DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					Rainbow Convention Card	
OVERCALL (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE						
1 level = 7-15 HCP	Lead		In Partner's Suit				
Natural	Suit	uit 4 TH , MUD , TOP		same		CATEGORY	GREEN
	NT	4 TH , TOP		same		NCBO	THAILAND
	Subseq	as above		same		EVENT	NATIONAL TEAM SELECTION
	Other:	Other:		PLAYERS:	Maitri - Chirawut		
1NT OVERCALLS (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMAI	RY	
15-18 HCP	LEAD	Vs. Suit		Vs. NT		GENERAL APPRO	DACH AND STYLE
	Ace	AKJ10(+),AKx(+),Ax(+) AKJ10x(+)		(+)			
	King			KQ(J/10)x(+),KQ		STANDARD AMERICAN: Yellow card	
	Queen	QJ, QJx(+)		QJ,QJx(+),AQJ(+)		5 cards Major,4 cards Diamond	
	Jack	J10,J10(+),KJ10x		J10,J10x, HJ10x(+)		1NT opening 15-17 HCP,	
JUMP OVERCALL (Style; Responses; Unusual NT)	10	109,10x(+),K109x	(+)		x,H109(+)	2♣ = 22+HCP any distribution or game in hand	
Weak Jump Overcall Rule of 2 and 3	9	9x,,H98x(+)		9x,H98x(+)		Weak 2	
Unusual NT = 2 mn / 2 other suits	Hi-x	Sx,HxSx,Sxx	, ,	HSx,Sx,xSxx			
	Lo-x	HxS,HxSx,HxxxS(HxS,HxSx,HxxxS(+)			
	SIGNALS		R OF PRIORITY			SPECIAL BIDS TH	IAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer	's Lead	Discarding		
Cue Bid = Game forcing	Suit 1st	ATT;Hi =ENCR	same		same	3NT=Gambling with	h little outside strength
Jump Cue Bid=ask for stopper	2 nd	CT;Hi-Lo=E	same		same		
	3 rd	S/P	same		same		
VC NT (va Chrang / Weeks Beenening: BH)	NT 1 st	ATT CT	same		same same		
VS. NT (vs. Strong / Weak; Reopening; PH) Cappelletti	3 rd	S/P	same				
Саррепеці		3 rd S/P same same					
	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=8-9 with stopper						
						SPECIAL FORCIN	G PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					Natural	
Natural	Negative Double THRU 3♣ Free bid = 1 Round Force						
						IMPORTANT NOT	ES THAT DON'T FIT ELSEWHERE
	1					4C/4D or 4NT =RK	C 0-3 /1-4 / 2NoQ/ 2Have Q
OVER OPPONENTS' TAKE OUT DOUBLE						DOPI, ROPI	
Natural							
						PSYCHICS: SELDOM	

Opening	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1 👫	No	2	4♠	12-21нср	1♦ =6+ HCP Any Distribution 1RF	New minor=Forcing
					1 ♥ /1♠ =6+ HCP 4+ cards suit 1RF	4 th Suit = Game Force
					1NT =6-9 HCP No Major – NF	
					2♣ =6-9 HCP at least 5 cards – NF	
					2NT =10-11нср 3-3-3-4	
1♦	No	4	4♠	12-21нср	1♥/1♠ =6+ HCP 4+ cards suit	Same as 1♣ Opening
					1NT =6-9 HCP No Major	
					2♣ =10+HCP 4+cards 1RF	
					2♦ =6-9 HCP ♦ 4+ cards	
					2NT =10-11 HCP 3-3-4-3	
1♥	No	5	4 ♠	12-21 нср	1♠ =6+HCP 4 cards suit 1RF	Same as 1♦ Opening
					1NT =6-9HCP 2- cards Heart	
					2♣/2♦ =10HCP + 4+ cards 1RF	
					2♥ =6-9 HCP at least 3+cards support	
1♠	No	5	4♠	12-21 нср	Same as 1H Opening	
1NT	No			15-17 нср Bal.	2♣ = Stayman, 2♦/2♥	
				(May have 5 cards Minor)	2♠ = Transfer to ♣	
					2NT = Transfer to ♦	
					3 NT = To play	
					4♣ = A asking	
2♣	Yes	0	4♠	22+нср or Game in hand	2♦ = Negative or Relay	2 ♥ /2♠/3♣/3♦ = 1RF
	. 55				2♥/2♠/3♣/3♦ = at least 1A+1K 5 cards suit	
					2NT = 8-10 HCP Balance at least 1A+1K	
2♦	Yes	6	4♠	6-10нср with 6 Major suit	2♥ = P/C , 2NT asking	
2♥	No Yes	5	4 ₹ 4 ♠	6-10HCP with 5 + 5 (♥+another)	New suit = 1RF	
2∳	No	5	4 ₹ 4 ♠	6-10HCP with 5 + 5 (◆+minor)	INEW SUIT = ILL	
2-1	140	<u> </u>	72	5 .5.161 mar 5 . 5 (2 · mm61)		
2NT	No		4♠	20-21 нср Balance	3♣ = Puppet Stayman , 3♦/3♥ Transfer	
				Can have 5 cards MJ	3NT = To play	
3♣/3♦	No	7	4♠	Pre-emptive	New Suit Forcing	
3♥/3♠	No	7	4♠	Pre-emptive	Bid Game – To play	
3NT	Yes		4♠	Gambling – one solid suit	New suit = To play	
4♣/4♦	No	7	4♠	Pre-emptive	New suit = To play	
4♥/4♠	No	7		Pre-emptive	New suit = To play	