DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGNAI	S	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYLE			1	
Level 1 = 8+ HCP, 5+ cards suit		Lead		In Partner's Suit	CATEGORY: Green	
Level 2 = 10+ HCP, 5+ cards suit	Suit	4 th		4 th	PLAYERS: Pimwaree - Passawan	
· · · · · · · · · · · · · · · · · · ·	NT	4 th		4 th	EVENT : 2020 FISU WUC Mind Sports	
	Subseq				COUNTRY: Thailand	
	Other:	'		1	11	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	<u> </u>			SYSTEM SUMMARY	
2 nd = 10-15 HCP, 4 Major and 5+ Minor	Lead			Vs. NT		
4 th = 10-15 HCP, 4 Major and 5+ Minor	Ace			A(+) AK(+)	SAYC (4 Diamonds)	
4 th = 0-9 HCP, Two bottom suits	King	KQ(+)		KQ(+)	2 over 1 Game Force	
	Queen	QJ(+)		QJ(+)	5 cards Major ,4 cards Diamonds	
	Jack		T(+) QJT(+) J(+)	AJT(+) KJT(+) QJT(+)	2C = 22+ HCP or 4 loser	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		T9(+) QT9(+) T(+)	AT9(+) KT9(+) QT9(+)	1NT = balance 15-17 HCP (No have 5 cards Major)	
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 I	N ORDER OF I	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1C - 2C = 10 + HCP, $5 + Club$ suits		TT , LO-ENC	CT	SP, O-E	2D = Weak one suit major 6-11	
1C - 2D = 6-9 or $16+$ HCP, Two suits Major		Γ , LO-Hi = E	SP		2H = 5+ Hearts and 5+ Minor 6-11 HCP	
1D - 2D = 6-9 or $16+$ HCP, Two suits Major	3 SI				2S = 5 + Spades and $5 + $ Minor $6 - 11 HCP$	
1H - 2H = 6-9 or 16+ HCP, 5+ Spade and 5+ Minor	1 A'		CT	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 C		SP		Gambling 3NT = 9-15 HCP, Solid Minor suit 7+ cards	
VS. NT (vs. Strong/Weak; Reopening;PH)	3 SI	•				
Double = 10+ HCP, 6+ Minor						
2C = 10+ HCP, Two suits Major (At least 5-4)	Signals (incl	uding Trumps): l	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; Reo			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Natural		-	-		
Double = Takeout double						
Overcall = 12+ HCP, 5+ cards suit						
2NT = 16-18 HCP, should stopper					1	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	SPECIAL, A	ARTIFICIAL & C	COMPETITIVE DB	SPECIAL FORCING PASS SEQUENCES		
Level $1 = 8 + HCP$, $5 + cards suit$	Responsive				Ignore	
Level $2 = 10+$ HCP, $5+$ cards suit	Supportive I					
	Negative Double				11	
OVER OPPONENTS' TAKEOUT DOUBLE		-			IMPORTANT NOTES	
Ignore					4NT = RKC 0314	
150010					INT - MIC 0017	
					PSYCHICS: Rare	
	1 1				I b I carrow, runc	

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OPENING	TICK IF ARTIFICIAL		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						