

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Generally Sound Overcalls, Rarely Good 4 Card At 1 Level
Aggressive Responses ( With 5 + Hcp Specially with Fit)
Cue Bid = At least 2 Card Fit 9+ Hcp
New Suit Forcing, Weak Jump Raises, Simple Raise Pure Courtesy
Use Of Fit Showing Jumps And Splinter, Specially Over Majors
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
INT OVERCALL 2ND SEAT = 15-18, 4TH SEAT IS
BALANCING 11-16 (AGAINST MAJOR HIGHER RANGE)
RESPONSE = SYSTEMS ARE ON, BALANCING INT-2C=
STAYMAN CUM RANGE ENQUIRY, REST SYSTEMS ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
JUMP OVERCALL – INCLUDING UNUSUAL
NO TRUMP (MINORS OVER MAJORS)weak/Strong when P is
Passed Hand then can be Intermediate
Reopen: INTERMEDIATE
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE BID = MICHAELS
LEAPING MICHAELS OVER 2 / 3 LEVEL OPENING
JUMP CUE = ASK PARTNER TO BID 3NT WITH
STOPPER AND SUITABLE HAND
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS STRONG NT = IMM DBL =single suiter m or Both Ms, 2♣-
♣&♦/♥/♠,2♦-♦&♥/♠,2♥-♥s,2♠ = ♠suit., 2NT- Both ms;
3X = Constructive 6+ if VUL & PREMPT IF NV
4 <sup>th</sup> Position DBL = puppet to 2♣ then any suit is better hand,
2♣ = Both Ms, 2X is Nat. If passed hand DBL= Ms & 2X = NAT
Weak NT: cappelletti,2NT=both minors,3X same as against strong
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DOUBLES - TAKE OUT UPTO 4♠
4♠ DBL = May Be 3 Suit Take Out / Partner Can Pass With
Poor Hand. 4NT OVER 4♠ = 2 SUITOR ( MIN 5-5)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Versus artificial 1♣ strong – C RA SH and 2♣ strong – DBL = Both
Majors , 2NT = Both minors. May be weak hand. Rest all natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers after 1M dbl Single raise may be weak , double raise = mix
RDBL = 9+ HCP - NO FIT, 1X-(DBL)-2Y (jump) = SPLINTER

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> 5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup> . Top from doubleton.	
NT	2/4 <sup>th</sup> Best	4 <sup>th</sup> Best, 3 <sup>rd</sup> from 3,top fm DB	
Subseq	Same	Same	
Other: NATURAL / Tend to give count when imp otherwise attitude.			
Vs. NT , K asks for ATT and A or Q asks UB or CT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks for UB or CT,AKJ10(+)	
King	KQ(+), AK	ASKS FOR ATT , AKx, KQx	
Queen	Qx,QJ,QJx,QJ10x	KQ109+Asks for Unblock of J	
Jack	J109,J10, Jx,J10xNone Abv	J109 ,J10 ,Jx,J10x None Abv	
10	2Hs Abv or 109x,109x,10x	2Hs Abv or 109x,109x,10x	
9	SAME AS ABOVE	SAME AS ABOVE	
Hi-X	Xx, denies higher	Xx / denies H	
Lo-X	Low promises at least 10	Low promises at least 10	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Lo=ENCRG)	Count (Hi=Odd)	ATT (Lo=ENCRG)
Suit 2	Count (Hi=odd)	ATT (Lo=ENCRG)	Suit Pref.
3	Suit Pref.(std)	Suit Pref.	
1	ATT (Lo=ENCRG)	Reverse Smith	ATT (Lo=ENCRG)
NT 2	Count (Hi=odd)	Count (Hi=Odd)	Suit Pref.
3	Suit Pref.(std)	Suit Pref.(std)	Suit Pref.(std)
Signals (including Trumps):			
1) Reverse Smith Echo vs NT: Low-Hi shows interest from both sides			
2) Trump Echo vs Suit : Hi-Low in trump shows 3 & desire to ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
STANDARD = NORMALLY 3 CARD SUPPORT FOR UNBID SUITS			
UNLESS STRONG			
CUE BID = INVITATION + , JUMPS ARE INVITATIONAL			
RE-OPENING DBL = CAN BE LIGHT WITH GOOD SHAPE			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
COMPETITIVE / RESPONSIVE / BALANCING DOUBLE /			
SUPPORT DOUBLE/ NEGATIVE DOUBLE			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Green</b>
<b>NCBO: BRIDGE FEDERATION OF INDIA</b>
<b>PLAYERS: ASHA SHARMA &amp; PUJA BATRA</b>
<b>EVENT : VENICE CUP 2021</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 / 1 UNLESS REBID
5 CARD MAJOR 11-21
3 CARD MINOR 11-21
1NT = (14+) 15-17 can be semi balanced
2NT = (19) 20-21
2C=22+ OR GAME IN HAND
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ / 2♥ / 2♠, – PREMPTIVE
3NT – 1 <sup>st</sup> & 2 <sup>nd</sup> Seat Broken Long Minor - 3RD / 4TH Seat
TO PLAY
4♣ & 4♦ NAMYATS 1 <sup>st</sup> & 2 <sup>nd</sup> Seat – 3 <sup>rd</sup> 4 <sup>th</sup> Seat Long ♣ & ♦
minor 7-8 CARDS PREMPTIVE
<b>IMPORTANT NOTES :</b>
AFTER OUR 1NT Overcall (1m) – 2♣ not stayman puppet to 2♦;
thereafter bids are variety of hands 2♦ stayman over m Overcall
2♥/♠ Nat; 2N = Any 6+ GF; 3x (same m 5/5 M) Om 5Om+5M
3M = 6+M INV; 4C = 1M slammish 4D/H Trf
After OUR 1NT overcall (1M) - 2♣ not stayman puppet to 2♦;
thereafter bids are variety of hands; 2♦/OM – constructive; same
2M= stayman; 2N =Any 6+ GF; 3m = 5m&5OM; 4m=L Miac
2 WEAK Openings Overcalls : A mix of Rubensohl & Lebensohl
<b>SPECIAL FORCING PASS SEQUENCES</b>
1. PASS IS FORCING WHEN THEY ARE TAKING A
SACRIFICE BID AND WE HAVE WORKING VALUES
2.PASS AND PULL SHOWS A BETTER HAND /
WILLINGNESS TO BID ON WITH WORKING VALUES
<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21	Natural / Inverted Raises - 2♦ = 5/5 Red Suits 9-11 2♥ = min 5♠ & 5♥ (9-11) , 2♠ = BAL INV, 2NT = 16+ with 4♠s; 3♣ = MR; 3♦/♥/♠ = splinter, 4♣ = RKCB - <b>NOTE 1</b>	1♣-1♦ -1NT=bal. can have M., No XYZ after 1♦ 1♣-1X-1NT-2♣/♦ is XYZ , JUMP 2NT by Opener - Retransfers	1♣- 2/3♣=LR/MR. 1♣-2♦/♥=same UPH 2♠ = 5♠ +5m 2NT = LR BAL HAND
1♦		3	3♠	11-21	Nat / Inverted Raise , 3♣ = 6+♣ - INV, 3♦ = MR - <b>NOTE 2</b>	LEBENSÖHL ON REVERSE, 3 card M raise	- SAME AS ABOVE -
					NATURAL, 2/1 UNLESS REBID, MINI-MIDI-MAXI	JUMP 2NT by Opener - Retransfers	2♣ ONE way Drury. 1♥-2NT=♣ suit
1♥		5	3♠		VOID SPLINTERS, Help Suits, 2NT = Nat GF - <b>NOTE 3</b>		or m SPL; 1♥-2♠/3♣/♦ Fit 8-11, 1♥-3♥=♠ SPL - <b>NOTE 5</b>
1♠		5	3♥	11-21	SAME AS ABOVE FOR ♠ <b>NOTE 4</b>		- DO- 1♠-2NT=♣ suit or some SPL
INT			3♠	(14) 15-17 can be Semi Bal	Stayman M Transfers; 2♠ = Minor Stayman - 2N = either long m weak or 6♣/♦ = GF/Slam F 3♣/3♦ = INV 3♥/♠ = short+ 3OM.5/4m; 4♣/♦ = TRF to 4♥/♠ - <b>NOTE 6</b>	1NT-2♣-2♦ -2♥=P/C, 2♠=5Ss ;2NT=INV; 3MSmol	
2♣	√		3♠	22 + or game in hand	2♦ = WAITING, rest all suit bids=Nat and 8+ 2NT=single suiter weak hand - <b>NOTE 7</b>	NAT & KOKISH RELAYS	after intervention 2 level - DBL shows weak & P= 4+; 3X DBL = 4+ & P=< 3
2♦		6	2♠	WEAK 6-11. May have 5 cards (depending on vul) Can have 4M	2NT=Relay, 3♣ = GH can have 4♣; 3♦=B H; 3M=G H & OM; 3NT= G hand - <b>NOTE 8</b>		New suit=Fit
2♥		6		WEAK – 6-11 CAN HAVE 5 CARDS OCCASIONALLY	2NT=Relay- Responses - 3♣ = GG or BB, 3♦ = GH – BS, 3♥ = BH- GS; 3♠ = Solid SUIT; 3NT = OM <b>NOTE 9</b>	2♥-2♠-any bid-3♥/3♠=NF, 2♥-2NT-3♣=GG or BB - P asks 3♦ then 3♥ = BB; 3♠=GG with shortage 3N W/O	New suit=Fit 2NT =spade fit, 2♠=any splinter
2♠		6		- SAME AS ABOVE -	- SAME AS ABOVE - <b>NOTE 10</b>	- SAME AS ABOVE -	NEW SUIT = FIT; 2N = ANY SPL
2NT			3♠	(19)20-21 HCP –Can be Semi Bal	3♣puppet stayman, 3♠ = Long m / 3N to play, 3NT= 5/5ms Game only, 4♣/4♦ is trf 4♥/♠; 4♥ = 5♣/4♦ & 4♠ = 4♣/5♦ <b>NOTE 11</b>	2NT-3♣-3♦ one / both Ms- 3♥ = No M; 3♠/3N=5♠/♥;	
3X		6+		Natural.Pre-Empt	New suit is ORF - <b>NOTE 12</b>		
3NT	√			Broken m in 1 <sup>st</sup> /2 <sup>nd</sup> seat	4/5/6/7 ♣ = Pass / Correct, 4♦=short suit ask, <b>NOTE 12</b>	3NT-4♦ -4♥/♠=shortness; 4NT=no shortness	
	√			3 <sup>rd</sup> /4 <sup>th</sup> seat - To Play			
4♣	√	6+♥		NAMYATS – 1/2 SEAT	New suit = Control asking - 4NT=RKCB <b>NOTE 13</b>		
4♦	√	6+♠		NAMYATS – 1/2 SEAT	- Same as Above - <b>NOTE 13</b>		
4♥		6+♥		Nat pre-empt good/bad in 3 <sup>rd</sup> seat	4NT=RKCB , new suit =control asking	1 <sup>st</sup> step 3 little no control – 2 <sup>nd</sup> Qx 0r 2	3 <sup>rd</sup> – K or singleton 4 <sup>th</sup> is A or void
4♠		6+♠		- SAME AS ABOVE –	- SAME AS ABOVE –		
4NT	√			Specific ace asking	5♣=no Ace, 5♦=♦ A, 5♥=♥ A, 5♠=♠ A, 5NT=♣ A		
5♣/5♦		8+		TO PLAY		<b>HIGH LEVEL BIDDING</b>	
						1. FORCING PASS WHEN THEY ARE TAKING A SACRIFICE	
						2. PASS & PULL = BETTER HAND , WILLINGNESS TO BID ON WITH WORKING CARDS	
						3. DOPI, ROPI, DEPO REPO	
						4. RKC – 1403,	
5♥/5♠		8+				5. 5NT= K ask ...responses K Bid or 2 Other Ks	

## Supplementary Notes

### Table of Contents

Table of Contents.....	1
Note 1 : 1♣ Opening and Responses.....	2
Note 2 : 1♦ Opening and Responses.....	3
Note 3 : 1♥ Opening and Responses.....	3
Note 4 : 1♠ Opening and Responses.....	3
Note 5 : 1M Opening by partner in 3 <sup>rd</sup> /4 <sup>th</sup> seat – Reverse Drury .....	4
Note 6 : 1NT Opening and Responses .....	5
Note 7 : 2♣ Opening and Responses = Based on KOKISH Relay .....	5
Note 8 : Weak 2♦ and Responses .....	6
Note 9 : Weak 2♥ Opening in 1st/2nd seats and Responses .....	7
Note 10 : Weak 2♠ Opening in 1st/2nd seats and Responses.....	7
Note 11 : 2NT Opening and Responses .....	8
Note 12 : 3 Level Openings and Responses	
Note 13 : NAMYATS 4♣ Opening and Responses – 1st/2nd seat.....	9
Note 14 : NAMYATS 4♦ Opening and Responses – 1st/2nd seat.....	9

## Note 1 : 1♣ Opening and Responses

1♣ - 1♦/1♥/1♠ = Natural 4+ cards ( 1♦ can rarely be 3 cards with some awkward hands )  
 Resp 1X then Opener's 1Y XYZ Applies Nat; On 1X by responder and opener's 2N = bal 17-19 –  
 RETRANSTERS Applies. REVERSE BIDS – 2N is transfer to 3♣ (can be by passed) rest all bids  
 are forcing

### RESPONSES:

1♣	1♦	:	May be on 3-carder suit, in that case less H.C.P.
1♣	1♥/♠	:	Good 5+ points, 4+ suit.
1♣	1NT	:	8-10, denies 4M.
	2♥	:	9-11, 5+ ♠s & 5+ ♥s. – for weaker bid 1♠ then 2♥; for GF go via XYZ
	2♠	:	INV 11-12 BAL
1♣	2NT	:	4+♣ 16+HCP (minor Jacoby –opener 3♣ puppet to 3♦; now opener 3♥/♠/3N is singleton ♥/♠/♦ 3♦/♥/♠ is 2 <sup>nd</sup> suit 3N no singleton/ 2 <sup>nd</sup> suit – min - to play )
1♣	2♣	:	Inverted, 10+ hcp , 5+ support, denies 4Ms, forcing up to 3Bm.
1♣	2♦	:	5/5 IN RED SUITS 9-11
1♣	3♣	:	Mixed raise, good 7-9, and generally 5+ supports.
1♣	3♦	}	SPL with 5+ supports.
	3♥/♠		
	3NT	:	12-15.
	4M	:	NAT, To Play.

### MODIFICATIONS IN RESPONSE BY PASSED HAND

	2Bm	:	Inverted, 10-11.
	3Bm	:	Mixed raise
1♣	1NT	:	8-10.
1♦	3♣	:	♣ suit INV
1♣	2♦	:	5/5 Red suits
	2♥	:	9-11, 5+ ♠s & 5+ ♥s.
	2♠	:	9-11, 5+ ♠s & 5+ any m
	2NT	:	11-bad 12

### OVER TAKE OUT DOUBLE

**RDBL** = Good 9+, primarily interested in penalty with the ability to double at  
 least two of the unbid suits by himself. After RDBL pass is F from both  
 hand upto 2♠, so with a bad hand opener needs to bid immediately, any  
 delayed action shows a good hand.

**Raise to 2** = Courtsey raise - TO PLAY

**Raise to 3** = LR.

2NT = FLIP FLOP – weak bid m - Preempt

1♣ (X) 2♦/2♥/2♠ Weak Suit

1♦ (X) 3♣ = ♣ suit INV

1♦ (X) 2♣ = NAT, F.

### OVER 1m- SUIT OVERCALL

## PAGE 3-9

Double = NEG.  
Cue = LR +  
Jump cue = SPL.  
4M = To play.  
2N = NAT INV

### 1m – (1NT) OVERCALL

Double = Penalty.  
2♣ = Landy, opener will bid 2♦ if he has equal length in M if open 1♣; on 1♦ bid 2M as 2♦ is suit transfer  
2♦/♥ = Transfer to 2♥/♠  
2♠ = Both ms  
2NT = One long m with tolerance for other m like a 6/3  
3m = Preemptive if Bm,  
3Om/3M = NAT, INV

## Note 2 : 1♦ Opening and Responses

Almost similar approach as over 1♣, except

1♦ 1NT : 6-10, denies 4M.  
1♦ 2♣ : 4+ suit, GF - If opener bids 2N then RETRANSFERS  
1♦ 2NT : 4+♦ 16+HCP (minor Jacoby – opener 3♣ puppet to 3♦; now opener  
3♥/♠/3N is singleton ♥/♠/♣  
3♦ puppet to 3♥; 3♠ = 5♣ & 3N = 5♦  
3♥/♠ is 2<sup>nd</sup> suit  
3N no singleton/ 2<sup>nd</sup> suit – min- to play )  
1♦ 3♣ : 6+♣ 9-11 most points in ♣ INV TO 3N  
1♦ 4♣ } : SPL, with 5+ supports.  
3♥/♠ }

## Note 3 : 1♥ Opening and Responses

1♥ - 1♠ = natural 4+ cards and good 5/6 or more points = Reason to bid 1♠ and opener can support with 3-cards. XYZ approach and TWO way check back apply during subsequent bidding.  
1NT = Semi Forcing, good 5 to bad 12 points, normally denies 4 card♠ unless poor hand with 3+ Cards in ♥ and hope to revert back to ♥ suit at cheapest possible level over partner's REBID. If opener does bid, 3♥ by responder will be a limit raise with good 10 to bad 12 points- Thereafter 2NT by opener has SPECIAL BIDS  
2♣/2♦ = Natural Game Force UNLESS REBID then INV. 2♣ & 2♦ will be 5+ cards and can have ♥ fit  
2♥ = Constructive, 7-10 and 3+ card support.  
2NT = GF – BAL Hand, can have 3-4 card ♥  
2♠ = Some Splinter 8-10/14+ - Opener 2N asks then Resp 3♣/3♦/3♥ = Splinter ♣/♦/♠ & 3♠/4♣/♦ = 14+, SPL  
3♣ = MR 7-9; 3♦ = Last train – strong hand; 3♥ = NON ACCEPT; 3♠ = S/S Slam try (3N asks -4♣/♦/♥ = ♣/♦/♠ short): 3NT = HSST in ♠; 4♣/♦ = HSST  
3♦ = LR 10-11 4+♥; SAME AS ABOVE  
3♥ = 4-6 4+♥ support - Preemptive  
3♠ = VOID SPL – 3NT asks  
3N/4♣/4♦ = ♠/♣/♦/ Splinter, 11-13  
4♥ = TO PLAY, anti slammish, mostly 5+ card in ♥ and some distribution like 5-5-2-1, 5-4-3-1, 6-4-2-1 etc.  
4♠/5♣/5♦ = EKC

## Note 4 : 1♠ Opening and Responses

Same approach as over 1♥ opening.

1♠ - 2♣ (5+)/2♦ (+5) /2♥ (5+) are Game Force Unless REBID  
1♠ - 3♣ = Splinter ♣/♦ - Opnr 3♦ asks- 3♥ = ♣ 8-10; 3♠ = ♦ SPL 8-10, 3NT = A♣ SPL 14+; 4♣ = SPL in ♣, 14+,

## PAGE 4-9

- 4♦ = SPL in ♦ 14+, 4♥ = A♦ SPL, 14+, 4♠ = Game acceptance good 9-10  
1♠ - 3♦ = LR, 10-11; Opener 3♥ = LT; 3NT = SHORT S S/Try - 4♣ asks; 4♦/♥/♠ = ♦/♥/♣ short  
4♣/4♦/4♥ = HS/ST in ♣/♦/♥  
1♠ - 3♥ = SPL in ♥; Opener 3♠ then 1) Pass = 8-10, SPL in ♥ 2) 3NT = A♥ Singleton, 14+ 3) 4♣/4♦ = SPL in ♥, 14+,  
    Cue in ♣/♦ 4) 4♠ = SPL in ♥, 8-10, G  
1♠ - 3♠ = 5-8 4+♠  
1♠ - 4♣/4♦/4♥ = Splinters 11-13  
1♠ - 3NT = VOID SPL - 4♣ asks - 4♦/♥/♠ = ♦/♥/♣ Void  
5♥/5♣/5♦ = EKC

### OVER INT OVERCALL

- Double = Penalty.  
2♣ = 5+ in other M, 2/3 card in opener's M.  
2♦ = NAT NF  
2M = NAT, NF. 5-7  
3 of partner's M = Distributional raise. 4M CARDS  
3m = NAT, INV.  
3 other M = NAT, INV.

## Note 5 : 1M Opening by partner in 3<sup>rd</sup>/4<sup>th</sup> seat – One Way Drury

- 1♠ - 1NT ( Natural and forcing )  
- 2♣ = ONE WAY DRURY = 3+ card supp., good 9-11 points , NON FIT-JUMP hand  
    2♦ by opener is asking to describe hand  
        2♥/3♣/3♦ by resp = ♥/♣/♦ suit 5 cards and 4♠s & scattered values  
        2♠ = 3/4 card ♠ min hand  
        2N = 3 card ♠ max hand  
        3♠ = 4 card max hand  
  
    2♥ = 4♥s  
    3♣/3♦ by opener = ♣/♦ short suit  
    3♥/4♣/4♦ = ♥/♣/♦ suit 5 cards  
    2NT = 6♠s-with soft stoppers - in that case Resp can bid 2 card worthless suit or 3N/4♠  
        3♣ by resp is min drury  
        3NT/4♠ with max drury 3/4 ♠ cards.  
    3♠ is 7 trick hand with 6 solid ♠ suit and an A outside and wants P to play 3NT.
- 1♠ - 2♦ = NAT 9-11  
- 2♥ = Natural 5+ cards and good 9+ points (or a long suit and not willing to play in 1NT ) and not more than 2 cards in ♠.  
- 2♠ = Logical bid with 3+ card support ( LESS than Drury hand )  
- 2NT = ANY splinter , 9-11 HCP or ♣suit; Opnr 3♣ asks or can bypass – P = ♣ suit; 3♦/3♥/3♠ = ♦/♥/♣ SPL.  
- 3♣/3♦/3♥ = FIT bids with 5-cards in bid suit and 3+ card ♠ and good 9-11 points. Ideally FIT bids are 5-4 with 4 card support BUT it can be 3-cards when AOJxx in the bid suit and Kxx in trumps suit type of hand is picked up. Opener can PASS if for some reason , partner had opened a 4-card Major in 3<sup>rd</sup> seat for lead directing purpose and a Less than normal opening.  
- 3♠ = 7-9 points MR  
- 4♠ = Absolute gambling bid with 5+ trumps and very distributional like 5-5-3-0/6-5-1-1 etc not too many HCP

Similar approach over 1♥ opening EXCEPT 2NT is ♣ suit or m splinter 9-11 HCP (opener can bypass with better hand ); 3♣ asks – P = ♣ suit; 3♦/3♥ are ♦/♣ SPL and 1♥ - 3♥ is ♠ Splinter

## Note 6 : 1NT Opening and Response

15-17, BAL or Semi-balance (may be good 14); Open 1NT when the hand is unbalanced with 5-4-3-1, 4-5-2-2, 6-3-2-2, 6-3-3-1 shape if there is no attractive rebid after opening one of a suit.

### RESPONSE:

- 2♣ = Asks for major though responder may not have a major – way to bid 2NT – INV hand  
Opener's 2♦ denies M; thereafter Responder can show various hands with Ms; SMOLLEN etc.
- 2♦ = Transfer to ♥; thereafter 2♠ is puppet to 2NT; 3m is 5♥+5m INV hand
- 2♥ = TRF TO ♠; thereafter 2NT is puppet to 3♣; 3m is 5♠+5m INV hand
- 2♠ = Minor Styman;
- 2NT = PUPPET TO 3♣; thereafter it can be passed corrected to 3♦ or GF hand with long minors
- 3♣ = 6+♣ Suit INV to 3NT
- 3♦ = 6+♦ Suit INV
- 3♥/♠ = S/S in BM with OM 3 card & 9-10 cards in m
- 4♣/♦ = TRF to ♥/♠
- 4♥/♠ = To Play.
- 4NT = QUANT. 16-17
- 5♠ = GRAND SLAM INTEREST
- 5NT = PICK UP THE SLAM

## Note 7 : 2♣ Opening and Responses = Based on KOKISH Relay

2♣ is normally opened when the hand has 22+ points and balanced/Semi balanced hands OR with strong Major ( with 9+ tricks ) , OR Strong Minor (with 10+ tricks ) , OR some combinations of 2 Suits or rarely even three suits and 18/19+ HCP.

2♣- 2♦ = Waiting

2♥/2♠/ 3♣/3♦ = 6+♥/♠/ ♣/♦ 7+ HCP

2NT = Any 7 carder suit headed but max QJ or J and no significant outside value

3♣ is Enq - 3♦ = ♥ suit ; 3♥ = ♠ suit; 3♠ = ♣ suit; 3NT = ♦ suit thereafter

3NT = To Play ; 3M/4m = Want to play slam if you have 2 honor ; 4M/5m = To Play

2♣ - 2♦

2♥ (asks Resp to bid 2♠)

2♠ = ♠ suit GF

2NT = 6+♣ GF

3♣ = 6+♦ GF

3♦ = 5+♦ and 4+♣ GF

3♥ = 4♠-5♥ 22-24 but needs help from P; Can be passed or corrected to 3♠

3♠ = Sets up ♠ suit 22+; 4♠ min hand; Any other Bid is a cue bid

4♣ = ♦ Singleton 4-4-1-4 24+

4♦ = ♣ Singleton 4-4-4-1 24+

3NT = Long minor 20-21 with stoppers – No Slam interest

4M = To Play with long M, lesser than 21 HCP – No slam interest

4NT = 29-30 HCP Balanced Hand

5m = To Play with long m, lesser than 21 HCP – UnBal

2♣ - 2♦

2♥ - 2♠...then

(a) 2NT = 22-24 Bal (2NT systems on)

(b) 3♣/3♦/3♠ = Second suit 4+ cards along with ♥ being longer suit and GF

(c) 3♥ = Single suiter ♥ ( 6+ cards and Game force ) Choice bet 4H & 3N

(d) 3NT = 25-26 ( 4♣= Baron – 4card up the line , 4♦/4♥= TRF, 4♠= Minor suit/s , 4NT= QUAN etc)

(e) 4m = Splinter in favor of ♥; 4♥ = To Play 4♠/5m = EKC in favor of ♥

## PAGE 6-9

(f) 4NT = 27-28 HCP Balanced Hand Transfers Apply

- 2♣ 2♦  
2♥ 2NT = can have 4 types of below mentioned 7 card suit and should not have any significant value outside the suit
- Axxxxxx
  - AJxxxxx
  - Kxxxxxx
  - KJxxxxx

With 6/7 card and better suit quality than these, bid the suit directly over 2♣

2♣ - 2♦

2NT = shows 6+ cards in ♣ suit,

Responder should normally bid 3♣ to accept the transfer let opener describe her hand till so game is reached,

3♣ ( accepting the TRF and proceed till some Game /Slam is reached )- 3♦ NEG less than 3HCP

(a) 3♦/3♥/3♠ = Second suit with opener 4+ cards

(b) 3NT = GOOD 6+♣ suit and 22+ points with stoppers

( c ) 4♣ = Very good hand and looking for some CUE bid from responder . 4NT by responder will DENY any Ace or K . Opener can PASS 4NT or bid 5/6♣ on her own.

3♣ = shows ♦ suit with or without second suit. Responder accepts and bidding continues naturally--3♥ NEG

3♦ = shows 5+♦ and 4+♣ ( Longer or Equal ♦ )

### Modification After Intervention

2♣ (Double) XX = Values – can have ♣ suit  
All other bids carry the same meaning as if the double did not take place

2♣ (2X) P = 4+ HCP or penalty in X  
X = less than 3 HCP – Bad hand  
2Y = Natural 4+ HCP  
3Y = Natural 4+ HCP

2♣ (3X) P = Nothing to say  
X = Penalty

2♣ (4X) P = Forcing - Working Values  
X = T/O

## Note 8 : Weak 2♦ and Responses

2♦ - 3♦/4♦/5♦/6♦ = Strategic – cum – Preemptive bids

2♦ - 2♥/2♠/3♣ = Natural one round force

2♦ - 2NT ( Enquiry )

(a) 3♣ = Good hand with at least one M 3card

3♣ 3♦ ( enquiry )

3♥ = 3 card ♠

3♠ = 3 card ♥

3NT = Both M 3 card

(b) 3♦ = Minimum suit and Minimum points as per expectation

(c) 3♥ = GOOD hand with 6♦ and 4♠ - OM

(d) 3♠ = GOOD hand with 6♦ and 4♥ - OM

(e) 3NT = GOOD hand – But no 3 card M



## Note 9 : Weak 2♥ Opening in 1st/2nd seats and Responses

2♥ - 2♠/3♣/3♦ = Natural one round force  
 3♥/4♥/5♥/6♥ = Strategic-Cum – Pre-emptive

2♥ - 2NT ( Enquiry with INV+ hand with atleast 2 cards in bid M)  
 3♣ = GG / BB - 3♦ asks                      3♥ = BB  
 3♠ = GG with shortage 3N asks 4♣/4♦/4♥ =  
    ♣/♦/♠ short;  
 3NT = GG without Singleton  
 4♣/4♦ = 6♥ + 4♣/4♦  
 4♥ = 6♥ + 5♠

3♦ = GH & BS  
 3♥ = BH & GS  
 3♠ = Solid Suit  
 3NT = 4 cards of O M  
 4♣/4♦ = Second 5-card suit headed by J/Q or at most K but primary ♥ suit  
    will be good  
 4♥ = Rare case with a 7-card ♥ suit when 3♥ opening with a hand like 7-2-2-2  
    and VUL vs NV opponents looks too risky.

2♥ opening in 1<sup>st</sup> seat can 5/6 Ms 9-11 HCP and if P enquires bid 4♥ to let him know you have 11 cards in Ms

2♥ opening in 3<sup>rd</sup> seat can be GOOD ( upto bad 12 points and not a great suit ) OR BAD ( 5-card reasonable suit and lead directing and minimum points ).

Opening 2♥/♠ in 4<sup>th</sup> seat is a logical bid NOT willing to PASS the hand and not letting opponents get into bidding cheaply and at the same time warning partner not to get too excited with any 10/11 HCP

### Modification After Intervention

2M (X) XX = values with atleast DBLTN in P s suit  
 2/3Y = M raise with lead direction in the bid M  
 2NT = Enquiry  
 3NT = To Play  
 4m = Fit Showing  
 4M = To Play  
 4NT = RKC in M

2M (2X) X = Other two suits  
 2NT = Enquiry  
 3NT = To Play  
 3Y = Nat F  
 3X = Splinter  
 4m = Fit Showing  
 4X = EKC

2M (3X) X = Penalty  
 3NT = To Play  
 3Y = Nat F  
 4X = Splinter  
 4m = Fit Showing

## Note 10 : Weak 2♠ Opening in 1st/2nd seats and Responses

Exactly the same approach as over 2♥ opening Except following

2♠ - 2NT ( Enquiry with INV+ hand with atleast 2 cards in bid M)  
 3♣ = GG / BB - 3♦ asks

3♥ = GG with shortage 3♠ asks 3N/4♣/4♦  
 ♥ /♣/♦ / short  
 3♠ = BB (5-7)  
 3NT = GG without Singleton  
 4♣/4♦ = 6♠ + 4♣/4♦  
 4♥ = 6♠ + 5♥

3♦ = GH & BS  
 3♥ = Solid Suit  
 3♠ = GS & BH (8-9)  
 3NT = 4 cards of O M  
 4♣/4♦ = Second 5-card suit headed by J/Q or at most K but primary ♥ suit will be good  
 4♠ = Rare case with a 7-card ♠ suit when 3♠ opening with a hand like 7-2-2-2 and VUL vs NV opponents looks too risky.

## Note 11 : 2NT Opening and Responses

2NT - 3♣ = Muppet Stayman; Opener 3♦ shows 1 or both Ms thereafter Responder  
 3♥ = ♠ and 3♠ = ♥; 3♥ = No M thereafter responder 3♠ = Puppet to 3N to play and 3N = 5♠+4♥  
 3♦ = Transfer to ♥, followed by 3♠ puppet to 3N and direct 3N is 5♥+4♠  
 3♥ = Transfer to ♠, followed by 4♥ = 5-5 game only  
 3♠ = Puppet to 3NT – can P to play / DESCRIBING Minor suits  
 3NT = To Play  
 4♣ = Transfer to 4♥  
 4♦ = Transfer to 4♠  
 4♥ = 5♣+4♦ 10-11 can play upto 4N  
 4♠ = 4♣+5♦ 10-11 can play upto 4N  
 4NT = Quantitative  
 5♣/♦ = Natural to play  
 5♠ = SHOW 5 CARD – 5N = NONE; 6X IS 4 CARD UP THE LINE 4/4 FIT OR 6N  
 5NT = pick a slam 4/4 fit up the line or 6NT (3-3-3/4 and 13 HCP)

2NT - 3♣  
 3♦ = One/Both 4-card majors., responder s 3♥/3♠ = ♠ / ♥; 3N to play  
 3♥ = No 4 card M; 3♠ by responder to play 3N and 3NT = 5♠+4♥  
 3♠ = 5♠, responder now cue bids for SLAM interest, 4♠ = GAME, 3NT – to play  
 3N = 5♥, responder; 4♣ = Slam Interest; 4♦ = retrfr to ♥, P – to play

2NT - 3♠ puppet to 3NT  
 3NT- P = to play  
 4♣ = 6+♦ to play upto 4NT (11/12) – 4♦ min; 4♥/♠ = Cue; 4N = to play  
 4♦ = 6+♣ as above - 4♥/♠ = Cue; 4N = to play  
 4♥ = 5♣+5♦ 10-11 Slammish - ♥ Short 4♠ = DKC BY OPENER AND CAN SIGN OFF 5N IF 2 KEY CARDS MISSING 4N = To Play  
 4♠ = 5♣+5♦ - ♠ Short - SAME AS ABOVE - 5♣ = DKC  
 4NT = Quantitative with 4♣+4♦ cards  
 5♣ = Long ♣+♦ Pass or correct to ♦ - Cant play NT (maybe 3-5/5 or 1/2-6-5)  
 5NT = 4♣+4♦ 13-14 Points – Choose Contract 6♣/6♦/6NT

2N-(3♣) THEN X Stayman 3 level transfers 4♣ = Both M; 4♦/4♥ Trans to 4♥/4♠; 4N = Quanti  
 -(3♦/♥/♠) – X is Stayman 3/4 Level Nat – 4m/M = trans 4N = Quanti

## Note 12 : 3 Level Opening and Responses

3 level suit bids are preemptive in nature containing minimum 6 card in the bid suit and 5 to 10 HCP depending on vulnerability and seating position. At 1<sup>st</sup> & 3<sup>rd</sup> seat non vulnerable position the preempt can be more destructive and the HCP and suit quality can be poor. In 3<sup>rd</sup> seat the HCP is 6-12 in vulnerable and 0-12 in non vulnerable position.

The 2<sup>nd</sup> seat openings are more constructive. At 4<sup>th</sup> seat the 3 level openings promise 10-12 HCP with 6+ suit.

3NT opening at 1<sup>st</sup> and 2<sup>nd</sup> seats are gambling NT - opening show a 7 or 8 carder suit headed by AKQ and no significant outside value.; 3NT and to play in 3<sup>rd</sup> & 4<sup>th</sup> seats likely with a long minor.

3♣/3♦ 4♣/4♦ = Preemptive with some Defence

3M = Natural Forcing

3NT = To Play or save suggestion

4♦/4♣ = RKC; 1 w/o Q; 1 with Q; 2 w/o Q; 2 with Q

4M/5♣/♦ = To Play

3M 3OM - F

4♣ - RKC

4♦ - 2 losers in ♦ - M fit

3N/4M/4OM/5m to play

### Three No Trump opening 3<sup>rd</sup> / 4<sup>th</sup> seat:

3NT 4♣ = Pass or Correct;

4♦ = Singleton ask (4♥/♠/5♣/5♦ = ♥/♠ singleton; ♣ Suit ♦ singleton; ♦ Suit ♣ single ; 4N= No Singleton)

4M = To Play;

4NT=Bid 6 with 8 card otherwise bid 5;

5♣ = P or Correct

## Note 13 : NAMYATS 4♣ Opening and Responses – 1st/2nd seat

Normally 4♣ opening shows at least 7-card good ♥ suit ( solid OR at most one honour missing from top three ) and at least ONE more A or K outside the ♥ Suit in other suits. Total no. of trick taking potential is between 8 and 9 tricks and idea is that responder plays the hand to protect her side values. One can not OPEN Namyats OR strong 2♣ with solid 9/10 card suit and no values outside. Also , 4♣ opener can not / should not have more than one suit UNCONTROLLED outside the trump suit. Controls are A/K or singleton in at least 2-suits.

4♣ - 4♥ to play ( No interest in slam )

4NT = RKC ( Obviously the responder has a good hand )

4♣ - 4♦ ( responder has interest in slam with 3+ likely tricks BUT unable to use RKC )

Responses :

4♣ - 4♦

4♥ = NON solid ♥ Suit ( responder to judge and BID on or PASS . New suit by responder will confirm the missing HONOUR and asking for control in that suit.

4♠/5♣/5♦ = SOLID ♥ suit but the bid suit is UNCONTROLLED ( xx/xxx type ) – Responder to judge and BID on or sign off in 5♥ .

4NT = Opener has a Good ( almost 9 trick hand ) and all suits controlled

## Note 14 : NAMYATS 4♦ Opening and Responses – 1st/2nd seat

Exactly the same approach as over 4♣ opening.

4♠ = To play , 4NT= RKC , 4♥= Relay with 3+ tricks but unable to bid RKC