

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 Level – 7-17 (can be lower with shape) HCP 5+ cards (rarely 4), New suit by advancer at a) 1 level – 8+ HCP, 4+ card, after this cue sows inv+ hand with no 4 card supp and, 2 level supp shows min .with 4, jump supp is inv with 4, jump cue is strongest invite with 4 [7] b) 2 Level– Constructive non-forcing -10-14/15 HCP, 5+ (usually 6+) New suit after 2 level overcalls – One round forcing. Single Jumps are fit showing, double jumps are spl, if only one jump is available then spl. Cue = 9+ with fit or any GF w/ or w/o fit. Jump cue shows 4+ cards, 6-9 HCP, jump raise is pre-emptive. If two cue bids are available, cheaper one is LROB w/3 card or any GF and the higher one is LROB w/ 4+ support, 2NT by passed hand after 1 level O/C is LROB with 4+ support
2 Level O/C – 10-17 HCP with 5+ cards (usually 6)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd live = 15-18 HCP, Usually have stopper in opponents suit.
Responses = Same as 1nt opening.
4 th live = On minor 11-14, On Major 11-16, May not have stopper.
Responses = 2C is range ask, rest same as 1nt opening.
On 2C, NT bidder will bid 2D/H/S with minimum, with max he will bid 2NT then 3C would be stayman
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK except in sandwich Vul position – that will be constructive – shows 6+ 1 suit,13-16 HCP. Leaping Michaels (5-5 + Game Inv),
Over 2 level weak jump O/C, 2NTis enq same response as after opening weak 2
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid = Michaels.
Jump Cue (1x – 3x) = Solid long other minor, invites 3nt.
Against prec 1D, jump cue bid is constructive – shows 6+ suit 13-16 HCP. Against art C jump cue is pre-emptive
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Strong NT (1 st 2 seats) = DONT, Extended DONT till 4 level
2NT on strong 1NT= Single suiter pre-emptive. After that all bids are natural, except 3C/D (p/c) and 4C (please bid your suit) vs 3 rd seat = like wk NT
Vs. Wk NT: X penalty 2C – majors, 2D – one major or str Mm
2M – that M & a m, 2NT - mm, 3m – nat 9-14, 3M - preempt
Vs Strong 2NT: X shows both M, everything else is natural
Balancing = Same methods as stated above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids
Doubles = Takeout. Lebensohl from advancer after 2 level T/O X
(2D) 3D = M’s, 4C = C+H, 4D = C+S, (2M) 3M = m’s, 4m = Bm + OM
(2M) 4NT = m’s w/ less HCP. (3m) 4Bm = M’s, 4Om = m+1M, (3m) 4NT = Om+M slam inv (3M) 4m = Bm + OM, (3M) 4M = OM +m slam inv, (3M) 4NT = m’s, After (3m) 3NT, 4C M’s, 4D/H = Trf, 4S = slam inv in other m After (3M) 3NT trfs, trf to BM shows m’s
Over 1C-P-4C, 3C-P-4C and 4c opening 4d shows both majors 5-5 +
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1C Dbl = Majors,1nt = Minors, same after 1C-P-1D
Over strong 2C X = Majors, 2nt = Minors, same after 2C-P-2D
OVER OPPONENTS’ TAKEOUT DOUBLE
Redouble = 10 + HCP, Usually no fit. Jump raises show 6-9 with 5+ supp
After m opening, NJ raise shows 4+ card 6-10 HCP, jump in Om shows LROB
2M bids (after 1m opening) are same as it was w/o X,
If available (no conventional bid): single jumps are Fit showing, double jumps are spl, game bids are to play, after 1 Major double: Transfer Responses, 2NT is 4card LROB. After X on our weak bids, XX shows a single suit, and any new suit bid Is lead direction w/ supp in in opener’s suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd or 5 th , Top from xx	3 rd or 5 th , Top from xx	
NT	Top, 2 nd or 4th	Top, 2 nd or 4th	
Subseq	Same or Attitude.	Same or Attitude.	
Other: Vs NT Ace lead asks for Count or UBLk, King lead asks for Attitude, Queen lead asks for Unblock or Attitude. However, if the partner of the leader has shown 4 or more cards, then A/K/Q leads are same as they would be against a suit contract.			
attitude shifts – high from 10 or lower , 3/5 or 4 th (depending on suit/NT contract), from J or higher. If partner showed a suit and a) leader has supported that, then attitude lead against trump and NT, b) if leader has not supported the suit, then 3/5 against suit and NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks UB/CT, AKJT(+)	
King	KQ(+), AK, Kx	Asks for attitude	
Queen	Qx, QJ(+)	Asks UB of J or Att, KQT9	
Jack	KJT, JT(+), Jx	AJT,KJT,JT(+), Jx	
10	HT9, T9(+), Tx	HT9,T9x, 10x	
9	9x	98(+), 9x(x)	
Hi-X	Xx, doubleton	Xx, denies H	
Lo-X	Shows odd numbers	Promises at least 10	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(Low = Enc)	COUNT(Hi = Odd)	ATT(low = Enc)
Suit 2	COUNT(Hi = Odd)	S/P (STD)	COUNT (Hi =Odd)
3	S/P (STD)		S/P (STD)
1	ATT(Low = Enc)	Reverse Smith	Smith
NT 2	COUNT(Hi = Odd)	COUNT(Hi = Odd)	S/P(STD)
3		S/P(STD)	COUNT(Hi = Odd)
Signals (including Trumps): Smith Echo vs NT, Low-High shows interest from both sides. Smith will continue until the signal is complete, so in discarding as well			
Against NT Attitude if dummy wins with A or K, Count if Q or Lower.			
If A led in suit contract, and a) dummy comes with doubleton, then encouragement shows overruffing potential. b) dummy comes with singleton; the card will be SPS.			
If a singleton is led, we will assume that partner knows it and will treat his card as SPS.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
At one level = (10)11+,2 level 13+,3 level 14+			
Tends to have 3+ cards in other suits unless very strong (18+), T/O X till 4S			
(1m) X, 2Bm is either GF or both M 8+ HCP, (1X) X 3M (double jump) is 5 card 10-11			
Cue bid by doubler after advancer's non jump response shows good hand w/o 4 card fit, simple raise shows 4 w/ 16-17 HCP, jump raise is 4 w/ 18-19 HCP, jump cue is strongest raise w/ 4 card , Balancing X: can be weaker but methods are same as above.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double upto 3D, Cards dbl 3D onwards, Responsive dbl, Extended Responsive X			
Snapdragon dbl. Supp Dbl up to 2H. Rosencranz Dbl/Rdbl;			
(1NT) (3NT) X is for short M lead, after bid & supp, X on that suit asks not to lead			
If 1m bidder doubles a 3NT contract then he asks for that suit lead, if 1M opener doubles a 3NT contract then he asks for other lead. A 3NT X by leaders' P after bidding a suit asks not to lead that suit. After a silent auction, 3NT X asks to lead dummy's 2 nd suit/dummy's suit. Cue bid X by opener a) against a silent responder is T/O b) against a non-silent responder shows 5+ card in own suit. After we find a fit, doubles are GT or competitive, depending on the auction. All Xs are Bid on (showing Sac intention) by a clear-cut Pre-emptor. If we have bid and supp in a competitive auction and they make a fit showing bid, X says, I have the 4 th suit.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: INDIA
PLAYERS: KAUSTUBH BENDRE – SAYANTAN KUSHARI
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors (Semi-F 1NT), m opening 3+, 1D shows 4 unless 4432
Walsh responses over 1C.
Nat weak 2 Bids (2 nd seat Sound).
Wide Range Overcalls. Frequent WJO.
1NT : (14)15-17 (Possible 5/6 Major or Singleton)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1m-2H=5S and 4+H 5-9 HCP; (2+ HCP at fav) if 5-5 or more dist
1m-2S= 5S and 4+ H 10-11 HCP.
Trf: after 1M- DBL, 1/2/3S O/C, after 1S – (2H), after 2 level jump O/C.
SPECIAL FORCING PASS SEQUENCES
1)When game force is established.
2)When responder showed an Inv+ hand w/o supp partner’s suit, 4 level onwards passes are F
3) When responder showed an Inv+ hand w/ supp in partner’s suit, 5 level onwards passes are F
4) Passes are forcing from 2C opener unless responder has shown 0-4
5) Passes are F up to 2S once we have made a strength showing XX or a penalty X, ex – 1D (X) XX (2H) P, 1C (1NT) X (2S) P etc.
6) After we T/O X a weak M opening & LHO Jumps to 5M, advancers P is F
7) We T/O X a weak m opening & passed LHO Jumps to 5m, advancers P is F
IMPORTANT NOTES
2 level Sandwich overcalls can be weaker.3 rd seat openings can be very weak.
PSYCHICS: Rare 3 rd seat Major opening can be 4 cards.
Pre-empts and O/C pre-empts can be destructive in NV 1 st and 3 rd seat
Slam Xs at sacrificing situations: immediate = Don’t bid, Balancing = 1 trick
After 1NT overcall see [13]
After 1Y (1NT) or 1Y (P) P (1NT), X shows shortness in OM if Y is a m, Otherwise shows 4card OM [13]
Various 4NT bids in competition: The order of Priority is 1) To show slam inv in P’s suit 2) Choice of game 3) RKC
Frequent COC bids below 3NT level
After a fit, cue bid gets lesser priority compared to last train, attitude etc.
Artificial reverse and relay bids: 1m 1X 2level cheapest revers is Art and 2NT Relay after that. 1H 1NT 2S, 1S 1NT 3C and 1H 1S 3C are Art reverses and Immediate bids are relay asks. See [2]
Jump 5NT bids are usually COC unless jump was against P’s pre-emption
Various Lebensohl situations from advancer and responder. Two known scramble situations: 1NT P (2M) X 2NT and (1M) X (2M) P X 2NT

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	(10)11-21,4423, or much better suit compared to D	1D = 3+ Cards 0+ HCP, 1H-1S 4+ card 0+ HCP, 1NT/2NT= 8-10/11-12, 2C = Inverted (10+). 2D = Mixed.2M =Rev Flannery[1], 3D/S/4C = Spl,4C = RKC, 4M= To play, 4NT = Quan	Walsh approach. Two way CB [5]. Jump 3D after 1M resp shows 4 card supp BAL 18-19. Cheapest reverses are ART [2] 1C 2C 2D ART [3], 1C-2M-2NT = ENQ, 1C 2NT 3X = short. After 1C 1X 2NT Retransfer. 3 card raise [10]	1C-(1X)-3C/1C-(X)-3C = Mixed Raise. Trf on 1S/2M/3S O/C [4], 2C is M's on 1NT O/C, 1C(2C) X or 1C(2NT) X shows 10+ HCP, BAL hand, Subseq Xs are penalty
1♦		3	4S	(10)11-21,4432 or 4+Diamonds	1H/1S =Nat 4+ card 0+ HCP, 1NT/2NT = 6-10/11-12. 2M - Reverse Flannery.3C = Mixed. 3D – Wk, 3H/S/4C = Spl, 4D - RKC, 4M= To play, 4NT = Quan	Two-way CB [5]. 1D-1S-3H - 4 card supp BAL 18-19. Cheapest reverse is ART, [2]. 1D-2D-2H Is ART [4], 1D-2M-2NT = ENQ, 1D 2NT 3H/S – short. Retransfer after 1D 1M 2NT. 3 card raise [10]	SAME AS ABOVE
1♥		5	4S	(10)11-21, can be 4 in 3 rd seat	2H= 8-10, 3 card, 2NT= Bal GF, 2S = any short either 7-10 or 14+ 3D= LR, 1h-3C = 6-9, 4 card supp 1NT= Semi-F, 3S/3NT/4C = S/D/C spl 11-13 HCP	1H-2H-3S/4C/4D= Void Spl. 1H-2H-2S- some short, 1H-2H-2NT = HSGT in S 1H -2H- 3m is HSGT, 1H 3D/H 3S – some short, 1H 1NT 2S – ART, 1H 1S 3C is ART, H+C or only H. 1H 1NT 2NT is 18-19 and then re transfer	Passed hand : Two way Drury. Drury exists After cut also. Trf on 1/2/3S O/C. After 1H (2H) – X Bal 10+, 2S LR, 2NT/3C/D trf
1♠		5	4H	(10)11-21, can be 4 in 3 rd seat	2S= 8-10, 3 card, 2NT= Bal GF, 1S-3C any m short 7-10 Or 14+ 3D= Limit. 3H = short H either 7-10 or 14+3NT=H Spl, 11-13.4C/4D= 11-13 Spl.	1S-2S-3X= HSGT.1S-2S-4C/4D/4H= Void Spl. 1S-2S-2NT- some short, 1H-2H-2NT = HSGT in S. 1S 3D/S 3NT – some short, 1S 1NT 3C is ART [11] Either only S or S+C or S+H. 1S 1NT 2NT is 18-19 and then re transfer	Passed hand : Two way Drury. . Drury exists After cut also. Trf after 1S (2H) 1S (2S) – X Bal 10+, 2NT/3C/D/H are trf
1NT		----	3S	(14)15-17, Singleton or 6 Card M/m possible.	2C Stayman, 4 Way Transfers. 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 [12]	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	See Note [9], Rubensohl after intervention, (2NT Forces 3C). 1NT (2M) 3S shows m's 4C/4D are trf till 2NT cut, trf after 3S cut
2♣	ART	----		22+ Or Game in hand.	2C-2D= Waiting.2C-2H/2S/3C/D = NAT 3H/3S = long C/D Suit.	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 wont be S	After 2 Level Intervention Pass = 0-4,higher Level Pass = 5+, leaping Michel by both side
2♦		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	2D-2H/2S/3C = One round forcing.4H/S – To Play 2D-2NT = Asking., jump new suit bids are asking in that [8]	After 2D-2NT, 3C=Any Short or 4 card C,3D = Min, 3H/3S = OM 4 card, 3NT = Bal good, After 3C, shortness relay is 3D, 3H relay is for 4 card C 2D 2M 2N shows doubleton supp in the M	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat On cut, X is Resp at two level, otherwise Pen
2♥		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	2S/3C/3D = One round forcing. 2NT relay, 3H = courtesy Raise. Jump bids are asking in that suit [8]	After 2H-2NT,3C= Any short,3D=Any minor4 card,3H=Min,3S=4 Spade,3NT= Bal good., 2H – 2S -2NT shows doubleton S. After suit bid, rebid/supp are NF	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat
2♠		5		At Vul/2 nd seat Sound 1st/3 rd NV=destructive	3C/3D/3H = One round forcing. 2NT relay, 3S = courtesy Raise. Jump bids are asking in that suit [8]	After 2S-2NT,3C= Any short,3D=Any minor4 card,3S=Min,3H=4 H,3NT= Bal good., After suit bid by responder, rebid/supp are NF	XX shows a single suit, new non jump suit Is lead directional raise. FJ, Game bids Nat
2NT		----		(19)20-21 Bal/Semi Bal, shortness possible.	3C= Stayman,3D/3H= H/S Trf. 3S=Puppet to 3NT 3NT/4C/4D/4H= C/D/H/S Trf, 4S = Both m non slam inv 3D trf can be with 4H and 5m	2NT-3C-3H/3S = 4/5 M .2NT 3H 3S 4H = 5-5 slam inv. 2NT 3C 3D 3H 3NT4H = 5-5 just game. 2NT-3D-3H-3S shows 4H and 5m. 2NT 2C 3NT = both M 2NT 2C 3NT 4C slam Inv. 2NT 3S 3NT 4C/D/H/S = 5C-4D/5D-4C/1255.2155	Passed hand : Same 2NT (3Y) X is stayman Trf after 2NT (3S) [4]
3♣		6		pre-emptive, 6+Cards	3D/3H/3S= Natural Forcing. 4D/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF, 4C = Courtesy	X penalty after they cut, Game bids are nat
3♦		6		pre-emptive, 6+Cards	3H/3S= Natural Forcing. 4C/4M are asking bids	If responder joins openers suit after bidding a new suit, that is NF. 4D = Courtesy	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	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	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		Solid 7-8 Card Minor.	4C= Pass/Correct,4D=Ask for Shortness.4M – To play 4NT= Asking to bid 6 w/ 8 card, 5C = P/C	3NT 4D 4H/S – H/S short, 4NT – no short, 5m – Om short	X penalty after they cut
4♣		7		pre-emptive 7+ cards	4D/4H/4S Natural.		
4♦		7		pre-emptive 7+ cards	4H/4S=Natural		
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 extras. EKCB = Same as RKCB by steps. DOPI after they cut below our suit, DEPO after they cut above our suit.	
5♥		8		pre-emptive		If we somehow cross 4NT after agreeing a suit, 5suit + 1 would be RKC	
5♠		8		pre-emptive		After getting response of 4NT, 5NT is K ask bid King Ask responses = Specific.	
						Direct ask after RKC response – asks for Q of that suit – bidding the trump suit shows no Q, any other bid below the trump suit is	
						Shows a doubleton, with the Q, we will bid 7	
						See Note [6]	

Supplementary Notes – Kaustubh Bendre + Sayantan Kushari

1. Reverse Flannery:

1m – 2H = 5S, 4+H, 6-9 (At non-vul vs vul, the range for 2H is 3-9)

1m – 2S = 5S, 4+ H, 10-11

This applies over 1m – (DBL) and over 1C – (1D) overcall.

Opener's 2NT is ART enquiry.

2. Artificial Reverses:

The cheapest reverse may be artificial.

- 1C – 1D – 2H
- 1C – 1S – 2D
- 1D – 1H – 2S
- 1D – 1S – 2H
- 1H – 1N – 2S

This shows one of two hand types –

- a. Length in opened suit and could be void in reversed suit or
- b. 5+ and 4+ in the two bid suits.

If responder goes back to the opener's long suit, that is a signoff. Any other bid by responder is FG.

On responder's 2N relay, opener bids as follows:

- Opened suit = Length there, reverse was artificial
- New suit = fragment, showing a natural reverse and shortness in the 4th suit.
- Reversed suit = 6+ - 4 in the two suits
- 3N = Natural reverse, 5422

1H -1S -3C is also ART.

1H – 1S

3C – 3D = relay, but responder must have some tolerance for either hearts or clubs.

1H – 1S

3C – 3D

3H = only hearts

3S = 5+ hearts, 4+ clubs, 3 spades

3N = hearts + clubs, not a hand to cross 3NT

4C = 5+ hearts , 5+ clubs

4H = 6+ hearts, 4 clubs

1H – 1S

3C – 3H = GF

1H – 1S

3C – 3N = To Play

3. 1m – 2m – 2m+1

1C – 2C – 2D and 1D – 2D – 2H are ART, primarily used by the opener to show some shortness below the 3m level.

Responder bids 2m + 2 and now opener uses one of the next three bids to show his shortness. The ordering of these bids is “natural for natural, else low for low”.

This sequence is forcing only to 3m.

4. Transfers in competition

These apply in the following situations:

- 1m – (1S)
- 1m – (2H)
- 1m – (2S)
- 1H – (2S)
- 1x – (3S)
- 1N – (3S)
- 2N – (3S)

After a 1S overcall, 2H is NAT NF and 2S is inv+ with 5/5+ in the unbid suits.

After a 2M overcall, transfers apply only till opener's suit, i.e.,

1D – (2M) – 3C is inv+ D, but

1D – (2M) – 3D is a mixed raise,

and 1D – (2S) – 3H is NAT FG

1D – (2H) – 2S is NAT, FG unless rebid.

After 1x – (3S), 3N is NAT, 4C/D are transfers, 4H is NAT (but 4D shows a better hand with hearts), 4S is trf to clubs.

5. Two – way checkback

After 1x – 1y – 1N, we play two way checkback.

- 2C puppets 2D, to play there or to show INV hands.
- 2D is ART FG
- 2N puppets 3C to play there
- Jumps show 4-6 INV

After 2D (FG), opener bids the other major to show shortness in responder's major, e.g.

1D – 1S

1N – 2D

2H = ART, shows singleton spade

1H – 1S

1N – 2D

2H = ART, shows singleton spade

6. RKC/EKC

Responses are 1403 for any ace asking query.

A response of 5N shows an even number of keycards with some void. A response at the 6 level shows an odd number of keycards with the bid suit void (unless that void is impossible)

After a void showing response, if there are two bids available below the agreed suit, then

- a. The cheapest bid asks for extras
- b. The next bid asks for the trump queen.

If there is only one bid available below the agreed suit, then that bid asks for extras.

If, on RKC, there is intervention below our 5 level, we play DOPI, where

- DBL = 0 or 3
- Pass = 1 or 4
- Next bid = 2 without queen, and so on

If there is intervention at or above our 5 level, we play DEPO, where

- DBL = even number of keycards and
- Pass = odd number of keycards.

After the response to RKC, 5N confirms all keycards and asks partner to bid 7 with extras or show kings up the line.

After the response to RKC, a 6 level bid in a side suit asks for 3rd round control in that suit.

If we cross 4N after agreeing a suit, then 5suit + 1 is RKC.

7. 4-card advances (1x) – 1y – (P) – 1z

A new suit at the one level by advancer after an overcall is 4+ cards, 8+ HCP, NF.

Over this, overcaller's

- Cue = INV+ without 4 card fit
- Raise = minimum with 4 card fit
- Jump raise = INV with 4 card fit
- Jump cue = strongest raise with 4 card fit

If opener doubles the 4-card advance, overcaller's DBL is a support double.

8. 2D/M – (DBL)

Responder's 2N continues to be an enquiry with the same responses as if there was no intervention.

New suit by responder shows fit for opener's suit with lead indication in the bid suit.
Responder does not promise length in the bid suit.

A REDBL by responder asks opener to bid the next suit, which responder will pass or correct to his own suit as a signoff.

9. 1N – (P) – 2x – (DBL)

When opps DBL our Stayman 2C,

- Pass = No major or no stopper
- 2D = 5+ D, may or may not have stopper
- 2M = 4 or 5, shows club stopper.
- REDBL = To play

If opener passes, responder's REDBL is repeat enquiry, on which opener transfers to his major.

The full structure is put up at http://prba.in/sys/stay_int.htm

When opponents DBL our transfer (after 1N or 2N opening),

- Pass = Less than 3 card fit
- Accept TRF = 3+ card fit, stopper
- REDBL = 3+ card fit, no stopper

10. 3-card raises

1m – 1M – 2M may be a 3-card raise.

1H – 1S – 2S may be a 3-card raise.

A 3-card raise is only made with a side singleton, either with a 5431 or 6331 shape.

Responder bids 2M + 1 with an INV+ hand to enquire about opener's shape and strength.

11. 1S – 1N – 3C ART

1S – 1N

3C = ART, strong, either S + H or S + C or only S

1S – 1N

3C – 3S = weak, passable

1S – 1N

3C – 3D (relay)

3H = 5+ spades, 4+ hearts

3S = 6+ spades, 4+ clubs

3N = 5 spades, 4+ clubs

4C = 5+ spades, 5+ clubs

4D = Auto splinter in hearts

4H = 5 spades, 6+ hearts

4S = Only spades, no splinter (or don't want to show a splinter)

12. 2-way 2D over 1N

1N – 2D = TRF to hearts or both minors GF or both majors INV

1N – 2D

2H – 2S = cancels the TRF

2N – 3C = 5+ clubs, 4 diamonds, GF

3D = 5+ diamonds, 4 clubs, GF

3H = both majors INV

3S = 6 hearts, 5 spades, GF

3/4/5N = 5 diamonds, 4 clubs, 2-2 majors

1N – 2D

2H – any bid other than 2S = NAT with 5+ hearts

We can only super-accept over 2D by bidding 2S. After this 2S, 2N/3C cancel the TRF and show both m GF, 3D is a ReTRF.

13. After opponents overcall 1NT

1C/D – (1NT) – 2C = both majors

1H/S – (1NT) – 2C = good raise in opener's major

1C/D – (1NT) – P – (P)

DBL = takeout double of the other minor

1H/S – (1NT) – P – (P)

DBL = 4 cards in the other major