦=Ask key	2NT-3♣-3♥-? 4♣=ISL♠6/♥4, 4♦=ISL♠5/♥5	
3♦		6		Very aggressive NV vs V	New suit = F1, 4♣=Ask key		
3♥		6		wide range in 3rd seat	New suit = F1, 4♣=Ask key		
3♠		6			New suit = F1, 4♣=Ask key		
3NT	*	7		7+Major	4♣= transfer your M, 4♦= slam try your M, 4♥/4♠= I know your suit, (to play)	3NT-4♦-? 4♥/4♠ = min 4NT = cue other M	
4♣		7		preemptive			
4♦		7		Very aggressive NV vs V			
4♥		7		wide range in 3rd seat			
4♠		7					
4NT				Ace asking	5♣=no Ace, 5♦/♥/♠/NT=Ace in ♦/♥/♠/♣	HIGH LEVEL BIDDING	
5♣		8		preemptive		fit ♣/♦ => 4NT= RKCB, Fit ♥/♠ => 4♠ = RKCB	
5♦		8		preemptive		RKCB 1430, DOP1, DEPO	