

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 Level – 7-17 HCP(Can be lower with shape) 5+(Rarely 4)
New suit by advancer at 1 or 2 level – Constructive F1.
Cue = 9+ Fit or any GF W or W/O fit
Jump cue = Mixed raise
2NT by passed hand after 1level o/c is LROB with 4+ support
2 level o/c – 10-17 hcp with 5+ cards
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd live= 15-18 hcp , usually have stopper in opponents suit
Res: Same as 1nt opening
4 th live= On minor 11-14, on major 11-16, may not have stopper
Res: 2C= Range ask;rest same as 1nt opening
On 2C: 2D/H/S is minimum,2NT= Max
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except in sandwich Vul pos.
Shows 6+ suit.
Leaping Michaels: (5-5+ Game inv.)
Over 2 level weak jump o/c, 2NT is inv.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid =Michaels
(1x)-3x= Solid long suit ,asking for stopper
Against Prec 1C/1D, 3C/3D = Preemptive
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs Str NT, CAPP; 4 th and passed hand, DONT,Ext DONT
Vs Wk NT, X=Penalty,Subseq X=T/O, Rest like CAPP,Ext DONT
Vs Str 2NT, X= Both M, Rest Natural
Balancing: Same as stated above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X= T/O, Leb from advancer after 2level T/O.
Leaping Michaels over 2 and 3 level preempts
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C, X= D or BM,1D=H or S+C,1H=S or bm,1NT=C+H/D+S
Over 2C,Same as above.
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl= 10+ hcp, usually no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th , top from xx	3 rd /5 th , top from xx	
NT	2 nd / 4 th	2 nd / 4 th	
Subseq	Same or Att	Same or Att	
Other: Vs NT, Ace asks for Count or UBL, K asks for Att,Q asks for UBL or ATT.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+),Ax	Asks UB/CT,AKJT(+)	
King	KQ(+),AK.Kx	Ask for ATT	
Queen	Qx,QJ(+)	Asks UB of J or ATT,KQT9	
Jack	KJT,JT(+),Jx	AJT,KJT,JT(+),Jx	
10	HT9,T9(+),Tx	HT9,T9(+),Tx	
9	9x	98(+),9xx	
Hi-X	xx	Xx	
Lo-X	Shows ODD		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	COUNT	ATT
Suit 2	COUNT	S/P	COUNT
3	S/P		S/P
1	ATT	Reverse Smith	Smith/ATT
NT 2	COUNT	COUNT	S/P
3		S/P	COUNT
Signals (including Trumps): Smith Echo vs NT.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Strength of immediate level=(10)11+(Light with shape)			
Tends to have 3+ cards in other suits			
Negative dbl upto 3D,Responsive Dbl			
(1NT)/(3NT)-X = Asks for short M lead.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: BRIDGE FEDERATION OF INDIA
PLAYERS: BINOD KUMAR SHAW & SANJIT DEY
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors(1NT SF)
Most jump shift responses are ART
Many fit bids
Multi weak 2 bids [7,8,9]
Wide range overcalls
1NT OPENING = (14)15-17,5/6 CARD SUIT POSSIBLE
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1c-2d=LR,1d-3c=LR,1m-2H/S=5S&4+H 5-8/9-11 HCP
1M-3C/D= 6-11/GF with 4+ Supp
1H-2S=Unspecified SPL(7-10 or 14+ HCP)
1S-2NT=Unspecified SPL(7-10 or 14+ HCP)
G/B 2NT almost in all competitive auctions
SPECIAL FORCING PASS SEQUENCES
When GF is established
Passes are F up to 2S once we have made a strength showing XX
Or Penalty X
IMPORTANT NOTES
2 Level Sandwich overcalls can be weaker.
3 rd seat openings can be very weak.
PSYCHICS:Rare,Anytime Any type of judgement is possible.

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	(10)11-21,4423, or much better suit compared to D	1C-1D = 3+ Cards 0+ HCP, 1H-1S 4+ card 0+ HCP, 1NT/2NT= 8-10/11-12, 2C = GF 2D = Limit Raise 2M =Reverse Flannery, 3D/H/S = Spl,4C = RKC, 4M= To play, 4NT = Quan [1.1]	Walsh approach. Two-way CB. Jump 3D after 1M response shows 4 card supp BAL 18-19. Cheapest reverses are Art, showing either reverse in suit or long C. 1C 2C 2D/H/S Stopper showing, 1C-2M-2NT = ENQ,1C 2NT 3X = short After 1C 1X 2NT Retransfer, XYZ [1.2]	1C-(1X)-3C/1C-(X)-3C = Mixed Raise. on O/C 1NT, 2C is M's, 2D/2H/2S/3C trf, 1C(2C) X or 1C(2NT) X shows 10+ HCP, BAL hand,Subseq Xs are penalty [1.3]
1♦		3	4H	(10)11-21,4432 or 4+Diamonds	1H/1S =Nat 4+ card 0+ HCP, 1NT/2NT = 6-10/11-12 2D = GF, 2M - Reverse Flannery.3C= Limit. 3D = MR/pre, 3H/S/4C = Spl, 4D - RKC, 4M= To play, 4NT = Quan [2.1]	Two-way CB. 1D-1S-3H - 4 card supp BAL 18-19. Cheapest reverse is ART, shows either reverse in that suit or long D. 1D-2D-2H/S Is stopper, 1D-2M-2N = ENQ, 1D 2NT 3H/S – short. Retransfer after 1D 1M 2NT, XYZ [2.2]	SAME AS ABOVE [2.3]
1♥		5	4D	(10)11-21, can be 4 in 3 rd seat	2H= 7-10, 3 card, 2NT= Bal GF, 2S = any short either 7-10 or 14+ 3D= GF, 1H-3C = 6-11, 4 card supp, 1NT= Semi-F, 3S void spl, 3NT/4C/4D = S/C/D spl 11-13 HCP [3.1]	1H-2H-3S/4C/4D= Spl. 1H-2H-2S- HSGT, 1H-2H-2NT = NAT inv 1H -2H- 3m is HSGT, 1H 1NT 2S – ART, 1H 1S 3C is ART, H+C or only H. 1H 1NT 2NT is 18-19 and then re transfer, XYZ [3.2]	Passed hand: Two-way Drury. Trf on 1/2S O/C. After 1H (2H) –X Bal 10+, 2S LR 3cards, 2NT LROB 4+ cards [3.3]
1♠		5	4H	(10)11-21, can be 4 in 3 rd seat	2S= 7-10, 3 card, 1S-2N any short 7-10 Or 14+, 3C = 6-11 3D = GF, 3NT= Void spl, 1S - 3H/4C/4D= 11-13 Spl. [4.1]	1S-2S-3X= HSGT.1S-2S-4C/4D/4H= Spl. 1S-2S-2NT- NAT inv, 1S 1NT 3C is ART, Either only S or S+C or S+H 1S 1NT 2NT is 18-19 and then re transfer [4.2]	Passed hand: Two way Drury. Trf after 1S (X), 1S (2S) – X Bal 10+, 2NT = LROB 4+, 3H = LROB 3cards [4.3]
INT		----	3S	(14)15-17, Singleton or 6 Card M/m possible.	2C Stayman, 4 Way Trf. 3C/3D= Inv/GF with 5-5+ m's. 3H/3S= Short with 4 card OM. 4C/D – H/S, Smolen 1NT 2D bid is either H or both M inv or both m GF 1NT 4H quanti with 5m, 4S quanti with 4-4 m [5.1]	1NT-2D-2H-2S= 5-4 Minors GF+ or 5-5 Majors INV. 1NT 2C 2H 2S or 1NT 2C 2S 3C – Dist. ENQ. Suit bid by m trf shows liking 1nt 2C 2H/S 3D/H sets the M, 1NT 2C 2H/S 3C/D – ART, shows M+m [5.2]	Lebensohl after intervention, (2NT Forces 3C). 1NT (2X) 2lvl NF, 3lvl GF 4C/4D are trf till 2NT cut.
2♣	ART	----		22+ Or Game in hand.	2C-2D= Waiting.2C-2H/2S/3C/3D = 6+ cards with 2 of AKQ. [6.1]	Kokish Relays. 2C 2D 2M 2NT can be with 3_ supp, 2C 2D 2M 2NT 3X 3M Shows 2+ weak 6 card S has to be introduced after 2C 2D 2H, late 3S won't be S	After Intervention Pass = 4+, X = 0-3 leaping Michel by both side [6.2,6.3]
2♦	ART	5		Either M 4-9 HCP At Vul/2 nd seat Sound 1st/3 rd NV=destructive	2D-2H p/c, 2S inv in H, 2NT ENQ, 3C/3D Fl [7.1]	After 2D-2NT, 3C=good H,3D = good S, 3H/3S = weak suit, 3NT = any 6-4 majors, 2D - 4C trf your suit, 2D - 4D bid your suit, 2D - 2NT – 3C/H – 3S S suit forcing. [7.2]	XX shows a single suit, new non jump suit Is lead directional raise. Game bids Nat On cut, X is Cards
2♥				4-9 HCP H & any, min 9 cards	2S = p/c, 3C/3D = One round forcing. 2NT = ask for next suit w/ zone Raise. Jump bids are asking in that suit [8.1]	After 2H-2NT, 3C = H + C, 3D = H + D, 3H = H + S min, 3S = H + S max,3NT= H + m max, 2H – 2NT – X – 3S = S suit forcing, 2H – 3S = S suit inv. [8.2]	2H – (2S) – X p/c, 2H – (x) – X pen
2♠				4-9 HCP S & any m, min 9 cards	3C = p/c, 2NT ENQ, 3D/H = nat Fl, 3NT = play [9.1]	After 2S-2NT, 3C/3D = Bm min, 3H = S + C Max, 3S = S + D Max [9.2]	2S – (3C) – X p/c, 2S – (x) – X pen
2NT		----		(19)20-21 Bal/Semi Bal, shortness possible.	3C= Muppet Stayman, 3D/3H= H/S Trf. 3S= 9 cards m slammish or M's slammish 3NT/4C/4D/4H= C/D/H/S Trf, 4S = 6+C & 5+D [10.1]	2N-3C-3H No major, 2N-3C-3H-3S ENQ, 2NT-3C-3H-4C/D Majors frag, 2N-3S-3NT-4C any m 5-4 slammish, 2N-3S-3NT-4D M's slammish, 2N-3S-3N-4H/S m's 5-5 with BM short, 2N-4N 6+D 5+C [10.2]	Passed hand: Same 2NT (3x) X is cards
3♣		6		pre-emptive, 6+Cards	3D/3H/3S= Natural Forcing, doesn't promise any HCP [11]	If responder joins openers suit after bidding a new suit, that is NF, 4C = RKC	X penalty after they cut, Game bids are nat
3♦		6		pre-emptive, 6+Cards	3H/3S= Natural Forcing, doesn't promise any HCP [11]	If responder joins openers suit after bidding a new suit, that is NF, 4D = RKC	X penalty after they cut, Game bids are nat
3♥		6		pre-emptive, 6+Cards	3S=Nat Forcing,4C/4D/4S=Ask for control in that suit [11]	3H 5NT (trump ask) – 6C – AQ/A, 6D – KQ/K, 6H – Q or J, 6S = AK	X penalty after they cut, Game bids are nat
3♠		6		pre-emptive, 6+Cards	4C/4D=Asks for control in that suit. 5NT= trump ask [11]	3S 5NT (trump ask) – 6C – AQ/A, 6D – KQ/K, 6S = Q or J,	X penalty after they cut, Game bids are nat
3NT	ART	7		Pre-emptive Minor 4 th Seat TO PLAY	4C= Pass/Correct,4D = nat Fl, 4M – To play		X penalty after they cut
4♣		7		Solid H w/ 8.5 tricks	4C-4D puppet to 4H, 4C-4S/5C/5D cue with supp		
4♦		7		Solid S w/ 8.5 tricks	4D-4H puppet to 4S, 4D-5C/5D/5H cue with supp		
4♥		7		pre-emptive 7+ cards	4S/5C/5D to play, 5H slam inv		
4♠		7		pre-emptive 7+ cards	5C/D/H to play, 5S slam inv		
4NT		-----		Specific Ace Asking	5C=No Aces,5D/5H/5S=That Ace,5NT=C Aces		
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		pre-emptive		RKCB = 1430,2/2 With Trump Q, 5NT=Even with Void, 6X= Odd with Void, After 5NT 6C asks for extra, 6D for Q, if only 6C is available, then it is for extra. DOPI after they cut below our suit, DEPO after they cut Above our suite.	
5♥		8		Nat, 11 tricks in hand	Asking for trump A/K/Q, with one bid 6H, with 2 bid 7H	If we somehow cross 4NT after agreeing a suit, 5NT would be RKC, EKCB = Step Responses 0,1,1+Q,2,2+Q	
5♠		8		Nat, 11 tricks in hand	Asking for trump A/K/Q, with one bid 6H, with 2 bid 7H	After getting response of 4NT, 5NT is K ask bid King Ask responses = Specific or other two. [12]	

SUPPLEMENTARY NOTES

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1. 1C Opening:

1.1 Responses:

1C-2D=10-11 HCP with 4+ C.

1C-2H/S shows 5+S,4+H 6-8 HCP and 9-11 HCP respectively.

1C-3C is preemptive, after any intervention it is mixed raise.

1.2 Subsequent Action:

2 way checkback,XYZ. Retransfers on a 1m-1M-2NT SEQ.

1C-X-3C shows mixed to pre-empt range.

1C-X-2NT is NAT.

1C-X-2D=LR.

1.3 Competitive and Passed Hand Bidding:

1C-2C with a passed hand shows 10-11 HCP. 1C-2D/2H/2S is same as unpassed hand bidding.

1C-(2X weak)-2NT is INV+ in C and then advancer passes/corrects.

2. 1D Opening:

2.1 Responses:

1D-3C=10-11 HCP and 4+ D.

1D-2H/S shows 5+ S,4+H 6-8 HCP and 9-11 HCP respectively.

1D-3D is mixed raise.

2.2 Subsequent Action:

2 way check-back,XYZ. Retransfers on a 1m-1M-2NT SEQ.

1D-X-3D shows mixed to pre-empt range.

1D-X-2NT is NAT.

1D-X-3C=LR.

2.3 Competitive and Passed Hand Bidding:

1D-2D with a passed hand shows 10-11 HCP. 1D-2H/2S/3C=Same as unpassed hand bidding. 1D-(2X Weak)-2NT is INV+ in D.

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3. 1H Opening:

3.1 Responses:

1H-1S is 3+ Spades, unconditionally forcing.
1H-2NT=Natural GF.
1H-4C/D is splinter.
1H-3S=Any void splinter, then 3NT=Asking after that
4C/4D/4H=Void in C/D/S.

After X or in competition, 3H is mixed raise.
1H-3C=7-11 HCP with 4+ H, 3D relay, 3H=7-9 HCP,
any other bid showing 10-11 HCP with cue. 1H-
2S=Mini-Maxi Splinter(8-10 HCP/15+ HCP). 1H-2S-
2NT(relay)-3C/D/H(C/D/S mini),
3S/4C/4D(S/C/D Maxi)

3.2 Subsequent Action:

2 way check-back.

3.3 Competitive and Passed Hand Bidding:

1H-2C/2D by a passed hand are 3 cards/4 cards Drury 9-
11 HCP.

Jump in a new suit=fit raise.

4. 1S Opening:

4.1 Responses:

1S-2NT=Mini-Maxi Spl(8-11 HCP/15+HCP).
1S-2NT-3C(relay)-3D/H/S(D/H/C mini),
4C/D/H(maxi).
1S-3H/4C/4D is splinter.
1S-3NT is any void Splinter, then 4C relay,
4D/H/S=D/H/C void.
1S-3C=7-11 and 4+S, 3D is relay, 3S=7-9 HCP, any
other bid showing 10-11 HCP with cue.

After X or in competition 3S is mixed raise.

4.2 Subsequent Action:

2 way check-back.
1S-1NT-3C is C or H 18-19, then 3D=ask now opener's bids
are as follows: 3H=5S+4H and 18+ HCP, 3N=5S+4C and
18+ HCP, 3S=6+S Unbalanced

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- 4.3 Competitive and Passed Hand Bidding:
2C and 2D by a passed hand are 3 cards/4 cards Drury 9-11 HCP.
Jump in a new suit=fit raise.
5. 1NT Opening:
- 5.1 Responses:
1NT-4C/D are transfers to H/S reselectively.
1NT-4H/S=Quantitative with 5 Card minor/4-4 m
Over interference at 2 levels lebensohl and over 3 level interference bid shows invitational in the bid suit.
1NT-3C is both m 5-5 INV, 1NT-3D is both minors GF.
Over 1NT-2C-2D responses are 2H=P or C Smolen and Reverse Smolen are available. 1nt-3H/S=Bid suit singleton with 4441 shape.
- 5.2 Subsequent Action:
After 1NT-2C-2DF response, 2s is further query,
2NT=5C, 3C=5D, 3D=3-3-4-3, 3H/3S is both minors 4-4 and 3 card Bid major, 3N=3-3-3-4.
After 1NT-2C-2H response, 2S seeks further distribution, 2NT is 5C+4H, 3C is 4H+5D, 3D is 4H+4D, 3H is 3-4-3-3, 3s is 4H+4S, 3NT is 4H+4C.
1NT-2D=Either H transfer to 9 card minor GF. 1NT-2D-2H-2S=Relay to 2NT, on which 3C(1345)/3D(3154)/3H(1354)/3S(3145)/3NT(22any54minors)
After 1NT-2C-2S response, 3C is further query, 1NT-2C-2S-3C-3D(one 5 card minor), 3H(4 card D), 3S(4333)/3NT(4 C)
SMOLEN
4 level major transfer is always on upto opp cut 2 level and passed hand
After any cut by opp all bid by opener showing opp suit control with bided suit
1NT-2C-X-P-P-XX(re stayman)/2H(pass/correct in Major), after XX-2D(4 card H)/2H(4 card S)/2S(balanced hand)/2NT(any 5 card major 15)/3C(h suit 16-17)/3D(S suit 16-17)/ 3H(5 card D)/ 3S(6 card D)/3NT(5H+4S)
After opp bid DBL(dont / minor najor) or 2C(nat/don't) system is on, rest X is values ,2 level bid NF, 3 level GF, lebensol

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6. 2C Opening:

6.1 Responses:

Kokish relay, 2DF is waiting.

Any major suit bid over 2C is a decent 5+ card 8+ hcp.

Following are interesting weak hand sequences we play:

2C-2NT shows 0-3 hcp 7+ any single suit, 2C-2NT-3C(relay)-3d/3h/3s/3nt(H/S/C/D).

6.2 Subsequent Action:

After kokish relay only 2C-2D-2H-2S-2NT is passable, rest all FG.

6.3 Competitive and Passed Hand Bidding:

After a 2C BID and relay sequence, e.g. 2C-2D-3N or 2c2d-2h-2s-3N which shows 25-26 and 27-29 respectively, following are the subsequent bids: 4c both majors 5-5, 4D/4H transfers to H AND S respectively.

6.4 Important Sequences:

2C-2D-3H/S(bided suit agreed for opener and asking for cue), 2C-3H(responder)(any 4441 shape), 2C-3H-3S(relay)-3NT/4C/4D/4H(C/D/H/Sshort), after this 4NT from opener is to play

7. 2D opening:

7.1 Responses:

2D-2H= Pass/Correct, 2D-2S= Playable upto 3H, 2D-2NT= enquiry with 12+ hand, 2D-4C= bid your suit trf, 2D-4D= bid ur suit, 2D-4H/S(to play with own suit)

7.2 Subsequent Actions:

2D-2NT-3C(Good hand H), 3D(Good hand S), 3H/S(bided suit with wk hand), 3NT- any 64 major 2D-2NT-3NT-4C(relay)-4D(6H + 4S), 4H(6S+4H), 2D-4C-4D/4H(H/S suit), 2D-3S=inv with S suit, 2D-2NT-3C/D/H-3S showing gf with S suit

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8. 2H OPENING:

8.1 Responses:

2H-2S = pass/correct, 2NT-12+ with enquiry,
3C/3D=F1 with C/D suit, 3NT/3H/4H to play

8.2 Subsequent Action:

3C/D, 2H-2NT-3C/3D(next suit), 3H-H+S bad hand, 3S- H+S
good hand, 3NT- showing good hand with H + any minor.

9. 2S Opening:

9.1 Responses:

2S-3C=pass/correct, 2NT-12+ with enquiry, 3H= 1 round
forcing, 2S-3NT/3S/4H/4S= to play

9.2 Subsequent Action:

2S-2NT-3C/3D(weak hand with C/D), 3H/3S(Goodhand
with C/D)

10. 2NT Opening:

10.1 Responses:

Muppet stayman, Transfer. 2nt-3C-3H DENIES 4/5M. 2NT-
4S=6C+5D, 2NT-4NT=6D+5C

10.2 Subsequent Action:

Over 2n-3C-3D-4C by advancer=4 card BOTH M
SLAMISH, 4D by advancer BOTH M Game only. 2n-3c3H 4c
SHOWS 5-5 BM slamish, 4d=5-
5 both M game-ish. After a 3 level transfer and new suit
bid at 4 level shows 5-5 or more in 2 suits. If no
trumper bids above the 4 of major he is showing
preference for the MINOR,
2N-3C-3H SHOWS NO MAJOR. 3S is relay forhand
shape,
2NT-3C-3H-3S-3NT(5card C)/4C(5 card
D)/4D(3343)/4H(2344)/4S(3244)/4NT(3334)
2NT-3S-3NT-4C(any 5-4 minor good hand)/4D(bothmajor

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slamish hand)/4H(H single or void both minor)/4S(S single or void both minor)/4NT(Quan with 5 card minor), 2NT-3C- any bid -4NT(Quan), after any cut at 3 level, 4 level all bid gf with good 5+ suit, dbl is values passed hand bidding same as UPH

11. 3C/D/H/S Opening and Responses:

New suit forcing for 1 round, 3n to play, 4h/4s to play. 4Om (other minor is roman ask). Any x after intervention is absolute penalty. Over new suit by his ptr pre-emptor rebids his own suit in case of less than xx SUPPORT, bids 3nt to show xx or hx SUPPORT, raises with 3 card support or bids stiff if he has got one along with 3 card support. 3NT to play, 4 of a minor is roman ask.

Over 3s by his partner pre-emptor rebids his own suit in case of less than xx SUPPORT, bids 3nt to show xx or H x SUPPORT, raises with 3 card support or bids stiff if he has got one along with 3 card support.

12. High Level Bidding:

12.1 RKC:

We use 4c/4d/4n for rkc in C/D/H/S respectively. King Ask: For clubs/diamonds are 5d/5h respectively, responder shows king up the line. 4s is always queen ask for club RKC and 5c for DRKC.

Responses of void over RKC are: 5n - even keycard + a void, 6C/6D/6H - odd key+ bided suit void, .

Over opponents' interference before responding to RKC WE PLAY pass=1ST STEP of RKC

Response 1 or 4, X=2nd step or 3/0, next bid= 3rd step, next bid+1= 4th step and so on.

13. Annexure-A:

Over 1H - After passed hand fit showing

Over 1H - 3S/4C/4D are normal splinters (11-15). Over 1S- 3H/4C/4D are named splinters with 11- 15 range.

Over 1 Major Opening after opp cut , out 2NT showing 4+ Trump fit with Limit or Better

EKC Responses:- 1) 0 2) 1 key 3) 1+ trump Q 4) 2 key 5) 2 + trump Q