

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound O/Catthe2-level and higher (can be light at The one level). New suits are ORF after 1-level O/C, Jump CUE after 1-level O/C is Mixed Raise. Jump raises PRE. Reopening jump shift = Intermediate 6+card suit.
INTOVERCALL
15-18(responses=front of card). Reopening 1NT:11-16,2CnowRange-cum-Staymanenquiry. DBL then NT: 15-17. Direct 2NT: 18-19. DBL then 2NT: 20-21 Reopening2NT =18-19(Systems on as over 2NT Opening). 1M-P-2M-2NT=2-suitedT/O (could also be OM)
JUMPOVERCALLS
WJO disciplined except at favorable vulnerability. 2NTby Responder ASKs. Systems On. UNT(WKorSTR5/5+):(1m)-2NT=♥+om; (1M)-2NT=♠and♦ Jumps in known suits are PRE; bid in 4 th suit NAT NF.
DIRECT & JUMP CUE BIDS
Michaels 5/5+ : WK (4-11 NV, 8+ VUL) or STR (1m)-3m=NAT and PRE.(1M)-3M ASK stopperfor3NT(long SOL Minor with some stoppers or a prayer on the side). [See Note 1.7]
VS.NT
DONT in all positions VS.WKNT:DBL:Strong15+; otherwise DONT DONT 2♣=♣+♦/♥♠:2♦=♦+♥/♠:2♥=♥+♠; DBL=Single suit
VS.PREEMTS and TARTAN
DBL T/O with LEB responses when DBL is in Immediate position Leaping Michaels + variations After2/3NT O/C by Partner: Systems on (as over 2NT Opening)
VS.ARTIFICIAL STRONG OPENINGS- i.e.1♣ or2♣
VS.1♣ STR and VS 1♣STR-P-1♦: DBL=BothM,1NT=Both m, 2♣=NAT,2♦=NAT.
OVEROPPONENTS'TAKEOUTDOUBLE
2NT=L/R + for Majors, NAT for minors 1M-(X)-Cappelletti Transfers. 2BM=Weak raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 TH	Low from 3 or 4	
NT	4 TH (2 nd from WK suit)		
Subsequent	Low shows an honor		
Journalist in Opening lead. Vs Gambling 3NT: Highest honor Leadsagainst5-level+(suit):K from AK: Asks count			
LEADS			
Lead	Vs. Suit	Vs.NT	
Ace	AKx, Ax(+)	AKx (+),ASK for UNBLK or Count	
King	KQ(+),AK,K(x)	ASK ATT	
Queen	QJ(x), S/S, KQT9x	QJx, KQT9x	
Jack	J10(x), Jack denies	JTx, Jx, Jack denies	
10	109(x), HJTx (0,2Higher)	HJ10x(+),S/S(10x). 0 or 2 H	
9	9(x),HT9x, 0 or 2 High	H109x(+),S/S(9x), 0 or 2 Hi	
SIGNALS IN ORDER OF PRIORITY. Standard Carding. O/E discards			
	Partner's Lead	Declarer's Lead	Discarding
Suit1	Attitude	Count	Odd encourages
2	Count	S/P	S/P or Present Count
3	S/P		
NT 1	Attitude	Count	Odd encourages
2	Count	S/P	S/P or Present Count
3	S/P		
Signals			
Vs suits: S/P when dummy has a single unless tapping dummy more imp.			
DOUBLES			
TAKEOUTDOUBLES(Style; Responses; Reopening)			
Light, shapely T/ODBLs.NEGDBLs and RESPDBLs Thru 4♠ In response CUE=ORF. Low level DBLs are T/O, generally			
SPECIAL,ARTIFICIAL&COMPETITIVEDBLs/RDLs			
After OPNT's 1NT O/C of our 1m opening, 2♣=both M, ♥ better 2♦=♠ Better : MaximalDBLs[See Note #1.12] SUPP DBLs and RDBLs. DBL of SPL suggests save when NV,lead of lower when VUL. Lightner where obvious.			

W B F CONVENTION CARD
NATURAL GREEN February 2020. NCBO: INDIA GOPIKA TANDAN-ARUN JAIN
SYSTEMSUMMARY
GENERAL APPROACH AND STYLE
2/1 and inverted minors GF. 5+M(F 1NT by UPH)(4+M possible in 3 rd seat). Style: Sound Openings (except 3 rd seat). 1 st response can be light. 1♦=4+(except 4432). PRE aggressive (sound when VUL). 1m-2♥=10-12 no M: 2♠=PRE: NEG DBL, thru 4♥: 2♥/♠=PRE (aggressive in fav vul); wide-range overcalls Wide-range overcalls (good at 2-level) [See Note 1.2] 1NT 15-17 can have SING (generally an honor A/K/Q)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
INV+ fitimps in comp and by passed hand: ART 2NT in comp. Multiple raises on Majors [See Note # 1.8] Gambling 3NT (no outside cards in 1 st /2 nd , to play in 3 rd /4 th) 1♥-2NT/3♣/3♦=4+♥ (12+/MR/LR); 1♥-3♠/4♣/♦ (11-14) SPL [See Note #1.8.5] – Similar for 1♠ 1m-2♥=10-12 Bal No 4+M: 2♠= WJS: INV min GF: 1♣-2♦ & 1♦-3♣= LR [See Note #1.9] 1M-(X)- 1NT-2M=TRF. (2M-1)=CONS[See Note # 1.8] 1x-1y can be 3+ cards; Two way rev drury [See Note #1.8.6] LEB (NEG DBL) after interference over 1NT; Michael/UNNT =5+/5+. Either WK(6-11+) or STR(16+).Vs UNT O/C: Unbid suit NF, Lower for Lower, Higher for Higher CUE; Jumps by Passed Hands: ESI 4♣/♦=8.5+ tricks in ♥/♠.in 1 st /2 nd seat (PRE in 3 rd /4 th)
SPECIAL FORCING PASS SEQUENCES
4m RKCB in certain sequences; Next higher bid RKCB in some other.(See SUPL Note) Xyz on after Opponent's X and Interference below 1NT
IMPORTANTNOTES
Opener's 1NT rebid shows BAL 11-14 and may have one or more 4-card Majors PSYCHICS: RARE

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	AI-ways	We pass most balanced 1 pts We open most 12 pts	♦ May be short. 1NT=8-10. 2♣=GF; 2D = Limit with 5c 3♣=PRE; 2H=BAL 10-12 no MJ, 2S=WJS, 2N13-15	Reverses forcing to 2NT; TRF after 2NT Rebids; Opener may bypass 4-card MJs. 4m RKCB certain sq	2♣=Limit; 2♦= Mixed raise 2H=10-12, no 4-card M; 2♠=FSJ (If Unpassed WJS)
1♦		3	same	Only 3 if 4432	2♦=GF; 3♣= Limit raise with 4+D; 1NT = 6-10 2H=BAL 10-12 no MJ, 2S=WJS, 2N 13-15	Reverses forcing to 2NT; TRF after 2NT Rebids; Opener may bypass 4-card MJs. 4m RKCB certain sq	2♦=Limit; 3♣= Mixed Raise 2H/S: Same as above
						XYZ on after OPP DBL but not if suit bid over 1NT	2♠=FSJ (WJS if UNPASSED)
1♥		5(4)	same	We open 4 card Only with MIN hands or in 3 rd seat	F NT, Passed or Unpassed. 2/1FG ART M raises. Suit below: Limit, 2 below: Mixed	Aft FNT: 3♠/4♣/4♦=self SPL.	2-way REV Drury. (C=3 cards, 2D = 4-cards), 2NT: NAT
1♠		5(4)	same	Same as above	1♠-3♣=INV w/♥,	Aft FNT: 4♣/4♦/4♥=self SPL,	Drury as above. 2NT NAT
INT			same	15-17. May be UNBAL 5M, 6m, 4M+5m OK	STAY, 4 suit TRF, 3C=9+ cards in Minors. GF 3♦=9+ cards in Minors, Slammish. 3♥=1444, 3♠ = 4144.	Minor Suit super accept shows MIN 2 honors If Opener Bids the Minor, she denies 2 Honors	
2♣	X	0		STR, ART, GF w/ exceptions.	2♦=waiting, GF. 2HBust DBL of an O/C= DBLNEG.	Kokish. 2C- 3H/S; Bust with 6+ Bid Major 2C – 2D – now 3H/3S/4C/4D = Solid suit. Controls	after suit is set.
2♦		6+-		PRE , could have 4M	2NT ENQ. Now 3♣=Non-MIN Shortage, 3D = BAL MIN, 3H/S OM: 3NT: BAL Non-Min 4♣ =modified RKCB	After 3C, 3D asks, now LMH	
2♥		6+-		PRE, could have 4♠	2NT ENQ. Now. 3C: Non-MIN shortage, 3D: BAL MIN, 3H=BAL, NON Min. 3S solid suit; 3NT=OM 4C = Modified RKCB	After 3C, 3D asks. Now, LMH	
2♠		6+-		PRE, could have 4♥	Ditto as in Hearts	Same as above	
2NT				20-21 Maybe UNBAL Could have 5+ suit	All Transfers from 3D Response upto and incld. 4H.		
3♣		6+		PREEMPTS may be aggressive at	New Suit F1; 4♦=modified RKCB		
3♦		7+-		Favorable V. Otherwise, we use	New Suit F1; 4C = Modified RKCB		
3♥		7+-		the rule of 2 and 3.	New Suit F1; 4C = Modified RKCB		
3♠		7+-			New Suit F1; 4C = Modified RKCB		
3NT	X			Gambling w/7+SOLm (noside A or K only in 1 st /2 nd position)	In 3 rd and 4 th position: To Play.		
4♣	X			NAMYATS in 1 st and 2 nd pos	NAT PREEMPT in 3 rd and 4 th seats		
4♦	X			NAMYATS in 1 st and 2 nd pos	NAT PREEMPT in 3 rd and 4 th seats		
4♥		7		NAT PRE	4♠=CUE; 4NT=RKCB;		
4♠		7		NAT PRE	4NT=RKCB		
4NT	X			Specific A Ask	5c=0, 5x=Ace in suit bid, 5NT=2, 6c= clubs		
5♣						HIGH LEVEL BIDDING	
5♦						RKC 1430 (exception after 2♣ opening, if 2♣ opener asks, then 0314)	
5♥						DOPI/ROPI. Absent suit agreement, Jump to 5♥/♠/NT=Pick a slam sequences	
5♠						Lightner/Lead Directional, EKCB	
						Pass and Pull (when we are in GF auction) is slammish [See Note 1.11]	

Supplementary Notes

1.1 Special Sequences

1m-(1NT)-2om=Majors; 2(Any other) To Play

1m-(2NT)- Unusual over Unusual (Lower for Lower, higher for Higher)

1m-(3NT-To Play) – 4om = Majors

1M-(1NT)-2x=Nat

1M-(2NT)- Unusual over Unusual (Lower for Lower, higher for Higher)

1M-(3NT-To Play) – 4x = NAT, to Play

(1m)-P-(1NT)- (Both Direct and Balancing seat): 2C=Both Majors, H better, 2D=Both Majors, S better

If minor agreed (implicitly or explicitly) below 3NT in a GF auction, 4m=RKC. If agreed at 4m level, 4(m+1) is rkc

Partnership Agreement (Style) on Competitive Biddings

1.2 Overcall Style

One Level overcall is 9-17 HCP (Fav vul can be KQJTx(x) in the suit and nothing outside). Vul Overcalls generally is a good suit (normally 10+ HCP)

After a 1 level overcall, new suit by responder is F1R.

Jump cue is MR after a Major overcall

Jump Raise is PRE

Cuebid is F1 (Promises 10+ support or independent suit)

2 Level Overcall Style: Normally 10+ HCP with a good suit- Normally 2 of the top 4 honors or solid sequence: QJTxxx with 6+ cards. If 5+ cards, have compensating HCP

Response structure Same as 1 level overcall

1.3 Balancing Style:

Normally 1 King less than direct seat. But in a live auction, it will be same as direct seat overcall

1.4 Reopening Style:

HCP can be little less, normally promises shape (1x-P-1y-P-1z-DBL will be takeout of 1y 10+ HCP)

1.5 3rd seat preempt style:

Can be wide ranging (can be as much as 13 HCP and as little as 3 HCP. QJTxxx and 6331 shape we can preempt @ 3 level)

1.6 Cue Bidding Style:

When we are in an uncontested auction, we cuebid 1st/2nd round control (cheapest suit first).

In a competitive auction, cuebid is 10+ HCP support for partner's suit or 2-suiter (same style as above). In some fit showing auction, our side suit is primarily lead directional. So in an auction like 2H-X-3D it could be something like xxx in pd's suit + Kx or shortage in D

1.7 Michael & Leaping Michael Style:

2 – suiter 5/5+ : Either WK (4-11 NV, 8+ VUL) or STRONG. Aggressive when VUL FAV

Our leaping Michael style is a strong 2 suiter, normally 8.5+ tricks or 16+ HCP, unless FAV VUL

1.8 Major suit Opening and various Raises

1.8.1 PRE Raises

1M-3M (ON in competition); ON when opponents overcall; Same when Partner Overcalls 1M

1.8.2 Mixed Raise

1♥-3♣ and 1♠-3♦; OFF in competition; Jump cue is MR when partner overcalls (ON even when responder bids)

1.8.3 Limit Raise

1♥-3♦ & 1♠-3♥. OFF in competition. Cue bid is LR+ when partner overcalls 1M

1.8.4 Interference

1M-(X)

1NT – 2M are all transfers; (2M-1) is constructive raise; 2NT is LR+

RDBL is 10+, Forcing till 2M, generally denies support, sets up penalty DBL auction (DBL by either is penalty)

1M-(2x)- 2y is 10+ F1; cue bid is LR+

1.8.5 Splinters

1M-3♠/4♣/4♦/4♥ are SPL (11-14); SPL are ON after they interfere. If space permits, both FSJ And SPL

1.8.6 Drury

Two way reverse Drury (rebidding the Major is min)

New suit after Drury is HSGT

1.9 Minor suit Opening

Inverted Minors are GF. 1♦-3♣ and 1♣-2♦ are 9-11 corresponding minor raise

Inverted Minor can contain 4M, next bids are natural (2NT tends to show BAL hand without 4M)

1m-2m-(3m+1) to 3♠ are all splinters, does not promise extras. Partner to bid 3NT if too much wastage in splinter suit

1m-(3m+1) are all SPL, generally 12-15 or 18+

1m-2♥=10-12, generally no 4M,

1m-2♠ is WJS

2 way checkback after Opener rebids 1NT.

After 1m-1M-2NT, we play re-transfers; 3♠ is good hand with ♣.

1.10 1NT Opening

4 suit transfer; Bidding the minor suit denies 2 of the Top 3 honors. After Major transfer, 2NT=3 card support with 2 of the top 3. New suit is 4 card support with no wastage

1NT overcall is 15-18, SYS ON

4th seat NT is NAT in live auction.

BAL NT is 11-16; SYS ON

1.11 RKC

RKC 1430 (always except see exception)

4C/D is RKC when GF and minor fit is established below 3NT

when minor fit is found at the 4 level, or responder to the 1nt or 2nt opener sets the minor unilaterally at the 4 level, then the relay bid is used as rkc

Exception: RKC 0314 when 2C Opener asks and when 4NT is used as RKC with Clubs as agreed suit.

DBL of Uncontested slam auction = lightner (lead my void)

DBL of 3NT (uncontested) auction asks for lead in Dummy's 1st suit or shorter major (if no suit shown)

Forcing Passes at high level when GF is established for our side.

Pass and Pull shows Slam Interest after a Forcing Pass sequence

EKCB has same response structure (1430 or 0314 depending on condition above)

Specific Kings

DOPI/ROPI

If 4NT is overcalled.

Double (or RDBL) – 0/3; Pass – 1/4 ; Cheapest suit - Two keycards without the queen of trumps; Second Cheapest suit - Two keycards with the queen of trumps

1.12 DBL

Takeout DBL

10+ at 1 level with right shape, 12/13+ at 2 level and 14+ at 3 level, generally promises tolerance in all unbid suit

Can be stronger (18+) with independent suit

4th seat takeout is generally short in LHO's suit

Support DBL is Mandatory if suit can be bid at 2 level. Exception: VUL with MIN hand

In GF auction, if we have found a fit, DBL is T/O oriented, generally shows extra. If no fit, DBL=Penalty oriented

In competitive auction Maximal DBL (extras, willingness to compete)

DBL of SPL suggests save when NV, lead of lower when VUL.

Detailed System Notes follow

Supplementary System Notes:

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Section

Subject

A	One Minor Openings
B	One Major Openings
C	One No Trump Openings
D	2 Clubs Openings
E	Pre Empts
F	2 NT Openings
G	Slam Methods
H	Defensive Bidding
I	Carding
J	Doubles

Section A : One Minor Openings

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- A - 7 : When Opener Re-bids 2NT over a 1-level Response
- A - 10 : Hands with Long Minors
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- A - 12 : Reverses
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- A - 17 : Support Doubles

Responding to 1 Minor Openings Without a Major

1m – 1N:

- In the case of Clubs: 8–10 points
 - Normally such bids may come on 5-card Diamonds. However, if the Diamond suit can be a good source of tricks, OK to bid 1D
 - with less than 8 points, OK to bid 1D with 3-card Diamond.(To be alerted)
- In the case of Diamonds, 6 – 10 points

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- * 1m – 2H: good 10 to 12 (same comments as above on 5-card D)
 - 1m – 2S: PRE-EMPTIVE (If UNPASSED). 6-cards Spades, 5-8 points. Systems on.
FSJ if PASSED
 - * 1m – 2NT: 13-15 or 18-19
 - * 1m-3NT: 15-17
Now, 4Bm is RKC and 4x is EKC (since with singleton will come via RKC)
 - * 1m-5NT: Pick a Slam. Now 6 of Bid Minor by Opener shows 5+ cards

1m – 2H Sequences

General Principles

- (a) Puppet sequence (1m-2H-2S-2NT) shows either:

- A weak hand, Passable; or
- Shortage

Thus, **Opening of 1 Club:**

- 1c-2h-2s-2n-3c: MIN, To be passed
- 1c-2h-2s-2n-3d (or, 3h/s:) Shortage LMH, Forcing to 3NT: (Suit bid at 3 level needs to be higher ranking than Bm)

Opening of 1 Diamond:

- 1d-2h-2s-2n-3c: MIN, PASS or Correct (to 3D)
(Suit bid at 3-level is below Bm)
- 1d-2h-2s-2nt-3d: MIN to be passed
- 1d-2h-2s-2n-3H/S/NT: Shortage LMH (Clubs, Hearts, Spades), forcing to 3NT

- (b) Natural Bids at 3 level (No Puppet): All GF

- 1c-2h-3c: Good Club suit, GF
- 1c-2h-3d (or, 3h or 3s): NAT, GF
 - o These bids come if the hand is Slammish or 5 Bm is a possible option (eg with a 6-4 hand). If the best possible contract is 3NT, not necessary to show the 4-card suit.
 - o In rare cases, opener may have a 6-5 hand, which will become obvious in the next bid (s)he makes.

1m – 2nt Sequences:

-All Game Force

- 3C by opener puppets to 3d by responder. Now, Opener's rebid shows shortage, LMH: 3H for Om, 3S for H, 3NT for Spades.

- Responder may pass 3NT (with checks in Spades). Otherwise, forcing to 5m

- 3D/H/S (without Puppet): NAT, 2nd suit. Either Slammish, or possibility of 5m contract

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Certain Sequences After 1m - 1M - 2M

General Principles

- The raise to 2M will normally come on 4-cards
- It may be made on 3-cards, if there is a Singleton, and the Hand is MIN. Now, Opener with more ambition may elect to take the bidding forward
- With 3-card support, a singleton, and a better hand, endeavour to show delayed support:
 - o Thus, in the sequence 1D – 1H – 2C:
 - The strength of Opener's hand can be wide-ranging (12 to bad 18)
 - Opener promises 9-cards in Minors, may have 3-card Major support if her hand is non-MIN
 - With good 8+ points, Responder must stretch to keep the bidding open, in case Opener has 3-card support and a better hand. Occasionally, this may require him to bid 2D with just a doubleton, risking playing in a 4-2 fit
 - By the same token, if Responder has an absolute MIN hand, he should be careful about "correcting" to 2D, out of concern of Penalty doubles coming into play.
 - A bid of 2NT by Responder is NAT and Invitational (Good 10 to bad 12)

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- After 1C – 1H – 2H – 2S (Inquiry):
 - o With 4-card Heart, BAL: Bid 3H if MIN and 4H if MAX
 - o With 4-card Heart and Shortage, SPL (3S/4D) with EITHER MIN or MAX
 - o With 4-card Spade, Bid 4C to show a good source of tricks
 - o With 3-card Heart, show Hand Pattern

- After 1C-1H-2H, 2NT is Help Suit in Spades, similarly 3D

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- After 1C – 1S – 2S – 2NT (Inquiry):
 - o With 4-card Spade, BAL: Bid 3S if MIN and 4S if MAX
 - o With 4-card Spade and Shortage, SPL (4D/4H) with EITHER MIN or MAX

- With 4-card Spade, Bid 4D to show a good source of tricks
 - With 3-card Spade, show Hand Pattern
- After 1C-1S-2S, 3D and 3H are Help Suit
-
- After 1D – 1H – 2H – 2S (Inquiry):
- With 4-card Heart, BAL: Bid 3H if MIN and 4H if MAX
 - With 4-card Heart and Shortage, SPL (3S/4C) with EITHER MIN or MAX
 - With 4-card Spade, Bid 4D to show a good source of tricks
 - With 3-card Heart, show Hand Pattern
- After 1D-1H-2H, 2NT is Help Suit in Spades, similarly 3C
-
- After 1D – 1S – 2S – 2NT (Inquiry):
- With 4-card Spade, BAL: Bid 3S if MIN and 4S if MAX
 - With 4-card Spade and Shortage, SPL (4C/4H) with EITHER MIN or MAX
 - With 4-card Spade, Bid 4D to show a good source of tricks
 - With 3-card Spade, show Hand Pattern
- After 1D -1S-2S, 3D and 3H are Help Suit
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<u>Opener</u>	<u>Responder</u>
1D	1S
2S	2N Enquiry. Can come on 5 or more cards in Spades with Responder if she wishes to get a picture of Opener's hand
(a) 3C	NAT 9 cards in Minors (either way)
	3D To Play
	3H See Note 1 below
	3S To Play

3NT To Play. MIN 2 checks in Hearts
 4C Setting Clubs, Slammish (now 4D is Auto-RKC?)
 4D Setting Diamonds, Slammish (now 4H is Auto-RKC?)
 4H No such Bid
 4S To Play

Note 1: 3H in above sequence is a sort of Fourth suit force. It sets Spades, by elimination - since there are Bids for all other holdings. Now, Opener cues, with 3NT being a waiting Bid, neither denying nor promising a Club CUE.

(b) 3D 6-Cards Diamond, poor hand. (With good hand, bid 2D, instead of 2S. 6 - 3 - 3 - 1 hand, unspecified singleton

3H GF, sets Spades. Asks for Singleton. Now, 3S for C, 3NT for H
 3S To Play
 3N To Play
 4C No Such Bid
 4D Sets Diamonds, Slammish (Auto-RKC?).
 4H No such Bid
 4S To Play

(c) 3H NAT 4- Cards H (With 5-card D)
 3S To Play
 3NT To Play. MIN 2 checks in Clubs
 4C Agrees D (LFL), GF (Or, should it be for Hearts?? 5 Spades and 4 Heart holding may be less common than 3 or, even, 4-card Diamonds with Responder?)
 4D Agrees S (HFH). Forcing.
 4H To Play
 4S To Play

(d) 3S To Play. 4-Card. MIN hand. BALANCED. With Shortage, SPL with both MIN and MAX hands with 4-card Spade

(e) 3NT No Such Bid

(f) 4C SPL 4-Card Spades. MIN or MAX hand

(g) 4D Good suit, source of Tricks. 4-card Spades

(h) 4H SPL. 4-card Spades. MIN or MAX hand

(i) 4S 4-card Spades. NON MIN. BAL

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When Opener Re-bids 2NT over a 1-level Response

1. For example:

1C – 1S
2N
and

1S – 1NT
2NT

Show 18-19 points, generally BAL

2. If Opener has 4-card support for RESP's suit, she can show it at the 3-level by bidding the suit just below it, if space permits

1C – 1S

3H

And

1C – 1H

3D

If there is no space, she has no choice but to bid 2NT. Thus in cases like the following, OPENER may still have 4-card support for RESP's suit:

1D – 1H – 2NT

1H – 1S – 2NT

If now RESP transfers (say, by bidding 3C = Transfer to Diamond), Opener may reject the transfer and show the 4-card Major fit at the 3-level.

3. 2NT is PASSABLE

4. After 2NT, Transfers apply:

- a. If the suit Transferred to is either the Opener's original suit or the Responder's suit, OPENER MUST accept the Transfer, since RESP may wish to PASS that Bid, *UNLESS the Opener judges to play Game opposite Partner's MIN*
- b. If the suit Transferred to is a New suit above Opener and RESP's suits, a GF is established. OPENER may now wish to place the

ultimate contract, especially if RESP is a PASSED hand (since no Slam is likely).

- c. In a sequence where RESP has shown two suits, Opener may show different shades of hands, particularly if RESP is an Unpassed hand. For example:

i. 1C – 1S – 2NT – 3D (now showing 5-card S and 4-card Hearts):

1. Opener may bid 3NT, 4H or 4S: Sign-off;
2. Or, 4C (=Best hand for Hearts)
3. Or, 4D (=Best hand for Spades)

- d. If the suit transferred to is the original suit of the RESP (now showing 5 cards), OPENER may reject the Transfer and jump to 4M if she re-evaluates her hand to 20-21 points

5. If RESP transfers to Diamonds (a new suit) and then bids 3NT, she is showing some concern about playing in NT and giving an option to Opener to play in 5D:

1C – 1S – 2NT – 3C – 3D – 3NT

RESP will have a 6-4 hand with 8-9+ points, giving the partnership adequate strength to play in 5m.

With lesser strength, RESP may elect to bid 3NT directly (without showing Diamonds) judging that the only real hope for a game is 3NT

6. In a similar sequence, RESP may bid 3S to show Clubs along the way, whether or not Clubs has been bid by Opener:

- a. 1C – 1S – 2N – 3S – 3NT- PASS (5+ Clubs, shapely hand).

Again 8-9+ points, so combined hands have 27-28 points that are required for a 5m game.

~~With a very weak hand, she may bid 4C over 3NT, now To Play.~~

~~With extra values, RESP will bid 4D/H over 3NT, now setting Club suit, showing Control, and Slammish. Opener now bids a Control or 4NT = sign-off.~~

~~(Note that this can happen only if RESP has an opening hand, in which case the bidding sequence would have been 1C-1D-2NT-3H (Spades), not as shown above.~~

- b. 1D - 1S - 2NT - 3S - 3NT - PASS (6+ Clubs, shapely hand).

RESP will have a 6-4 hand with 8-9+ points, giving the partnership adequate strength to play in 5m.

With lesser strength, RESP may elect to bid 3NT directly (without showing Clubs) judging that the only real hope for a game is 3NT

- c. The quality and length of the Club suit will, of course, be materially different if Opener has opened 1C vs 1D.

7. After Opener rebids 2NT, RESP can jump to 4 of another suit, now:

- Setting her original suit as the Trump suit; and
- Showing a SPL in the bid suit

For example:

1C - 1S

2NT - 4D Setting Spades, Diamond short

On this Opener should show ATTITUDE. If space permits, show Control up the line.

8. The SPL can be in Opener's suit:

1C - 1S

2N - 4C (Setting Spades, Showing Club SPL)

- With Clubs and Stammish, RESP will bid 3S over 2NT and 4C over 3NT

Note however: No control can be shown in Opener's suit with a singleton or void.

- After 3NT, there are no Transfers except if the bidding has gone 2C-2D-2H-2S-3NT: Now transfers apply. *Same as over 2NT opening*

- Also, 3x (PRE by OPPONENT), 3NT by PART. *Again, Transfers apply, same sequences as over 2NT*

} TBC

Hands with Long Minors

1. Opening 3NT

- In 1st and 2nd seats: Gambling
 - Solid suit, 7+
 - No outside King or Ace
 - Partner will pull to 4C if she is concerned.
Pass or Correct

- In 3rd and 4th seats: To Play
 - Solid minor, 7+ cards, at least 2 of the other 3 suits guarded
 - In 1st and 2nd seats with this kind of a hand, bid as per # 2 below.

2. 1m-1x-3NT

- Solid suit, 7+
- At least 2 other suits guarded
- 8 tricks in hand
- Now 4 of the Agreed Minor is RKC

3. 2C-2D-3NT

- Solid minor, 7+
- 9 tricks in hand
- At least 2 other suits guarded
- 19-20 points
- RKC sequences??

4. 2C-2D-2NT-3C-3NT

- 6+ Clubs (may not be a solid suit)
- 22+ points
- Now 4C by Responder is RKC in Clubs

5. 2C-2D-3C-3D-3NT

- 6+ Diamonds (may not be a solid suit)
- 22+ points
- Now 4D by Responder is RKC in Diamonds

(Note: 2C-2D-2H-2S-3NT: 25-27 points, Balanced)

Opener's 3NT Rebids after GF established

Generally, Shows shortage

(a) After Fit, does not promise Extras

Thus:

(a) 1D – 2D – 3M shortage in BM, 3N club short.

Now, 3NT/Pass by Responder is To Play

(b) 1C – 2C – 3D/3M: Shortage

Now, 3NT by Responder is To Play

31Oct19W

REVERSES

1. A Reverse bid has 16+ to 21 points (may be bad 22). The first bid suit is always longer than the second suit.
2. A Reverse bid cannot be passed
3. RESPONDER's 2NT, being start of a Sign-off sequence, cannot be Passed
4. After a Reverse, cheaper of the unbid Major or 2NT is the start of a sign-off sequence. For example:

- 1C – 1S
2H – 2N

Start of a Sign-off. Does not promise D values. Opener is Puppetted to Clubs. Any other bid by her is GF

After Opener accepts the Puppet, any bid by RESP is Passable.

- 1C – 1H
2D – 2S Start of a sign off

Now 2NT by opener is NAT, showing spade values. Not Forcing.
3C by opener denies Spade values and is passable

5. A rebid by the RESP of her Major is NAT, shows 5+ cards, 8+points and is GF
 - With 6+ cards Hearts and Weak hand, bid 2NT over REV. After Partner accepts the Puppet to 3C, bid 3H(sign-off)
 - With 6-card Weak spades, would normally have bid 2S over 1m
6. If Opener does not accept the PUPPET, a GF is established.
7. After a REV, RESP may SPL in Opener's second suit
 - MIN 5 cards if Minor (since the 2nd suit can come on 3, or, even, 2 cards). MIN 4 cards in Major
 - SPL may even be in Opener's First suit

8. 3D by Opener is GF and does not promise a Diamond stopper:

1C – 1S

2H – 2N (Start of a Sign-off; Puppet to 3C)

3D (Refusing Puppet, GF may or may not have Diamond values)

9. 3D by RESP in such a sequence is NAT and GF

1C – 1S

2H – 3D (NAT, GF)

10. If RESP jumps to game, she shows a MIN hand with Game Values (8-9 points) usually without any shortage:

1C – 1S

2H – 4H

or

1C – 1S

2H – 3NT To Play. With Diamond Check. (3D is GF with no solid Diamond check (since it is 4th suit), or preferring Partner to be Declarer)

11. After a Reverse, 4m by either Partner is Auto RKC, irrespective of the bidding sequence, PROVIDED the Minor suit has been **unambiguously agreed below the 3NT level.**

Thus, 1C – 1H

3N – 4C

Not Auto RKC just setting C suit.

(Now 4NT is the only RKC)

12. Sometime Opener may have to REV in a 3-card (or, even 2-card suit). RESP should be careful not to support Opener's 2nd suit without at least 5 cards

13. After Minor suit agreement, show values (not necessarily Control) up the line, to indicate ability to play in NT

1C – 1S

2H – 3C

GF, setting clubs

3D

Values (could be Control)

14. In the sequence

1C - 1H

2D - 2N GF

3S Last train - May have soft Spade values

14Nov2019

Sequences After They Double Our 1 Minor Opening

(b) After 1C is X'ed

RDBL	:	PEN (in at least in 2 suits)
1 D/H/S	:	4-Card, ORF
1 NT	:	8 - 10 pts, NF (Ignoring the Double)
2C	:	NAT, NF, 6 - 9 pts, 4+ clubs With INV hands and 4 Clubs, RDBL, then bid 2C With GF hands and 4 Clubs, RDBL and jump to 3C
2D	:	Limit or Better, 5+ Clubs. Ignoring DBL Now, if Opener signs off in 3C, with GF hand, bid 3NT or Major where you have Values
2H	:	11 - 12 pts, no 4-card M (Ignoring the X) Now, systems on
2S	:	PRE-EMPTIVE in Spades (Ignoring X) Now, systems on
2NT	:	BAL 13 - 15, GF (Ignoring X) Now, systems on
3C	:	PRE (5+ Clubs, 5-8 points). Ignoring DBL
3 D/H/3S	:	SPL
3NT	:	15 - 17 points, Other minor 4 cards
4C	:	PRE

4D/4H/4S : EKC

(b) After 1D is X'ed

RDBL : PEN (at least in 2 suits)

1 H/S : 4-Card, ORF

1 NT : 6 - 9 pts, NF

2C : 10 - 12 pts, 5+ clubs, ORF

2D : 6 - 9 pts, 4+ Diamonds, NF
With INV hand and 4 Diamonds, RDBL, then bid 2D
With GF hand, RDBL, then jump to 3D

2H : 11 - 12 pts, no 4-card M
(Ignoring the X)
Now, systems on

2S : PRE in Spades (Ignoring X)
Now, systems on

2NT : BAL 13 - 15, GF
(Ignoring X)
Now, systems on

3C : Limit or Better, 5+ Diamonds
(Ignoring X)
If PARTNER signs off in 3D, with GF Hand, bid 3NT or major
where you have values.

3D : PRE (5+ Diamonds, 5-8 points)

3H/3S : SPL

3NT : 15 - 17 points, Other minor 4 cards

4C : SPL

4D : PRE

SUPPORT DOUBLES
(And Redoubles)

- Mandatory except if:
 - VUL, and
 - MIN
- Apply after Responder bids 1D:
1C - (P) - 1D - (1S) - X
Shows 3-card Diamond
- To be made only if Responder promises only 4 -cards in her suit:
 - 1C - (1H) - 1S - (2H)
Now, 2S shows 3 -card support.
X is values
 - 1C - (1D) - 1S - (2D)
Now, X is support, since 1S promises only 4 cards
- After Responder's LHO Bids 1NT, X is PEN:
1C - (P) - 1S - (1NT) - X
- Responder's Rebids:
 - (a) 1C - (P) - 1H - (1S) - X: SUPP
Now, 2D is NAT and PASSABLE.
Only Forcing bid is CUE (2H)
 - (b) If Responder Rebids Higher Ranking suit, it is NAT, REVERSE, and GF.
For example:
 - (i) 1C - (P) - 1D - (1H) - X - (P) - 1S:
NAT, 5D + 4S GF
 - (ii) 1C - P - 1D - (1S) - X - (P) - 2H
NAT, 5D+4H, GF

18 July 2019
Blue

Section B : One Major Openings

- B - 1 : Opening of 1H
 Jacoby Sequences
- B - 2 : Opening of 1S
 Jacoby Sequences
- B - 3 : Drury
- B - 4 : Cappellelti Transfers
- B - 6 : After Intervention by Opener's LHO

1 Major Openings - 12+ points 5+ cards (could be 4 in 3rd/ 4th seats, or in an overcall)

Opening of 1H

Responses

1S	4+ spades, does not deny 3 card H fit, 5+pts
1NT	ORF (except MP)
2C	Art G.F.(Can it come with 16+ and 4-card Heart)?
2D	G.F. with 5+ diam
2H	3 hearts, 8-10 points
2S	Pre-empt if UNPASSED (Now, Opener may bid 2NT: Systems On) If PASSED, FSJ
2NT	G.F., Jacoby, either 12-15 balanced or any 16+ Balanced or Unbalanced, 4+ hearts

Jacoby Sequences

3x: Shortage
3BM: 13-14
3NT: 15-17 with no singleton (usually 5-4-2-2)
4M: MIN
4x: NAT, 2nd suit with source of tricks (otherwise, show Shortage)

3C	Mixed raise 7-9 pts, 4+ hearts Note: This Mixed Raise also applies to OVERCALL by Partner
3D	Limit raise 10-12 pts, 4+ hearts
3H	Pre-empt 4+ hearts VUL: 5-8 pts Non VUL: could be zero against VUL
3S	Splinter 11-15 pts, 4+hearts
3NT	To play, 13-15 pts (3-2-4-4 hand)
4C	Splinter 11-15 pts, 4+hearts

4D	Splinter 11-15 pts, 4+hearts
4H	Pre-empt, to play (5-8 points, but with shortage or a good suit)
4S	EKC
4NT	RKC
5C	EKC
5D	EKC

Opening 1S

Responses

1 NT	ORF (Except MP)
2C	Art G.F.
2D	GF with 5+ d
2H	GF with 5+ h
2S	8-10 pts, constr raise, 3 spades
2NT	GF Jacoby 4+S 12+pts Balanced 12-15, 16+ could be Balanced or unbalanced

Jacoby Sequences

3x: Shortage
 3BM: 13-14
 3NT: 15-17 with no singleton (usually 5-4-2-2)
 4M: MIN
 4x: NAT, 2nd suit with source of tricks (otherwise, show Shortage)

3C	Invitational hand in hearts
3D	Mixed raise 4+ spades, 7-9 pts Note: This Mixed Raise also applies to OVERCALL by Partner
3H	Limit raise 10-12 pts 4+spades

3S	Pre-empt 4+ spades
3NT	To play 13-15,
4C	} Splinter 11-15 pts, 4+ Spades
4D	
4H	
4S	Pre-empt to play
4NT	RKC
5C	} EKC
5D	
5H	

Drury

Drury sequences come into play where partner open 1M, you are a passed hand, and there is no DBL or overcall by your RHO. Thus, on P-P-1H-P:

Responses

1S	Natural
1NT	ORF (except in MP) tbd
2C	10-11 pts, 3 hearts
2D	10-11 pts, 4 hearts
2H	6-9 pts, 3 hearts
2S	FSJ, At least 9 cards in the 2 snits
2NT	Natural
3C	FSJ

3D	FSJ
3H	Pre-empt
3S	Splinter
3NT	To play
4C	Splinter
4D	Splinter
4H	Pre-empt - to play

Sequences After Drury (tbd)

For present:

- **Rebid of Major: MIN, to be Passed**
- **Any other suit: Help Suit**

Cappellelli Transfers

These apply where partner opens 1M and RHO DBLs. It applies in all seats, whether you are a Passed or Unpassed hand (Now Drury no longer applies).

Note: After a DBL, there is NO Distinction in bidding between PASSED and UNPASSED hands, except 2NT by Responbder

Ex 1H X

Responses

XX	10+ pts, no fit, desire to penalise	
1S	Natural, ORF	
1NT	Transfers	To clubs
2C		To diams
2D		To hearts, Constructive, 3+ hearts
2H	Courtesy raise in hearts	
2S	FSJ	

2NT Limit or better fit with 4 cards Heart

Now, Opener's bids:

- Rebid=MIN
3x Below M: Help Suit
- 3y above Major: CUE. GF+

3C FSJ

3D FSJ

3H Pre-empt

3S Splinter 12-15 pts, 4+ hearts

3NT To play 13-15 pts

4C Splinter 11-15 pts, 4+ hearts

4D Splinter 11-15 pts, 4+ hearts

4H Pre-empt to play

4S/5C/5D EKC

4NT RKC

Ex. 1S X

Responses

XX		10+ pts, desire to penalise
1NT	}	To clubs
2C		Transfer To diams
2D		To hearts
2H		To spades, constructive 3+ Spades

2NT	Limit or better 4-card fit in S
3C } 3D } 3H }	FSJ
3S	Pre-empt
3NT	To play
4C } 4D } 4H }	Splinter
4S	Pre-empt, to play
4NT	RKC
5C } 5D } 5H }	EKC

- After 2NT partner proceeds with a help suit game try, bids 3M as a new suit above 3M, which shows responses after an over call a partner's 1M opening. Not Clear, tbd

After Intervention by Opener's LHO

e.g. : 1H - 2C (by her LHO)

Responses

2D	5+ Diam 10+ pts, ORF
2H	Courtesy raise 3 cards in hearts
2S	5+ spades ORF or better
2NT	Limit or Better, 4 card Hearts

3C	Cue, 3 card
3D	FSJ
3H	Pre-empt
3S	SPL
4C	Splinter (can be made in any suit – not just Opponent’s suit)
4D	SPL
4H	Pre-empt - To play
	Either shortage or good side suit

A cue bid always shows a 3-card fit and a Limit or better raise.

A 2NT bid shows 4 cards and a Limit or better raise. After this help suit bids are made, exactly as they are done after a Mixed or Limit raise with no interference.

NOT PLAYING BELOW SEQUENCES AT PRESENT

HELP SUIT – 1Heart Opening

1H	2H
2S (Relay)	2NT (Puppet)
3C	Asks help in D+ S
3D	Asks help in C+ S

3H Asks help in C+ D

(If Responder can offer Help in only 1 side suit, she refuses the puppet to 2NT, and directly bids the suit in which she can offer help at the 3 level)

Direct Bids after 2H, Without going through Relay and Puppet Sequence

2NT Asks help in spades

3C Asks help in clubs

3D Ask help in diam

HELP SUIT – 1Spade Opening

1S 2S

2NT (Relay) 3C (Puppet)

3D Asks help in C+ H

3H Asks help in C+ D

3S Asks help in D+ H

(If Responder can offer Help in only 1 side suit, she refuses the puppet to 3C, and directly bids the suit in which she can offer help at the 3 level: 3D and 3H for D and H, respectively, 3S for Clubs)

Direct Bids after 2S, Without going through Relay and Puppet Sequence

3C Asks help in Clubs

3D Asks help in Diamonds

3H Ask help in Hearts

5Jan2020W

Section C : One No Trump Openings

- C - 1 : Sequences after a Minor Suit Transfer over a 1NT Opening
- C - 6 : Responding to 1NT Openings with 4-Card Major + Minor Hands
- C - 8 : Responding to a 1NT Openings with 5-Card M and 4-Card Minor
- C - 10 : Responding to a 1NT Opening with 5-4 in Majors
- C - 11 : Sequences after 1NT Opening followed by Hearts Transfer
- C - 12 : 3-Level Calls After 1NT Opening
- C - 14 : Response to Re-Asks over 1NT-2C
- C - 15 : No Trump overcalls when Opponents Open
- C - 17 : When Opponents Interfere after our 1NT Opening

1: Sequences After a Minor Suit Transfer over a 1NT Opening

Club Transfers

1. **1NT – 2S – 2NT** shows:
 - a. **2 of the top 3 Honors in Clubs and a hand that can make 3NT opposite just 6-card Club + 1 high honor with Responder**
(Note: This hand will be the same as a 2NT response over a Major suit transfer)
 - b. Now, new suit by Responder is Shortage. Her interest may be just 3NT, 5C, or more
 - c. **4C by Responder following any sequence of bids is RKC – irrespective of Opponent’s bidding, DBL etc**
2. 1NT- 2S – 3NT shows 4-card Club with 2 of the top 3 honors, and an expectation of making 3NT even if Partner has nothing (beyond 6-card Clubs)
3. **1NT – 2S – 3C** shows all other hands by Opener (besides the above two)
 - a. Now 3NT by Responder shows a Slam Invite hand by Responder (Bad 14 with 6-card Club)
 - b. A new suit at the 3 level by Responder is Shortage. Responder’s ambitions may be just 3NT or 5C or more
 - c. **4C by Responder following any sequence of bids is RKC (Thus, direct 4C over Opener’s 3C is RKC without Shortage).**
 - d. **(Alert Explanation: Denies 2 of the top 3 honors, rather than “No Fit”).**

4. 1NT – 3NT can come with a wide variety of hands with 6-card Clubs:
- a. At one extreme, AQJxxx in Clubs and nothing else (Even AJTxxx sometimes – this is somewhat Gambling)
 - b. 5-card broken Club suit with 7-9 HCP
 - c. At the other extreme upto 13 to bad 14 HCP with no expectation of making a Slam, even if Opener has an Excellent Club fit
 - i. Usually no Shortage (In that case, come via 2S and bid the short suit over Opener's bid)

Diamond Transfers

5. **1NT – 2NT – 3C** shows:
- a. **2 of the top 3 Honors in Diamonds and a hand that can make 3NT opposite just 6-card Diamond + 1 high honor with Responder**

(Note: This hand will be the same as a 2NT response over a Major suit transfer)
 - b. Now, new suit by Responder is Shortage. Her interest may be just 3NT, 5D, or more
 - c. **4D by Responder following any sequence of bids is RKC - Irrespective of Opponent's bidding, DBL etc**
6. 1NT- 2NT – 3NT shows 4-card Diamonds with 2 of the top 3 honors, and an expectation of making 3NT even if Partner has nothing (beyond 6-card Diamonds)

7. **1NT – 2NT – 3D** shows all other hands by Opener (besides the above two)
- a. Now 3NT by Responder shows a Slam Invite hand by Responder (Bad 14 with 6-card Diamonds)
 - b. A new suit at the 3 level by Responder is Shortage. Responder's ambitions may be just 3NT or 5D or more
 - c. **4D by Responder following any sequence of bids is RKC**
 - d. (Alert Explanation: Denies 2 of the top 3 honors, rather than "No Fit").
8. 1NT – 3NT can come with a wide variety of hands with 6-card Diamonds:
- a. At one extreme, AQJxxx in Diamonds and nothing else (Even AJTxxx sometimes – this is somewhat Gambling)
 - b. 5-card broken Diamond suit with 7-9 HCP
 - c. At the other extreme upto 13 to bad 14 HCP with no expectation of making a Slam, even if Opener has an Excellent Diamond fit
 - i. Usually no Shortage (In that case, come via 2NT and bid the short suit over Opener's Bid)

Note: When Responder bids 4 of the Agreed Minor, it is always RKC – irrespective of Bidding sequence, Opponents' bids, DBL's etc.

29 Jan19

2: Major Suit Slam Sequences After 1NT Opening Bids

General Principles

After a Stayman response or Jacoby Transfer at the 2-level:

- A bid of the other Major at the 3-level is Slammish and shows Shortage. Next higher bid asks; Low, Middle, Up
- 4C shows a Balanced Slam try

(Note: After a Jacoby Transfer, Responder is Setting the Suit on her own, so needs to be 6+ cards. She could have used 1N-4C-4H sequence as a Slam Force, or a 1N-2D-2H-4H as a Slam Invite, so this sequence should be used either when Responder has a shortage, or a Strong Invite)

1NT - 2C

2H

- 3S: Agrees Hearts, Slammish, Unspecified Shortage

3NT: Asks (LMH; 4H=Spades short)

- 4C: Agrees Hearts, Balanced Slam try
 - Now 4D by Opener is Green Light (a hand suitable for Slam - NOT Cue), 4H shows hand not suitable for slam
 - Note: No space to show both "Like" and CUE
-

1NT - 2C

2S

- 3H: Agrees Spades, Slammish, Unspecified Shortage
 - 3S Asks (LMH; 3NT=Clubs)
- 4C: Agrees Spades, Balanced Slam try

- Now 4D/4H by Opener is Green Light AND Cue, and 4S shows a hand not suitable for slam

1NT - 2D

2H

- 3S: Agrees Hearts (6+ Hearts) , Slammish, Unspecified Shortage
- 3NT: Asks (LMH; 4H=Spades short)

- 4C: Agrees Hearts (6+ Hearts) , Balanced Slam try
 - Now 4D by Opener is Green Light (a hand suitable for Slam - NOT Cue), 4H shows hand not suitable for slam
-

1NT - 2H

2S

- 3H: Agrees Spades (6+ Spades), Slammish, Unspecified Shortage
 - 3S Asks (LMH; 3NT=Clubs)
 - 4C: Agrees Spades (6+ Spades), Balanced Slam try
 - Now 4D/4H by Opener is Green Light AND Cue, and 4S shows a hand not suitable for slam
-

30Jan19

Responding to 1NT Openings with 4-card Major + Minor Hands

- INT - 2C Always check for Major even if Minor is Longer
2H - 3C Further Enquiry
3D One 4-card Minor

(a) With 6-card Minor

With no M fit, Responder sets the suit at the 4 level.
After 3D in the above sequence, she bids:

- 4C Setting Clubs, unilaterally. MIN 6 cards. RKC in Clubs (Auto RKC)

Or

- 4D Setting Diamonds. MIN 6 cards. RKC in Diamonds (Auto RKC)

(b) With 4 and 5 card Minors

With no M fit, Responder attempts to find a Minor suit fit.

INT - 2C

2H - 3C

3D I have a 4-card Minor

3H Which one?

3S Clubs

or

3N Diamonds

(i) After Opener bids 3S (Showing clubs), Responder may bid:

- 4C Setting Clubs and, now, RKC in Clubs ; or

- 4D Showing (5-cards) Diamonds

Now Opener bids 4H/4S to show "Like Diamonds" or 4NT to show "Do Not Like Diamonds".

After 4H/4S, next higher bid (i.e. 4S or 4NT) by Responder is RKC in Diamonds.

After 4NT, 5C by Responder is RKC in Diamonds (Om). 5D is to Play.

(ii) After Opener bids 3NT (showing Diamonds), Responder may bid:

- 4D Setting Diamonds and is RKC in Diamonds; or
- 4C Showing 5-carder Clubs.

Now, Opener bids 4D/4H etc to show "Like Clubs" or 4NT to show "Do not Like Clubs"

After CUE by Opener, next higher suit bid by RESP is RKC in Clubs

After 4NT, 5C (Bm) by RESP is to PLAY and 5D (Om) by RESP is RKC in Clubs.

White
25 July 15

Responding to a 1NT Opening with 5-card M and 4-card Minor

Discussion

- Responder will show both suits in one of three situations:
 - (a) Concern in playing in 3NT: This will happen with a void or singleton.
Can have 9 + points **:To be Further Discussed**
 - (b) Providing an Optional 5m contract: Will need 11+ points for this
 - (c) Slammish hands
- After Responder has shown both suits, Opener will show a fit (if it exists) below 3NT level. Showing a fit does not necessarily mean that Opener is disinclined towards playing 3NT:
 - If over the 3m Bid by Responder, Opener immediately shows a fit at the 4-level, she reveals an unwillingness to play 3NT
 - If Opener jumps to 4BM, she shows a poor hand opposite Responder's 2-suiter

Examples

- (a) 1N – 2D
2H – 3C Min 5-4 in H and C. Could be 5 – 5
3D Shows C Fit, good hand. Now 3H/3S by Responder is CUE, 3N is choice of contracts.
3H Agrees H (NAT) Good Hand. Now, 3S is CUE.
3NT is waiting. (Never to play, after a Major suit has been agreed)
- 3S No such bid
3NT To Play
- 4C Unwilling to play 3NT. ABSOLUTE MIN - would have bid 3D with a better hand. In extreme situation PASSABLE by Responder
Now, 4D by Responder is RKC in Clubs
- 4D No such bid
4H To play. MIN
4S/4NT No such bid
- (b) 1NT – 2D
2H – 3D Min 5-4 in H and D. Could be 5-5
3H Agrees H (NAT) good hand. Now, 3S is CUE,
3NT is waiting. (Never to play)
- 3S Show D Fit. Good Hand. Does not rule out 3NT.
Now, 3N by Responder is choice of contracts, 4C is CUE. 4D is RKC.

3NT To Play
 4C No such bid
 4D ABSOLUTE MIN hand,
 Now, 4H by RESPONDER is RKC in Diamonds
 4H To play. MIN
 4S/NT No such bid

(c) 1N - 2H

2S - 3C Min 5-4 in S and C. Could be 5 - 5
 3D Club Fit, good hand. Does not Rule out 3NT
 Now, 3H/3S is CUE. 3NT is choice of contract
 3H No such bid
 3S S fit. (NAT) Good Hand
 3NT To play
 4C Club fit. ABSOLUTE MIN hand. Unwilling to play 3NT

Now, 4D by Responder is RKC in clubs and 5C is To Play

4D No such bid
 4H No such bid
 4S To play. MIN

(d) 1N - 2H

2S - 3D 5 spades, Min 4 Diamonds. Could be 5-5
 3H Good fit in Diamond, best possible hand. Does not rule out 3NT
 Now, 3S is CUE. 3NT is choice of contracts
 3S Spade Fit (NAT). Good hand
 3N To play
 4C No such bid
 4D Unwilling to play 3NT, Diamond fit. ABSOLUTE MIN Hand

Now, 4H by Responder is RKC in Diamonds

4H No such bid
 4S To play. MIN

White
 30 Oct 2019

Responding to a 1NT Opening with 5-4 in majors

(a) Game Force Hands:

Use SMOLEN (also with 6-5; over Partner's 3NT, Re-bid 4H) :

1NT - 2C
2D - 3H 4H + 5S
3NT - 4H 5H + 6S

And

1NT - 2C
2D - 3S 5H + 4S
3N - 4H 6H + 5S

Rebidding Hearts in both cases allows Opener to take preference at the 4M level

(b) Game Invite Hands

1NT - 2C
2D - 2NT Simple 1NV sequence

Now if Opener wants to look for a 5 - 3 Major fit:

She will bid 3C and if Responder has 5-4 in Majors, he will bid Smolen style :

3 H showing 4H + 5S; and
3 S showing 4S + 5H

(c) Weak Hands

Responder may bid :

- 2C, then over 2D bid 2H Pass or Correct. Recommended with 5-card H and 4-card Spade; or

- TRSF to 5-card major. Recommended unless suit quality is extremely poor.

Because we use Garbage Stayman, Opener will never bid beyond 2 spades (Thus, the 2NT re-bid with 5-4 in majors is out).

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Sequences after 1NT opening followed by Hearts Transfer

General Principles

After 1NT – 2D (Transfer) – 2H bids, 2S is NOT Invitational but Puppet to 2NT.

Now, subsequent Bids by the Responder show hands with 5-5 in Majors.

Thus:

1NT - 2D

2H - 2S Puppet

2NT - 3m 5-5 M, Bm short, Slammish

- Now, 3N, 4M to play. 4C best hand for H, 4D best hand for Spades. 3M intermediate

(After a 3C Response, 3D by Opener is Equal length in M's)

3H 5H + 5S, INV

- 3S 5H + 5S, GF. No slam interest

- Opener can bid 4C/4D on the way to show "Best Hand" for H and S, respectively.

- 3NT 5-card Heart, 5-3-3-2 hand with Extras (12-13 points). 3NT may play better in case there is an adverse Heart break

Note:

After 1NT – 2C – 2H:

2S is INV with 4-card spade

30 Jan19

3-Level Calls After 1NT Opening

All GF

1NT - 3C Sequences

1N - 3C: = 9 cards in Minors - Game Only

(This bid is to be made only if 5m is a realistic option to 3NT. Thus, it will come with a hand that is highly Distributional, or has Extras, which will allow the partnership to play in 5m. Absent either of these, best is to bid 1NT - 3NT)

3D Asks

3H/3S: Shortage

3N: 2-2-5-4 or 2-2-4-5, no interest beyond game. But Extras

1NT - 3D Sequences

1N - 3D : 9 cards in Minors, Slammish

3H/S : Sets suit, LFL, HFH. MIN 4-cards (H for C, S for D)

(After this, 4 of Agreed Minor is RKC (Auto RKC), and any other bid is Cue. Responses 14,03 etc. 3NT will never be to play)

Or, 3NT: To Play. No 4-card Minor.

Now, 4NT by RESPONDER is QUANTI and 5NT is "Pick a Slam"

Since Opener has denied a 4-card Minor, any Minor bid by her will be just 3-cards. Responder will accept with 5 cards in bid suit but with only 4 cards in that suit will bid on.

1NT - 3 Major Sequences

1N - 3H

1-4-4-4 (Bidding 4-carder to avoid a Double of Spades (Lead)

3S

Best possible hand for Responder. No wasted values in Spades. Now, 3NT by Responder Asks. 4x by Opener sets the suit:

- If this is a Minor suit, next higher suit bid by Responder is RKC in agreed suit. (Relay). Responses 14,03 (even if it is Club suit)
- If it is a Major suit (Hearts), 4NT is RKC

3NT

- To Play

4x

Unwilling to play in 3NT, but not best hand for a slam. May have some wasted values in Spades. After this, in case of the agreed suit being a Minor suit, the next higher suit by Responder is RKC in Agreed suit; if it is a Major (Hearts), 4NT is RKC

1N - 3S

4-1-4-4

4x

Opener unwilling to play in 3NT. May or may not have wasted values in Hearts. After this, if the Agreed suit is a Minor suit, the next higher suit by Responder is RKC in agreed suit (Relay). If it is a Major suit (Spades), 4NT will be RKC.

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Responses to Re-Asks Over 1NT-2C

1NT 2C
2D 3C

3D One 5 card minor (3H asks, 3S= Clubs, 3NT= Diamonds)
3H 2 - 3 - 4 - 4 3H & 2S
3S 3 - 2 - 4 - 4 3S & 2H
3NT 3 - 3 - 4 - 3 or 3 - 3 - 3 - 4 Flat Hand. Now, 4C is further enquiry. 4D shows 4-card Club, 4H shows 4-card Diamond (LFL, HFH)

1NT 2C
2H 3C

3D One 4 card minor (3H asks, 3S= Clubs, 3NT= Diamonds)
 2 - 4 - 3 - 4 or
 3 - 4 - 2 - 4 either minor
3H 5 carder heart
3S 4 Hearts & 4 Spades
3NT 3 - 4 - 3 - 3 Flat Hand with 4 hearts

1NT 2C
2S 3C

3D One 4 card minor, same sequence as above
3H 4 - 3 - 3 - 3 Minimum hand
3S 5-carder spade
3NT 4 - 3 - 3 - 3 Maximum hand

No Trump Overcalls When Opponents Open

(a) Balancing Position

LHO Opens 1x, then Pass (Partner) - Pass (RHO).

Now :

- 1NT : 11-14. Can be 11-15 over 1M
Does not promise check
Now, 2C is Range-cum-Stayman inquiry. Systems On
(What does TRSF to Openers suit mean?)
- DBL : Then 1NT. 15-17 (good 14 to bad 18)
Systems On
2C Still Range-cum-Stayman
Promises check (otherwise, can bid a suit). May have shortage elsewhere
- 2NT : Good 18 - bad 19
Systems on (as if 2NT had been opened)
Promises check. May have shortage elsewhere.
- DBL then: 20 - 21. Systems on (as if 2NT had been opened)
2NT
Promises check. May have shortage elsewhere.
- DBL then : 18-19+, may or may not have check in Opener's suit
Raise
- DBL then: 2C type of hand. May or may not have check. New suit by DOUBLER
CUE Forcing

(b) Immediate Position

LHO Opens 1x, Now

- 1NT : Good 14 - Bad 18
Systems On

Promises check. May have shortage elsewhere.
- DBL then : 18 - 20
1NT

Promises check. May have shortage elsewhere.
- 2NT : Unusual, 2 Lower

DBL then: 21 - 22
2NT

Promises Check

3NT : - To Play. Long Minor

DBL Then: To Play. High Card Strength
3NT

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When Opponents Interfere After our 1NT Opening

1. When 1NT is X'd for PEN

- Immediate Bids by Responder are Transfers and show Single-suited hands (RDBL shows Clubs, 2C shows D's etc)
- Pass by Responder forces RDBL.
 - o Now, Responder can PASS with a Strong hand.
(If Defenders now come in, DBL by either Partner is PEN)
- Any bids by her after RDBL are DONT style, up the line

2. The above applies also after Partner's 1NT overcall has been doubled by her LHO

3. When 1NT is X'd to show Single-suiter hand:

- a. Systems On
- b. RDBL shows Strength. After this any DBL by either Partner is PEN

4. When 1NT is overcalled by a NAT bid (with or without a 2nd suit), LEB w/slow shows Stopper in Bid Suit. Direct 3NT denies stopper in known suit

5. When 1NT is overcalled by 2C (both M):

- a. 2D: NAT, to play
- b. 2H: Both m, COMP
- c. 2S: Both m, GF
- d. 2NT: Relay to 3C, then 3D: INV
- e. 3C/D: NAT GF
- f. 3H/S: SPL, Both minors
- g. DBL: Cards

h. (Note: In providing ALERT explanations, try avoid using the word "PENALTY")

6. Similar treatment when 1NT is overcalled by 2D (both Majors)

7. When 1NT is overcalled by 2H (Both Majors):

- a. 2S: Both m, COMP
- b. 2NT: Relay to 3C.

c. Now, 3H by RESPONDER shows values in Hearts, no check in Spades, and is GF. 3S by RESPONDER shows values in Spades, no check in Hearts, and is GF

- c. 3m: NAT, GF
- d. 3H/S: Both m, SPL
- e. DBL: Cards

8. When 1NT is overcalled by 2C (single suiter):

- a. DBL: Stayman
- b. Systems On (2D TRSF Hearts etc)
- c. Pass, then DBL: Take out

9. When 1NT is overcalled by 2C which shows Clubs and another suit, DCINT style:

- a. DBL: Stayman
- b. Systems On (2D TRSF Hearts etc)
- c. Pass, then DBL: Take out

10. When 1NT is overcalled by 2D which shows D's (with or without another suit):

- a. DBL: Stayman
- b. 2H/2S: NAT, To Play (3H/S GF with 5-cards)
- c. 2NT: Puppet to 3C. Now, 3D GF with Diamond Stopper; 3 H/S INV

11. DBL of all NAT overcalls: Take-out

12. Opener will DBL in Balancing Position with MAX hand and Shortness in Bid suit

When Opponents Interfere after Responder's Bid:

1. After our Stayman Response is Doubled in 4th seat: 1NT-P-2C-X:

a. PASS by Opener denies C check.

i. Now RDBL by Responder is Re-ask (Stayman)

ii. 2H by Responder is PASS or Correct

iii. All other bids have their normal meanings (as if 2C had not been Doubled)

iv. If after RDBL Opener bids 2D denying a Major, Responder will bid 3H showing 5-card H and 4-card Spades (Reverse Smolen) to protect any Club values and also have the 2C Doubler be on Lead (3S will show 5-card S and 4-card H)

b. BIDs by Opener are normal Stayman responses but with a Club check (MIN: Qxx)

2. After our Jacoby Transfer is Doubled: 1NT-P-2D-X:

a. PASS by Opener shows 2 Hearts

i. Now RDBL by Responder is Re-Transfer, after which all systems are on (e.g 2H-2S-2N-3C showing 5-5 in Majors etc)

b. 2H shows 3 Hearts, MIN hand

c. REDBL shows 3 Hearts, MAX hand

d. 2NT shows MAX hand with 3 Hearts, including 2 of the Top 3 Honors

e. 2S, 3C, 3D are all Pure Doubletons - Super Accept with 4-cards. 3H is 4-card H, either MIN or no Pure Doubleton

28 Jan19

Section D : 2 Clubs Openings

D - 1 : Responder's First Bid

D - 2 : Opener's First Rebid

D - 3 : Developments after Kokish Puppet

2C Opening

Responder's First Bid

2C	Either 22+ points or 3.5 losers
2D	GF. At least 1 King or 2 Queens
2H	Bust - could have 2 Jacks+1 Queen
2S	Positive, possibility of Slam. 8+points. 5+cards S with 1 of the Top 3 honors
2NT	Positive, possibility of Slam. 8+points. 5+cards H with 1 of the Top 3 honors
3C	Positive, possibility of Slam 8+points. 6+card C with 1 of the Top 3 honors
3D	Positive, possibility of Slam 8+points. 6+card D with 1 of the Top 3 honors
3H/S	Bust hand with 7-card H/S
3NT	No such bid

(Note: Responder's Major suits need to be 5+ cards; Minors need to be 6+ cards)

Responder's Bust Hands

2C- 2H Bust

2S/3C/D/H NAT, ORF

- Simple raise by RESP is GF
- If Opener Rebids her suit or bids NT, it is Passable
- 2nd new suit by Opener is GF

2NT	BAL, 22-24 (Systems on). CBP
3NT	BAL, 25-27 (Systems on – as over 2NT). CBP
4NT	BAL, 28-30 (Systems on – as over 2NT). CBP
5NT	Pick a Slam

Opener's First Rebid

2C - 2D

2H	Either NAT or start of Kokish
2S	NAT, 5+ Spades Natural Bidding after this
2N	5+ Clubs, asks RESP to bid 3C. Opener can now show her second suit (Note: RESP may reject the puppet if she has her own 6-card suit with 1 honor)
3C	5+ Diamonds. Ditto
3D	5+ Diamonds, 4 Clubs (Partner may now bid a Major if she has values in it or even 3NT if she has no fit in Opener's suits).
3H/3S	6+ suits, Max 1 loser (after this, Responder bids 3NT to show at best 1 small card in suit bid). Otherwise all bids are control showing
3NT	To play (Long Minor, 19-20)
4C/D	6+ solid suit, no losers. Now, all bids are control showing. Opener shows a Strong Hand by bypassing 3NT
4H/S	9½-10 Tricks. Weaker than 3H/3S bid

Developments After Kokish Puppet

2C - 2D

2H - 2S Accepting Puppet

2NT BAL. Either 22-24 or 28-30. Could have 5-carder suit
Systems on after this (as over 2NT)

3C 5+Hearts, 4+Clubs

3D 5+Hearts, 4+D

3H 6+H (not solid suit)

3S 5+Hearts, 4+S (H Longer)

3NT BAL. 25-27, May have 5- carder suit
Systems on after this

2C - 2D

2H - 2NT No such bid

3C Reject Puppet. 6 card minor with just 1 of the Top 3 honors. Not slammish

3D Ditto

3H/3S No such Bid.

(Allow Opener to complete her Kokish sequence to 2NT, Then Transfer)

If they Intervene over Our 2C Opening

2C	-	2H (Opp)	DBL	Bust hand
			Pass	GF (like 2D Bid)
			2S	NAT, 5+Cards with 1 Top Honor
			3C/D	Ditto

2C	-	DBL (Opp)	-	RDBL	Bust
				Pass	Stronger than 2D. 8+points
				2D	GF
				2H/S	NAT, 5+cards with 1 Top Honor
				3C/D	Ditto

If Opponents Intervene and a GF has been established, DBL's are PEN.

If a GF has not been established, DBL's are NEGATIVE.

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Section E : Pre Empts

E - 1 : Pre-Empt Agreements

E - 3 : Sequence after 2D Opening

E - 4 : Responding to 2NT Inquiry After a 2M Opening

PRE-EMPT AGREEMENTS

(a) Same VUL - 2-Level

1st seat: As promised (6 cards)

2nd seat: As promised (6 cards)

3rd seat: 1 card short or may be weaker

4th seat: As promised (With Major, maybe just 5 cards but good suit)

Same VUL - 3X

1st seat: As promised (7-cards) except Clubs which may be 6-cards. But good 6-card suit

2nd seat: Same

3rd seat: 1 card short or maybe weaker

4th seat: As in 1st/2nd seats

(b) We VUL, They Non - VUL -2-Level

1st seat: As promised. Good suit

2nd seat: As promised. Good suit

3rd seat: As promised. Maybe suit not very good or a little weaker

4th seat: Could be 5-card with close to Opening hand

We VUL, They Non - VUL - 3X

1st seat: As promised (7-cards) good suit. Source of tricks.

Clubs may be 6 cards but good suit and 9 - 10 points. Prepared to play 3NT if partner bids it.

2nd seat: As above

3rd seat: Good suit, may be a little weaker hand

4th seat: As for 1st and 2nd seats.

(c) We:NV, They VUL - 2-Level

1st seat: 6-cards, maybe weaker hand

2nd seat: Same

3rd seat: Anything (usually 1 card less than promised)

4th seat: As in 1st/2nd seats

We NV, They VUL - 3-Level

1st seat: 7-cards, variable suit quality and/or points

2nd seat: Same

3rd seat: Anything (usually 1 card less than promised)

4th seat: As in 1st/2nd seats

25 July 2019

White

Sequence After 2D Opening

2D – 2N	:	Enquiry
3C	:	Non MIN. Shortage Now, 3D asks. LMH
3D	:	Any MIN
3H / S	:	Other Major
3NT	:	Balanced. Extras (8-9 points)

Note: In view of the structure of the 3NT response, Partner should have 15+ points when bidding 2NT if she is looking for a 3NT contract. For a Diamond contract, anything is possible (!)

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Responding to 2NT Inquiry After a 2M Opening

2M - 2NT

3C Non MIN, Shortage
 Now, 3D asks. LMH

3D MIN

3H BAL, Non-MIN

3S Solid Suit

3NT 4-Card OM

Section F : 2 NT Openings

- F - 1 : Responding to a 2NT Opening with Major Suit Oriented Hands
- F - 3 : Jacoby Transfers
- F - 4 : Smolen Sequences
 Major + Second Suit Sequences
- F - 6 : Responding to 2NT Openings with Minor Oriented Hands
- F - 9 : Responding to a 2NT Opening with 6-4 in Majors

Responding to a 2NT Opening with Major Suit Oriented Hands

General Principles

- a. Following a Stayman fit, Responder will:
 - Bid OM with Game Only and Slam Force Hands (she retains Control of the Auction)
 - Bid 4M with Slam Invite Hands

- b. With 5-card M or when no 4-4 M suit fit exists, Responder with Slam ambition will bid her 2nd suit. Now Opener shows "Green Light" using Lower-for-Lower, Higher-for-Higher principles
 - Note that if there is no space for showing Preference for the Higher Ranking suit, Opener will respond as if to a 4NT enquiry in that suit, at the 5-level
 - Note that this happens only when Responder's second suit is Diamonds. When it is Clubs, there is adequate bidding space)

- c. Absent suit Agreement, 4NT is QUANTI and 5NT is "Pick your Slam"
 - With 5-3 Major fit, Opener will still try and locate a 4-4 fit by bidding up the line at the 6 level

- d. Once Opener agrees a Responder's Minor suit, next higher suit is RKC in the agreed suit

Specific Sequences

Stayman

2N – 3C – 3H (H, No Spades)

-Now, 3S sets H (Note: NOT 4S), either Slam Force or just Game

-Opener signs off at 4H with bad hand, cue bids with good hand

-Immediate 4H by Responder is Slam INV

- e. 4C by Responder is 2nd suit (With Spades, no fit in H)
 - Maybe 4-card
 - Next higher suit (4D) by Opener is Green Light for Clubs; Now, next higher suit, 4H by Responder is RKC in Clubs
 - 4NT by Opener is to Play

- f. 4D by Responder is 2nd suit (With Spades, no fit in H)
 - Maybe 4-card
 - Next higher suit (4H) by Opener is Green Light for D; Now, 4S by Responder is RKC in Diamonds
 - 4NT by Opener is to Play

- g. 4S/5C/5D is EKC

- h. 4NT by Responder is QUANTI (with 4-card Spades)

2. 2N – 3C – 3S (Spades, no Hearts)

- a. Now, 4H sets S, either Slam Force or just Game
 - Most of the time Opener will sign off at 4S (since there is no space). However, if she has an Exceptionally Good Hand with the potential to make a Slam opposite a MIN hand she can do a RKC or a cue bid.

 - Immediate 4S (over Opener's 3S) by Responder is Slam INV

 -

- b. 4C by Responder is 2nd suit (With Hearts, no fit in S)
 - Maybe just 4-cards
 - Next higher suit (4D) by Opener is Green Light for Clubs; Now, 4H by Responder is RKC in Clubs
 - 4NT by Opener is to Play

- c. 4D by Responder is 2nd suit (With Hearts, no fit in S)
 - Maybe just 4-cards

- Next higher suit (4H) by Opener is Green Light for D; Now, 4S by Responder is RKC in Diamonds
 - 4NT by Opener is to Play
 - d. 5C/5D/5H is EKC
 - e. 4NT by Responder is QUANTI (with 4-card Hearts)
4. 2N – 3C – 3NT (Both Majors)
- a. Now, all bids by Responder are Transfers
 - b. 4C by Responder puppets Opener to 4D. Now, 4H/4S by Responder sets the suit and is SLAM INV
 - c. 4D by Responder is Transfer to H, 4H by Responder is Transfer to Spades, in each case setting the suit. After Transfer, Responder will Pass (with Just Game values) or advance (with Slam interest).
 - d. Always, when Responder bids 4 of the agreed Major, it is SLAM INV

Jacoby Transfers

1. Super Accept after Major Suit Transfers:

- a. 2NT – 3D (TRANSFER to H)
 - i. 3H – Regular Accept
 - ii. 3NT: To Play – Opener has a long side suit
 - iii. 3S/4C/4D: 4-card H, + Control
 - iv. 4H: 3-card H, with at least 2 of the top 3 honors. Willing to play Game opposite MIN
- b. 2NT – 3H (TRANSFER to S)
 - i. 3S – Regular Accept
 - ii. 3NT: To Play. Opener has a long side suit.
 - iii. 4C/4D/4H : 4-card S, + Control
 - iv. 4S: 3-card S with 2 of the Top 3 Honors. Willing to play Game opposite MIN

Smolen Sequences

3. 2NT-3C-3D-3H-3N-4C

- Responder shows 5-4-1-3 hand (could be 5-4-0-4)
- 4D by Opener agrees Clubs. Next Higher bid by Responder, 4H, is RKC in agreed suit (Clubs)
- 4NT by Opener is To Play

4. 2NT-3C-3D-3H-3N-4D

- Responder shows 5-4-3-1 hand (could be 5-4-4-0)
- 4H by Opener agrees Diamonds. Next Higher bid by Responder, 4S, is RKC in agreed suit (Diamonds)
- 4NT by Opener is To Play

Major + Second Suit Sequences

5. Both Majors

2N – 3D – 3H – 3S: 5-5 in MAJORS (With 5-4, come via Smolen)

Opener presumes at least Slam INV

- With no fit, signs off in 3NT
- With poor hand, bids 4H/S
- With good hand, establish Suit agreement using LFL and HFH principles (4C for H, 4D for Spades)

6. Hearts Transfers

2N – 3D – 3H – 4C (NAT, 2nd suit)

- a. Maybe just 4-cards
- b. 4H by Opener is to play. Also, 4NT
- c. 4D by Opener is green light for C. Now, 4S (not 4H, only to avoid confusion) by RESPONDER is RKC in Clubs
- d. 4S by Opener is Green light for H. Now, 4N by Responder is RKC in Hearts

2N – 3D – 3H – 4D (NAT, 2nd suit)

- e. Maybe just 4-cards
- f. 4H by Opener is to play. Also 4NT
- g. 4S by Opener is green light for D
- h. Now, 4N by Responder is RKC in D
- i. If Green signal is in Hearts, there is no bidding space to show this. Therefore, over Responder's 4D bid, OPENER will respond at the 5-level as though RESPONDER has asked 4NT in Hearts:
 - i. 5C is 1,4; 5D is 0,3 etc (in Hearts) etc

7. Spades Transfer

2N – 3H – 3S – 4C (NAT, 2nd suit)

- a. Maybe just 4-cards
- b. 4S by Opener is to play. Also, 4NT
- c. 4D by Opener is green light for C. Now, next higher suit, 4H, by RESPONDER is RKC in Clubs
- d. 4H by Opener is Green light for S. Now, 4N by Responder is RKC in Spades

8. 2N – 3H – 3S – 4D (NAT, 2nd suit)

- a. Maybe just 4-cards
- b. 4S by Opener is to play. Also 4NT
- c. 4H by Opener is green light for D
- d. Now, 4N by Responder is RKC in D
 - i. If Green signal is in Spades, there is no bidding space to show this. Therefore, over Responder's 4D bid, OPENER will respond at the 5-level as though RESPONDER has asked 4NT in Spade:

-5C is 1,4; 5D is 0,3 etc (in Spades) etc

Responding to 2NT Openings with Minor Oriented Hands

General Principles

1. Responder's bids from 3D on up to (and, including) 4H on are all Transfers
 - a. Thus, 2N-3N shows Clubs and 2N-4C shows Diamonds (single suiter)
 - b. 2N-3S puppets to 3N which can be passed (To Play); or
 - Any continuation beyond 3N by Responder will now show a hand with both Minors. All such hands will be SLAM INV +
 - c. 2N-3S-3N-4N is Quanti with both Minors, 4-4; 2N-3S-3N-5N is "pick a Slam" with no Major suit
 - d. 2N-4N is QUANTI with a flat 4-3-3-3 hand, with no Major. 2N-5N is Pick a Slam, with no Major
 - e. 2N-4S shows both Minors, at least 5-5 with no interest in slam. Opener will normally pick a minor though she may occasionally bid 4N (to play)

2. Single suit Club hands (2N-3N)

- i. Now, 4C by Opener is Fit (Ax, Kx, Qxx, xxxx) but not a good hand for a Slam.
- ii. 4D/H/S by Opener is a Fit as above, Plus a hand rich in Controls and/or Running side suit (i.e. a Good Hand for a slam). Bids are Control showing, up the line.
- iii. After either of these two sequences, a bid of the next higher suit by Responder is RKC in Clubs
- iv. 4N by **Opener**: No Fit. Responder may still charge ahead in which case 5D (Other Minor) by her is RKC in Clubs. 5C is To Play. 5H/S is EKC.
- v. 2NT – 5C is To Play
- vi. 2NT – 3NT- 4x – 5C is Mild Slam Try

3. Single suit Diamond hands (2N-4C)

- i. Now, 4D by Opener is Fit (Ax, Kx, Qxx, xxxx) but not a good hand for a Slam.

- ii. 4 H/S by Opener is a Fit as above, Plus a hand rich in Controls and/or Running side suit (i.e. a Good Hand for a slam). Bids are Control showing, up the line.
- iii. After either of these two sequences, a bid of the next higher suit by Responder is RKC in Diamonds
- iv. 4N by **Opener**: No Fit. Responder may still charge ahead in which case 5C (Other Minor) is RKC in Diamonds. 5D is To Play. 5H/S is EKC
- v. 2NT – 5D is To Play
- vi. 2NT – 4C - 4x – 5D is Mild Slam Try

4. Both Minors, Clubs Longer (2N-3S-3N-4C)

- With a Fit, Opener sets the suit using LFL, HFH principles (4D for C, 4H for Diamonds. Prefer 4-4 fit to 5-3 fit). Now, bid of next higher suit by Responder is RKC in the agreed suit.
- Absent a Fit, Opener will sign off with 4N. After 4N, Responder may still charge ahead, in which case a 5-level bid in her shorter suit (in this case, 5D) is RKC in her longer suit (in this case, Clubs).
 - 5 of her longer suit (Clubs) will be To Play

5. Both Minors, Diamonds Longer (2N-3S-3N-4D)

- With a Fit, Opener sets the suit using LFL, HFH principles (4H for C, 4S for Diamonds. Prefer 4-4 fit to 5-3 fit). Now, bid of next higher suit by Responder is RKC in the agreed suit.
- Absent a Fit, Opener will sign off with 4N. After 4N, Responder may still charge ahead, in which case a 5-level bid in her shorter suit (in this case, 5C) is RKC in her longer suit (in this case, Diamonds).
 - 5 of her longer suit (Diamonds) will be To Play

6. Both Minors 5-5, Hearts short (2N-3S-3N-4H)

- Now, 4S by Opener is good hand for both minors, 4N is to play, and 5C/5D sets the suit
- After 4S by Opener, 5C or 5D by Responder sets the suit and is RKC in that suit
- So also after 4NT by Opener (5C or 5D by Responder sets the suit and is RKC in that suit)
- After Opener sets the suit by bidding 5C/5D over Responder's 4H, next higher bid by Responder is RKC in agreed suit

7. Both Minors 5-5, Spades short (2N-3S-3N-4S)

- Now, 4N is to play, and 5C/5D sets the suit
- After Opener sets the suit by bidding 5C/5D over Responder's 4S, next higher bid by Responder is RKC in agreed suit
- After 4N by Opener, 5C or 5D by Responder sets the suit and is RKC in that suit

5Dec2019W

Responding to a 2NT Opening with 6-4 in Majors

From: Arun Jain (arunj33@yahoo.com)

To: gtandan19@gmail.com

Date: Monday, July 1, 2019, 05:39 PM GMT+5:30

Hello Partner:

This came up on Friday in VV (versus Amarjit) when you held QJxxxx, Axxx, J, Jx opposite my AKxx, KQTx, Kx, AQT. And bid nicely to 6S..

Please see Swarnendu's suggested sequences following my 2NT opening.

Note also that if you have a Slam force hand with a 6-card M and any 4-card suit, you could also bid: 2N-4H (For Spades) - 4S - 5NT.

We can then find our 4-4 fit at the 6 level.

Separately, I thought you also bid the following hand nicely. This came up on Sat at DBA. You held: AKJTx, xx, Jxx. AJx

Opposite my:

Q, AJxxx, AKQx, QTx

1H (me) - 1S - 2NT- 3H-3S (now denying a super fit) - 5NT-6D-6NT

You allowed me to bid 6S if I did have a 3-carder spade. Nice.

At most of the other table, your counterpart did not value his hand as well and they played in a routine game contract.

Let me know if you have any thoughts or comments on the attached..

With regards,

Sincerely,

Arun



Responding to a 2NT Opening with 6-4 in Majors.docx
11.8kB

Responding to a 2NT Opening with 6-4 in Majors

(Note: SM = Shorter Major
LM = Longer Major)

<u>Opener</u>	<u>Responder</u>	
2NT	3C	Stayman
3D		Denies Major
	(a) 4M	To Play (6- card M)
	(b) 3SM	Smolen
3NT	4LM	Slammish in LM
	(c) 3SM	
3NT	4SM	Slam Force in LM <i>Must, 6-cards</i>

Section G : Slam Methods

G - 1 : Slam Methods

G - 2 : Cue Bids

G - 3 : RKCB Sequences - Over Partner's Pre-empt

G - 4 : RKCB Sequences - Major Suits

G - 5 : RKCB Sequences - Minor Suits

G - 7 : RKC - Relay

G - 8 : 4NT as RKC for Minor Suit

G - 9 : Sequences After RKCB

G - 10 : Ambiguous Responses to Queen and King Asks

G - 11 : Pick A Slam Sequences

SLAM METHODS

1. CUE Bids
2. RKCB Sequences – Over Partner’s Pre Empts
3. RKCB Sequences – Major Suits
4. RKCB Sequences – Minor Suits
5. Sequences After RKCB
6. When Opponents Intervene during a RKCB Sequence

1. Cue Bids

- Once a Major suit has been agreed, all subsequent bids are CUE, promising at least 2nd round control
- Once an 8-card or better Major suit fit has been established, we will never play in 3NT. In such situations, 3NT is a waiting Bid, most likely looking for a Club Cue
 - At this time, we do not play serious and NSST
- When a Minor suit has been agreed, bids at the 3 - level may be CUE, or exploring the possibility of a 3NT contract
- A CUE in Partner's suit promises a card (K or A) but cannot be done with Shortage
 - OK to SPL or EKC in Partner's suit
- OK to SPL with an Honour card (e.g. A or K) provided the hand has adequate high card strength to SPL without such honour card
- When an OPP Doubles a CUE, both Partners must be allowed the opportunity to REDBL to show First Round Control

2. RKCB Sequences – Over Partner’s PRE EMPTS

- Over Partner’s 2D, 2H, or 2S:
 - 4C is RKCB

- So also, after Partner’s:
 - 3C: 4D is RKCB; and
 - 3D, 3H or 3S: 4C is RKCB

- This applies even when Opponents Intervene
 - Irrespective of whether there is space to Jump or not. For instance:
 - 2H – (3D) – 4C : RKCB
 - 2D – (2S) – 4C : RKCB

- Responses to RKCB:
 - 1st level (4D after 4C) : No KC’s
 - 2nd level (4H) : 1 without Q
 - 3rd level (4S) : 1 with Q
 - 4th level (4NT) : 2 without Q

3. RKCB Sequences – Major Suits

- 4NT is the only RKCB bid where a Major suit has been agreed
 - Absent suit agreement 4NT is always QUANTI. For example:
2NT – P – 3D – P – 3H – P – 4NT: Quanti with 5-card Heart
- At this stage we are not playing DKCB
- After a 1NT opening, if Responder Transfers to a Major and then bids:
 - 3OM, it sets the suit, is Slammish, and shows Shortage. Now, next higher bid by Opener asks, then Responses are LMH. After this, Opener will show:
 - MIN hand: 4BM (bid Major)
 - Good Hand: CUE if space permits, otherwise intervening bid (e.g. After 1NT-2D-2H-3S-3N-4C-4D by Opener shows Attitude to a Heart Slam, nothing about Diamond CUE)
 - 4C is Balanced Slam Try
 - A jump by Responder in a new suit beyond 4C (i.e. Including 4Dia) is Void, Slammish, and EKC
- After a 2NT Opening, if Responder transfers to a Major suit and then shows slam interest and bids Diamonds, Opener may not have space to agree the Major suit. In such cases, he will respond as if to a 4NT enquiry in the Major suit. For instance:

(a) 2NT - 3D
3H - 4D
4S - Agrees Diamonds (LFL)
4NT RKC in Diamonds (Relay RKC)

(b) 2NT - 3D
3H - 4D
4NT - To Play (no fit in H or D)
And

(c) 2NT - 3D
3H - 4D (now, if Opener has a fit in the Higher-ranking suit, Hearts, there is no space to show it. Therefore, she just does a RKCB response in Hearts, to show the fit):

5C RKC in Hearts (1, 4)
5D RKC in Hearts (0, 3)
5H RKC in Hearts (2 without Q)
5S RKC Hearts (2 with Q)

(This problem does not arise if Responder's second suit is Clubs since there is then adequate bidding space)

- Where 4NT is bid as QUANTI, Responder
 - may show Key cards on way; or
 - may jump to 6 if she accepts and has a 5-carder suit (which has not so far been revealed)

4. RKCB Sequences - Minor Suits

Discussion

1. Due to space constraints in Minor suits, we will attempt – as far as possible – to make a RKC enquiry at the 4-minor level:
 - a. Auto RKC : 4 Am (Agreed minor)
 - b. Relay: 1 level higher than previous bid
2. Auto RKC operates ONLY if we are in a GF sequence. If not, the 4Am bid can be Passed
3. Relay RKC is Automatic (with a MIN hand, Partner would Pass or sign off in 5Am).

Auto RKC – 4Am (Agreed Minor)

(a) Comes into play when:

- The Minor suit has been unambiguously agreed by both Partners below the 3NT level. For example:
 - 1S – 2D – 3D – 4D
 - 1D – 3H (SPL) – 4D (Diamonds agreed below 3NT)
 - 1C – 2C – 4C
But 1C – 4C is PRE
 - 1D – 3C – 4D

- After Partner has opened 1 of a Minor and has reversed, 4Bm by either partner is always RKC, irrespective of any intervening bids
 - 1C – 1S – 2D – 3D – 4D
- After any 1m-2m sequence, 4Bm by either Partner is ALWAYS RKC, irrespective of any intervening bids.
 - 1D – 2D – 3H – 3S – 4D

(Note that either Partner may bid 4Am as an Auto RKC)

(b) Auto RKC does not come into play if, for instance, the Partner who should be expected to be willing to play 3NT (e.g. a 1NT Opener) is retreating from 3NT:

- For example, 1NT – 2S (Clubs Transfer) – 3C – 3H (Shortage) – 4C (by Opener) may be a retreat from 3NT but cannot be passed because the GF has been established (by the Responder taking a 2nd bid). Now, 4D by Responder is Relay RKC

(c) If following a 1NT opening, Responder unilaterally sets her single suiter Minor: Now a bid by Responder of 4 of her minor at any stage is RKC in her minor. This applies irrespective of the sequence of bids preceding the 4m bid:

- a. 1NT – 2S – 3C – 3D – 3NT (To Play) – 4C (RKC with Shortage – always LMH)
- b. 1NT – 2S – 3C – 4C (RKC without Shortage)
- c. 1NT – 2C – 2H – 3C (Further Enq) – 3D – 3H – 3NT (4-card Dia):
 - i. Now, 4D is Auto RKC (with 4-card Dia + 3+ card Spades)
 - ii. And, 4C is NAT with 5-card Clubs and 3+ Spades. Opener will CUE with 3-card Clubs, bid 4NT with just 2 clubs

(d) As a general rule, if a Partner whose hand has not been limited bids 4 of the agreed Minor, it is RKC (to be confirmed)

RKC – Relay

Comes into play when agreement on the minor suit happens at the 4-level. Now the next higher “Relay” bid by the Captain is ALWAYS RKC in the Am. For example:

- 1S – 2C – 2N – 3C – 4C: Clubs agreed at the 4-level. Now , the next higher Relay bid (4D) is RKC in Clubs:

- After a 2NT opening, and Responder shows a single-suiter Minor (3NT = Clubs, 4C = D):
 - i. Opener shows “Like” by accepting the Transfer, or by bidding a Control, and “Don’t Like” by bidding 4NT
 - ii. When Opener shows ‘Like” and accepts the Transfer, or bids a Control, next Higher suit (Relay) bid by Responder is RKC in agreed minor
 - iii. Even when Opener bids 4NT to show “Don’t Like”, Responder may have a Slam Force Hand. In this case, a bid of 5 of the other minor will be RKC in her minor

- After a 2NT opening, a 3S – 3NT-“Any Bid” sequence shows a forward going hand with Both Minors.
 - o Thus 4C shows C + D, with Longer Clubs:
 1. Opener bids 4D to set C, 4H to set Diamonds (Lower for lower). Now next Higher suit (Relay) bid by Responder is RKC in Agreed suit.
 2. Alternatively, Opener may bid 4NT to discourage. If Responder has a Slam Force hand, she will bid the

shorter minor (Diamonds in this case), which will be RKC in her longer suit (Clubs)

- 5C is To Play

iv. Similarly, 4D shows D + C, with Longer Diamonds:

1. Opener bids 4H to set C, 4S to set Diamonds (Lower for lower). Now next Higher suit bid by Responder is RKC in Agreed suit.
2. Alternatively, Opener may bid 4NT to discourage. If Responder has a Slam Force hand, she will bid the shorter minor (Clubs in this case), which will be RKC in her longer suit (Diamonds)

- 5D is To Play

v. 4H/4S shows Min 5-5 in Minors, with SPL in Bid suit

1. Now, 4NT by Opener is sign-off, 5C or 5D is forward going, setting the suit. Next higher suit (Relay) bid by Responder is RKC in agreed suit.

4NT as RKC for Minor Suit

- For the reasons discussed above, we will rarely use 4NT as RKCB in a Minor Suit
- When we do, the responses to a 4NT query will be reversed to 03, 14 in two cases:
 - When the 2C Opener Asks (whether the agreed suit is Minor or Major); and
 - When Clubs is the Agreed suit (Note that Auto and Relay RKC Responses are always 14,03, even when Clubs is the agreed suit)

5. Sequences After RKCB

- After a RKCB Response:
 - Next higher suit: Queen Ask
 - 2nd higher: Confirms all Key Cards, is Grand Slam Try. Respond usually by showing Kings
 - Suit at 6 level: Asking to bid Grand slam with 3rd Round Control.
- If the RKCB bidder bids 5S (not being the Agreed suit), it is Puppet to 5NT (To Play)
- And 5NT is Pick A slam. Now bid up the line, Baron Style
- Direct jump to 5NT (from any bid, 1NT, 2NT etc) is, similarly, Pick a Slam
- If Opponents have bid, A jump to 5AM asks Partner to bid 6 if she has First or Second round control in Opponent's suits (Assuming there has been no space to show control)
- After a suit has been agreed and possession of Trump Queen confirmed, 5NT is Grand Slam Try:
 - Guarantees all Key Cards + Trump Q
 - o Asks RESP to bid 7 with an undisclosed source of Tricks; otherwise show kings
- We show Kings as follows:
 - At the cheapest level, bid the suit where you have the king, OR kings in the other two suits
 - If after showing the kings, Partner bids a 5 suit (below the agreed Trump suit), she is asking for the King in the bid suit
 - Without the king, bid 6
 - With the king, bid 7

Ambiguous Responses to Queen and King Asks

Sometimes, the Response to a Q or K ask – usually 5NT – is Ambiguous. In such cases:

- Go back to the bidding to see if any relevant information can be extracted; or
- Use the next higher bid – usually 6C – to seek clarification.

Now:

- 7AM (Agreed Major) promises both kings
- 6AM says No kings
- Any other bid (below 6AM) promises one king

"Pick A Slam" Sequences

* So far we have been using a jump to 5NT (i.e. bypassing 4NT) as a Pick-a-slam bid

* This does not allow for a 5-3 fit to be located, if the bidding does not reveal the 5-card suit in the normal course. This happens most often with openings of 1NT and 2NT (or, 2C-2D-2H-2S-2NT):

- The Opener can often have a 5-card suit (Major or Minor) which is not revealed by the time the bidding reaches 5NT

- If the responder has a 5-card Major, transfer sequences allow her to bring it to the table. However, for Minors, transfers require 6-card suits and there is no easy solution for the Responder to show her 5-card suit in the early stages of the bidding.

* To overcome this, we will use 5H and 5S in situations where we would normally have jumped to 5NT for "Pick-a-slam"

- 5H (by the Responder) says: I have a 5-card Minor, Partner, do you have a 5-card suit (Major or Minor)

- 5S (by the Responder says): I don't have a 5-card suit, do you have one

*Developments after 5H

	<u>Opener</u>	<u>Responder</u>
		5H I have a 5-card Minor
(a)	5S	I have a 5-card suit (Major or Minor, other than Clubs)
(b)	5N	I don't have a 5-card suit
(c)	6C	I have a 5-card club

After (a), Responder will bid her 5-card suit and the partnerships will try and locate a 5-3 fit in either Partner's 5-card suit. Failing that, they will play in 6NT

After (b), Responder will bid her 5-card suit and the Partnership will play either in the 5-3 fit or in 6NT

After (c), Responder will pass with 3+ Clubs. Failing that she will bid her 5-card suit.

*Developments after 5S

<u>Opener</u>	<u>Responder</u>
---------------	------------------

	5S	I do not have a 5-card suit. Do you have one?
--	----	---

5NT		No I do not.
-----	--	--------------

Now the Partners will bid up the line Baron-style to locate a 4-4 fit (as would have happened with a direct 5NT bid)

Opener

6C		This is my 5-carder. Responder will pass with 3+ clubs, otherwise bid her 4-carder up the line in an attempt to locate a 4-4 fit (unlikely but possible)
----	--	--

6D/ 6H/ 6S		-----Ditto-----
------------------	--	-----------------

End

Section H : Defensive Bidding

H - 1 : Defence against Weak 1NT Opening

H - 2 : When Opponents Open 1NT

H - 4 : Defence over Gambling 3NT

H - 5 : General Principles for Defending against High Level Pre-empt - 3X
and Higher (including Gambling 3NT)

Defence Against Weak 1NT Opening

- DBL in either position is VALUES: 15+ pts (Unlimited?)
Now, Systems on
- Any suit bid over the 1NT opening is DONT style
(No way to show single suiter - To check on this)
- After DBL, if opponents Bid:
 - Any DBL at First Opportunity by either Partner is Take-out
 - Any subsequent DBL is PEN
 - Thus: - (1N) - X - (2S) - X: T/O
 - (1N) - X - (2S) - P - (P) - X: T/O
 - (1N) - X - (2S) - X(T/O) - (P) - X-PEN
 - Bids by RESPONDER are the same as if PARTNER had opened 1NT and Opponents had Intervened (LEB applies)
- After a PEN DBL, PASS by either Partner is ORF

Pink

23 Jul 2019

Pink

When Opponents Open 1NT

(a) **If STRONG** (can have 15 points, e.g. their range is 13 - 15)

1. DONT in both immediate and balancing positions

2. 1NT - 2NT shows a strong Major-Minor Head :

- Forcing to 4m

- RESPONDER puppets to 3C. Now 2NT Bidder bids:

- 3D : D + Major (Now, 3H asks: 3S for H, 3N for spades)
- 3H : C + H
- 3S : C + S

3. 1N - 3NT shows a strong hand with both Majors and is forcing to 4 Major :

- After 3NT, RESPONDER bids

- 4C : Good hand in H
- 4D : Good hand in S
- 4H/S : To play

4. If bidding space permits, the above two bids (2NT and 3NT) can be made in the balancing position as well

5. If a DONT Bid has been made and Partner of 1NT opener makes a Bid:

- DBL (or, REDBL) seat by 4th asks DONT Bidder to bid her second suit

- Any suit bid by her is her own independent suit.

6. After 1NT opener's Partner, makes a Jacoby Transfer bid, say 1NT - P - 2D

Now, Bids by 4th seat are as follow:

- X : Diamond suit
- 2H : 5 - card spade, 5 - card Minor (Michaels style)
Could stretch to 4 - card Minor
- 2S : NAT
- 2NT : Both Minors

PASS, then 2H, PASS, PASS, now Double is General Takeout of Hearts

3C : NAT

3D : NAT, Strong Hand

(b) **If WEAK** (Limited to 14 points)

- DBL is 15+ points
- Now systems ON
- DBL by either PARTNER is PEN
- All the sequences for STRONG NT above apply

30 Jan19

Defence Over Gambling 3NT

(Assumes 3NT is long, solid Minor with no outside A or K)

(a) Immediate Position

Unpassed Hand:

- 4m : Bm +M (Leaping Michaels)
- Now, next higher suit bid by Responder asks for M
- If 4D is bid, 4H is PASS or CORRECT

4M : To Play

5m : To Play
(Cannot bid 4m and Rebid 5m, since the first bid would show a M)

X : Both Majors

Now, 4C/4D is good hand with H and S, respectively, and 4M is To Play

Passed Hand: Same

However, since HC strength is limited, extreme distribution and sacrifice - oriented

(b) Balancing Position

Unpassed Hand

- Same as in Immediate Position

Passed Hand

- X: Lead Directing (lead your shorter major)
- Other bids: Same as for Immediate position

18 Jul 2019

Pink

General Principles for Defending Against High Level Pre-empts – 3x and Higher (including Gambling 3NT)

1. Declarer is likely to have a 7+ card suit, and not much outside strength.
2. Defenders need to urgently figure out where the defensive tricks to take the contract down are most likely to come from
3. In the case of Gambling 3NT, ask whether Declarer can have an outside K or A (most of the time, not)
4. Person on lead must lead an Ace
 - a. With more than 1 ace, tend to lead suit where tricks can be established, or the longer suit
 - b. With no Ace, lead a King (anything to see Dummy and chalk out the defensive strategy)
5. Lead of an Ace denies the King, lead of the King denies the Queen
 - a. Thus lead of a K, promises the A, and lead of the Q promises the K
6. Once dummy comes down, both partners must think through the best line for taking the number of tricks to take the contract down before Declarer can take his. This must happen before playing to trick 2
7. Partner's carding is Attitude and if it can't be Attitude, then it is Suit Preference
 - a. For example, Partner leads HA. HK and HQ are in Dummy. Now his/her card will be SP
8. 2nd card played by player making Opening lead must show his/her Present Count.

30 Jan19

Section I : Carding

I - 1 : Suit Preference

Suit Preference

From: Arun Jain (arunj33@yahoo.com)

To: gtandan19@gmail.com

Date: Monday, July 29, 2019, 12:57 PM GMT+5:30

Partner, this has been the source of some considerable confusion in my mind.

The picture below is from Kantar's book (page 144).

May I suggest that for HCL we play as implied in this, which is to say:

When it is clear that a SP situation exists,

1. An unnecessarily high card says: Switch to the Higher
2. An unnecessarily low card says : Switch to the Lower
3. A middling card says: Continue with the suit led

A SPS situation will exist when:

1. Dummy has a singleton
2. The lead has set up winners in Dummy (eg Ace is led and KQx are in dummy)
3. A Continuation of the suit led will set up one or more winners in Dummy (Ace is led and Dummy has QJxx or, even Qxx)
4. Giving Partner a Ruff
5. When Partner leads a Singleton
6. When Third hand has shown 6 or more cards in the suit led

There may be others 🤔 🤔 🤔


If a SPS is required, play to the 2nd trick will be SPS.

For instance, defending against 4H (PC's table), you led SA and dummy had Qx, QJx, AKxx. KJxx
I played S2 (from Txxxx - Attitude) and you switched smartly to C2.

In another layout, if you needed guidance on which suit to switch to, you could have continued SK on
which I would play S3, showing Clubs.

Let me know how your thoughts run..

With regards,
Sincerely,
Arun

 IMG_2396.JPG
1.7MB

9)

NORTH (Dummy)

♠ 8
♥ QJ
♦ AQJ32
♣ AKQ84

EAST

♠ 197543
♥ 10842
♦ 74
♣ 6



SOUTH

♠ Q2
♥ AK97653
♦ KB
♣ JS

WEST (You)

♠ AK106
♥ —
♦ 10965
♣ 109732

NEITHER VUL. DEALER SOUTH

	West	North	East	South
1♥				
pass	2♦	pass	pass	3♥
pass	4NT	pass	pass	5♦
pass	6♥	all pass		

Trick 1: ♠K ♠8 ♠7 ♠Q

Trick 2: ?

With the singleton in dummy, partner's ♠7, a middling spot, asks for a continuation, suggesting the possibility of a trump promotion. Play the ♠A, acceding to partner's wish.

Section J : Doubles

J - 1 : Doubles - General Principles

DOUBLES - General Principles

(Partner, even a book is not enough to cover this subject. These are a few preliminary thoughts to try and get us on the same page)

- ❖ A DOUBLE of a Freely Bid Game or Slam is Lead Directing
- ❖ With Competitive Bidding, particularly where we are faced with the question of whether to Sacrifice or not :
 - When they bid a Slam: Mukesh's formula (to be discussed)
 - When they bid a game
 - A double by the weaker partner (for example, if she has preempted) suggests a sacrifice
 - A double by the stronger partner is PEN
 - A PASS by either Partner is ambiguous
- ❖ Doubles of Part Scores:
 - In a competitive auction, if there is a possibility of us bidding a game and there is no other convenient bid available, DBL is a Game Try Double.

For example:

(IH) -----1S -----(2H)-----2S----- (3H)

Now DBL is Game Try Double.

But

(1C)-----1S----- (2C)-----2S----- (3C)

Now DBL is extreme shortage is Clubs

- 3D/3H would be like a Help Suit game try

(Above tbd and agreed)

- In a competitive auction, if there is No possibility of a game, a DBL of a part game bid shows extreme shortage.