


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card																							
OVERCALL (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			<div></div> <table><tr><td>CATEGORY</td><td>GREEN</td></tr><tr><td>NCBO</td><td>THAILAND</td></tr><tr><td>EVENT</td><td>APBF 2013</td></tr><tr><td>PLAYERS:</td><td>APISAI- PUNJAROON</td></tr><tr><td colspan="2">SYSTEM SUMMARY</td></tr><tr><td colspan="2">GENERAL APPROACH AND STYLE</td></tr><tr><td colspan="2">STANDARD AMERICAN: Yellow card</td></tr><tr><td colspan="2">5 cards Major, 4 cards Diamond</td></tr><tr><td colspan="2">1NT opening 15-18 HCP, can have 5+cards Minor</td></tr><tr><td colspan="2">2♣= 22+HCP any distribution or game in hand</td></tr><tr><td colspan="2">Weak 2</td></tr></table>		CATEGORY	GREEN	NCBO	THAILAND	EVENT	APBF 2013	PLAYERS:	APISAI- PUNJAROON	SYSTEM SUMMARY		GENERAL APPROACH AND STYLE		STANDARD AMERICAN: Yellow card		5 cards Major, 4 cards Diamond		1NT opening 15-18 HCP, can have 5+cards Minor		2♣= 22+HCP any distribution or game in hand		Weak 2	
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1 level = 7+ HCP			Lead	In Partner's Suit																								
Natural		Suit	4 TH , MUD	same																								
		NT	4 TH , TOP	same																								
		Subseq	as above	same																								
		Other:	A vs. NT asks CT/ UB																									
1NT OVERCALLS (2 nd /4 th Live; Responses; Reopening)		LEADS																										
15-18 HCP		LEAD	Vs. Suit	Vs. NT																								
		Ace	AKJ10(+),AKx(+),Ax(+)	AKJ10x(+)																								
		King	AK, KQ(J/10)x(+)	KQ(J/10)x(+),KQ																								
		Queen	QJ, QJx(+)	QJ, QJx(+), AQJ(+)																								
		Jack	J10,J10(+)	J10,J10x																								
JUMP OVERCALL (Style; Responses; Unusual NT)		10	109,10x(+),KJ10x(+)	10x,109x,HJ10(+)																								
		9	9x,9xx,H109x(+)	98x,9x,9xx,H109x(+)																								
Weak Jump Overcall Rule of 2 and 3		Hi-x	Sx, HxSx, Sxx	HSx, Sx, xSxx																								
		Lo-x	HxS, HxSx, HxxxS(+)	HxS, HxSx, HxxxS(+)																								
		SIGNALS IN ORDER OF PRIORITY																										
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partner's Lead	Declarer's Lead	Discarding																							
		Suit	1 st ATT;Hi =ENCR	same	same																							
Cue Bid=forcing			2 nd CT;Hi-Lo=E	same	same																							
			3 rd S/P	same	same																							
VS. NT (vs. Strong / Weak; Reopening; PH)		NT	1 st ATT	same	same																							
			2 nd CT	same	same																							
			3 rd S/P	same	same																							
Natural		Signals (including Trumps):Leviathan																										
		Remainder Count=STND																										
		Trump; Hi-Lo shows interest in ruff or S/P																										
		DOUBLES																										
		TAKEOUT DOUBLES (Style; Responses; Reopening)																										
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		May be light with classic shape,1m-(DBL)-1M-2M=NAT,Cue bid=GF																										
Natural		1NT=9-11 with stopper																										
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES																										
Natural		Negative Double THRU 4♣																										
		Free bid = NF(level 1-2)																										
		Free bid = F(level 3 up)																										
OVER OPPONENTS' TAKE OUT DOUBLE																												
Natural																												
		</																										

Opening	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣	No	2	4♣	12-21HCP	1♥/1♠/1♣=5+HCP 4+cards suit 1RF 1NT=6-9 HCP No Major – NF 2♣=6-9 HCP at least 5 cards – NF 3♣ =11-12 HCP,Limited bid 2NT =11-12 HCP,Limited bid	New minor=Forcing 4 th Suit = Game Force
1♦	No	4	4♣	12-21HCP	1♥/1♠=5+HCP 4+cards suit 1NT 6-9HCP No Major 2♣=10HCP 4+cards 1RF 2NT Bal.= 11-12 HCP, Limited bid 3♦ =11-12 HCP, Limited bid	Same as 1♣ Opening
1♥	No	5	4♣	12-21 HCP	1♠=5+HCP 5 cards suit -1RF 1NT=6-9HCP 2♣/2♦ =10HCP 4+cards 1RF 2♥=6-9 HCP at least 3+cards support	Same as 1♦ Opening
1♠	No	5	4♣	12-21 HCP	Same as 1H Opening	
1NT	No			15-18 HCP Bal. May have 5 cards Minor	2♣= Stayman, 2♦/2♥/2NT Transfer 2♠ ask HCP 3♣=C+D, 3♦=D+H Game Force 3♥ = H+S Game Force 3♠ = S+C Game Force 3NT To play, 4♣=A asking(0-3,1-4,2)	2NT-3C-3H= H+C, 2NT-3C-3S=S+D 2NT = 15-16 HCP, 3 of 4+cards suit = 17-18
2♣	Yes	0	4♣	22+HCP or Game in hand	2♦ Negative or Relay 2♥/2♠/3♣/3♦ at least 1Aor1K at least 5 cards suit 2NT= 7-8HCP, 3NT=9-10HCP Balance	2♥/2♠/3♣/3♦ 1RF 2NT 23-24 HCP Balance 3NT 25-27 HCP Balance, Jump suit = GF
2♦	No	6	4♣	6-10HCP with 6+ cards suit	2NT Ask for short	
2♥/2♠	No	6	4♣	6-10HCP with 6+ cards suit	New suit =1RF	
2NT	No		4♣	21-22 HCP Balance May have 5 cards suit	3♣ = Stayman, 3♦/3♥ Transfer, 3♠ = transfer 3C 3NT to play	
3♣/3♦	No	6	4♣	Pre-emptive	New Suit Forcing	
3♥/3♠	No		4♣	Rule of 2 and 3	Bid Game – To play	
3NT	Yes		4♣	Gambling – one solid suit		
4♣/4♦	No	6	4♣	Pre-emptive		
4♥/4♠	No			Rule of 2 and 3		