DEFENSIVE AND COMETITIVE BIDDING	LEADS AN									
OVERCALLS(Style; Responses; 1/2level; Reopening)	<u> </u>	LEADS STYLE					WBF Convention Card			
Level I = 8+ HCP, 5+ cards suit or 4 cards suit w/ 2/3 and 3/5 H		Lead in Partner's Suit			Suit					
Level 2 = 10+ HCP, 5+ cards suit	Suit	3rd/5th		3rd/5th		Category	i.e. Green			
	NT	4th		4th			Country: Thailand			
	Subseq			101			Event:			
	Other:				Players: Sirawitch Rattanaprateeptong					
							Sujessada Udomsrirungruang			
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM	SUMMARY			
15-18 HCP BAL, w/ Stopper (4th hand 12-14 BAL w/ Stopper)	Lead	Vs.Suit		Vs. NT		GENERA	GENERAL APPROACH AND STYLE			
	Ace	ATT, Akx(+), Ax		ATT, Akxx		2/I GF	2/I GF			
	King	CT,AK, KQ, KQx(+)		CT, AK, KQ,	KQx(+)	5 cards M,	4 cards D			
	Queen	QJ, QJx(+), AQJ(+)		QJ, QJx(+), AQJ(+)		2C = 22+ F	2C = 22+ HCP or 4.5 losers			
	Jack	JT, JTx(+)	JT, JT×(+)							
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	AJT(+), KJT(+),Tx		AJT(+), KJT(-	+),Tx					
6+ cards Suit, 5-11 HCP	9			3rd, 5th		INT Oper	nings: II-14 HCP			
2NT= two bottom suits 0-7 or 16+ HCP	Hi-x			Hx, xx		2 OVER I	2 OVER I Responses:			
IC-2D = S and other 5+ - 4+ 0-7 or 16+ HCP	Lo-x			3rd, 5th		SPECIAL	BIDS THAT MAY REQUIRE DEFENCE			
Reopening: Same	SIGNALS I	SIGNALS IN ORDER OF PRIORITY		•		2D = Weak	cone long major suit			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lea	ad	Discarding					
ID-2D = S and other 5+ - 4+ 0-7 or 16+ HCP	Suit: I st	CT, LO-HI = E	СТ		SP					
IH-2H = S and other 5+ - 4+ 0-7 or 16+ HCP	2nd	SP	SP							
IS-2S = H and other 5+ - 4+ 0-7 or I6+ HCP	3rd									
	NT: 1st	ст	СТ		SP					
VS. NT(vs. Strong/Weak; Reopening; PH)	2nd	ATT, LO = ENC	SP							
Against WK NT, NAT, Against STR DBL = Equivalent	3rd	SP								
Against STR 2C = MM, 8+ HCP	Signals (inclu	Signals (including Trumps):								
Against STR 2D = 6+ M, 8+ HCP										
Against STR 2H = 5+ - 4+ H and m, 8+										
gainst STR 2S = 5+ - 4+ S and m, 8+ DOUBLES										
Against STR 2NT = 5+ - 4+ mm, 8+	TAKEOUT DOUBLES(Style;Responses;Reopening)									
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	NAT									
DBL = T/O										
O/C = 12+ HCP, 5 cards suit						SPECIAL	FORCING PASS SEQUENCES			
2NT = 15-18 w/stopper										
VS.ARTIFICIAL STRONG OPENINGS	SPECIAL,A	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES								
Against IC Strong: DBL/ID/IH/IS = TRF, INT = BAL 18+ HCP	Negative Do	Negative Double THRU 4D								
Against ID Strong: DBL/IH/IS/2C = TRF, INT = BAL 18+ HCP	Supportive D	Supportive Double				IMPORTA	ANT NOTES THAT DON'T FIT ELSEWHERE			
							Asking RKC			
						3nd hand o	3nd hand opening may be very light			
OVER OPPONENTS'TAKE OUT DOUBLE						Free Bid =	NF			
Ignore						Psychics: Ra	are			

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
I C	AIXI.	2	4D	I0-21 HCP NAT	ID = Relay	After opener rebid IX	
				IH/IS = 5+ HCP, 4+ cards FI, INT = 6-9 HCP, No M, NF	2C = GI forcing to 2D		
					2C = 5+ C 10+ HCP, 2NT = 6+ C 6-9 HCP, 3C = 5 C 6-9 HCP	2D = GF	
					2D = 5 H & 4 S 8-11 HCP, 2H = 6+ H & 4+ S 8-11 HCP, 2S = 6+ S 0-5 HCP	-	
ID 4	4D	I0-21 HCP NAT	IH/IS = 5+ HCP, 4+ cards FI, INT = 6-9 HCP, No M, NF	Same as IC			
				2D = 4+ D 10+ HCP, 2NT = 5+ D 6-9 HCP, 3D = 4+ D 6-9 HCP			
					2C = 10+ HCP, 2H = 5+ H & 4+ S 8-11 HCP, 2S = 6+H & 4+S 8-11 HCP		
					3C = 6+ C 0-9 HCP		
		5	4D	I0-21 HCP NAT	IS = 5+ HCP, 4+ cards FI, INT = 6-11 HCP	Same as IC	passed hand
					2C = GF, 2D = GF 4+D, 2H = 6-9 HCP SUPP, 2NT = 12+ HCP BAL SUPP		2C = SUPP 4 8-11 HCP
					3C = 10-14 HCP 4 cards SUPP, 3D = 6-14 HCP 4 cards SUPP w/ short suit		2D = SUPP 3 8-11 HCP
							2H = SUPP 3 6-9 HCP
IS		5	4D	I0-21 HCP NAT	Related to 1H		Related to 1H
I NT		4D	II-I4 HCP BAL	2C = STAY, 2D/2H = TRF, 2S = GI			
				2NT = TRF C, 3C = TRF D, 4D = TRF H, 4H = TRF S, 3NT = To play			
2C	2C P 0	0	4D	22+ HCP or 4.5 losers	2D = Relay, 2H/2S/3C/3D = 5+ cards 6+ HCP, w/ H in suit		
					2NT = 6+ HCP BAL		
2D	P	0	4D	long major suit 5-11 HCP	P/C, 2NT= Asking suit		
2H	P	5	4D	5+H 4+m 5-11 HCP	Same as 2D		
2S	P	5	4D	5+S 4+m 5-11 HCP	Same as 2D		
2NT			4D	20-21 HCP BAL	3C = PUP STAY, 3D/3H = TRF		
3C/3D		6	4D	PRE			
3H/3S		6	4D	PRE			
3NT			4D	Gambling - One solid suit			
4C/4D		6		PRE			
4H/4S		6		PRE		High Lo	evel Bidding
						4NT Asking Ace RKC 0/3 1/4	