▼ <u>CONVENTION CARD</u> ◆ ◆
GORY:
EVENT:
ERS: Abhijit Chakraborty & Samir basak
SYSTEM SUMMERY
RAL APPROACH AND STYLE
Major (Semi-F1NT); 3 cards minors (1♦ usually 4 cards); Most JS
es are ART; many fit bids; WK-2 bids depends on VUL & POS
at sound); 3 level PREs same as WK 2; Wide range Overcall
t 2 Level); Frequent non-penalty DBLE & ART 2NT in Comp.
(4)15-17 may have 5 cards Major or 6+ minors; 2/1 is GF unless
AL BIDS THAT MAY REQUIRE DEFENCE
1♦-3♣ = Invitation Raise(9-11, 5+ Support); 1m-2m=INVT, 11+ to 3m
=5+ \spadesuit & 4+ \blacktriangledown ,6-8; 1m-2 \spadesuit =5+ \spadesuit & 4+ \blacktriangledown ,9-11; 1m-2NT=11-12;
=Spl. Somewhere 8-10 or 15+, 3♣= Limit
♦= Mixed Raise; 3♠/4♠/4♦=11-15 & Spl. In bid suit; 1S-xed /Limit Raise 1S-3C=Minor mini or maxy splinter 1S-koby
ohl, 2-way Drury, Leaping Michaels, TRF after 1M-Dbl;
AL FORCING PASS SEQUENCES
see are forcing when we at least promise on INV for Come: all

LEADS AND SIGNALS	DEFENSIVE AND COMPETITIVE BIDDING	7						▼ ★ <u>CONVENTION CARD</u> ◆ ★	
Suit 300 Suit 200 Suit 300 Suit 300 Suit Suit 300 Suit Su		LEADS AND SIGNALS			SIGNA	LS			
Repose 10 doesn't show support, Jump bids shows IT 450 290 Same.	At 1 level 8-18, usually 5+ cards, 4 cards overcall with length in RHO's			Lead In partne		rtner's suit	CATEGORY:		
Access A	Suit with good hand, new suit NF after 1 level OC; at 2 level sound; CUE	Suit		3 RD /5 TH S		Same.			
Raise, 4 level CUE	Response= 10+, doesn't show support, Jump bids shows FIT except(1♣)-	NT		$4^{\text{TH}}/2^{\text{ND}}$ S		Same.		NCBO: EVENT:	
Vs-Suit: A is for Attitude & K for Count LEADS	$1 \spadesuit$ (P)- $2 \blacktriangledown / \spadesuit$, (1 ♦)-1 ♥-(P)-2 ♠= 6+ suit INV., CUE at 3 level=Mixed	Subsequ	ıent	Same Same.					
LEADS SYSTEM SUMMERY	Raise, 4 level CUE= Splinter	Vs-NT:	A is a	asking Count or Unblock& K for Attitude			K for Attitude	PLAYERS: Abhijit Chakraborty & Samir basak	
Lad		Vs-Suit:A is for Attitude & K for Count		ţ					
AK + AK AK AK AK AK AK AK						SYSTEM SUMMERY			
15-18 RESPONSES as after INT opening except TRF to opponent's Seard Suit, (1m)-P-P-INT=11-14, (1M)-P-P-INT=11-16 response after 1NT opening 2** Stayman, Response with Max bid 2NT when 3 ** Re-stayman other bids i.e. 2 **12 **V 2 ** shows Minim hand 10 IOX, 109,I10+ JI 109+JIOX STR at 2 Level); Frequent non-penalty DBILE & ART 2NT in Comp.		Lead			Vs. NT	GENERAL APPROACH AND STYLE			
Suit_(Im)-P-P-INT=II-14, (IM)-P-P-INT=II-16 response after INT op- Action Act	1NT OVERCALL (2 nd / 4 th Live; Responses; Reopening)	Ace	AK	+,AX		AKJ	10+	5 card Major (Semi-F1NT); 3 cards minors (1♦ usually 4 cards); Mos	st JS
Suit. (Jm)-P-P-INT=II-14, (IM)-P-P-INT=II-16 response after INT op-cning 24 stayman, Response with Max.bid 2NT when 3 ★= Re-stayman Jack JX, QJ-, QJ10+, J10 J109+, J10X (STR at 2 Level); Frequent non-penalty DBLE & ART 2NT in Composition, 2NT=Q+ Stayman, Responses with Max.bid 2NT when 3 ★= Re-stayman Jack JX, QJ-, QJ10+, J10 J109+, J10X (STR at 2 Level); Frequent non-penalty DBLE & ART 2NT in Composition, 2NT=Q+Stayman, Panalty DBLE & ART 2NT in Composition, 2	15-18 RESPONSES as after 1NT opening except TRF to opponent's 5card	King	AK	, KX, KQ)	AKX	ζ+, KQX+	responses are ART; many fit bids; WK-2 bids depends on VUL & PC	OS
Section Sect	suit, (1m)-P-P-1NT=11-14, (1M)-P-P-1NT= 11-16 response after 1NT op-	Queen	KQ	+,KQJ+,	QJ,QX	KQ1	09+,AQJ+	(2 ND seat sound); 3 level PREs same as WK 2; Wide range Overcall	
Description	-ening 2♣= Stayman, Response with Max.bid 2NT when 3 ♣= Re-stayman	Jack					+,J10X	(STR at 2 Level); Frequent non-penalty DBLE & ART 2NT in Comp	p.
JUMP OVERCALLS (Style; Responses; Unusual NT)	other bids i.e. 2 ♦/ 2 ♥/ 2 ♠ shows Minim hand	10			•	J109	+,J10X+	1NT=(14)15-17 may have 5 cards Major or 6+ minors; 2/1 is GF unle	less
Top(rare from 2-card) Weak (except at Sandwiched VUL position), 2NT= Un-bid Lower Suits Lo - x Does not prom; hon 1 or 2+ Card		9		· · · · ·				re-bid.	
Veak (except at Sandwiched VUL position), 2NT= Un-bid Lower Suits Lo - x Does not prom. hon 1 or 2+ Card	JUMP OVERCALLS (Style; Responses; Unusual NT)	Hi - x			of Sea	_			
SIGNALS IN ORDER OF PRIORITY SPECIAL BIDS THAT MAY REQUIRE DEFENCE		Lo - x	_						
Part's Lead Discarding D								SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
ATT = UDCA AT	DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)		Pai	Part's Lead Dec's		Lead Discarding		1♣-2♦/1♦-3♣ = Invitation Raise(9-11, 5+ Support); 1m-2m=INVT,	, 11+
Suit 2 3 COUNT= SPS = STD COUNT= UDCA SPS = STD COUNT= UDCA SPS = STD COUNT= UDCA SPS = STD SPS	(1Y) 2Y Miles II (1Y) 2Y Askins from the ground still and serious	1	АТТ	'- LIDCA	COLINIT	Z-LIDC ATT - LIDCA			
UDCA SPS = STD ATT = UDCA SPS = STD SPS = STD ATT = UDCA SPS = STD SPS = STD SPS = STD SPS = STD ATT = UDCA SPS = STD SPS =	$(1X) - 2X = \text{Wilchael S}, (1X) - 3X = \text{Asking for stopper}, solid long minor}$				A	-UDC	ATT = ODCA	$1\text{Im}-2\sqrt{=}5+2 & 4+\sqrt{,0-8}; \text{Im}-22=5+2 & 4+\sqrt{,9-11}; \text{Im}-2\text{N}1=11-12};$	
DON'T with modification Vs-STNT; Vs- WK Cappilaty 1 ATT = UDCA SMITH= UDCA SMITH= UDCA Labensohl, 2-way Drury, Leaping Michaels, TRF after 1M-Dbl; 2NT = Any single Suitor (may be WK after STR. NT 2 With opening hand after WK NT) 3 with opening hand after WK NT) Smith echo − Vs- NT = UDCA from both side. Trump echo - Vs- Suit= Hi-Low shows interest in ruff. VS − PREEMPTIVES (Doubles; Cue-bids; Jumps; NT Bids) DBL= T/O (Pass on RDBL= Penalty), Leaping Michael (3M-4m= 5+ OM & DOUBLES & All passes are forcing when we at least promise an INV for Game; all & 5+ Bm G Inv), Lebensohl after T/O of NAT 2X, CUE= BM/Bm (2 •) - 4 • = • & ▼ and 4 • = • & • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 14+; T/O up to 4 • may be 1Q Less; 2 Level 14+; T/O up to 4 • may be 1Q Less; 3 Level 14+; T/O up to 4 • may be 1Q Less; 3 Level 14+; T/O up to 4 • may be 1Q Less; 3 Level 14+; T/O up to 4 • may be 1Q Less; 3 Level 14+; T/O					SPS = ST	TD COUNT = UDCA		1♥-2♠=Spl. Somewhere 8-10 or 15+, 3♣= Limit	
DON'T with modification Vs-STNT; Vs- WK Cappilaty NT 2 ATT = UDCA SMITH= UDCA SMITH= UDCA SMITH= UDCA COUNT= COUNT= UDCA SPS = STD UDCA SPS = STD STD = STD STD = STD STD = STD STD = STD = STD = STD STD = STD	VS – NT (VS. Strong / Weak; Reopening; Passer hand)		SPS	= STD	ATT = U	JDCA	SPS = STD	3D=Mixed /Limit Raise 1S-3C=Minor mini or maxy splinter	
NT 2 UDCA COUNT= UDCA 2NT= Any single Suitor (may be WK after STR. NT & with opening hand after WK NT) Smith echo -Vs- NT= UDCA from both side. Trump echo -Vs- Suit= Hi-Low shows interest in ruff. VS -PREEMPTIVES (Doubles; Cue-bids; Jumps; NT Bids) DBL= T/O (Pass on RDBL= Penalty), Leaping Michael (3M-4m= 5+ OM \$\frac{\text{SMTH}/\text{COUNT}}{\text{UDCA}}\$ UDCA TAKE OUT DOUBLES (Style; Response; Reopening) Strength of immediate hand at 1 Level= 11+, In balancing may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4♠. VS -ARTIFICIAL STRONG OPENINGS Vs - STR 1♠ - DBL= BM, NT= Bm, 2♠ = ♠+ Major 2 ♦ = ♦+ Major 2 ♦ = ♦+ Major 2 ♦ = ♦+ Major (-)vie DBLE up to 4H, Support Dbl (doe's not show extra), COUNT= UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA UDCA SPS = STD SPE = STD SPS = STD SPE = STD	DON'T with modification Vs-STNT; Vs- WK Cappilaty	1	ATT	= UDCA	SMITH=	UDCA	SMITH=UDCA		
2NT= Any single Suitor (may be WK after STR. NT SPS = STD SPS = STD SPS = STD & with opening hand after WK NT) Smith echo -Vs- NT= UDCA from both side. Trump echo -Vs- Suit= Hi-Low shows interest in ruff. VS -PREEMPTIVES (Doubles; Cue-bids; Jumps; NT Bids) DBL= T/O (Pass on RDBL= Penalty), Leaping Michael (3M-4m= 5+ OM DOUBLES B Hm G Inv), Lebensohl after T/O of NAT 2X, CUE= BM/Bm (2 ♦) - 4 ♣ = ♣ & ♥ and 4 ♦ = ♣ & ♠ Strength of immediate hand at 1 Level= 11+, In balancing may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 ♠. VS -ARTIFICIAL STRONG OPENINGS Tends to have 3+ cards in all suits unless very strong-GOSH Vs STR 1♠ - DBL= BM, NT= Bm, 2♠ = ♠ + Major 2 ♦ = ♦ + Major 3♦ = ♠ + Major SpS = STD SPS = STD SPS = STD SPS = STD SPS = STD SPECIAL FORCING PASS SEQUENCES All passes are forcing when we at least promise an INV for Game; all passes are forcing from both sides up to 2 ♠ after a Re-dble made by passes are forcing from both sides up to 2 ♠ after a Re-dble made by then Pass is F up to 2 ♥. VS -ARTIFICIAL STRONG OPENINGS Tends to have 3+ cards in all suits unless very strong-GOSH Vs -STR 1♠ - DBL= BM, NT= Bm, 2♠ = ♠ + Major 2 ♠ = ♠ + Major (-)vie DBLE up to 4H, Support Dbl (doe's not show extra),						=	COUNT= UDCA		
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& 5+ Bm G Inv), Lebensohl after T/O of NAT 2X, CUE= BM/BmTAKE OUT DOUBLES (Style; Response; Reopening)passes are forcing from both sides up to 2 ★ after a Re-dble made by(2 ♦) - 4 ♣ = ♣ & ♥ and 4 ♦ = ♣ & ♠Strength of immediate hand at 1 Level= 11+, In balancingResponder; Pass-n-Pull shows Slam mish; 1X-(1NT)-Dbl = Business,may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 ♠.then Pass is F up to 2 ♥.VS -ARTIFICIAL STRONG OPENINGSTends to have 3+ cards in all suits unless very strong-GOSHVs- STR 1♣ - DBL= BM, NT= Bm, 2♠ = ♣+ Major 2 ♦ = ♦+ MajorSPECIAL,ARTIFICIAL & COMPETITIVE (RE) -DBLEVs STR 2♠ -DBL= BM, NT= Bm, 3♠ = ♣+ Major 3♦ = ♦+ Major(-)vie DBLE up to 4H, Support Dbl (doe's not show extra),									.11
may be 1Q Less; 2 Level 13+, 3 Level 14+; T/O up to 4 ♠. then Pass is F up to 2 ♥. VS -ARTIFICIAL STRONG OPENINGS Tends to have 3+ cards in all suits unless very strong-GOSH Vs- STR 1♠ - DBL= BM, NT= Bm, 2♠ = ♠+ Major 2 ♦ = ♦+ Major SPECIAL, ARTIFICIAL & COMPETITIVE (RE) -DBLE Vs STR 2♠ -DBL= BM, NT= Bm, 3♠ = ♠+ Major 3♦ = ♦+ Major (-)vie DBLE up to 4H, Support Dbl (doe's not show extra),	& 5+ Bm G Inv), Lebensohl after T/O of NAT 2X, CUE= BM/Bm					; Resp	onse; Reopening)		
VS -ARTIFICIAL STRONG OPENINGSTends to have $3+$ cards in all suits unless very strong-GOSHVs- STR 1 - DBL= BM, NT= Bm, $2 - + + + + + + + + + + + + + + + + + + $	$(2 \blacklozenge) - 4 \clubsuit = \clubsuit \& \blacktriangledown \text{ and } 4 \blacklozenge = \clubsuit \& \spadesuit$	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \			Level=	11+, In balancing	Responder; Pass-n-Pull shows Slam mish;1X-(1NT)-Dbl = Business,	,	
V_{S} - STR 1 - DBL= BM, NT= Bm, 2 - + Major 2 - + MajorSPECIAL, ARTIFICIAL & COMPETITIVE (RE) - DBLE V_{S} STR 2 - DBL= BM, NT= Bm, 3 - + Major 3 - + Major 3 - + Major(-)vie DBLE up to 4H, Support Dbl (doe's not show extra),						Level 1	4+; T/O up to 4 ♠.	then Pass is F up to 2 ♥.	
Vs STR 2♣ -DBL= BM, NT= Bm, 3♣ = ♣+ Major 3♦ =♦ + Major (-)vie DBLE up to 4H, Support Dbl (doe's not show extra),	VS –ARTIFICIAL STRONG OPENINGS	Tends to have 3+ cards in all suits unless very strong-GOSH				ts unles	s very strong-GOSH		
	Vs- STR 1♣ - DBL= BM, NT= Bm, 2♣ = ♣+ Major 2 ♦ = ♦+ Major	SPECIAL, ARTIFICIAL & COMPETITIVE (RE) -DBLE			PETIT	TVE (RE) -DBLE			
	Vs STR 2♣ -DBL= BM, NT= Bm, $3♣ = ♣$ + Major $3♦ = ♦$ + Major	(-)vie D	BLE t	ip to 4H, S	Support E	Obl (do	e's not show extra),		
		Respons	ive D	bl (F up to	o 2 ♥), E	xtende	d responsive Dbl,	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	

OVER OPPONENT'S TAKE OUT DOUBLE	Snapdragon dble, Cards Dbl, Rosencranz dble & Re-dbl,	Sandwich overcall may be weak; 3 RD seat opening may be weak; 2/3 X-
Rdble usually deny fit, 1X=4+ suit & F; single raise may be very weak,	Competitive dble & re-dble, Co-operative dble, Lead	(DBL)-Re-Dbl= TRF to next Bid & new suit is Lead directing with Fit;
Dble raise= Mixed; After 1M dble TRF at 1 or 2 level; 1X-(Dble)- 2Y(J)	directing dble,Over Multi 2♦-Dbl= Single suit WK or Bm	
Fit; 1X-(Dble)- 3Y(Double Jump)= Preemptive, 1M-X-3M= Mixed	(Better or Int.)4♣/♦=L.M.,2NT=Nat,3♥/♠=Inv,rest=Nat	PSYCHICS: RARE.

	1 1		1 1		DEG CDIPPETON	PEGPONGEG	CALL CHICAGO AND A CONTROL OF	D. 6677 W. L. D.
O P E N I N G	T I C K I F	A I N N O	A R D S	N T H G R U B L	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
.		3	•	3 ♠	11-21 HCP	1NT=8-10, 2NT=11-12 ,INVTraise,2 ♦= Inv raise, 2 ♥/ ♠=	1 - 1X > 1NT - 2 = Check-Back, 2 = NF, 1 = -1 >	1 ♣- 3 ♣= Mixed raise, 1 ♣ - 2 X= FIT
						5+ 4 4+ 7, 3 / 7/4 = Spl., 3NT=12-15, 3 = Preempt,	1NT–2♥ = GF, 1♣ -1M>3 ♦= 18-19 bal 4 cards support,	
						4♣=Preempt.	1 ♣- 1X> 2NT- 3 ♣= Wolf Sign-off, X=F, 3 RD Suit G.F.	
\		3		3 ♠	11-21 HCP	1NT=8-10, 2NT=11-12 ,INVTraise,3 ♣= Inv raise,2♥/♠=	$1 \blacklozenge -1M > 1NT - 2 \clubsuit = Check Back, 1 \blacklozenge -1 \spadesuit > 1NT - 2 \blacktriangledown = GF,$	1 ♦ - 3 ♦ = Mixed raise, $1 ♦ - 2 X = FIT$
						$5+ \clubsuit \& 4+ \lor, 3 \lor / \spadesuit / 4 \clubsuit = Spl., 3NT=12-15, 3 \spadesuit = Preempt,$	1♦-1 ♠>3 ♥=18-19 Bal 4 cards ♠,1♦-1X>2NT-3♣= W.S.O	
						4 ♦ = Preempt	Any bid = F , 3^{RD} suit = GF	
Y		5		3 ♠	11-21 HCP	2 M Dettermine 2 A Limit mine 2A Mined mine 2A Cul	1 M 1 A 2 N/T 2 A W/C O 1 M 2 A 2 /2N/T D -1 1 M 2 A	1 to 2 to Min-Junior 1 to 2 A Cul
<u> </u>		3		3 🕏	11-21 HCP	2 ♥=Better raise, 3 ♣= Limit raise,3♦= Mixed raise,2♠= Spl. Somewhere 8-10 or 15+, 3 ♠/4 ♠/4 ♦= Spl, 11-14,	1 ♥-1 ♠>2 NT-3 ♣=W.S.O.1 ♥-2 ♠>/2NT=Relay, 1♥-3 ♠> 3 ♠= Last Train, (BERGEN RAISE 3♣=10-12, 3♠=7-9).	1 ♥-3 ♥=Mixed raise, 1 ♥-2 ♠=Spl. Anywhere 8-11, 2NT= ♠ Fit, 2 ♠/2 ♠=
						Somewhere 8-10 or 13+, 3 €/4 €/4 ₹= Spi, 11-14,	5 ♥= Last Italii, (BERGEN RAISE 5♥=10-12, 5♥=7-9).	Drury
		5		3♥	11-21 HCP	2 ♣=Better raise,3♦=Mixed raise / Limit Raise, 3♣ = Mini / Maxy Splinter 3♥ = splinter mini /maxy	1 ♦ -3 ♦ >3 ♦ =Relay, 1 ♦ -3 ♦ >3 ♥ =Last train, 1 ♦ -3 ♥ >3 ♦ =	1 ♠-3 ♠=Mixed raise, 1 ♠-2 NT=Spl.
							Non-forcing opposite 8-10,	Anywhere 8-11, 2 ♣/♦=Drury, Jump
								Suit= Fit
NT				3 ♠	(14+)15-17, can have single stiff	2 ♣=Stayman, Four suit TRF, 3 ♣=Bm INV, 3♦= Bm GF,	1NT- 2 ◆>2NT= 5 card M 15-16 HCP, 3H/3S=17 HCP 5 Cards, 3C/3D=6Cards	
						3 ♥/ ♠= short in bid suit, 4♥/ ♠=To play,4NT=QR, 5NT= Pick		
	(de)				GED 00	up the slam,		
<u>*</u>	(*)			2 ♠	STR 22+ or	$2 \blacklozenge = \text{neg./wait. bid, } 2/\blacktriangle = \text{Nat (+)vie, } 3 \clubsuit / \blacklozenge = \text{Nat (+)vie,}$	After 2 ♣-2 ♦Kokish development, 2 ♣-2NT>3 ♣=Relay	
					Game in Hand, Winner > Losers.	3♥= Any 4-4-4-1(+)vie, 2H =Weak Hand 2NT= + with H Suit	After that below the name suit weak, after intervention 2 level dble show 6+, pass show weak or that suit;	
					Willier > Losers.	ZIVI – + WIUI H SUIL	3 level onward dble show less than 2 effective Q	
*		6		2 🏚	6-11, Rare 5 cards	New suit is F 1, 2NT= RELAY,	2 ♦-2M> Any bid- 3 ♦/3M=NF, 2 ♦-2NT>3 ♣=good hand,	New suit= Fit
•		- 0		4 T	& may have Major.	Trow suit to 1 1, 2111 - NELET11,	3 ♦= bad Hand, 3M=good hand & other M	Now built— I it
Y		6		2 🏚	6-11,Rare 5 card	New suit is F 1,2NT= relay, Jump bid is Fit showing	2 ♥-2 ♠>Any Bid -3 ♥or3 ♠=NF, After 2 ♥-2NT> Rebid	New suit = Fit, 2NT= ♠ Fit,2 ♠= Spl any
•					2 11,14110 0 0414	The same of the sa	3H= balance hand Any other bid Show shortness of that	where
							Suit	
		6			6-11,Rare 5 card	New suit is F 1,2NT= relay, Jump bid is Fit showing	After 2 \(\delta \)- 2NT, 3S= Balance hand, any suit bid show	2NT= Spl. Any where, New suit=Fit
							Short of that suit	
NT	+			3 ♠	(19+)20-21 can	3♣=Muppet Stay Man, 3D/3H=xfer, 3S=xfer to 3NT	2NT – 3♣> 3NT= BM, 2NT-3 ♣ >3 ♦- 3 ♥ or 3 ♠=Smolen	
					Have single stiff	3NT= To play with Minors, 4♥/♠= To play, 5♠/♠= To play.		
Bids		6			Nat preempt	New suit F, except 4 ♣,4 ♦=Epsilon	HIGH LEVEL BIDDING	
NT					Gamb. in 1 ST	4 ♣=P/C,4 ♦=Ask for Short suit,4NT=Length asking	RKCB = 1430, 5NT = VOID WITH EVEN No KEY CA	
					&2 ND seat		KEY CARD, EKC= SAME AS AFTER RKCB BY STE	,
*		7			Nat preempt		BOTH, 5 NT= SPECIFIC "K" ASKING, CUE BIDS, SP	LINTERS
1 ♦		7			Nat preempt			

Nat preempt

New suit epsilon, except 4 ♠=To play, 4NT= RKCB

4NT Specific "A" asking 5♣=0A,5♦=♦A,5♥=♥A,5♠=♠A,5NT=2 A,6 ♣=♣A	