



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION	
<b>OVERCALLS (STYLE; RESPONSES; 1/2LEVEL; REOPENING)</b>		<b>OPENING LEADS STYLE</b>			<b>CONVENTION</b>   <b>CARD</b>	
Normal style, promise 4+suit, usually 5+suit Resp: Transfer; (1x)-1M-(Pa-Dbl)-2x~2M-1=Transfer; 3y=FSJ; 3x=Mixed Raise; 3M=PRE; 1/3 Level New Suit=F1/GF		<b>SUIT</b>	<b>LEAD</b>	<b>IN PARTNER'S 5+CARDS SUIT</b>		
		<b>NT</b>	3 <sup>rd</sup> or low from even/odd 2 <sup>nd</sup> /4 <sup>th</sup> MUD	Same as left Count. ATT if raised.		
<b>1N OVERCALL (2<sup>ND</sup>/4<sup>TH</sup> LIVE; RESPONSES; REOPENING)</b>		<b>SUBSEQ</b>	ATT/CT	ATT/CT	<b>CATEGORY: Blue</b>	
2 <sup>nd</sup> /4 <sup>th</sup> live = 15-18 value; R/O 1N = 12-15 value		<b>OTHERS: AT 4+ level, K from AK and demands count</b>			<b>NCBO: SINGAPORE EVENT: ALL</b>	
		<b>LEADS</b>			<b>PLAYERS: Kelvin NG Siew Kheng Hun</b>	
<b>JUMP OVERCALLS (STYLE; RESPONSES; UNUSUAL NT)</b>		<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>	<b>SYSTEM SUMMARY</b>	
PRE. Style=Wide range, Vul dependent. UNT: 2N = 11+ value, 5-5+ two-lowest unbidden suits R/O: 10-14, 6+ cards		<b>A</b>	AKx, Ax	AKx, AKxx, AQx		
<b>DIRECT &amp; JUMP CUE BIDS (STYLE; RESPONSES; REOPEN)</b>		<b>K</b>	AK, Kx, KQx	Strong ask UB or CT	<b>GENERAL APPROACH AND STYLE</b>	
Direct Cue = Michaels 5-5+ over NAT Jump Cue against NAT / (2M) 3M= ask for stopper; Jump Cue against 1♦=0-2♦ = NAT PRE		<b>Q</b>	QJx, Qx	QJx, Qx, KQx+		
<b>VS. NT (VS. STRONG/WEAK; REOPENING; PH)</b>		<b>J</b>	KJT, JTx, Jx	AQJ, JTx, Jx	Flexible at points range and suit length Precision: 1♣=16+, 1♦=0+♦ 10-15 5 card Majors (4 possible in 3 <sup>rd</sup> /4 <sup>th</sup> seat). 2♣ = 10-15 5+♣ 4M or 6+♣ 2♦ = PRE (5)6+♠ or ♥ 2♥ = PRE 4+♠ 4+♥ 2♠ = PRE 5+♠ 4+m	
Dbl = Penalty (PH: 4+M 5+m) 2♣ = 4+♠ 4+♥ 2♦ = (5)6+♠/♥ 2M = M+m 5-4+		<b>10</b>	KT9, QT9, T9x, Tx	HJTx, T9x, Tx		
		<b>9</b>	9x	HT9x, 9x	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
		<b>HI-x</b>	xxX, xxXx, xxxX, xxXxxx	Xxx, xXxx, xXxxx		
		<b>LO-x</b>	HxX, HxXx, HxxxX, HxXxxx	HxX, HxxxX, HxxXx	2N = PRE both minors 5-5+ 3N = Gambling solid 7+ minor suit w/ at most 1 side K 4N = PRE both minors 6-6+ 1m-2♥/♠ = Both Majors, weak/GT Lebensohl/Rubensohl (Weaker hands bypass 2N) Two-way-Puppet-Checkback: Direct 2M/2N/3x = GT/GT/GF PH 2♦ = 5M 4♦ Non-Serious 3♣/3N after GF ♥/♠ fit Frequent Switch Bids after Overcalls Against 1♦=0-2♦: 2♦ = NAT; 2♥ = Non-max Michaels	
		<b>SIGNALS IN ORDER OF PRIORITY</b>				
			<b>PARTNER'S LEAD</b>	<b>DECLARER'S</b>	<b>DISCARDING</b>	
		<b>SUIT</b>	1 U/D ATT	U/D CT	U/D ATT	
			2 U/D CT	S/P	U/D CT	
			3 S/P		S/P	
		<b>NT</b>	1 U/D ATT	U/D CT	S/P	
			2 U/D CT	S/P	U/D CT	
			3 S/P			
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SIGNALS (INCLUDING TRUMPS): UDCA+S/P</b>				
Apply to 1♣, 1♠-1♦, 2♣ and 2♠-2♦ Dbl = 4+♥ 4+♠ NT = 4+♦ 4+♣ Suit = NAT		Reverse Smith Echo against NT				
		<b>DOUBLES</b>				
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>		<b>TAKEOUT DOUBLE (STYLE; RESPONSES; REOPENING)</b>				
1♦-(X)-XX = 11+		11+value, with support to other suits				
1M = NAT		16+value, strong				
2♣♦ = NF NAT		R/O: 8+value, with support to other suits				
2M3m = NF PRE		RESP: CUE = F1, promise rebid				
2N = GT+ 5+♦		<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DOUBLES/ REDOUBLES</b>				
Pa-1♦-(X); XX = 4+♥		NEG DBL up to 4♥				
1♥~2♥ = Transfer		SUPP DBL/REDBL up to 2M-1				
2♠ = Both ms 4+♦5+♣		RESP DBL up to 4♦				
2N = Both ms 5+♦4+♣		MAX DBL up to 3♥				
3x = NAT PRE.		LIGHTNER DBL against slam			<b>PSYCHICS: Rare</b>	

OPENING	TICKET	MIN CARDS	NEG DBLTHRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	V	0		16+ ART F1	1♦=F1 0-7 any; 1♥=8-10 any; 1♠=BAL 8-13 or 16+; 1N2♣♦♥=11+ Transfer; 2♠=14-15 BAL; 2N3♣3♦♥=11+ GF 4441 short ♣/♦/♥/♠.	Transfers after [1♣-1♦; 1♥] & [1♣-1♦; 1♠] & [1♣-1♥; 1♠]. -1♦-1♥: 2♣N3♣3♦=5-7 4441. 3♥♠=Singleton ♥/♠ Both ms. -1♦: 3♣=5-5♦♠/♥♠; 3♦♥♠=5-5 ♥♠/♣♠/♠♦; 3N=Gambling. -1♦-1♥-1♠: 3♦=5-5♦♠/♥♠; 3♥♠N=5-5 ♥♠/♣♠/♠♦.	-1♥=8-10 5+♣. -1N=5-7 5+♠5+♥. -2♠=8-10 1-4-4-4.
1♦	V	0	3♣	10-15	1M=F1 NAT (3)4+M; 2♣=GF 4+♠; 2♦=GT+ 5+♦; 2♥2♠=PRE 5-5Ms/GT 5♥4♠; 3♣=GT 6+♠; 3x=NAT PRE	-1M-1♠N: 2x=GT; 3x=GF. 2♣-2♦-2x=To play. 3x=GT. -1M-1♠N-2♣-2♦-2N=Puppet to 3♣, to play 3♣ or GT 5M5♦. -1M -2M: 2M+1=Relay; 2M+2 above= short -1M -2M: 2M+1: 2N3♦=3M5♦; 3♣=3M5♠; 3M-1/3M=Max/Min 4M.	
1♥		(4)5	3♣	10-15 Maybe only 4 cards or lighter in 3 <sup>rd</sup> 4 <sup>th</sup> seat	1♠=NAT 4+suit, F1; 1N=GF any; 2♣=Non-GF any; 2♦♥=GT/5-9 3M; 2♠=NAT PRE; 2N=7-12 4+M; 3♣/♦=GT NAT; 3♥=PRE; 3♠=4+♥ w/ a void; 3N/4♣/♦=4+♥ Stiff ♠/♣/♦.	-1♠-1N: Two-way Puppet Checkback. -1N: 2♣/♦/♥/♠N=4+♦/6+♥/4+♠/4+♣/5332; 3x=Max 5-5; 3M=7+ Good suit. -2♣: 2♦=Default bid.	-2♣=Drury, 3M Supp -2♣: 2♦=ART, 12+ 5+M 2M=NF, weak, 4+M -2♦=Drury, 4+M supp
1♠		(4)5	3♥	10-15 4 cards/lighter in 3 <sup>rd</sup> /4 <sup>th</sup> seat	2♦=5+♥; 2♥♠=GT/5-9 3♠; 3♣=PRE; 3♥=GT NAT. 3N/4♣/♦=4+♠ SPL ♥/♠/♦. 4♥=To play.		-2N=GT+ 4+M -3♣/♦: FSJ, 4+M 5+♣/♦
1N				(13+)14-16 5M/6m/ Singleton possible	2♣=Stayman; 2♦/♥/3♣/4♦/♥=Transfer; 2♠=GT no 4M or 6+♠; 2NT=Ask 5M 3N=to play 3♦=GF 5+♠5+♦; 3♥=GF, 4144 or 3-1-(4-5); 3♠=GF, 1-3-(4-5); 4♣=5+♥5+♠; 4♠/4N=Quant	-2♣-2♦: 2♥/♠=GT, 5+♥/♠; 3♥♠=Smolen, GF, 5+oM 4M; -2♣-2N/3x-3♥/♠=GF 6+♠ SPL ♥/♠ -2♦/♥-2N = Super Accept 3♦/♥=Retransfer. Jumps are SPL. -2N: 3♣=No 5M; 3♥/♠=5♥/♠.	
2♣	V	5	3♣	10-15 5+♠ 4M or 6+♠	2♦=9+ Relay; 2♥♠=NF; 2N=Puppet to 3♣; 4♦=RKCB; 3/4♠=Cons/PRE; 3♦♥♠=NAT GT; 3N4M=To play.	-2♦: 2♥♠N=NAT; 3♣=Min 6+♠; 3♦=6+♠ 4+♦ or 0-1♦; 3♥♠=6+♠ SPL. -2N-3♣: 3♦/♥=GT/GF 5+♠5+♥; 3♠=GF 6+♦; 3N=Mild ST 3+♠.	
2♦	V			Mini-multi PRE 6+♥/♠	2/3M=P/C; 2N=Relay; 4♣=Ask to transfer, set FP; 3♣/♦=GF NAT; 4♦=Bid your M; 4♥/♠=NAT.	-2N: 3♣=MAX ♥/♠; 3♦=Min ♥; 3♥=Min ♠	4 <sup>th</sup> seat: 10-12 6+♦
2♥	V	4		Lyrics, PRE Ms. NV: 5-4+ V: 4+♠5+♥. 3 <sup>rd</sup> NV: 4-4+	2N=Relay; 3♣/♦= NAT NF; 3♥/♠=PRE	-2N: 3♣=Min; 3♦=Min 5♠5♥; 3♥=Max 5♠4♥; 3♠=Max 4♠5♥; 3N=Max 5♠5♥ (4♣=♥, 4♦=♠); 4♣/4♦=Max 4♠6♥/6♠4♥.	4 <sup>th</sup> seat: 10-12 6+♥
2♠	V	5		PRE, 5+♠ 4+m	2N=Ask m; 3♣/4♣♦/5♠=P/C ; 3♦♥ 3♥=GT+3+♠.	-2N: 3♣/3♦=Min NAT; 3♥/3♠=Max ♣/♦.	4 <sup>th</sup> seat: 10-12 6+♠
2N				PRE, both minors 5-5+	34567♣♦=To play. 3♥=Ask SPL. 3♠=GF Puppet to 3N. 3N=GT Puppet to 4♣; 4N/5N=CoG/CoS.	-3♥: 3♠/N=SPL ♠/♥. 4♣/♦=1156/1165. 4♥/♠=Void ♥/♠. -3N: 4♣=NF. 4♦=Max GF. 4♥♠=Max Void. 5♠=P/C.	
3♣		6		PRE	3X=NAT F1; 4♦=RKCB.		
3♦♥♠		6		PRE	3X=NAT F1; 4♣=RKCB.		
3N	V			1 solid m w/ 0-1 side K	456♠=P/C; 4♦=ask for short; 4M=To play; 4N=Quant.		
4♣♦♥♠		7		PRE			
4N	V			PRE, both minors 6-6+			
						<b>HIGH-LEVEL BIDDING</b>	
RKCB (1430); Exclusion KB & Preemptor responds (0~0.5/1/1.5/2/2.5); DOP1; DEPO; REPO							