

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
At 1 level 8-18 HCP, usually 5+ cards, 4 card overcall with length in RHO's suit
At 2 level Sound. Responses: New suit=NF, Cue Bid=10+doesn't promise SUPP
Jump bids shows FIT except (1♣)-1♦-(P)-2♥/♠, (1♦)-1♥-(P)-2♠ INV 6+ cards
CUE at 3 level= Mixed Raise, CUE at 4 level= SPL in OPPT's suit.
In Balancing Position : General style same as above, strength wise weaker.
Responses - same as above
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th Live : 15-18 HCP Balanced, Promises stopper in opponent's suit
Responses same as after 1NT opening except TRF to OPPT's suit 5 cards
In Balancing Position : 11-16 HCP, doesn't promise stopper in opponent's suit
(1m)-P-(P)-1NT=11-14, (1M)-P-(P)-1NT=11-16, Responses same as above
2♣=Stayman, Response with Max bid 2NT when 3♣=ReSTAYMAN
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK except at VUL and Sandwiched Position=STR
In Balancing - Jumps are strong
Unusual NT : 2NT shows two lower unbid suits
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct Cue (1x-2x) = MICHAELS Cue (10+ HCP)
Jump Cue (1x-3x) = Solid minor suit, invites 3NT with a stopper
VS. NT (vs. Strong/ Weak; Reopening; PH)
Strong NT : DONT (Dbl-Single suiter, 2♣♠&♦♥/♠, 2♦-♦&♥/♠, 2♥-♥&♠, 2NT-Single suiter PRE, 3♣♠&♦♥/♠, 3♦-♦&M, 3♥-♥&♠ all 3-level 15+ 5-5)
Weak NT : Cappelletti, 2NT=both minors, 3X same as against Strong NT.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O (Pass on RDBLE=Penalty), Leaping Michaels (5-5+ Game INV)
3M-4m= 5+OM & 5+m (Game INV)
Lebensohl after T/O of NAT 2X, CUE= Both M/Both m
(2♦)- 4♣=♣&♥ and (2♦)- 4♦=♣&♠
Vs. Multi 2♦ - ? See[21]
VS. ARTIFICIAL STRONG OPENINGS
DBL= Both Majors, NT= Both minors, may be very weak hand.
Rest all Natural.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBLE usually deny FIT; 1X=4+ suit F, single Raise may be weak, See[15.1]
Double Raise=Mixed, After 1M-Dble TRF at 1 or 2 level See[16.1]
1X-(DBL)-2Y (jump)= FIT, 1X-(DBL)-3Y (double jump)= Preemptive

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd or 5th	3rd or 5th, top from doubleton	
NT	Generally 4th best, 3rd from 3	4th (3rd from 3), top from doubleton	
Subseq	same	same	
Vs. NT, K asks for ATT and A or Q asks UB or CT			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK(+), Ax		Asks UB or CT, AKJ10(+)
King	KQ(+), AK		Asks for ATT, AKx, KQx
Queen	Qx, QJ, QJx, QJ10x		Asks UB of J or CT, KQ109
Jack	KJ10, Jx, J10, J10x		AJ10, KJ10, Jx, J10x
10	H109x, 109x, 10x		H109x, 109x, 10x
9	9x		9x,
Hi-x	Xx, denies H		Xx, denies H
Lo-x	Low promises 3/5th		Low promises atleast 10
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 ATT (Lo = ENCRG)	Count (Hi = Even)	1st discard odd/even then UDA
	2 Count (Hi = Even)	S/P (STD)	Count (Hi = Even)
	3 S/P (STD)	ATT (Lo = ENCRG)	S/P (STD)
NT	1 ATT (Lo = ENCRG)	Normal Smith	Std Smith, then 1st-odd/even
	2 Count (Hi = Even)	Count (Hi = Even)	Count (Hi = Even)
	3 S/P (STD)	S/P (STD)	S/P (STD)
1) Smith Echo vs NT: Hi-Low shows interest from both sides			
2) Trump Echo vs Suit: Hi-Low in Trumps shows 3 and interest in ruff			
3) ATT=U/D; Count, S/P Signal and Smith Echo =Normal; 1st discard =Odd/Even			
<b>DOUBLES</b>			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Strength of immediate hand at 1 level=(10)11+ HCP, 2 level 13+, 3 level 14+			
Tends to have 3+ cards in all 3 suits unless very strong (good one suited hand)			
Takeout Dbl upto 4♠, Responses : See [20]			
Reopening : same as above, may be 1 Q less.			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
1) Negative double upto 3♠ & after that values.			
2) Responsive dbl, Extended responsive dbl, Snapdragon dbl, Cards dbl, Competitive dbl and Co-operative dbl.			
3) Support Dbl/Rdbl - 3 card support (doesn't show extra values)			
4) Slam Dbl - Lightner for unusual lead 5) Rdbl doubled cue bid - A or void			
6) Stayman or transfer bid dbl - Shows suit			
7) Rosencranz double shows a top honour in partner's overcalled suit			
8) (1NT)-P-(3NT)-DBL asks partner to lead his shorter major.			

WBF Convention Card
♠ ♥ ♦ ♣
Category: <u>Green</u>
NCBO: <u>INDIA</u> EVENT: _____
PLAYERS: <u>Monica JAJOO</u>
<u>Sumit MUKHERJEE</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors (Semi-F 1NT), 3 card minors, Walsh Responses over 1♣
Most jump shift responses ART; many FIT bids; NAT weak 2-bids depending on VUL & Pos (2nd seat sound); wide range overcalls (strongish at 2-level)
Frequent WJO; frequent use of non-penalty DBL and ART 2NT in COMP.
1st & 3rd seat NV preempts can be destructive; 2nd & 4th preempts CONST,
2/1 Game Force except rebids, Inverted raises over minors.
1NT Opening: (14+) 15-17 HCP (singleton possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
- 1♣-2♦=Mixed Raise (7-9 HCP, 5+♣), 1♦-3♣=Mixed raise (same as over 1♣).
- Reverse Flannery Response: 1m-2♥ = 5♠/4+♥ 6-8 HCP, 1m-2♠ = 5♠/4+♥ 9-11 HCP, Also See [5] and therefore 1m-1♠-1NT-2♥=GF
- Inverted Raise over minors : 1m-2m=INV 10+ HCP, F to 3m. See [1]
- 1m-2NT=11-12 HCP BAL, 1M-2NT=12+ HCP BAL, 1M-3♦=Limit Raise
- 1♥-2♠=Any splinter (8-10/15+) See [9], 1♥-3♣=Mixed Raise
- 1♠-3♣= Any minor splinter (8-10/15+), 1♠-3♥=♥ Splinter (8-10/15+) See [9]
- TRF after 1M-Dbl, See [16.1] and TRF after 1X-(1♠), See [15.3] & [16.2]
- 3NT=Gambling at 1/2 Seat, to play at 3/4 Seat.
- Rubensohl, Also See [17] when opponents interfere over 1NT.
- Michaels, Unusual 2NT, Leaping Michaels (over weak 2 bids)
- 1♠-1♦=May be 3-cards, 1m-1♥/♠=Can be 3-cards rarely.
- 2-Way DRURY (1M-2♠= 3-card SUPP; -2♦= 4-card SUPP) by passed hand
SPECIAL FORCING PASS SEQUENCES
PASS & PULL shows Slammish hand,
1X-(1N)-DBL=Business, then Pass is Forcing upto 2♥.
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Sandwich overcall may be very weak, Third seat opening may be weak,
2/3X-DBL-RDBL=TRF to next higher suit, new suit=lead directional and fit.
PSYCHICS: Rare



OPENING	TICKETS	ARRIVAL	OFF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♣		11-21HCP, Clubs equal or more than Diamonds	1♦=3+cards, 1N/2N/3N=8-10/11-12/12-15, 2♦=Mixed Raise 2♣=F1, 2♥/♠=5♠&4+♥, 3♣=PRE, 3♦/♥/♠=SPL, 4♣=RKCB	1♣-1♦-1N=Bal, can have majors. 1♣-1X-1NT-2♣=CB See [7]; -2♦=NF, 1♣-1♠-1NT-2♥=GF 1♣-1M-3♦=18-19 BAL 4-card M, 1♣-1X-2NT-3♣=Wolf Sign-off See[4], 1m-2m-? See [1]	1♣-2/3♣=Limit/Mixed, 1♣-2♦=FIT, 1♣-2♥/♠=5♠&4+♥same as UPH
1♦		3	3♣		11-21 HCP, (3 cards when 4432)	1N/2N/3N=6-10/11-12/12-15, 3♣=Mixed raise, 2♣=2/1, 2♦=F1, 2♥/♠=5♠&4+♥, 3♦=PRE, 3♥/♠/4♣=SPL, 4♦=RKCB	1♦-1M-1NT-2♣=CB See [7]; -2♦=to play, 1♦-1♠-1NT-2♥=GF, 1♦-1♠-3♥=18-19BAL 4♣ 1♦-1M-2NT-3♣=Wolf Sign-off See [4], 1m-1M-2m-? See [2], 1m-1M-2M-? See [6],	1♦-2/3♦=Limit/Mixed, 1♦-3♣=FIT, 1♦-2♥/♠=5♠&4+♥same as UPH
1♥		5	3♣		11-21 HCP (5+ cards)	1♠=4+cards, 1NT=Semi-F, 2♣/♦=GF except rebid, 2♥=Good Raise, 2♠=SPL any (8-10/15+), 2NT=12+ BAL, 3♣=Mixed, 3♦=Limit (10-12), 3♥=PRE, 3♠/4♣/♦=SPL 11-14	1♥-2♥-? Help suit game try/Short Suit Game or Slam try/6♥ BAL try/Void SPL See [8] 1♥-2♠-2NT=Relay See[9], 1♥-3♣-3♦=Last train, 1M-1NT-2NT (18-19 BAL)-? See [11] 1♥-1♠-2NT-3♣=Wolf Sign-off,	1♥-3♥=Mixed Raise, 1♥-2♠= SPL any 8-11, 1♥-2NT=♠ FIT, 1♥-3♠/♦=FIT, 1M-2♠/♦=DRURY
1♠		5	3♥		11-21 HCP (5+ cards)	3♣=SPL in m (8-10/15+), 3♦=limit raise(10-12), 3♥=♥ SPL	Similar approach as 1♥, 1♠-2♠-? See [8], 1♠-3♣-3♦-? See [9], 1♠-1N-3♣-3♦-? See [10]	1♠-2NT=SPL any; -3♠/♦/♥=FIT
1 NT			3♣		(14+)15-17, Balanced or semi BAL Can have a 5 card Major or 6-card minor or singleton.	2♣=STAY, Four suit TRF 2♦/♥/♠/2N=TRF to 2♥/♠/♣/♦ (2♦=♥or both m), 3♠/♦=INV/FG Both m, 3♥/♠=Short+ 4OM 4♠/♦=TRF, 4♥/♠=to play, 4NT=QUANT, 5NT=Pick a slam	1N-2♣-2♦-2♥=P/C; -2♠=relay; -2N=Inv; -3♠/♦=5+m & 4 card M GF; -3♥/♠=Smolen; -4♠/♦=6-4 Ms Slam INV; 4N=QUANT, 1NT-2♦-2♥-? See [12], 1NT-2♠/2NT-? See [13], 1N-2♠-2NT= 5 card ♥ good hand; -3♠= 5 card ♠ good hand, 1NT-3♦-3♥/♠=values.	
2♣	✓	0	3♣		22+ HCP or Game in hand	2♦ = Neg or Waiting Bid, Rest all suit Bids = Nat and 8+, 2NT = Single suiter weak hand	After 2♣-2♦ Kokish See [14], 2♣ or 2♣-2♦-2♥-2NT-3♣ (Relay)- TRF to show Weak suit. After Intervention 2 level DBL shows 6+ HCP, pass shows weak hand or that suit; 3 level onward DBL shows less than 2 effective Q, See [18].	
2♦		5	2♣		6-11, may have 5 cards (depending on VUL & POS), may have 4 card M	2NT = Relay, New suit = F1	2♦-2M-any bid-3♦/M= NF, 2♦-2NT-3♣= Good hand; -3♦= Bad hand; -3M= shows good hand and that suit.	New suit= FIT
2♥		5	2♣		WK 6-11 HCP, 5 cards occasionally	2NT = Relay, New Suit = F1, Jump Bid = Fit showing	2♥-2♠-any bid-3♥/♠= NF, 2♥-2NT-3♣= ♣ short/BAL good hand; -3♦= ♦ short; -3♥= no shortage bad hand; -3♠=♠ short; -3NT=4-card ♠. If opponents interfere See [19].	New suit= FIT, 2NT= ♠ FIT, 2♣= SPL any
2♠		5			WK 6-11 HCP, 5 cards occasionally	2NT = Relay, New Suit = F1, Jump Bid = Fit showing	2♠-2NT-3♣= ♣ short/BAL good hand; -3♦= ♦ short; -3♥= ♥ short; -3NT=4-card ♥ -3♠= no shortage & bad hand. If opponents interfere See [19].	2NT= SPL any, New suit= FIT
2 NT			3♣		(19+) 20-21 BAL or Semi BAL	3♣=Puppet; 3♦=1 or Both M; 3♥=No M; 3♠=5♠; 3NT= 5♥; 3♦/♥/4♣= TRF; 3♠=♠or Both minors; 3NT = To play	2NT - 3♣ - 3♦ - 3♥=4♠, 3♠=4♥, 3NT = To Play, 4♣= Both M slammish, 4♠= both M.Game, 2NT - 3♥-3♠= Puppet to 3NT, 3NT = 5♠ & 4♥.; -4♠/♦=5+m, 2N-3♠-3N-4♠=Both minors; - rest all show ♣	
3 bids		6			Natural Preempt	New suit F, except 3♥/♠-4♣/♦=Control Ask		
3NT	✓				Gambling in 1st and 2nd Seat To play in 3rd and 4th Seat	4/5♣=P/C, 4♦=short suit ask, 4NT=Length ask	3N-4♦-4♥/♠=Shortness; -4N=no shortness; -5♠/♦=Shortness in other minor	
4♣		7			Natural Preempt	4♦= Short suit enquiry, 4NT= Length Enquiry		
4♦		7			Natural Preempt	4♥= Short suit enquiry, 4NT= Length Enquiry		
4♥/♠		7			Natural Preempt Good or Bad in 3rd seat	4NT=RKCB, New Suit=Control Asking	<b>HIGH LEVEL BIDDING</b>	
4NT	✓				Specific Ace Asking	5♣=No Ace, 5♦=♦A, 5♥=♥A, 5♠=♠A, 5NT=♣A, 6♣=2 Aces	RKCB=1430, RKCB Response : 5NT=Void with ODD number Key Cards; 6 Level bid=Even number Key cards, EKCB= same as after RKCB by steps, DKCB=Lower-upper-both, 5NT=Specific King ask, Cue Bids, Splinter.	

## Supplementary Notes

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## Note 1 : Inverted Minors

- 1.1** 1♣                    2♣  
 2♦/M = Stopper showing, up the line  
 2NT = Balance, 12 – 14 / 18 – 19, Forcing to 3♣  
 3♣ = Minimum hand, 5 +♣  
 3♦♥♠ = SPL  
 4♣ = Kick Back

- 1.2** 1♦                    2♦  
 2M/3♣ = Stopper showing, up-the-line, should be unbalanced or 5422.  
 2NT = BAL, 12-14/18-19, F.  
 3♦ = min hand, 5+ ♦  
 3NT = Mini-splinter in♣, NF.  
 4♣/3♥/♠ = SPL.  
 4♦ = KICK-BACK.

## Note 2 : One of a minor – 1X – 2m (minor suit rebid)

- 2.1** 1♣                    1♦  
 2♣                    2♥ = Artificial GF.  
 2NT/3♣ = NAT, inv.

- 1♣                    1♥  
 2♣                    2♦ = Artificial GF.  
 2♠ = 5+♥ and 4+♠ GF.

- 1♣                    1♠  
 2♣                    2♦ = Artificial GF.  
 2♥ = 4+♥ and 5+♠ GF.

- 2.2** 1♦                    1♥  
 2♦                    2♠ = Artificial GF.  
 3♠ = SPL, in favour of ♦  
 3♣ = 5+♥ & 5+♣, forcing.  
 4♠ = E.K.C. in favor of ♦

- 1♦                    1♠  
 2♦                    2♥ = Artificial GF  
 3♥ = Splinter in favour of ♦  
 3♣ = 5+♠ & 5+♣, forcing  
 4♥ = EKC in favor of ♦

### Note 3 : One of a minor – 4th Suit F

<b>3.1</b>	1♣	1♦	
	1♥	1♠	= 4 <sup>th</sup> suit, GF with 4♠s;
		2♠	= 4 <sup>th</sup> suit, GF without 4♠s;
		3♣/♦/♥	= NAT, INV
		3♠/4♣	= SPL in favour of ♥
		4♦	= Game raise in ♥s, with long ♦s & slam try .

<b>3.2</b>	1♦	1♥	
	2♣	2♠	= 4 <sup>th</sup> suit
		3♠	= SPL with ♣/♦ support.
		4♣/♦	= Support with SPL in Om.

### Note 4 : One of a minor – 1X – 2NT – Wolf sign-off

<b>4.1</b>	1♣	1♦	
	2NT	3♣	= Wolf sign-off.
		3♦	= F.

<b>4.2</b>	1m	1♥	
	2NT	3♣	= Wolf sign-off
		3♣ 3♦	
		3♠	= 4♥ + 4♠
		3NT	= 5♥ + 5♣ ( if ♣ is the Bm, if ♣ is not the Bm then 4-6)
		4♣	= 4♥ + 5♣ slamish ( if ♣ is the Bm, if ♣ is not the Bm then 5-5)
		3♦/♥	= NAT, GF
		3♥ 3NT	
		4♣	= 5♥ + 4+♣ slamish ( if ♣ is the Bm, otherwise it is a cue bid)
		3♠	= 5 cards ♥ & 4 cards ♠

	1m	1♥	
	2NT	3♠	
	4♣		= Good hand in favour of ♥
	4♦		= Good hand in favor of ♠

<b>4.3</b>	1m	1♠	
	2NT	3♣	= Wolf sign-off.
		3♣ 3♦	
		3NT	= 5♠ + 5♣ (if ♣ is the Bm, if ♣ is not the Bm then 4-6)
		4♣	= 4♠ + 5♣ slamish
		3♦/♥/♠	= NAT, GF.
		3♠ 3NT	
		4♣	= 5♠ + 4♣ slamish ( if ♣ is the Bm otherwise cue in favour of ♣ )
		4X	= SPL with 6+ ♠s.
		4NT	= Quantitative.

## Note 5 : One of a minor – Reverse Flannery

- 5.1** 1m                    2♥/♠
- 2NT = Enquiry
- 3Om = Asking for stopper
- 3m = NF
- 3♥ = NF if responder bids 2♠, INV if responder bids 2♥.
- 3♠ = INV
- 3NT = To Play
- 4m = Sets the m if the m is Bm otherwise sets one of responder's suit. If opener has F hand with both m, opener needs to bid the 4th suit first ( primarily asking for check ) and then should bid the other minor.
- 4M = To play
- 4NT = RKC in ♠ , to perform the RKC in ♥ , opener needs to bid the Om at 4 level and then have to bid 4NT.

- 5.2** 1m                    2♥/♠
- 2NT                    3♣ = 5+♠ & 4+♥, ♣ fragment.
- 3♦ = 5+♠ & 4+♥, ♦ fragment.
- 3♥ = 5♠-4♥-2♦-2♣
- 3♠ = 5+♠ & 5+♥, ♣ fragment.
- 3NT = 5+♠ & 5+♥, ♦ fragment.
- 4♣/♦ = 5-5 Ms, 3 card ♣/♦
- 4♥ = 6♠ + 5♥

## Note 6 : One of a minor – 1M – 2M (can be 3 cards)

- 6.1** 1♣                    1♥
- 2♥                    2♠
- 2NT = 4♠-3♥-1♦-5♣
- 3♣ = 6♣ & 3♥
- 3♦ = 1♠-3♥-4♦-5♣
- 3♥ = 4 card ♥, min
- 3NT = 4 card ♥, balanced, max
- 4♣ = 2♠-4♥-2♦-5♣, max
- 4♥ = 4♥ & 6♣
- 
- 1♣                    1♥
- 2♥                    2♠
- 2NT                    3♣/♥ = NF
- 3♦ = ♥ fit
- 3♠ = ♠ fit, F
- 3♠/4♦ = 4 card ♥, spl
- 4♣ = ♣ fit, F
- 
- 1♣                    1♥
- 2♥                    2♠
- 3♣                    3♦ is singleton ask, 3♥ is ♦ singleton & 3♠ is ♠ singleton

**6.2**

1♣	1♠
2♠	2NT
3♣	= 6♣ & 3♠, after this 3♦ is singleton ask
3♦	= 3♠-1♥-4♦-5♣
3♥	= 3♠-4♥-1♦-5♣
3♠	= 4 card ♠, min
3NT	= 4 card ♠, balanced, max
4♣	= 4♠-2♥-2♦-5♣, max
4♦/♥	= 4 card ♠, spl
4♠	= 4♠ & 6♣

**6.3**

1♦	1♥
2♥	2♠
2NT	= 4♠-3♥-5♦-1♣
3♣	= 1♠-3♥-5♦/♣ either way
3♦	= 6♦ & 3♥, no singleton ask is possible, so bids below 3NT are values and 4♦ sets ♦, any other bids set the M
3♥	= 4 card ♥, min
3♠/4♣	= 4 card ♥, spl
3NT	= 4 card ♥ balanced, max
4♦	= 2♠-4♥-5♦-2♣, max
4♥	= 4♥ & 6♦

**6.4**

1♦	1♠
2♠	2NT
3♣	= 3♠-1♥ - 5♦/♣ either way
3♦	= 6♦ & 3♠, after this 3♥ is singleton ask
3♥	= 3♠-4♥-5♦-1♣
3♠	= 4 card ♠, min.
3NT	= 4 card ♠, balanced, max
4♣/♥	= 4 card ♠, spl
4♦	= 4♠-2♥-5♦-2♣, max
4♠	= 4♠ & 6♦

### Note 7 : One of a minor – 1X – 1NT – 2C (check back)

**7.1**

1♣	1♦
1NT	2♣
2♦	= Minimum, no M
2♥	= 4 cards ♥, may have 4 cards ♠.
2♠	= 4 cards ♠, denies 4 cards ♥
2NT	= Maximum, denies M
3♣	= 5 cards ♣ & 3 ♦, maximum
3♦	= 4 cards ♦, min.
3NT	= 4 cards ♦, max.

**7.2**

1♣	1♥
1NT	2♣
2♦	= Doubleton ♥, min or singleton ♥, max
2♥	= Triplet on ♥, min
2♠	= 4-3-3-3, max
2NT	= Doubleton ♥, max
3♣	= triplet on ♥, 5 card good ♣, max, over 3♣, 3♦ is to know the doubleton
3♦	= 2-3-4-4, max
3♥	= 3-3-3-4, max
3♠	= 4-3-2-4, max
3NT	= 3-4-3-3, max

**7.3**

1♣	1♠
1NT	2♣
2♦	= Doubleton ♠ min, or singleton ♠ max.
2♥	= 4-3-3-3, max
2♠	= Triple ton ♠, min
2NT	= Doubleton ♠, max
3♣	= triple ton ♠, 5 card good ♣, max, over 3♦ is to know the doubleton
3♦	= 3-2-4-4, max
3♥	= 4-3-2-4, max
3♠	= 3-3-3-4, max
3NT	= 4-3-3-3, max

**7.4**

1♦	1♥
1NT	2♣
2♦	= Doubleton ♥, min or singleton ♥, max
2♥	= Triple ton ♥, min
2♠	= 4-3-3-3, max
2NT	= Doubleton ♥, max
3♣	= 2-3-4-4, max
3♦	= triplet on ♥, 5 card good ♦, max, over 3♦, 3♥ is to know the doubleton
3♥	= 3-3-4-3, max
3♠	= 4-3-4-2, max
3NT	= 3-4-3-3, max

**7.5**

1♦	1♠
1NT	2♣
2♦	= Doubleton ♠, min or singleton ♠, max
2♥	= 3-4-3-3, max
2♠	= Triple ton ♠, min
2NT	= Doubleton ♠, max
3♣	= 3♠-2♥-4♦-4♣, max
3♦	= triplet on ♠, 5 card good ♦, max, over 3♦, 3♥ is to know the doubleton
3♥	= 4-3-4-2, max
3♠	= 3-3-4-3, max
3NT	= 4-3-4-2, max



## Note 8 : One of a Major – 2M (raise)

- 8.1** 1♥            2♥  
 2♠            = s/s game/slam try (Short Suit game/slam try).  
 2NT            = HSGT in ♠ or BAL Try with 6♥ (Help Suit Game/slam try).  
 3♣/♦        = HSGT in ♣/♦  
 3♠/4♣/4♦ = void splinter.

- 1♥            2♥  
 2♠            2NT(Relay)

- 3♣/♦        = ♣ / ♦ short  
 3♥            = ♠ short  
 3♠            = singleton ♠, slam try.  
 4♣/♦        = ♣ / ♦ singleton, slam try.

- 1♥            2♥  
 2NT            3♣(Relay)

- 3♦            =HSGT in ♠.  
 3♥            =BAL Game Try with 6♥.

- 8.2** 1♠            2♠  
 2NT            = s/s game try  
 3♣            = HSGT in ♣ or BAL Try with 6♠.  
 3♦/3♥        = HSGT in ♦/♥.  
 4♣/♦/♥      = void splinter.

- 1♠            2♠  
 2NT            3♣ (Relay)

- 3♦/♥        = ♦/♥ short  
 3♠            = ♣ short  
 4♣/♦/♥      = singleton, slam try.

- 1♠            2♠  
 3♣            3♦(Relay)

- 3♥            = HSGT in ♣.  
 3♠            = BAL Game Try with 6♠.

## Note 9 : One of a Major – Mini/Maxi Splinters

**9.1** 1♥ 2♠  
 2NT 3♣/♦/♥ = 8-10, SPL in ♣/♦/♠, after this 3♠ from opener is to show that he has a singleton in one of the other two suits  
 4♥ = 8-10, SPL in ♠, but game acceptance.  
 3♠/4♣/♦ = 14+, SPL

**9.2** 1♠ 3♣  
 3♦ 3♥ = SPL in ♣, 8-10 / 14+, now 3NT bid by opener shows that opener has a singleton in one of the other two suits, 4♣ is the enquiry to know the singleton  
 3♠ = SPL in ♦, 8-10, now 3NT bid by opener shows that opener has a singleton in one of the other two suits, 4♣ is the enquiry to know the singleton  
 3NT = ♦ void, 14+  
 4♣ = SPL in ♦, 14+, ♣ cue.  
 4♦ = ♦ A singleton, 14+, denying ♣ cue.  
 4♥ = SPL in ♦, 14+, denying ♣ cue.  
 4♠ = 8-10, SPL in ♦, game acceptance.

**9.3** 1♠ 3♣  
 3♦ 3♥  
 3♠ Pass = SPL in ♣, 8-10.  
 3NT = ♣ void, 14+  
 4♣ = ♣ A singleton, 14+  
 4♦ = SPL in ♣, cue in ♠, 14+  
 4♥ = SPL in ♣, cue in ♥, 14+  
 4♠ = SPL in ♣, 8-10, but game acceptance.

**9.4** 1♠ 3♥  
 3♠ Pass = 8-10, SPL in ♥.  
 3NT = ♥ void, 15+  
 4♣ = SPL in ♥, 15+, Cue in ♣  
 4♦ = SPL in ♥, 15+, cue in ♣  
 4♥ = ♥ A Singleton, 15+, denying Cue in ♣ &  
 4♠ = SPL in ♥, 8-10, game acceptance

### Note 10 : One Spade – 1NT – 3C (ART) – 3D (Relay)

10. 1♠                    1NT  
       3♣                    3♦
- 3♥    = ♠s & ♥s, GF  
 3♠    = 6♠s & 4♣s, GF  
 3NT   = 5♠s & 4+♣s, GF  
 4♣    = Nat either 5-5 or 6-6, with 6-5 will bid 3♠ first over 3♦.  
 4♥    = 6♥ + 5♠ weakfish hand, with 6♠ & 5+♥ bid 4♥ over 1NT  
 4♠    = 18-21 with 7-2-2-2 or 7-1-3-2 or 7-1-2-3.

### Note 11 : One Major – 1NT – 2NT (18-19)

- 11.1 1♥                    1NT  
       2NT                    3♣    = TRF to ♦  
                                   3♦    = TRF to ♥ ( can be with doubleton )  
                                   3♥    = 55 m  
                                   3NT   = To Play  
                                   3♠    = ♣ suit, choice between 3NT & 5♣.  
                                   4♣/4♦ = Fit Showing

- 11.2 1♠                    1NT  
       2NT                    3♣    = TRF to ♦  
                                   3♦    = TRF to ♥  
                                   3♥    = TRF to ♠(can be with doubleton)  
                                   3♠    = ♣ suit, choice between 3NT & 5♣  
                                   3NT   = To Play  
                                   4♣/♦/♥ = Fit Showing.

### Note 12 : One NT – 2D (Hearts or Both m)

- 12.1 1NT                    2♦  
       2♥                    2♠    = Puppet to 2NT.  
                                   2NT   = INV with ♥s.  
                                   3♣/♦ = 54+, GF.

- 12.2 1NT                    2♦  
       2♥                    2♠  
       2NT                    3♣   = 5♣s & 4♦s, GF  
                                   3♦   = 5♦s & 4♣s, GF  
                                   3♥   = 5-5, Both M, INV.  
                                   3♠   = 6♥s & 5♠s, GF.  
                                   3NT = 2-2-5-4. NF, If you have more bid 4 or 5NT accordingly.

**12.3** 1NT            2♦  
 2♠                2NT = 5♣s & 4♦s.  
                       3♣ = 5♦s & 4♣s.  
                       3♦ = Re-transfer.

1NT                2♦  
 2♠                2NT  
 3♣                3♥ = 1-3-4-5  
                       3♠ = 3-1-4-5  
                       3NT = 2-2-4-5, NF. If you have more bid 4 or 5NT accordingly.

1NT                2♦  
 2♠                3♣  
 3♦                3♥ = 1-3-5-4  
                       3♠ = 3-1-5-4  
                       3NT = 2-2-5-4, NF. If you have more bid 4 or 5NT accordingly.

### Note 13 : One NT – 2S/2NT (TRF to C/D)

**13.1** 1NT            2♠  
 2NT = Not a good hand for ♣  
 3♣ = Good hand for ♣

1NT                2♠  
 2NT                3♦/♥/♠ = SPL (after SPL, bidding a M in 3 or 4 level shows 5 card of the M)  
                       4♣                = set the suit, request to make cue  
                       4♦/♥/♠ = EKC

1NT                2♠  
 3♣                3♦/♥/♠ = SPL  
                       4♣ = set the suit, request to make cue  
                       4♦/♥/♠ = EKC

1NT                2♠  
 2NT/3♣            3♦/♥/♠ = SPL  
 3M/4M = 5 card suit

**13.2** 1NT            2NT (Diamonds or both minors weak hand)  
 3♣ = ♣ is longer than ♦  
 3♦ = ♦ is longer than or equal to ♣

1NT                2NT  
 3♣/3♦            3♥/♠/4♣ = SPL  
 3M/4M = 5 card suit

## Note 14 : Two Club Opening

### 14.1 2♣ 2♦

- 2♥ = Asking responder to bid 2♠ (Kokish)
- 2♠ = ♠ suit GF
- 2NT = 6+ ♣ GF
- 3♣ = 6+ ♦ GF
- 3♦ = 5+ ♦ and 4+♣ GF
- 3♥ = Any 4441 GF
- 3♠ = 25-26 HCP Balanced Hand
- 3NT = Long m with lesser than 22 HCP, likely having 9 trick in hand
- 4m = Epsilon in that m
- 4M = To Play with long M, lesser than 22 HCP
- 4NT = 29-30 HCP Balanced Hand
- 5m = To Play with long m, lesser than 22 HCP
- 5M = Epsilon in that M

### 14.2 2♣ 2♦

- 2♥ 2♠ = Puppet
- 2NT = 7-carder any suit (like Axxxxxx or Kxxxxxx, may have J)
- 3♣ = 6+ ♦
- 3♦ = 6+ ♥
- 3♥ = 6+ ♠
- 3♠ = 6+ ♣

### 14.3 2♣ 2♦

- 2♥ 2♠
- 2NT = 22-24 HCP Balanced Hand
- 3♣ = ♥ + ♣ GF
- 3♦ = ♥ + ♦ GF
- 3♥ = 6+ ♥ primarily choice between 3NT and 4♥
- 3♠ = 5+ ♥ and 4+ ♠
- 3NT = 27-28 Balanced
- 4m = Splinter in favor of ♥
- 4♥ = To Play
- 4♠ = EKC in favor of ♥
- 4NT = 31-32 HCP Balanced Hand.
- 5m = EKC in favor of ♥

### 14.4 2♣ 2♦ OR 2♣ 2NT

- 2♥ 2NT
- 3♣ 3♦ = 6+ ♥
- 3♥ = 6+ ♠
- 3♠ = 6+ ♣
- 3NT = 6+ ♦

## Note 15 : Intervention by Opponents over 1minor Opening

### 15.1 OVER TAKE OUT DOUBLE

1m	(X)	RDBL = Good 9+, primarily interested in penalty with the ability to double atleast two of the unbid suits by himself. After RDBL pass is F from both hand upto 2♠, so with a bad hand opener needs to bid immediately, any delayed action shows a good hand.
		<b>Raise to 2</b> = 5-10, 4+ support.
		<b>Raise to 3</b> = MR.
		2NT = Natural inv
1♣	(X)	2♦ } = LR +.
1♦	(X)	3♣ } = LR +.
1♦	(X)	4♣ } = Fit-showing
1♣	(X)	3♦ } = Fit-showing
1m	(X)	2♥ = 4+♥ + 5♠ 6-9 HCP.
		2♠ = 4+♥ + 5♠ 10-11 HCP.
		3Y = Fit-Showing.
1♦	(X)	2♣ = NAT, F.

### 15.2 OVER 1-LEVEL SUIT OVERCALL

<b>Double</b>	= NEG.
<b>Cue</b>	= LR + ( Except on 1♠ O/C).
<b>Jump cue</b>	= SPL.
<b>4M</b>	= To play.
<b>2NT</b>	= NAT INV
1♣	(1♦) X = Both M at least 4-4
	2♥ = 5+♠ & 4+♥, 6-8.
	2♠ = 5+♠ & 4+♥, 9-11.
	3Y = Fit Showing
	3♣ = MR

### 15.3 AFTER 1♠ OVERCALL

1m	(1♠)	X = NEG, may not have 4♥
		1NT = TRF to ♣, shows ♣s or ♣ support
		2♣ = TRF to ♦, shows ♦s or ♦ support
		2♦ = TRF to ♥, INV or better hand
		2♥ = 5+♥, NF
		2♠ = Cue bid, other two suits 5-5 INV

## 15.4 OVER 1NT OVERCALL

1m	(1NT) X	= Penalty
	2♣	= Landy, opener will bid 2♦, if he has equal length in Ms
	2♦	= NAT, NF
	2M	= NAT, NF
	2NT	= Any two suiter 8+, opener will bid 3♣ to know the suits and responder will start to show the suits from cheapest level
	3m	= Preemptive if Bid m, INV if Om
	3M	= NAT, INV

## 15.5 OVER 2-LEVEL JUMP OVERCALLS

Double	= NEG.
3NT	= To play.
2M	= NAT & F.

1♣	(2♦)	2♥/♠ = GF unless rebid
		2NT = Limit raise or higher in ♣
		3♣ = MR
		3♦ = Spl in favour of ♣
		3♥/♠ = 6+ suit, 6-8 hcp

1♣	(2♥)	2♠ = GF unless rebid
		2NT = Limit raise or higher in ♣
		3♣ = MR
		3♦ = ♦suit, GF
		3♥ = Spl
		3♠ = 6+ suit, 6-8 hcp

1♣	(2♠)	2NT = Limit raise or higher in c
		Raise to 3 = MR.
		3♦ = NAT, F.
		3♥ = NAT, F.
		3♠ = Spl in f/o ♣

1♦	(2♥)	2♠ = GF unless rebid
		2NT = 5+ ♣s, INV+.
		3♣ = LR+ in ♦s.
		3♦ = MR
		3♥ = Spl
		3♠ = 6+ suit, 6-8 hcp

1♦	(2♠)	2NT = 5+ ♣s, INV+.
		3♣ = LR+ in ♦s.
		3♦ = MR
		3♥ = suit, GF
		3♠ = Spl.

## Note 16 : Intervention by Opponents over 1Major Opening

### 16.1 OVER TAKE OUT DOUBLE

1♥ (X) 1NT = 5+ ♣ suit, 6+ HCP  
 2♣ = 5+ ♦ suit, 6+ HCP  
 2♦ = 3+ ♥ , 8+ HCP  
 2♥ = 3+♥, 4-7 HCP  
 2♠ = Either JORDON raise, limit raise or higher with 4+ trump or responder has a singleton with and 4 card support

1♥ (X)	2♠ (P)
2NT(Enq) (P)	3♣ = ♣ singleton 8-10
	3♦ = ♦ singleton 8-10
	3♥ = 4 card LR
	3♠ = ♠ singleton with GF hand
	4♣/♦ = singleton with GF hand
	4♥ = 4 card ♥ GF, no singleton

2NT = Fit showing in ♠  
 3♣/3♦/3♠/4♣/4♦ = Fit showing

3♥ = MR  
 4♥ = preemptive raise

1♠ (X) 1NT = 5+♣ suit, 6+ h.c.p  
 2♣ = 5+♦ suit, 6+ h.c.p  
 2♦ = 5+♥ suit, 6+ h.c.p  
 2♥ = 3+♠, 8+ h.c.p  
 2♠ = 3+♥, 4-7 h.c.p  
 2NT = Either JORDON raise, limit raise or higher with 4+ trump  
 Or responder has a singleton with and 4 card support

1♠ (X)	2NT (P)
3♣(Enq) (P)	3♦ = ♦ singleton 8-10
	3♥ = ♥ singleton 8-10
	3♠ = 4 card LR
	4♣/♦/♥ = singleton with GF hand
	4♠ = 4 card ♠ GF, no singleton

3♣/3♦/3♥/4♣/4♦/4♥ = Fit showing  
 3♠ = MR  
 4♠ = preemptive raise



**16.2 OVER 1-LEVEL SUIT OVERCALL**

Double	= NEG.		
4M	= To play.		
1♥	(1♠)	1NT	= TRF to ♣s
		2♣	= TRF to ♦s.
		2♦	= 8+ hcp, 3/4♥s.
		2♥	= Weak raise.
		2♠	= Cue bid, 5-5+ minors, INV+.
		3m	= Fit showing.
		3♠	= Jump Cue bid, Splinter.

**16.3 OVER 1-NT OVERCALL**

Double	= Penalty.
2♣	= 5+ in other M, 2/3 card in opener's M .
2♦	= 8+ hcp, 3+ in partner's M.
2M	= NAT, NF.
3 of partner's M	= Distributional raise.
3 m/OM	= NAT, INV.

**16.4 OVER NATURAL 2-LEVEL OVERCALL**

1♥	(2♣)	2♦	= GF unless rebid.
		2♥	= To play
		2♠	= GF unless rebid.
		2NT	= LR+ in ♥, 4+♥
		3♣	= LR+ in ♥, 3+♥
		3♦	= Fit Showing
		3♠	= NAT Preemptive
		3♥	= 6-8 hcp, MR.
		4♣	= SPL.
1♥	(2♦)	2♥	= To play
		2♠	= GF unless rebid.
		2NT	= LR+ in ♥, 4+♥
		3♣	= ♣ suit, GF
		3♦	= LR+ in ♥, 3+♥
		3♥	= 6-8 hcp, MR.
		3♠	= NAT Preemptive
		4♣	= Fit Showing
		4♦	= SPL.
1♠	(2♥)	2♠	= Simple Raise
		2NT	= INV or better with ♣ suit
		3♣	= INV or better with ♦ suit
		3♦	= LR with 3 card Support
		3♥	= LR with 4 card Support
		3♠	= Mixed Raise.

**16.5 OVER 2-LEVEL JUMP OVERCALLS**

1♥	(2♠)	DBL	= Negative
		2NT	= Inv or better in ♣
		3♣	= Inv or better in ♦
		3♦	= Limit raise or higher in ♥
		3♥	= MR or 9-10, 3 card ♥.
		3♠	= Spl. in favour of ♥.
		3NT	= To play

**16.6 OVER UNUSUAL 2NT OVERCALL (Showing both minors)**

Double	= 10+, catch all.
1♥ (2NT)	3♣ = Inv or better in ♥
	3♦ = INV or Better in ♠
	3♥ = MR or 9-10 3 card ♥
	3♠ = ♠ suit, NF
	3NT = To play.
	4♣/♦ = SPL.
1♠ (2NT)	3♣ = INV or Better in ♥
	3♦ = inv or better in ♠
	3♥ = ♥ suit, NF
	3♠ = MR or 9-10 3 card ♠
	3NT = To play.
	4♣/♦ = SPL.

**16.7 OVER 2-SUITER CUE BID (OM and a UNKNOWN MINOR)**

Double	= 10+ h.c.p.
2NT	= 5+♣ suit, INV+.
3♣	= 5+♦ suit, INV+.
3NT	= NAT
Jump in a minor	= Fit showing

1♥ (2♥)	2♠ = 3card limit raise or better
	3♦ = 4 card limit raise or better
1♠ (2♠)	3♦ = 3 card limit raise or better
	3♥ = 4 card limit raise or better

**16.8 OVER 3-LEVEL PREEMPTIVE**

Double	= Tendency is negative.
1♥ (3♠)	3NT = To play
	4♣ = Transfer to ♦
	4♦ = Better than 4♥
	4♥ = To play
	4♠ = ♣ suit, better than 5♣
	4NT = 5-5+ ♣ & ♦

## Note 17 : Intervention by Opponents over 1NT Opening

### 17.1 WHEN OPPONENT INTERFERES BY LANDY 2♣/2♦ (Both Majors)

DBL = Catch all, shows 8+, subsequence double is penalty.

2♦ = Nat NF

2♥ = INV+ in ♣

2♠ = INV+ in ♦

2NT = Balanced INV

3♣ = 55m INV

3♦ = 55m F.

3M = Bid M short 5-4 m

3NT = To play

4♣ = 6♣-4♦ Slamish

4♦ = 6♦-4♣ Slamish

4NT = Quan

### 17.2 WHEN OPPONENT INTERFERES BY LANDY 2♥ (Both Majors)

DBL = Either zone enquiry or single suiter weak.

2♠ = INV+ in ♣

2NT = INV+ in ♦

Other bids same as above

### 17.3 WHEN OPPONENT INTERFERES BY 2♦ (Single suiter Major)

X = Stayman

2M = NF

2NT/3♣/♦/♥ = Rubensohl

3NT = Play

4♣/♦ = Tr to ♥/♠

4♥/♠ = To Play

4NT = Quan

### 17.4 WHEN OPPONENT INTERFERES BY 2♥/♠ (Natural or Major and a minor)

#### Over 2♥ Overcall:

X = Zone enq/single suiter m NF or GF hand with ♥ stopper and with no 4 card ♠ (dbl then 3NT after 2NT showing GF hand with check). Opener bids 2NT/3♣ with min/max.

2♠ = NF

2NT/3♣/3♥ = Rubensohl (TRF to next suit INV +)

3♦ = 4♠ no ♥ stopper

3♠ = No stopper no 4 card M

3NT = ♥ check + 4 card ♠

4m = 6m + 4♠ slammish

4♥ = Tr to ♠

4♠ = To play

4NT = Quan

**Over 2♠ Overall:**

X = Zone enq/single suiter m/♥NF or GF hand with ♠ stopper and with no 4 card ♥ (dbl then 3NT after 2NT showing GF hand with check). Opener bids 2NT/3♣ with min/max.

2NT/3♣/3♦ = Rubensohl (TRF to next suit INV +)

3♥ = No stopper no 4 card M

3♠ = 4♥ & no ♠ stopper

3NT = ♠ check + 4 card ♥

4♣ = 6m + 4♥ slammish (bid 4♦ over 4♣ to know the m)

4♦ = Trf to ♥

4♥ = To play

4NT = Quan

**17.5 WHEN OPPONENT DOUBLE STAYMAN 2♣**

1NT	P	2♣	X
?			

XX = Interest in playing there

2♦ = 5♦s with or without stopper

2M = NAT with ♣ stopper

2NT = 5♥s without ♣ stopper

3♣ = 5♠s without ♣ stopper

3♥ = 5♥s with ♣ stopper

3♠ = 5♠s with ♣ stopper

1NT	P	2♣	X
P	P	?	

XX = Re-stayman

2♦ = DONT

2♥ = DONT

2NT = INV with ♣ stopper

3M = GF with 54 in M (5 carder BM)

4m = 64, in Ms, Slam INV

4♥ = 6♥s & 4♠s NF

4♠ = 6♠s & 4♥s, NF

1NT	P	2♣	X
P	P	XX	P
?			

2♦ = 4♥s, may have 4♠s, denies ♣ stopper

2♥ = 4♠s, denies ♣ stopper

2♠ = denies every thing

2NT = Promises ♣ stopper, mini

3NT = Promises ♣ stopper, maxi

## Note 18 : Intervention by Opponents over 2C Opening

**18.1** 2♣ (Dbl) XX = Wants to play there  
All other bids carry the same meaning as if the double did not take place

**18.2** 2♣ (2X) P = Either 0-bad 4 HCP or penalty in X  
Dbl = 4+ HCP  
2Y = Natural 5+ HCP  
3Y = Natural 5+ HCP  
3X = Both m if X is M, Both M if X is m, 5+ HCP  
4♣ = ♣ & ♥ if X is m, ♣ & OM if X is a M 8+ HCP  
4♦ = ♣ & ♠ if X is m, ♦ & OM if X is a M 8+ HCP

2♣ (2X) P/X (P)  
P = Wants to defend  
X = T/O  
2NT = 22-24 HCP balanced, having stopper in X  
2Y = Natural GF  
3X = Both m if X is M, Both M if X is m  
3Y = Natural GF  
3NT = To Play  
4♣ = ♣ & ♥ if X is m, ♣ & OM if X is a M  
4♦ = ♣ & ♠ if X is m, ♦ & OM if X is a M  
4M = To Play  
4NT = Quantitative  
5m = To Play

**18.3** 2♣ (3X) P = 4+HCP  
Dbl = 0 to bad 4 HCP  
3Y = Natural 5+ HCP  
4Y = Natural 5+ HCP if not jumped, otherwise vary bad jhand  
4X = Both m if X is M, Both M if X is m, 7+ HCP  
4♣ = ♣ & ♥ if X is m, ♣ & OM if X is a M 7+ HCP  
4♦ = ♣ & ♠ if X is m, ♦ & OM if X is a M 7+ HCP

## Note 19 : Intervention by Opponents over 2M Opening

**19.1** 2M (X) XX = Shows single suiter hand and asks opener to bid 2M+1,  
on which responder will pass or will show his suit  
2/3Y = M raise with lead direction in the bid M  
2NT = Enquiry  
3M = 3+ M 0-13 HCP  
3NT = To Play  
4m = Fit Showing  
4M = To Play  
4NT = RKC in M

**19.2** 2M (2X) X = Other two suits  
 2NT = Enquiry  
 3NT = To Play  
 3Y = Nat F  
 3X = Splinter  
 4m = Fit Showing  
 4M = To Play  
 4X = EKC  
 4NT = RKC

**19.3** 2M (3X) X = Penalty  
 3NT = To Play  
 3Y = Nat F  
 4X = Splinter  
 4m = Fit Showing  
 4BM = To Play  
 4OM = To Play  
 4NT = RKC

## Note 20 : Responses after T/O DBL when Opponent Opens

### 20.1 T/O Double at 1 Level :

T/O at 1 level promises at least 10 HCP and at least 3 cards in all 3 other suits. ( can have 2 cards in an unbid m in an exceptional case ). In case double on 1 M the doubler can have 5 card  $\diamond$  & 4 card other major ( but should have atleast doubleton  $\clubsuit$  ). If doubler's partner bids 2 $\clubsuit$  then 2 $\diamond$  bid by doubler shows 5 $\diamond$  + 4 OM with 15+ HCP.

(1X) X (P) 1Y = 0-8 HCP generally with at least 4 card ( can be 3 card with lesser HCP )  
 1NT = 6-10 HCP with stopper in Bid suit  
 2Y = 8-11 HCP minimum 4 card if jumped, if not jumped then 0-8 HCP.  
 2X = Any GF hand or both m ( min 4-4) INV if X is M or in case when X is a m then primarily promises both M with 8+ or otherwise it can be any GF hand  
 2NT = Balanced 11-12 HCP with stopper in the bid suit  
 3Y = 8-11 HCP with 4+ card in case of single jump, preemptive in case of double jump  
 3X = If X is a m it promises 5-5 M with INV strength, if X is a M then both m INV  
 3NT = To Play  
 4 $\clubsuit$  = Shows both M in case of X is a m, otherwise preemptive  
 (1 $\diamond$ ) X (P) 4 $\clubsuit$  ( both M )  
 (P) 4 $\diamond$ / $\heartsuit$  = Trf to  $\heartsuit$ / $\spadesuit$   
 The main idea here is that opener should be on lead.  
 4 $\diamond$  = Preemptive if X is not  $\diamond$ , if X is  $\diamond$  then this bid does not exist  
 4M = To play, if it is a jump cue then spl  
 4NT = Both m if X is a M otherwise non existent

- (1X) X (XX) P = No choice  
 1Y = Generally 4 card  
 1NT = Two Suiter  
 2X = Exposing Psych  
 2Y = Natural if not jumped otherwise preemptive  
 2NT = exposing psych  
 3X = Both M if X is m Both m if X is M  
 3Y = Preemptive  
 3NT = To Play  
 4X = Both M if X is m Both m if X is M  
 4Y = Preemptive
- (1X) X (1Y) X = Penalty  
 1Z = 4+ suit with 5-8 HCP  
 1NT = To Play  
 2X = Any GF hand or both m (44 min) INV if X is M or in case when X is a m then primarily promises both M with 8+ or otherwise it can be any GF hand  
 2Y = Other two suits INV  
 2Z = 8-11 HCP minimum 4 card if jumped, if not jumped then 5-8 HCP.  
 2NT = Natural  
 3Z = INV if single jump, double jump is preemptive.
- (1X) X (1NT) X = Responsive if NT is natural if 1NT is transfer then it promises other two suit  
 2X = If 1NT is natural or raise in the opener's suit then any GF hand or both m (44 min) INV if X is M or in case when X is a m then primarily promises both M with 8+ or otherwise it can be any GF hand . If 1NT transfer to a new suit then it shows other two suits INV or any GF hand  
 2Y = 4+ suit with 5-8 HCP  
 2NT = Two Suiter INV if righty's 1NT is natural otherwise Natural  
 3X = Both M if X is m Both m if X is M, if one NT was transfer to a new suit then it promises other two suits  
 3Y = Natural INV
- (1X) X (2X) X = Responsive, can be of 3 types:  
 1) It can be any two suits if 3 suits are available at the same level.  
 2) It will be specific two suits if only two suits are available at that level  
 3) If only one suit is available at that level then it shows other two suits ( those are not available in that level )  
 2Y = 4+card 5-8 HCP  
 2NT = Lebensohl, if X is ♣ then 2NT is Natural  
 3X = Any GF hand  
 3Y = Natural INV  
 3NT = To Play without stopper  
 4♣ = Shows both M in case of X is a m, otherwise preemptive  
 4♦ = Preemptive if X is not ♦, if X is ♦ then this bid does not exist  
 4M = To play, if it is a jump cue then spl  
 4NT = Both m if X is a M otherwise non existent

## 20.2 T/O Double at 2 Level :

T/O at 2 level promises at least 11 HCP and at least 3 cards in all 3 other suits. ( can have 2 cards in an unbid m in an exceptional case ) In case double on 2M the doubler can have 5-4 shape. If doubler's partner bids 2NT then 3X bid by doubler shows 5 card X and 4 card in Y, (Y may not available in the same level )with 18+ HCP.

(2♦) X (P) 2M = To Play 0-8 HCP  
 2NT = Lebensohl, asks doubler to bid 3♣.  
 2NT 3♣  
 3♦ = stayman with ♦ stopper  
 3M = 4 card M 9-11.  
 3NT = To play with ♦ stopper  
 3♣ = ♣ suit 9-11 HCP  
 3♦ = stayman without stopper or any GF hand  
 3M = 9-11 HCP with 5 card suit  
 3NT = Game Value with no 4 card M and with no ♦ stopper.  
 4♣ = both M, doubler has to transfer his M, i.e 4♦ over 4♣  
 shows ♥, 4♥ over 4♣ show ♠  
 4♦ = Both M, responder wants doubler to be declare.  
 4M = To Play

(2♥) X (P) 2♠ = 0-8 HCP 3+ ♠  
 2NT = Lebenshol, asks opener to bid 3♣  
 2NT 3♣  
 3♦ = ♦ suit 0-8 HCP  
 3♥ = GF 4 card ♠ with ♥ stopper  
 3♠ = 4 card ♠ 9-11 HCP  
 3NT = To play with ♥ stopper  
 3♣/♦ = 9-11 HCP  
 3♥ = GF 4 card ♠ without ♥ stopper  
 3♠ = 9-11 HCP with 5 card ♠  
 3NT = Game value without 4 card ♠ and without ♥ stopper  
 4♥ = 4-1-4-4 Slamish  
 4NT = Both m

(2♠) X (P) 2NT = Lebenshol, asks opener to bid 3♣  
 2NT 3♣  
 3♦ = ♦ suit 0-8 HCP  
 3♥ = ♥ suit 0-8 HCP  
 3♠ = 4 card ♥ GF with ♠ stopper  
 3NT = To play with ♠ stopper  
 3♣/♦/♥ = 9-11 HCP  
 3♠ = GF 4 card ♥ without ♠ stopper  
 3NT = Game value without 4 card ♥ and without ♠ stopper  
 4♠ = 1-4-4-4 Slamish  
 4NT = Both m



**Note 21 : Defense against Multi 2D Opening**

- 21.** 2♦ ( Multi ) - Dbl = 14-15 or 19+ balanced  
2♥ = Natural  
2♠ = Natural  
2NT = Balanced/Semi Balanced 16-18  
3♣ = Natural  
3♦ = Natural  
3♥ = Natural good suit  
3♠ = Natural good suit  
3NT = To Play  
4♣ = ♣ & a Major  
4♦ = ♦ & a Major  
4♥/♠ = To play (must be preemptive in nature)  
5♣/♦ = To Play