***M J R VASUDEVAN – VIJAYRAGHAVAN - SYSTEM NOTES***

System & Approach : - 2 over 1

Carding : - Upside down count, attitude and smith.

RKC : - 14 30 DOPI ROPI

Defense over Opp NT : - Woolsey

♣ ♦♥♠

**1♣ Opening and its responses ( opened with all 3-3 m)**

1♣- 2 ♣ - Inv minor. Forcing up to 2nt.

 2 ♦ - natural invitation ( 6 cards)

 2 ♥ - 5 spades and 4 + hearts 6-9 hcp

 2 ♠ -mixed raise ( 5 card club 9-11)

 2nt - Invitational (to keep parallel with 1D)

 3 ♣ - Preemptive

 3 ♦♥♠- Splinter

 3 NT – To play

**Treatment of 1♣ when there is an overcall**

1C-1D – X = 4-4 Majors

1C-1H-1S = 5 Card Spade guaranteed

1C – 1M – 1NT = Natural

1C-1M-2C = To Play

1C-1H – 2H = 5 Cards in club 10-11 or more

1C – 1NT – DBL = Penalty

* 2C = to play
* Rest woolsey

1C – 4H – Dbl = Guarantees 4 Spades or support for opener’s minor

* 4S = To Play
* 4NT = Minors

1C – 4S – Dbl = Values/Penalty

* 4N = 2 Places to play

1C -2S(opp) – p- 4S – 4Nt = two-suited C+red

 5C = wants to play in 5C

1C – Dbl(opps) – 1 Level bids are forcing 1 Round

 2 Level Bids are signoff

 Rdb = 10+ ; 1nt = to play

***OTHER BIDDING SEQUENCES IN 1CLUB***

1C – 1D-2NT = 18-19;reXfers apply

1C – 1M – 2Nt = same as above.

1C – 1D – 3C = 14-17 one looser club suit.

1C -1H/S – 4C = 2 suit fit.

1C – 1H – 3H = 4clubs and 4 hearts 18-19 GF

1C – 1H -3D = 5clubs,4hearts,3 spades and stiff diamond.

1C – 1H – 2S = 5 clubs,4 spades reverse.

1C – 1nt-2nt = 18-19 club suit (min 5 cards)

1C- 1H -2H-2NT – 3C = 3 card min , 3D= 3 card max, 3H = 4 card min , 3 S = 4 card Max

**1 HEART OPENING AND ITS TREATMENT**

1H – P – 1NT = Semi forcing

1H – P – 2NT = 8-11 with any singleton

1H – 2C = either limit raise or GF

1H – 2H = simple raise 6-10 over which new suit is help asking.

1H – 3C/D = inv natural 6 cards

1H – 2S = invitational 6 card suit

1H – 3S = splinter

1H – 3NT = 6+ controls with support to hearts.

1H – 3H = pre-empt

1H – Dbl- all transfers apply.

1H – 1NT – dbl = penalty

Rest transfers

**1 ♦ OPENING AND ITS TREATMENTS**

**Without interference**

1D – 2C = Game Force

1D – 2D = Inverted . Earliest 3D by either is passable

1D-2D- 2NT = Game Force

1D-2H = 5 spades ,4+ Hearts 6-9

1D – 2S = mixed raise

1D – 2NT = 10-11 Invitational

1D – 2NT- 3C = pass or correct

* 3D = Sign off
* 3H/S = singleton
* 3NT = to play
* 4C = 6D5C 0r 5-5 minor or 6D 4C
* 4D = Strong Diam , asks for cue
* 4H = 6 Diamonds + 5 Hearts
* 4S = 6 Diamonds + 5 Spades

1D – 3C = nat invitational

1D – 3D = Preemptive

1D – 3H/S = Splinters

**Treatment on Overcalls**

1D -1H – dbl = 4 card spade

1D- 1H – 1S = 5 card Spade

1D – 1X -2C = non forcing

1D – 1X – 1NT = To play

1D – 2H/S – Dbl = 8 +

1D – dbl – 4N = Suggests sacrifice with 1 defensive trick

1D – Dbl – 5D = Sacrifice with nothing to defend

1D-1NT – Dbl = Penalty

 2d = to play, rest woolsey

1♠ **OPENING AND ITS TREATMENT**

1S – P – 1NT = Semi forcing

1S – P – 2NT = 8 – 11 with singleton

1S – 2C = 2 way as described in 1H

1S – 2S = simple raise 6-10 over which new suit is help asking.

1S – 3C/D =inv natural 6 cards

1S – 3H = invitational 6 card suit

1S – 4C/D/H = splinter

1S – 3NT = 4-3-3-3 18-19 hcp 4 card support to spades.

1S – 3S = preemptive

1S – Dbl- all transfers apply.

1S – 1NT – dbl = penalty

Rest woolsey

**1NT AND ITS TREATMENTS**

1NT = 15-17 can have 5 Card Major or 6 card Minor

1NT – 2C – 2D – 2H = Pass or correct

1NT – 2C- 2H- 2S = Inv with 5 Spades

1NT – 2C-2NT = 5 card major minimum

1NT – 2C-3H/S = 5 card suit max

1NT – 3x = natural 6 card slammish

1NT – 2H-2S-3H = 5-5 game

1NT – 2C-2D-3D = 5-5 Major slammish or invitational

1NT – 2C-2H-3S = 15+ any singleton

1NT – 2C-3C/D = 6 cards in bid suit.

1NT – 2C-3C/D-3H/S = Smolen

1NT – 2C-2D-3C = Pattern ask

 -3D = one 5 card minor

 - 3H/S = 4-4 minor bid suit 3 cards

 - 3NT = 4-3-3-3

1NT – 4C/D = Transfers to H and S respectively.

1NT-2C -2H-4H = Mild slam try

1NT – 2C – 2D – 4C = 6 hearts,4 Spades slammish

 4D = 6 spades,4 hearts slammish

 4H/S = To play

1NT – 2D – 2NT = Balanced Super acceptance with 3 cards

1NT – 2D – 3H = 4 card super acceptance.

**INTERFERENCE ON 1NT & ITS TREATMENTS**

1NT – DBL( single suiter) – rdbl is to punish and all systems on. Afterwards - double are penalty and pass is forcing

1NT – DBL(penalty) – DON’T Runouts

1NT – DBL(m+M) – Rdbl = values and all system on.

1NT – 2C(Non Landy) – dbl = stayman and system on

1NT – 2C ( Landy) – dbl = values

 **2**♦ **OPENING & ITS TREATMENTS**

Weak 2 in a Major or 20-21 with 5 card Major

**2 HEART AND 2 SPADE OPENING**

Bid suit and a lower 5-5 less than opening

**2NT OPENING & ITS RESPONSES**

2NT = 20 21 – Cannot have a 5 card Major

2NT – 3C = Stayman

2NT – 3D/H = Transfers

2NT – 3S = puppet to 3NT

2NT – 3NT = Transfer to clubs

2NT – 4C = Transfer to Diamonds

2NT-4D/H = transfer to H/S

2NT – 4S = Pick a minor (5-5)

2NT – 3S -3NT – 4C = 4 clubs + 5 diamonds

* + 4D = 4 diamonds + 5 clubs
	+ 4H/S = 5-5- minor bid suit stiff
	+ 4NT = 4-4 minors 11-12 hcp.

2NT – 3C-3D -3H/S = Other Major 4 card

2 Club Opening

## Artificial & Strong. 22+ or 8+ playing tricks

2♦: Semi-positive. Artificial and GF (4+ HCP)

 2♣-2♦-2♥: Hearts or Balanced, and Responder bids :

 3m: 6 card minor with 4-7 points

 2NT: One should not be bidding NT opposite 2♣ opener. So, here 2NT should show 4333 or 4432 hands with all suits having Hx or better.This means Exactly 10-11 HCP. Over which 3♣ is Baron

 2♠: All other hands

 After 2♣-2♦-2♥-2♠:

 2NT: 22-23 or 26+ HCP.

 3x: 5c♥ and 4 carder in x.

Responder to complete the transfer even without a fit. Can bid new suit with highly distributional hand.

 2♣-2♦-2♠: Natural

 2♣-2♦-2NT: Transfer to 3♣

 2♣-2♦-3♣: Transfer to 3♦.

 2♣-2♦-3♦: Shows 5+♦ & 4+♣

2♥: Double Negative. 0-3 HCP

 2NT: 22-23 HCP.

 2♠/3m: Natural & F1. Resp to bid cheapest NT with 0-1 HCP. Rest natural with 2/3 HCP

2♠: 7+ HCP. Natural 5+ carder suit with 2 out of top 3 (or 3 out of top 5) honors.

2NT: Natural response in ♥s

3m: 7+ HCP. Natural 5+ carder suit with 2 out of top 3 (or 3 out of top 5) honors.

3M: Natural 6 carder. No side suit. 4-6 HCP with most values in the bid suit.

3NT: A semi-solid suit with a side entry or a solid suit without an entry.

## Interference over our 2 Club:

Direct X: XX shows bust; PASS = waiting

Direct 2/3x: Pass is Double Negative (0-3 HCP), X is semi-positive i.e. 4+ HCP. Subsequent double by us before we bid a suit naturally, is take-out.

2/3x after 2♣-2♦: X is Takeout

2/3x after 2♣-2♥: X is Takeout from both sides till 4♦. Penalty oriented beyond 4♦.

**CARDING & SIGNALS**

 We play upside down carding and count. Attitude takes first preference followed by suit preference. Count only if mandatory. A from AK . Jack denies only on lead.

**DEFENCE ON OPP BIDDING & INTERFERENCE ON OPP BIDDING**

We play Modified Woolsey against opp 1NT.

Over precision 1C or 1C-p-1D = dbl = Maj & NT = Minors

Over std 1C/D – p – 1NT we play 2C= 5-4 M and 2D = 5-5 Majors.

**Lebensohl/Two-places (not bid by opener)**

1. 2N is very rarely natural. It is a bit less clear when it is lebensohl and when it is two-places.
2. Ex: (1S) X (2S) 2N = Lebensohl
3. Ex: (1S) P (2S) 2N = 2 places (not necessarily minors here)
 (1S) P (2S) P P 2N = 2 places