

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF Convention Card		
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE	CATEGORY: <u>GREEN</u> NCBO: <u>C B L T</u> EVENT: <u>LADIES TEAM – APBF 2013</u> PLAYERS: <u>SUNISA VATANASUK</u> PLAYERS: <u>M.R. AURAMANI BHANUBANDH</u> 		
1 Level = 10-15 HCP, 2 Level = 13-15, Approx	Suit		Lead	In Partner's Suit
Good Suit - 5+ cards	NT		4TH	ATT
Res: New suit = F1, cue = 13+, F1 1NT = 8-10 HCP 2NT = 11-12 HCP	Subseq		ATT	ATT
	Other:	S/P in case of ruffing ability or trump lead		
1NT OVERCALLS (2nd/4th Live; Responses; Reopening)	LEADS	Top of Sequence or Inner Sequence		
All Positions: 15-18, Res: as over 1NT Opening	LEAD	Vs. Suit	Vs. NT	
Stayman, 4 ways transfer	Ace	AKX	AKQx, AKJxx	
Escaping: from 1NT – Dble	King	KQx	KQJx, KQ10xx	
By Resp.: Redble = 1 suit, 2C=C+D/H/S, 2D=D+H/S, 2H=H+S	Queen	QJx	QJ10xx, AQJxx	
After Redble, Opener may bid up the line	Jack	J10x, AJ10	J109xx, AJ10xx	
JUMP OVERCALL (Style; Responses; Unusual NT)	10	A109, K109, Q109	A109x, K109x, Q109x	
Weak Jump in a Suit – 6+cards, 6-11 HCP approx.	9	9x	98x	
Unusual NT shows Two Suits	Hi-x	Even	Even - second	
(1m) – 2NT = CorD& M, 7-15 HCP approx, 5-5 – 4-6 losers	Lo-x	Odd	Odd	
(1M) – 2NT = C+D, 7-15 HCP approx, 5-5 – 4-6 losers	SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	
Direct cue = Michaels	Suit 1st	ATT	SP	
(1m) - 2m = H+S, 7-15 HCP approx. 5-5, 4-6 losers	2nd	CT	CT	
(1M) - 2M = 1M+C/D, 7-15 approx. 5-5, 4-6 losers	3rd	SP	SP	
Response - 2NT = Ask (m)	NT 1st	ATT	CT	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	CT	SP	
CAPPELLETTI either weak or strong	3rd	SP	ATT	
Dble = Equivalent HCP	Signals (including Trumps): Encrg./Disc.			
2C = One suiter, 5+	Standard Signal, Hi/Lo, Lavinthal			
2D = H+S 5-5 or 5-4				
2H = H+m 5-5 or 5-4				
2S = S+m 5-5 or 5-4				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			
Weak Two: 2NT = 15-18, DBL = T/O	TAKEOUT DOUBLES (Style; Responses; Reopening)			
Overcall 2 Level = 13-18, 3 Level = 16-18	13+HCP (B/L or 2/3 suits), 16+ (one suiter)			
4 Level = 19-21, Cue = FG	Res: 1NT = 7-9, 2NT = 10-11, 3NT = 12-14			
	Jump in a suit = 9-11, cue = 12+, F/G			
	Rebid: NT = 19-21, Suit = 16-18, Jump = 19-21, cue = 24			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Simple Overcall = Natural	Negative Dbl = 7+HCP, not promise 4 cards Major			
Weak Two, Unusual NT, Michaels Cue Bid	May have a 5-card suit or two suits			
	Supportive Dbl = Show 3 cards			
	Any Strength			
OVER OPPONENTS' TAKE OUT DOUBLE	By both offensive and defensive			
Raise = 6-9, Jump Raise = 4+cards, 8 losers, 6-9 HCP approx.				
Free Bid N/Forcing				
1NT = 6-9 HCP, 2NT = 10-11 HCP				
GENERAL APPROACH AND STYLE				
NATURAL SYSTEM				
5 cards Major, 4 cards Diamond, Strong NT 15-18 HCP				
2C = Strong F/G, any Distribution				
2D = Flannery				
2H/2S = Weak				
Sound Opening Overcall				
SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
May overcall 4 cards H/S				
SPECIAL FORCING PASS SEQUENCES				
None				
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
1. Weak/Help Suit Try Bid - agreed in Major				
CONVENTIONS				
1) Stayman with 4 ways transfer over 1NT				
2) Cappelletti				
3) Flannery				
4) Drury				
5) NAMYATS				
6) Lebensohl				
7) RKC, 0 or 3 1 or 4, 2/5 w/oQ, 2/5 wQ				
8) Gerber 0/4, 1, 2, 3				
9) DOPI, ROPI (Redble=0, pass=1)				
PSYCHICS:				
Rare				

SUNISA VATANASUK - M.R. AURAMANI BHANUBANDH

Opening	Tick if Artificial	Min. No. of Card	Neg Dbl Thru	SUNISA VATANASUK - M.R. AURAMANI BHANUBANDH			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4H	12-21HCP, Approx	1NT = 6-9, 2C = 6-9, 3C = 10-11 HCP	-[- Reverse = 16-18 HCP -[-	
1♦		4	4H	12-21 HCP, Approx	1NT = 6-9, 2D = 6-9, 3D = 10-11 HCP	[- Jump Shift = 19-20 HCP	
1♥		5	4H	12-21 HCP, Approx	1NT = 6-9, 2C/2D = 10+, 3H = 10-11 HCP 3H = 4 cards support 8 losers - 2NT = 14+HCP 4 cards support (Jacoby 2NT)	-[- Jump 2NT = 19-20HCP -[-[- New suit at 3 level = 16-18 HCP (1S-2H-3C/D)	
1♠		5	4H	12-21 HCP, Approx	1NT = 6-9, 2C/2D = 10+, 3S = 10-11 HCP 3S = 4 cards support 8 losers - 2NT = 14+HCP 4 cards support (Jacoby 2NT)	-[- Jump 2NT = 19-20HCP -[- New suit at 3 level = 16-18 HCP (1S-2H-3C/D)	
1NT				15-18 HCP, Approx	-[2C = Stayman – 4 ways transfer -[4NT = Quantitative Raise	3C = 5-5 minors <7, 3D = 5-5 minors >8 3H/3S = short in H/S 5-4 in minors GF	
2♣			4H	Game Force 22+ HCP Any Distribution	2D relay 0-7 or 8+ no good 5 cards 2H, 2S, 3C, 3D = 7+ HCP, 5+cards with Top honors	2NT = 23-24, 3NT = 25-27 HCP balanced hand	
2♦	√			11-15 HCP Flannery	2NT = ask for feature	3C or 3D = 3 cards C or 3 cards D, 4C or 4D = 4 cards C or D 4-5-0-4 or 4-5-4-0 3H = 4-5-2-2 min, 3S = 4-5-2-2 max, 3NT = 6 cards H	
2♥		6		Weak 6-11 HCP, Approx	2NT -= ask for short suit, new suit f/c		
2♠		6		Weak 6-11 HCP, Approx	2NT -= ask for short suit, new suit f/c		
2NT				21-22 HCP (3 rd hand maybe 20)	3C = Puppet Stayman]- 4C = Gerber]- 4NT = Quantitative Raise	-[3D = 4 cards H/S or both (Res 3H=S, 3S=H, 4D = Both H,S) -[3H/3S = 5 cards -[3NT = No 4 cards M	
3♣		7	-[PREEMP.]- 6-11 HCP appr]- New Suit = F1		
3♦		6+	-[PREEMP.]-]- 4NT = RKC		
3♥		7	-[PREEMP.]- Rule of 2 & 3]- 5NT = Grand Slam F/C with two Top		
3♠		7	-[PREEMP.]-] (AK, AQ or KQ) go to 7		
3NT		7		GAMBLING - Solid Minor	4C = F/C		
4♣		7+		Solid ♥ 7-8 cards	4D = asking	4♥ = 7-2-2-2, 4♠ = S control, 4NT = D control, 5C = Control	
4♦		7+		Solid ♠ 7-8 cards	4H = asking	4♠ = 7-2-2-2, 4NT = H control, 5C = C Control, 5D = D Control	
4♥		6+	-[11+ HCP, Approx]- - 4NT = RKC		
4♠		6+	-[Rule of Two and Three] - 5NT = Grand Slam F/C with two Top (AK, AQ or KQ) go to 7		
5♣		7+	-[PREEMPTIVE]		
5♦		7+	-[Rule of Two and Three]- 5NT = Grand Slam F/C with two Top		
5♥		7+	-[Any Strength]- (AK, AQ or KQ) go to 7		
5♠		7+	-[]		