DEFENSIVE AND COMPETITIVE BIDDING	LE	ADS AND SIGNALS		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			
Level $1 = 8 + \text{HCP}$ , $5 + \text{cards suit}$	Lead		Partner's Suit	CATEGORY: Green
Level $2 = 10 + \text{HCP}$ , $5 + \text{cards suit}$	Suit 4 <sup>th</sup>	4 <sup>th</sup>		PLAYERS: Palagorn - Pimwaree
	NT 4 <sup>th</sup>	4 <sup>th</sup>		<b>EVENT</b> : 2020 FISU WUC Mind Sports
	Subseq			COUNTRY : Thailand
	Other:			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
$2^{nd} = 10-15$ HCP, 4 Major and 5+ Minor	Lead Vs. Suit		. NT	
4 <sup>th</sup> = 10-15 HCP, 4 Major and 5+ Minor	Ace A(+) AK(+		+) AK(+)	SAYC (4 Diamonds)
$4^{\text{th}} = 0.9$ HCP, Two bottom suits	King KQ(+)		Q(+)	2 over 1 Game Force
	Queen QJ(+)		(+)	5 cards Major ,4 cards Diamonds
			T(+) KJT(+) QJT(+)	2C = 22 + HCP  or  4  loser
JUMP OVERCALLS (Style; Responses; Unusual NT)			C9(+) KT9(+) QT9(+)	1NT = balance 15-17 HCP (No have 5 cards Major)
Jump overcalls = 6-11 HCP, 6+ cards suit	9 T9x(+) 9(+		x(+)	
2NT = 6-9  or  16+ HCP, Two bottom suits	Hi-X Hx xx		XX	
	Lo-X 4 <sup>th</sup>	4 <sup>th</sup>		
	SIGNALS IN ORDER OF	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C - 2C = 10 + HCP, 5+ Club suits	1 ATT , LO-ENC	СТ	SP , O – E	2D = Weak one suit major 6-11
1C - 2D = 6-9 or $16+$ HCP, Two suits Major	Suit 2 CT, LO-Hi = E SP			2H = 5 + Hearts and 5 + Minor 6-11 HCP
1D - 2D = 6-9 or $16+$ HCP, Two suits Major	3 SP			2S = 5 + Spades and 5 + Minor 6-11 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 (including Trumps):	Ignore		
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 DOUBLES (Sty	yle; Responses; Reopen	ing)	
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, ARTIFICIAL & O	COMPETITIVE DBLS/R	SPECIAL FORCING PASS SEQUENCES	
Level $1 = 8 + \text{HCP}$ , $5 + \text{ cards suit}$	Responsive Double		Ignore	
Level $2 = 10 + \text{HCP}$ , $5 + \text{cards suit}$	Supportive Double			
	Negative Double			
OVER OPPONENTS' TAKEOUT DOUBLE				IMPORTANT NOTES
Ignore				4NT = RKC 0314
<u> </u>				
				PSYCHICS: Rare

IJ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS						
OPENING			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		2	At least 2 cards 12-21 HCP	NAT 2 over 1 Game Force				
1 ♦		4	At least 4 cards 12-21 HCP	NAT 2 over 1 Game Force				
1•		5	At least 5 cards 12-21 HCP	NAT 2 over 1 Game Force $2NT = 16+$ HCP, Support $4+$ cards $3C = 6+$ HCP, Support $4+$ cards $3D = 10+$ HCP, Support $4+$ cards $3H = 10-11$ HCP, Support 3 cards		2C Support 4+ cards 10-11 HCP 2D Support 3 cards 10-11 HCP		
1 🛦		5	At least 5 cards 12-21 HCP	3S = Splinters HCP 16+ NAT 2 over 1 Game Force Same as 1H		Same as 1H		
1NT			Balance 15-17 HCP No 5 cards Major	Stayman & Transfers				
2*		0	22+ HCP or 4 loser	NAT				
2♦			Weak one suit major 6-11	2H = 0-11 HCP, 2S = 12-14 HCP, 2NT = 15+ HCP				
2♥		5	5+ Hearts and 5+ Minor 6-11	2NT = 15+ HCP, 3C = 0-14 HCP				
2		5	5+ Spades and 5+ Minor 6-11	2NT = 15+ HCP, 3C = 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				