

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Normally Sound. 9-18 hcp. Reopening may be weaker.
RESPONSES:-
Natural. Change of suit = F1, NTs limited.
Cue = F1 with doubleton Honour/ 3+ card support.
Jump shift = fit showing. Jump Cue = Splinter. Double Jump Shifts are splinters.
Jump in one above the Major O/C is mini splinter any.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 hcp in 2 nd /4 th live. 11-14 hcp in reopening
System On over 15-17NT. Trf to opp. suit = 4441 GF.
On reopen NT 2C=Range/STAY on which 2D = 11-12hcp, 2H/2S/2NT = 13-15
Others same as on INT Overcall.
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WJO. 2NT for minors over 1M
2-Suit: Leaping Michaels over weak 2 H/2 S (Cue = minors)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue bids on 1 level opening = Michaels
Jump Cue Bids over 1 level ask for a stopper for 3NT
In competition Cue bid = support and atleast INV.
In competition Jump Cue = SPL at 4 level, excl. at 5
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs STRONG NT: Dbl = longer m + M, 2 C =Single suiter
2D = Majors, 2NT = minors, 2 H/2 S = bid M + minor
Vs WEAK NT: Dbl for Penalty . Others as in case of Strong NT.
Passed Hand treatment is same as against strong NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBLS are takeout oriented. NT bids are natural.
Leaping/ Non Leaping Michaels at 4SS Level
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = Majors, NT overcalls are for minors.
All other overcalls are transfers.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = Penalty oriented.
Change of suit at 1 level = F1. (2 level trfs /some 1 trfs)
Unpassed 1M - Dbl - 2M = 3-7, 1NT up to one below 2M = Trfs

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th, Hi from 2	3rd / 5th, Hi from 2	
NT	4th,Hi = 2/3 small	4th / 3rd, Hi from 2	
Subseq	Hi = No intt, Rest as above	Hi = No intt, Rest as above	
Other:	9/10 = 0/2 Higher cards. Jack denies higher		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx or Ax	A for attitude from AK	
King	KQx, AK, AKx level 5+	K for count from AK	
Queen	QJ, QJx, Qx	QJx, Qx , KQT9	
Jack	Jx, JT, JTx	Jx, JT, JTx	
10	AJT, KJT, Tx, T9x	AJT, KJT, Tx, T9x	
9	AT9, KT9, QT9, 9x, 98x	AT9, KT9, QT9, 9x, 98x	
Hi-X	doubleton	doubleton or 3 small	
Lo-X	3rd / 5th	4th / 3rd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCG	Hi = ODD	Hi = DISCG
Suit 2	Hi = ODD	Hi = Higher SP	Hi = ODD
3	Hi = Higher SP		Hi = Higher SP
1	Hi = DISCG	Hi = ODD	Hi = DISCG
NT 2	Hi = ODD	Hi = Higher SP	Hi = ODD
3	Hi = Higher SP		Hi = Higher SP
Signals (including Trumps): Triumph Echo for Ruff			
Signals in Triumph: SP Oriented			
Reverse Smith against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Sound. Normally 3 card support for other suits.(may be weaker balancing /pre balancing			
Responses are natural. 1NT response = 7-9 hcp.			
Only a Cue bid is forcing to agreement.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles in competition are mostly -ve / strength.			
Penalty DBLS start after RDBL or DBL is converted.			
Support dbls at 1/2 level,-Ve dbls on partners 1NT.			
Responsive / Competitive dbls. / Lightner Doubles			
RDBL = Strong (May be Rosenkranz)			
1NT gets dbld for penalties, RDBL = Puppet to 2 C (single suiter any)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: INDIA
PLAYERS: Kiran Nadar & Bachiraju Satyanarayana
EVENT (Open/Mixed)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard with 5 card Majors, 15-17 NT, Stayman & Trfs over 1NT
2D = Multi (Weak 2 in a Major)
3NT = 4 Level Preempt in a minor, 4 C/4 D = Namiyats
Multiple raises on Major/ Inverted on minor opening
Multiple raises on Major/ Inverted on minor opening
After 2 OVER 1 Responses: Rebid = NF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 H = 5+ cards in Hs & 5+ cards in any other 5 to 11HCP
2 S = 5+ cards in Ss & 5+ cards in a minor 5 to 11 HCP
2NT = 20 to 21 HCP, MAY HAVE SINGLETON
3NT = Preempt in 4 level minor
4 C/4 D = Namiyats
Transfer overcalls over Art Strong 1 C/2 C/1 D
Transfer Responses over 1 C opening
Some Transfer Responses after interference on our 1 Openings.
Artificial 2 C Response over 1M opening
SPECIAL FORCING PASS SEQUENCES
Forcing Pass applies in our GF auctions
After Strong RDBL by responder, Openers Pass = F1.
Only on non-jump response from doubler's partner.
IMPORTANT NOTES
Negative Dbls, Responsive dbls, Support Dbls
Negative dbls over interference of our 1NT opening.
Good Bad 2NT, Serious and Non Serious Slam tries,
After 1X-1Y-1Z-2C/2D are INV/GF Check Backs(2Cforces2D)
Exclusion RKC
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 Cs more than or = D	1 level trfs, 1S-pup to 1NT *1, 1NT = GF C *2	Acceptance of TRF shows 12-14, may be 2 cards Rebid of 1NT on trf to H/S =18-19 bal *4	Same Treatment
					2NT Inv, 2C= GF D, 2D=Mixed, 2H/S=4+/5+ H/S 7-9/9-11	1C-1D/H-1H/S -(2C = Pup to 2D and 2D GF any) *3	Some Transfers in Competition
1♦		3	4H	11-21 HCP (3 Cards only when 4432)	Any Suit Nat F1, 2D = Inverted, 3C Mixed Raise	1D-1Y-1Z - (2C = Pup to 2D and 2D GF any) *3	
					Others as after 1C opening.	After 1NT, 2C = Gazzili *5	With PH 2C/2D = 4/3 card drury
1♥		5	4D	11-21hcp, 5+ cards in H	1NT = Semi F. 2C-Art(at least 9+HCP *6. Raise Constructive Chng suit F1, Bergen Raises *7. SPL *8	mini/midi/maxi Splinters *8	Some Transfers in Competition
1♠		5	4H	11-21hcp, 5+ cards in S	Similar to that of 1H opening		
INT			3S	15-17 (Singleton Hon possible) May have 5M or 6m	2C=Stay, 2D/H trfs, 2S=PUP(5+m/4+any) *10 2/NT PUP *9, 3 C/D INV, 3H/S Frag 4C/D trf to H/S, 4NT = Qty.	Chng of Suit after TRF = GF, 2NT-3 C-3 H/S GF C/D 2NT Pup(sign of/GF in minor/GF minors *10	
2♣	YES	0	4H	22+BAL or 20+UnBal	2D=Waiting, 2H/2S/3C/3D GF shd have atleast KQxxx	2C-2D-2 H(PUP)-2S-2NT(25-26), 2C-2D-2NT(22-24) 2C-2D-3D=5+D/4+C, 3H/3S 5+D + 4H/S	After 2NT by opener ref.2NT OP
2♦	YES	0		Wk in H/S/	2H/2S/3H/3S/4 H = P/C, 2NT Relay, 3C/ 3D=F1 4C requests transfer to opener's Major.	2D-2NT- (3C=good), (3D/H=Bad H/S) -3NT is solid	2D-2NT-(3C -3D asks-3H/3S = S/Hs),
2♥		5		5H + 5Any 6-11 HCP	2S/3C = P/C, 2NT = Relay, 3D/3S = F1	2H-2NT-3C/D/H=C/D/S Weak, 3S/NT=Good S/m any	
2♠		5		5S + 5Any 6-11 HCP	3C = P/C, 3D/3H = F1, 2NT = Relay	2S-2NT-?(3C/D = C/D Weak, 3H/S = C/D Better)	
2NT				20-21, May Have Singleton	Puppet Stayman *12, 3D/3H, 3NT,4C,4D,4H TRFS 3S puppet to 3NT, to Play/5-4 hands with Slam Inv	2NT-3S-3NT- *11	
3♣		6		Preempt	Change of Suit = F1		
3♦		6		Preempt			
3♥				Preempt	4 minor = Cue, 4S/5C/ 5D to play, 4NT = RKC		
3♠				Preempt	4 minor = Cue, 4H/5C/ 5D to play, 4NT = RKC		
3NT				Broken Preempt in one minor	4C = P/C, 4D Asks Singleton, 4H/S = to play, 4NT = RKC		
4♣		7Hs		8+ Playing Tricks in Hs	4D=3+ tricks, 4NT=RKC,4S/5C/5D cues missing higher cue		
4♦		7Ss		8+ Playing Tricks in Ss	4H=3+tricks, 4NT = RKC, 5C/D/H cues-missing higher cue		
4♥		7(6)		Less than 8 playing tricks			
4♠		7(6)		Less than 8 playing tricks			
4NT				Specific Ace Asking	Bid Aces upwards, 5NT = No ACE		
5♣						HIGH LEVEL BIDDING	
5♦						4 minor is RKC when GF is established.	
5♥						DKC after NT opening and known 2 suiter auctions	
5♠						1-4 / 0-3 / 2 WO/ 2 With Q responses to RKC	
						1-4 / 0-3 / 2 WO/ 2 with lower Q/ 2 With Higher Q/ 2 with both on DKC	
						DBL/RDBL = 1st, Pass = 2nd Step etc over RKC/DKC - Interference	
						Lightner/ Unusual Doubles	
						Forcing Passes at high level when GF is established for our side.	

Supplementary Notes

- *1 1S Puppet to 1NT over 1C opening
May have passable hand, Sign Off D, INV C/D, GF+ clubs, INV/GF/Slam Inv/Slam Balanced
1C - 1S
1NT- Subsequent
- | | |
|-------|-------------------------------|
| Pass | to Play |
| 2C | GF Clubs mostly unbalanced |
| 2D | sign off D |
| 2H/2S | INV C/D 5 cards and 10-11 HCP |
| 2NT | INV Bal |
| 3C/3D | INV C/D 6+cards 9-11 |
| 3H/3S | 5+C/4+H/S with 16+HCP |
| 3NT | to play |
| 4NT | INV |
- *2 1NT over 1C opening is GF with Clubs mostly balanced hand with 4/5 clubs
- Opener will bid 2C with 5+ Clubs
Opener will bid 2D/H/S with 5+ Clubs + 4 bid suit
Opener will spl with 3D/H/S with 5+clubs, limited hands OR 18+ hands
Opener bids 2C first and splinters next to show 15-17 hands with 5+clubs
Opener bids 2NT followed by 4NT to show 3clubs & 4NT to show 4clubs
- *3, 1X-1Y-1Z Situations
- | | | |
|----|-------|-------|
| 1C | 1D/1H | 1H/1S |
| 1D | 1H/1S | 1S/1N |
- In the above situations, 2C by responder puppets to 2D
- Either to play 2D OR to show all types of Inv hands
3m shows minor longer than the Major bid at 1 level.
- In the above situations, 2D by responder is GF any hand
- | | |
|-------------|--|
| Opener bids | 2H 3 card support OR 4Hs |
| | 2S 3card support denying 4Hs |
| | OR 2S = 4Ss denying 3card H support |
| | 2NT denying 4OM and 3 card support |
| | 3m showing good 5 card m with no 3card support |
| | 3M showing 5 m with 3 card support |
| | 3NT showing 5 good m with 3 bad card support |
- *4 1NT rebid showing 18-19 HCP after 1C Opening
Retransfers by responder at 2 Level
3C/3D/3H (2nd suit) shows two good suits 10+ HCP
3M shows 6 cards good suit, 10+HCP

*5 Gazzilli ---- Followup below

- 2D to show 8+ hcp on which opener bids
 - 2M to show weak hand with 5 Major and 4+ Clubs
 - 2OM to show 5-4(any) hand with 17+hcp
 - Next bid is relay on which opener shows the 4 card suit
 - Responder can also bid his own suit
 - 2NT to show 18-19 balanced
 - 3m/3H(in case of 1S opening) to show 6-4 hand with 16+hcp
- 2H is weak hand with hearts in case of 1 Spade opening
- 2S is both minors (5+4+) weak hand in case of heart opening
- 2NT is puppet to 3C to sign off in one minor
- 3C/3D/(also 3H in case of Spade opening) 6-7 points, good suit

*6 **One Major – 2 ♣ Relay** May Have the following hand types

1. 3 card Limit raise in Major
2. 10-11 6 cards in Clubs
3. GF Clubs OR Balanced

Continuations:

- 2D => Minimum, No 4 Cards in Other Major
- 2M => 3 card Limit in Major
 - 2OM => GF Relay, Opener bids naturally
 - 2NT => GF on which 3C = 3/2Clubs with Honour, 3D = 5Cards, 3M=6
 - 3C => 10-11 6 Clubs
 - 3NT => 15-17 5332, 2 cards in opener's Major
 - 4C => RKC
 - 4NT => 18-19, 5332, 2 cards in opener's Major
- 2H => 4 Cards in Other Major
- now both 3H & 3S by responder are GF fits, 2S = limit after 1S Opening
 - 2NT is GF Clubs/Bal. Opener's 3C shows 3/ 2 with Honour, 3D =15+ no club fit
 - 3C => 10-11 6 Clubs
 - 3D => looking for Diamond stopper for 3NT
 - 3NT => 15-17 5332, 2 cards in opener's Major
 - 4C => RKC for Clubs, 4NT => 18-19 5332, 2 cards in opener;s Major
- 2S => 4+Clubs 15+ HCP
- 2NT => 15+ no second suit. Subsequent rebid of M shows 3 cards in clubs
- 3C => 4 Diamonds 15+ HCP
- 3D => 5 Diamonds 15+ HCP
- 3M => 16+, solid suit, serious non serious slam tries apply
- 3NT => 15-17, no 3C, broken 6 cards in M
- in all above sequences, Serious/ Non Serious slam tries apply after 3M support

*7 Bergen Raises -4 Card Raises (Bergen Raises), Mini/Midi/Maxi/Void Splinters

1M - 2M+1 (ie 1 ♥-2 ♠ /1 ♠-2NT) mini(7-10)/maxi(14-15)/maxi void(12+HCP)

Next bid is relay –

simple suit bid is singleton mini splinter

3M/4M = mini splinter in lost suit

3M+1 = maxi void splinter any

4 ♣/4 ♦ /4 ♥ after 1 ♠ and 3NT(for ♠ maxi)/4 ♣/4 ♦ after 1 ♥ are maxi splinters

1M - 2M+2 = Jacoby (14+ HCP) on which,

First available bid shows some singleton – next bid relay – low-hi-hi response

2nd available bid shows 5422 – next bid relay – low-hi-hi response

3M = 6 cards

3NT = Higher Range

4 ♣/4 ♦/4 ♥ after 1 ♠ and 3 ♠ after 1 ♥ / show 10 cards in two suits

1M - 2M+3 = Limit+ on which last train game try, short suit(via puppet)/long suit slam tries.

1M - 2M+4 = Mixed 6 to-9 on which short suit(via puppet)/long suit slam tries.

1M - 3M = Preemptive on which short suit(via puppet)/long suit slam tries.

*8 mini(7-10)/maxi(14-15)/maxi void(12+HCP)

1M - 2M+1 (ie 1 ♥-2 ♠ /1 ♠-2NT) mini(7-10)/maxi(14-15)/maxi void(12+HCP)

Next bid is relay –

simple suit bid is singleton mini splinter

3M/4M = mini splinter in lost suit

3M+1 = maxi void splinter any

4 ♣/4 ♦/4 ♥ after 1 ♠

and 3NT(for ♠ maxi)/4 ♣/4 ♦ after 1 ♥ are maxi splinters

1M - 3M+1 = Midi Void Splinter (8-11 HCP)

1 ♠ - 4 ♣/4 ♦/4 ♥ and 1 ♥-3NT/4 ♣/4 ♦ (3NT for ♠s) are midi splinters (10-12 HCP)

*9 2NT Puppet forces 3 ♣ (opener can bid 3 ♦s with 3 aces on side + A/K to 4 in ♣s)

Pass / 3 ♦ to play

3 ♥ Slam Invitational with 6+ ♣s and good 12+HCP, no second suit

3 ♠ Slam Invitational with 6+ ♦s and good 12+HCP, no second suit

3NT Slam Invitational with 5 ♣s + 5 ♦s and good 13 to 15HCP

4 ♣ Slam Force with 5 ♣s + 5 ♦s and good 16+HCP on which 4 ♦ agrees ♦s

and 4 ♥/4 ♠ are cue bids agreeing ♣s. 4NT no interest on which responder passes or responds RKC answers

***10 2S = Puppet to 2NT**

Opener can break the puppet if not averse to playing 5 minor with the following types of hands

With 5-3 in minors and no 4 card Major can bid 5 card minor

With 4-4 in minors (not 4441), will make cue bid in 3 Major

Continuations after accepting Puppet of 2NT

- 3♣ 5Cards in ♣s and 4 cards any, 3♦ asks:- Continuations
 - a. 3♥/3♠/3NT shows 4 cards in ♥/♠/♦ (3NT just game 5♣s+4♦s, 4NT 14/16 5♣s+4♦s, With Slam Force hand having 5♣s+4♦s go via repeat stayman) Opener bids as below
 - i. 3NT no interest, other suits well stopped
 - i. Responder bids 4♣s with 6-4 hands, Slam INV +, on which support /4NT no interest, cue bid followed by 4NT is DRKC for Clubs.
 - ii. Responder bids 4♦/4♥/4♠ to show 6-5 hands with 13+HCP F1, on which support /4NT no interest, lower bid in other suits is DRKC lower suit and higher bid in other two suits is DRKC in higher suit.
 - ii. 4♣s not averse to playing in 5♣s
 - iii. 4♦/(3♠/4♥) cue bid with Major Fit
 - iv. 4♠/4♦ over 3NT is not averse to playing in 5♣/5♦
 - b. 4♣ shows 6♣s + 4♦s with slam INV + on which opener bids as below
 - i. 4♦ with ♦fit
 - ii. 4♥/4♠ cue bid with ♣ Fit
 - iii. 4NT = no fit
 - c. 4♦/4♥/4♠ 6-5 hands with 10-12 HCP on which 4NT is to play, 1st available cue in other suits is DRKC for lower suit and next available cue in other suits is DRKC for higher suit.
- 3♦ shows 5Cards in ♦s and 4 cards in ♣s on which, opener bids
 - a. 3♥/3♠ concentration of values not clear on where to play
 - b. 3NT no interest in any of partner's suits on which 4♣ = 6♦s + 5♣s 13+HCP, 4♦ = 6♦s + 4♣s
 - c. 4♣/4♦ fit not averse to playing 5 minor
- 3♥ shows 5Cards in ♦s and 4 cards in ♥s on which, opener bids
 - a. 4♦ fit in ♦s and any other bid other than 3NT is fit in ♥s
 - b. 3NT no interest in any of partner's suits on which 4♦ = 6♦s + 4♥s 12+, 4♥ = 6♦s + 5♥s 13+ F1 continuation is:- 4NT is to play, 1st available cue in other suits is DRKC for lower suit and next available cue in other suits is DRKC for higher suit.
- 3♠ shows 5Cards in ♦s and 4 cards in ♠s on which, opener bids
 - a. 4♦ fit in ♦s and any other bid other than 3NT is fit in ♠s
 - b. 3NT no interest in any of partner's suits on which 4♦ = 6♦s + 4♠s 12+, 4♠ = 6♦s + 5♠s 13+ F1 continuation is:- 4NT is to play, 1st available cue in other suits is DRKC for lower suit and next available cue in other suits is DRKC for higher suit.
- 4♦/4♥/4♠ shows 6Cards in ♦s and 5 cards in ♣/♥/♠ with 11-13 HCP with continuation being:- 4NT to play, 1st available cue in other suits is DRKC for lower suit and next available cue in other suits is DRKC for higher suit.
- 3NT is choice of Games with 5-5 minors
- 4NT is Quantity with 4-4 minors

*11 3 ♠ Puppet to 3NT to Play OR to show all two suiter hands with longer minor (continuations after 3NT:-

Pass to Play

4♣ 5Cards in ♣s and 4 cards any, 4♦ asks:- Continuations

a. 4♥/4♠/4NT shows 4 cards in ♥/♠/♦

i. 4NT no interest, other suits well stopped on which Responder passes OR bids to appropriate level in his/her suits OR responds with DKC with all queens. (responses exclude his/her suits)

ii. Support one of Responder's suits on which Responder passes OR responds with DKC

iii. Cue bid of any other suit is DKC (lower for lower and higher for higher)

4♦ shows 4 cards in ♣s on which, opener bids

a. 4♥/4♠ for DKC in ♣/♦

b. 4NT no interest on which Responder passes OR bids to appropriate level in his/her suits OR responds with DKC with all queens (responses exclude his/her suits)

c. 5♣/5♦ to play on which Responder passes OR responds with DKC

4♥ shows 5Cards in ♦s and 4 cards in ♥s on which, opener bids

a. Supports one of the suits with fit on which Responder passes OR responds with DKC

b. 4NT no interest on which Responder passes OR bids to appropriate level in his/her suits OR responds with DKC with all queens (responses exclude his/her suits)

c. Cue bid of any other suit is DKC (lower for lower and higher for higher)

4♠ shows 5Cards in ♦s and 4 cards in ♠s on which, opener bids

a. Supports one of the suits with fit on which Responder passes OR responds with DKC

b. 4NT no interest on which Responder passes OR bids to appropriate level in his/her suits OR responds with DKC with all queens (responses exclude his/her suits)

c. Cue bid of any other suit is DKC (lower for lower and higher for higher)

4NT shows 5-5 minors with Slam interest, on which, opener bids

a. Pass to play with very bad hand

b. Supports one of the suits with fit on which Responder passes OR responds with DKC

c. Cue bid of any other suit is DKC (lower for lower and higher for higher)

5♣ onwards are DRKC Both Queens steps with both minors which is forcing to 6/7 of minor

*12 Continuations after Puppet Stayman Over 2NT

3♦ denies 4/5 Card ♥ and also denies 5 Card ♠. Continuations:-

a. 3♥ asks for 4 card ♠ on which 3♠ shows 4 cards in ♠ and 3NT denies 4 cards in ♠

b. 3♠ shows 4♣/4♦/4♥ are cue bids in support of ♠

i. If opener bids 3NT, 4♥ shows 6♠s + 5♥s to play

ii. If opener bids 3NT, 4♠ shows 6♠s + 5♥s DKC both queens

c. 3NT to Play

d. 4♣ puppets 4♦ to shows 6-4 in Majors (self DKC)

e. 4♦ shows both Majors 5-5 either game only OR to be followed by DKC

f. 4♥/4♠ 6 cards in bid Major + 4 cards in other Major with slam interest

3♥ shows 4/5 ♥s on which 3♠ is relay for finding 4/5 cards and 4♣/4♦ are Cues

3♠ shows 5 cards on which 4♣/4♦/4♥ are Cues

3NT shows 4-4 in both Majors. Continuations:-

a. 4♣/4♦ show fit for ♥/♠ with either game only OR RKC followup

b. 4♥/4♠ show slam interest in the bid Major

Defence to Our Multi 2D

How to Bid against MULTI 2D Opening by opponents :

1. DBL = Either a H suit overcall or balanced 15-17 .
Depending on subsequent bidding by opponents OR partner – may or may not bid again.
Mostly the responder will have an idea what to expect and bid accordingly.
He/She can JUST BID 2H (at least 2/3 cards in H) with NO interest in going to a higher level to startwith .
Can bid 3H to Invite game if T/O Dbl includes a Normal H suit overcall .
Can bid 2NT as General invite , can bid 2S/3C/3D as Natural and forcing .
When you don't want to play in 2H(one or Zero H) but have some balanced values with 3/4 /5 Diamonds or some bad hand
--- PASS because quite likely the opener will BID his/her Major anyway .
Whenever the T/O double is based on 15-17 balanced --- he/she bids appropriate number of NT (2NT or 3NT)
or rebids H or bids a second suit to describe.
2. 2H === it is a TRANSFER overcall to 2S --- may or may not bid again , depending on subsequent bidding.
Responder bids 2S (at least 1/2 cards in S) with NO interest in going HIGHER or bids natural new suit
OR NT with values.
3. 2S = Transfer overcall of 3C === may have second suit (4-card D/H/S) – can be 5/4 or 6/4 type hand
or even 6/5 but reasonable values because you are expecting partner to play at 3-level even with POOR hand .
Here also the responder bids ONLY 3C with NO interest - can have 1/2/3 cards in Club but non working hand.
Otherwise bid natural as forward going . Overcaller can introduce second suit with better hands and better Dist.
4. 2NT - Balanced 18-19/20 === PLAY the System ON – OR at least Stayman and 3/4 level Transfers to keep it simple
– decide your COMFORT level .
5. 3C = Shows D suit – may have H/S as second suit with 5/4 or 6/4 or even 6/5 distr. with reasonable values.
Again the responder bids 3D with No interest for the time being. If Overcaller has a good hand and some
second suit – can bid again. This way the Major FIT can be found
6. 3D = Shows D suit and second suit with C --- can be 5-4 / 5-5/6-4 etc with LONGER D or equal with C
7. 3H/3S – 6+ cards and goodish hand (about 8 trick hand)
8. 3NT = TO Play
9. 4C = TRF to 4H --- you want partner to play to protect his/her values.
10. 4D – TRF to 4S --- SAME reason
11. 4H/4S == You want to play