DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGNAI	S	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LI	EADS STYLE				
Level $1 = 8 + \text{HCP}$, $5 + \text{cards suit}$		Lead			CATEGORY: Green	
Level $2 = 10 + \text{HCP}$, $5 + \text{cards suit}$	Suit	4 th		In Partner's Suit 4 th	PLAYERS: Akaraphon - Kantanop	
	NT	4 th		4 th	EVENT: 2020 FISU WUC Mind Sports	
	Subseq				COUNTRY : Thailand	
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
$2^{nd} = 10-15$ HCP, 4 Major and 5+ Minor	Lead	Vs. Suit		Vs. NT		
$4^{\text{th}} = 10-15$ HCP, 4 Major and 5+ Minor	Ace	A(+) AK(+))	A(+) AK(+)	Short Club System	
$4^{\text{th}} = 0.9$ HCP, Two bottom suits	King	KQ(+)		KQ(+)	$1C = 1 + Club \ 12 - 21 \ HCP$	
	Queen	QJ(+)		QJ(+)	5 cards Major ,5 cards Diamond	
	Jack		$\Gamma(+) QJT(+) J(+)$	AJT(+) KJT(+) QJT(+)	1NT = balance 15-17 HCP (May be 5 cards Major)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		²⁹⁽⁺⁾ QT9(+) T(+)	AT9(+) KT9(+) QT9(+)	2C = 22 + HCP or 4 losers	
Jump overcalls = 6-11 HCP, 6+ cards suit	9	T9x(+) 9(+))	T9x(+)		
2NT = 6-9 or $16+$ HCP, Two bottom suits	Hi-X	Hx xx		Hx xx		
	Lo-X	4 th		4 th		
	SIGNALS IN ORDER OF PRIORITY					
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Part	ner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1C - 2C = 10 + HCP, 5+ Club suits		, LO-ENC	СТ	SP , O – E	2D = Weak 6-11 HCP or Strong Heart 22+ HCP	
1C - 2D = 6-9 or $16+$ HCP, Two suits Major		Suit 2 CT , LO-Hi = E SI			2H = Weak 6-11 HCP or Strong Spade 22+ HCP	
1D - 2D = 6-9 or $16 + HCP$, Two suits Major	3 SP				2S = Weak 6-11 HCP or Strong Two minor 22+ HCP	
1H - 2H = 6-9 or 16+ HCP, 5+ Spade and 5+ Minor	1 ATT	-	СТ	SP , O – E	2NT = balance 20-21 HCP (May be 5 cards Major)	
1S - 2S = 6-9 or $16 + HCP$, $5 + Heart and 5 + Minor$	NT 2 CT		SP		Gambling 3NT = 9-15 HCP, Solid Minor suit 7+ cards	
VS. NT (vs. Strong/Weak; Reopening; PH)	3 SP					
Double = 10+ HCP, 6+ Minor						
2C = 10 + HCP, Two suits Major (At least 5-4)	Signals (includ	ling Trumps): I	gnore			
2D = 10+ HCP, 6+ Major						
2H = 10 + HCP, $5 + Heart and 5 + Minor$						
2S = 10 + HCP, $5 + Spade$ and $5 + Minor$			DOUBLES			
2NT = 10 + HCP, Two bottom suits						
Weak NT = NAT	TAKEOUT D	OUBLES (Sty	le; Responses; Reo	pening)		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Natural		• · · ·			
Double = Takeout double						
Overcall = 12+ HCP, 5+ cards suit						
2NT = 16-18 HCP, should stopper						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	SPECIAL, AR	TIFICIAL & C	COMPETITIVE DB	LS/RDLS	SPECIAL FORCING PASS SEQUENCES	
Level $1 = 8 + \text{HCP}$, $5 + \text{cards suit}$	Responsive Do	ouble			Ignore	
Level $2 = 10 + \text{HCP}$, $5 + \text{ cards suit}$	Supportive Do	uble				
	Negative Doub					
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
Ignore					4NT = RKC 0314	
					PSYCHICS: Rare	

U	IF CIAL	MIN. NO. OF CARDS							
OPENING	TICK IF ARTIFICIAL		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		1	At least 1 card 12-21 HCP	1D = Transfers 4+ cards Heart 0+ HCP					
				1H = Transfers 4+ cards Spade 0+ HCP 1S = No 4 cards Major 6+ HCP 1NT = No 4 cards Major 0-5 HCP 2C = No 4 cards Major 5+ cards Club 6-9 HCP					
1 ♦		5	At least 5 cards 12-21 HCP	1M = 4+ cards Major 6+ HCP 1NT = No 4 cards Major 6-9 HCP 2C = No 4 cards Major 10+ HCP					
1•		5	At least 5 cards 12-21 HCP	1NT = 6-9 HCP ,2m = 10+ HCP ,2H = Support 6-9		2C Support 4+ cards 10-11 HCP			
1				2NT = 16+ HCP, Support 4+ cards $3C = 6+ HCP, Support 4+ cards$ $3D = 10+ HCP, Support 4+ cards$ $3H = 10-11 HCP, Support 3 cards$ $3S = Splinters HCP 16+$		2D Support 3 cards 10-11 HCP			
1 🔺		5	At least 5 cards 12-21 HCP	Same as 1H		Same as 1H			
1 W			Balance 15-17 HCP	Puppet-Stayman & Transfers					
2*		0	22+ HCP or 4 losers	2D = Relay ,2M = 5+ cards 8+ HCP 2NT = Transfers 5+ cards Club 8+ HCP 3C = Transfers 5+ cards Diamond 8+ HCP					
2♦		0	Weak 6-11 HCP or Strong Heart 22+ HCP	2H = 0-11 HCP 2NT = 12+ HCP					
2♥		0	Weak 6-11 HCP or Strong Spade 22+ HCP	2S = 0-11 HCP 2NT = 12+ HCP					
2		0	Weak 6-11 HCP or Strong Two minor 22+ HCP	2NT = 15 + HCP 3m = 0.14 HCP					
2NT			Balance 20-21 HCP	Puppet-Stayman & Transfers					
3*		7	Pre-emptive	NAT					
3♦		7	Pre-emptive	NAT					
3♥		7	Pre-emptive	NAT					
3♠		7	Pre-emptive	NAT					
3NT			Solid Minor suit 7+ cards	4C = Relay Minor, 5C = Relay Game Minor					