

| DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) |
| 1 level could be 6 to 16 HCP |
| 2 level overcall would be a opening hand or 10 + good suit or distributional |
| |
| |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2nd is natural 15 to 17 res as per system |
| 4th posn is balancing 11 to 16+ 2C to check strength , transfers stand |
| |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Preemptive , |
| Leaping Michaels, bid m and the OM or bid M and om |
| Unusual NT 2 lower suits |
| |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| Forcing at least 1 round |
| Michaels (1C/1D)-2C/D both majors, |
| |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| nd In 2 position x is long m or both M 2C/D is C/D and higher ,2H/S Nat |
| In balancing posn x for majors and rest Natural |
| |
| |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| All X Forcing upto 4H. |
| 4S X may be penalty and 4NT is take out in 2 other suits |
| |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| Opp. strong 1C and 2C – X is Majors NT is Minors all the rest are transfers at all levels in second position |
| In 4th position the X is both Majors ,and all other bids are natural |
| |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| Bid of Ps Suit is weak, XX (10+)is ORF all else natural , 2 level bids are passable. On opponentsX of Ps major openings transfers and splinters; for Passed hand on Opps X of Major opening fit showing jumps and drury |

| LEADS AND SIGNALS | | | |
|---|---------------------------|------------------------------------|-------------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 4th | Could be honour | |
| NT | 4th 10 does not promise J | Xxx in Ps suit then 3rd. | |
| Subseq | Same | same | |
| Other: | | | |
| | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | A from AK unless AK tight | A asks for attitude | |
| King | Kfrom KQ or AK tight | K for count and unblock | |
| Queen | KQ109,Qx , QJ, QJ10x | KQ109 | |
| Jack | Jx J10x , | Promises 10 and maybe a top honour | |
| 10 | Top of 1098 denies honour | 1098x | |
| 9 | top of 987 denies honour | top of 987 | |
| Hi-X | doubleton | | |
| Lo-X | Could show honour | | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | ATT – Low enc. | Count – Lo/hi even | Low - encouraging |
| Suit 2 | Count | | |
| 3 | Suit Preference | | |
| 1 | Attitude | Count | Low encouraging |
| NT 2 | Count | | |
| 3 | | | |
| Signals (including Trumps):low encourage , high discourge, | | | |
| | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| On P's Take out double of opps 1 level bid; jump bid would be 9+ | | | |
| On P's Take out double of opps weak 2 then lebensol | | | |
| | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| X of artificial bid - shows same suit | | | |
| Support X/XX (shows 3 cards in P's bid suit), Competitive X for takeout | | | |
| X and bid shows strong hand, Responsive xs. | | | |
| | | | |
| | | | |
| | | | |

| W B F CONVENTION CARD | |
|---|--|
| CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: | |
| NCBO: Bridge Federation of India | |
| PLAYERS: : Devi M Bhatnagar and Alka Jain | |
| EVENT (Open /Women/Senior/Transnational) October 2024.World Bridge Games Buenos Aires | |
| SYSTEM SUMMARY | |
| GENERAL APPROACH AND STYLE | |
| 2 over 1 standard | |
| Carding udca | |
| RKC is 14 03 2 wo and 2 with trump Q 5NT shows even Key | |
| cards with void and 6 of a suit void in that suit with odd number | |
| of key cards. ERKC : 0 0.5 1 1.5 2. | |
| XYZ, Drury 2C = 3 carder 10+ and 2D = 4 trumps 9-11 | |
| Ref Note 1 | |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE | |
| 2D- weak in a major | |
| Lebensol on suit intervention over Ps NT and over X by P of | |
| opponents weak 2 bids or when opps preempt over P's opening | |
| On Opps opning 1 level bids we show two suitor hands , cue bid for the two higher and 2Nt for two lower and 3C for Higer and lower. | |
| 1C : 2C -H+S, 2NT- H+D, 3C S+D | |
| 1D – 2D – H+S, 2NT – H+C, 3C – S +C | |
| 1H : 2H – S+D , 2NT – C+D, 3C – S+C | |
| 1S : 2S – H+D, 2NT C+D, 3C , H+C | |
| (2H)/ (2S) – 3H/3S is both minors | |
| | |
| Gambling 3NT only in first and second seat Absolute minor 7 cardsRef Note 11 | |
| | |
| | |
| SPECIAL FORCING PASS SEQUENCES | |
| | |
| | |
| IMPORTANT NOTES | |
| | |
| | |
| PSYCHICS: RARE | |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | | | | |
|----------|--------------------|-------------------|--------------|---|--|--|---|
| | | | | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | COMPETITIVE & PASSED HAND BIDDING |
| 1♣ | yes | 2+ | 4H | 11 to 21 3+ Clubs | 1D /H/S =4+ 1NT= 8-10 no 4 card M, Inverted Minors, 2H/S shows 5S+4H 5-8/9-11. 1C- 2C is absolute Game force now 4C is ARKC 3D/H/S 6 cards of bid suit(inv) and 4C is Prem Ref Note 2.1 | Support Ps suit at approp level bid own 4 carder with 12 – 14 is natural . 2NT shows 18+ bal all retransfers Ref Note 2.1 | Limit raises and Mixed raises and NT Ref Note2.1 |
| 1♦ | No | 4+ | 4H | 11 to 21 3+ Diamonds | Same as above Ref Note 2.2 | Same as above Ref Note 2.2 | Same as above Ref Note 2.2 |
| 1♥ | No | 5+ | 4H | 11+ HCP and 5+ H | SF NT , Direct raise ,Rev Bergen , Jacoby NT and Splinters . All 2 level bids Game force Drury in case of 3 rd seat openings. Ref Note 3.1 | Responses to splinters , and Reverse Bergen Ref Note 3.1 | Trfson x, fit showing jumps, cue bids and Drury Ref Note 3.1 |
| 1♠ | No | 5+ | 4H | 11+ HCP and 4+S | Same as above Ref Note 3.2 | Same as above Ref Note 3.2 | Same as above Ref Note 3.2 |
| INT | No | 15 to 17 | 4H | 15-17 can have 5+ carder | Stayman, extended stayman, 4 suit transfers, Smolen and Texas Transfers . Ref Note 4 | Resp to staymen,, ext staymen super acceptances and Invl and GF Sequences Ref Note 4 | Resp to staymen,, ext staymen super acceptances and Invl and GF Sequences Ref Note 4 |
| 2♣ | Yes | 22+ | 4H | 22 + or GF 19 to 21 and 4 loser hand | 2D is waiting and 2H / 2S/3C/3D 8+hcp and 5 carder H/S/C/D,3H/S 8+ 4 4 4 1 bid suit singleton. 2NT shows any weak long suit Ref Note 5 | On 2C-2D we play Kokish relay Ref Note 5 | Resp on intervention Ref Note 5 |
| 2♦ | yes | 6+ | 4H | Upto 10 HCP weak in 1 major | 2HP or corr, any bid ORF , and 2NT enquiry Ref Note 6 | New suit by resp is ORF.Responses Ref Note 6 | Def on comp & opps 2D RefNt 6 |
| 2♥/♠ | NO | 6H/S | 4H | 10 o 13 HCP | P to pass or Enquire 2NT New suit ORF Ref Note 7 | Responses to Enquiry Ref Note 7 | Def on intervention Ref Note 8 and def on opps 2H/S Ref Note 8 |
| 2NT | | 20 – 21 | | May sometimes have 19 and can have a 5 carder suit. | Puppet stayman and Transfers Ref Note 9 | Puppet stayman and Transfers Ref Note 9 | |
| 3♣/♦/♥/♠ | NO | 6+ | | < 10 in 3rd posn can have 11 - 13 | P to play , New suit is ORF, 4C RKC, 4D is RKC on C | New suit Resp can raise with support. Or rebid own suit. Ref note 10 | |
| | | | | With Fav vul can be less than 6 | On 3H/3S 4Nt is RKC | | |
| 3NT | | 7 | | Long minorAKQ or AK to 7 <11hcp | Pass to play , 4C is Pass or correct , 4D is enquiry | P to respond with singleton Ref Note 11 | |
| 4♣/♦ | No | 7+ | | < 10 can be less than 6 with fav vul | Pass to play , any other bid is cue in favour of bid suit. Ref Note 10 | | |
| 4♥/♠ | NO | | | To Play | Pass to play 4Nt is RKC for ♥/♠ Note 10 | | |
| 4NT | Yes | | | Specific Ace asking | 5♣= 0 , 5D/H/S/NT = D/H/S/C Ace | | |
| | | | | | 6 of a suit shows the ace in bid suit and one higher. | | |
| 5♣/♦ | NO | | | To Play | | HIGH LEVEL BIDDING | |
| 5♥ | NO | | | Invitation to LS/GS with 1 honour bid 6 and two bid 7 | With one of the top honours AKQ take to 6 and with two top honours take to 7 | RKCB 14 03 2 woQ and 2 with Q . 5NT is even # keycards with void and 6 of a suit is odd# of keycards with void, DOPI /ROPI. On Minor suit agreement 4C/D is ARKC | |
| 5♠ | NO | | | Same as above. | With one of the top honours AKQ take to 6 and with two top honours take to 7 | 5NT is K asking responses are the K you have or you don't have. Exclusion Key card is 0,0.5, 1, 1.5 , 2 , 2.5 , 3 (.5 is Q) | |
| 5NT | | | | Pick a Slam | | 6 of a suit is asking for Q to bid grand with Q or 3 rd round control or bid little slam. | |

Supplementary Notes - Devi M Bhatnagar & Alka Jain

October 2024

General Approach

Note 1: Partnership Style & Competitive Details

1. We Play Standard two over 1 .
opening bids are sound, with a minimum of 12 HCP , except in 3rd seat. It is permissible to pass an aceless and featureless 12 HCP hand. Our leads are 4th in suit and NT contracts
2. We strongly follow the Law of Total Tricks, and in competitive situations strain to bid to the level equivalent to total trumps held as quickly as possible. At fav. Vuln. we tend to bid 1 more, while at unfav vul. or with 4/3/3/3 shape we tend to bid one less.
3. Our preemptions when vulnerable are sound and with the field.
4. We play Take out Xs which can be competitive or showing values and distribution. We play Support xs upto the 2 level. Responsive X s . Our X of an artificial suit is indicative of that suit and can be lead directional.
5. We play XYZ to help us arrive at the game . 1X- 1Y – now 2C is always puppet to 2D either to play in D or showing an invitational hand. 2D is always GF.
6. We show specific two suitor hands on opps 1 level openings , Cue bid is both the higher ranking of remaining suits, 2NT is the two lower ranking suits and 3C is the higher and lower ranking suitplay ; the range will be either weak or strong . With intermediate we will bid the higher suit first and bid the lower suit next. Over weak 2 bids we play Leaping Michaels. Bid M/m and the other m/M
7. On opps interference with a bid : Our 2 Level BIDS are PASSABLE , a cue bid is limit or better and a X shows values and is ORF.

Note 2 Minor Openings 2.1 We play inverted minors and 2 of the same minor as Game force.

1C Opening : 2+ Clubs and 11- 21

1C – 1D/H/S 4+ in bid suit In case 1C – 1D

1C - 1N 8-10 hcp no 4 card major

1C – 2C 12 plus HCP's 5+clubs Game Force Now at any stage without competition 4C is ARKC

1C – 2D 9-11 5clubs limit raise

1C – 2H/S 5S+4H 5-8hcp; 5S+4H 8/9-11 hcp 2NT asks for further desc 3C/D is 3 cards of C/D. 3H min no features, 3S is 5 5 in the majors C singleton and 3NT is D singleton . 4C/D is bid suit void and 6 /5 in S &H

1C- 2N 11-12 hcp no major

1C – 3C 5-8 mixed raise 5 carder clubs

1C – 3D/H/S with 6+in bid suit invl.

1C - 3N no 4 card major 13-15 hcp

1C - 4N 16+ hcp no major

4C is preemptive bid 2C 1st and then 4C RKC On comp. bidding of C up to 3C now 4D is ARKC and 4C is comp

Openers Responses to responder bids

With 12 – 14 and no 4 carder in p's suit with 1NT , or 2H with 4 Card !h and 12- 14 with 15 – 17 jump bid and with 18 – 19 jump bid 1 level below the suit.

With 18 – 19 2NT and all bids by responder are transfers

Competitive bidding On interference by opponents

On the X 2C is a Mixed raise, 2NT is a limit raise and 3C is weak all other bids are Natural as per the system.

2.2 1D opening 4+ D and 11 - 21

Responses to 1D

All similar to 1C

Openers Responses to Responders bids and subsequent action

The responses are like in the case of 1C . Except in the case of 1D – 1H – and opener has 18 – 19 and 4 card H then opener will first bid 2NT to show 18 – 19 and then after the retransfer by bidding 4H.

Competitive bidding on interference by Opponents These are also similar to that of 1C

In Competitive bidding if D is agreed suit then 4D is competing and 4C is ARKC in D

When opp over call 1N over our minors

1m-(1N), X is penalty , 2C is both Majors and 2D/H are transfers , 2NT is invl without Majors.

Note 3 ONE MAJOR OPENINGS

Note 3.1 1H – 11 – 21 5+Hearts

1S is natural and ORF as is 1NT. In case of 1NT being bid by a passed hand it can be passed. On natural resp by Opener now – 2H shows minimum 2 cards 6-9 HCP's, 3H shows 10 – 11 and 3 carder H. 2NT shows 11 HCP's two cards in major. Bid of any lower suit at two level shows 6 cards up to 9HCP's and singleton in bid major. 3 minor shows 10 plus HCP's and no support in Partners M – to play

1H – 2C/2D game force 2C may not have long C

1H – 2H 8-9 3hearts Constructive

1H – 2S Mini maxi splinter can have 9 – 11 or 15 – 17 ** (responses outlines in next page)

1H – 2N Jacoby 4 hearts 12+**(responses outlined in next page)

1H – 3C/D 4 carder H 9 – 11 and no shortness? 6-8 and no shortness

1H – 3H pre-emptive

1H – 3S a suitable void 12+ HCP , 4carder-4C asks 4D/4H/4S shows D/C and S void

1H – 3NT /4C/D are splinters in S,C and D

1H – 4H to play

1H – 4NT is RKC in H while 4S/5C/5D EKC in H

Drury by passed hands. 2C is 3 carder with 10 – 12, and 2D is 4 carder 9 – 11band fit showing jumps and cue bids if Opps interfere.

1H – 1NT

With 18+ and balanced opener will bid 2NT and all bids by responder after this are transfers. 3C for diamonds, 3D for H , 3H for S and 3S for Clubs 3NT is to play. With unbal he will jump in second suit 3NT shows 18/19 points 6 cards in bid major – UNBALANCED DO NOT DROP

** 1H – 2S is a mini maxi splinter with 4 card H support . 2NT is relay on that bid enquiring . Responses are : 3C/D/H C/D/S singleton and 8 – 11 and 4C/D/H are singleton in C/D/S and 15 +

***1H – 2NT shows 12+ and 4 card balanced and

Openers responses at the 3 level suit shows shortness, 3NT is better hand and 15+ , 3M is 6 carder, and 4 of a suit is a second suit 4H is sign off weak hand

We play drury responses by passed hands 2C is 3 H 10 – 11 2D is 4 H 9 – 11 & fit showing jumps

3.2 1 Spade 11 – 21 and 5+ Spades

1S – 1NT forcing 5/6-10(n case of passed hands) semi forcing in case of unpassed hands 9 As in case of Hearts .

1S – 2C/2D/2H game force 2C may not have long C

1S- 2S is constructive

1S – 2N Jacoby 12+ 4H no shortness resp similar as for H Responses similar as in Hearts

1S – 3C 4card support singleton in m with 9 – 11 or 15+ 3D enquires 3H/S shows 9 -11 and 4C/D 15+ or H short with 15 + values

1S – 3D 4 cards support 7 - 11, opener to bid 3H enquiry for lower / higher, 3S shows opener 12 – 13 , 3NT – 14 – 16 bal , 4S 17+

1S – 3H 4 card supp and H short with 9 -11hcp

1S – 3S min 4 cards in S pre-emptive

1S - 3N A suitable Void, 4C asks: 4D /4H/4S is D/H and C void

1S – 4C/D/H is splinter 12-14, 4card support

4S - To play and 4NT is RKC and 5C/D/H is EKC

By passed Hands we play Drury and fit Showing jumps. 2C= 10 – 11 and 3 carder, 2D is 9- 11 and 4 carder

Competitive Bidding on Interference by opponents over Ps Major

WHEN OPPONENTS DOUBLE (only in the case of unpassed hands)

XX shows values on 1H x 1S is natural . All other bids 1NT, 2C, 2D, 2H are Transfers to C, D, H and S. One below Ps Major is constructive and 2 of the Major is competing and 3 is weak. Fit showing jump bids show good support and the other suit . 2NT is Jordan showing limit or better hand with 4+ in the Major. We play void showing and maxi splinters and Ace asking as if opps have not come Xed at all.

When Opps Interfere with a bid : then cue bids are limit or better and fit showing jumps are on.

And all 2 level bids are passable.

In the case of Passed hands the same applies except when they make a natural bid of 2C then 2D is Drury.

Note 4 1NT OPENINGS – 15-17 Shows balanced hand no singleton, can have a 5card major or minor.

1N – 2C stayman* . and We play 4 suit transfers and Super Acceptances. 2D/H/S/Nt Trf to H/S/C/D

3C /D both minors slammish /Game only

3H/S singleton in bid suit (5/4 minors)

3N to play

4C /D transfer to Hearts/ Spades

4H /4S/5C/5D To play

4N quantitative

5H/S to play / invite to slam with one honour of AKQ/grand slam with two of AKQ

5S to play/ invite to slam – same as above

5Nt to pick a slam and 6Nt to play

Openers responses to Responder's bids and subsequent action

1N- 2C

2D No 4 card major

We play Garbage staymen and 2S as 5S 4H invl and 2NT as Invitational

3C is extended staymen 3D shows a 5 card minor and 3H asks 3S is clubs and 3NT is Diamonds

3H 2S-3H-4D-4C

3S 3S-2H-4D-4H

3N only 1 4 card minor 4 3 3 3

3D both majors 5/5 invitational

3H/S = 4H&5S or 4S&5H

3N to play

4C /D= 6H&4Sgame / slam and 6S&4H game or slam. 5H/4S is the same as 4C/D but resp will play

4N quantitative

2H 4 card hearts

2S 4 cards spades invitational, 2NT is invl., 3H is invl to game and 4H is to play
3C extended stayman

Further bids by opener are 3D- 1 five card minor; 3H asks and 3S is clubs and 3NT is diamonds; slam interest and further bids by opener are cue bids

3H is 4H + 4C + 4D and 3S is 4H +4S and 3NT is 4333

3D slam interest

3S /4C/4D splinter, interested in game/slam

3N 4 card spade to play

4S/5C/5D is ERKC

4N quantitative 5H interested in grand bid 6 with one honour and 7 with 2 of AKQ

2S 4 cards spades

2N Invitational. 3S is Invitational and 4S is to play

3C extended stayman

Further bids by opener are 3D- one 5 card minor; 3H asks and 3S is clubs and 3NT is diamonds; slam interest and further bids by opener are cue bids

3H/3S is 4C + 4S / 4D+4S

3NT is 4 3 3 3

3D slam interest - Further bids by Opener and Responder are cue bids

3H splinter in favour of spades could be slammish

3N to play

4C/4D/4H splinter in bid suit in favour of spades int in game /slam

4N quantitative and 5C/D/H ERKC 5S interested in slam/grand slam

2N /3H /3S 1 five card major only 15 - 16 points

3C by responder is enquiry; 3h for hearts, 3s for spades. 3H?S directly 5 with 17 points

Further bids by Responder on 1N-2D-2H

Pass weak to play

2S 4card spade invitational

2N invitational with 5 hearts

3C/D second suit 4+ game force

3H invitation to 4H with 6 cards

3S splinter in spades in favour of hearts could be slammish

3N to play Opener to decide whether to play in H or NT

4C/D splinter in favour of H , 4H slammish and 4Nt is Quanti

1N – 2H transfer to spades

Pass weak to play

2N invitational with 5 spades , 3C/D/H second suit 4+ game force, 3S invitational to 4S

3N to play Opener to choose whether to play in NT or S

4C/D/H splinter in favour of spades, 4S slammish, 4N quantitative

1N -2S – transfer to clubs

2N /3C don't like clubs < than 2 / 3 or more – no 3 cards in clubs now 3C is pass to play and any other bid is GF and shows shortness. 3NT to play and 4C is ARKC

1N – 2N transfer to diamonds

3C with < than 2 or 3D

Pass to play weak if holding 5/5 in both minors

3D to play weak with 6 diamonds. The rest is same as for clubs shows shortness or game/slam int

Competitive Bidding on Interference by opponents

X not for penalty then system is on , On Penalty XX shows a 5 card run away, otherwise pass and on ps XX bid up the line.

On 2C Natural system is on . and all other bids we play lebensol

Note 5: 2 CLUB OPENINGS & RESPONSES using KOKISH

Objective: to be able to show suits below the 3NT level - facilitate 2C opener to be the declarer – to find out declarers shape. They could be 22 + HCPs balanced or unbalanced or 4 loser hands with 18- 21 hcps . here opener will bid suit at game level on the 2D

2D by resp is waiting , 2H/S/C/D shows natural 5/6+ and 8 = HCPs. 3H/S shows 4 4 4 1 with bid M sing. 2Nt is 7 card suit and only 4 points and 2Nt asks and suit is trd to

On 2D 2H asks for bid to 2S and then 2Nt is 22- 24 and 3C/D/H/S shows second suit or H 6 cards

On 2D- 2H – 2Nt shows a 6 – 7 card suit with AQ or KQ again 3C asks and trfs are done

On 2D a direct bid of 2Nt shows clubs and 3C shows D and 3D shows 5D and 4C. 3H/S by opener shows 4441 with bid suit 4 carder.

On 2D a direct bid of 3Nt shows 25 – 26 and via 2H- 2S shows 27 – 28.

Note 6: TWO DIAMONDS – WEAK– 6-10hcp in one Major

2D -2H – pass or correct, -2S – good to play in 3H

- 3C is own suit 7 carder

- 3D has both majors weak and wants p to preempt his suit at three level

- 3H/S own suit P can bid 4 with something in that

- 3NT to play

- 4C A relay asking P to bid one below the suit , so responder can be declarer - 4D Asking P to

bid game - 4H/S is own suit has his own game

2D - 2NT is enquiry asking P to describe his hand

- 3C/D says good hand with hearts/Spades

- 3H/S says bad hand with H/S

- 3NT is AKQxxx of suit

When opps X ps 2D , resp can pass with long Ds .All other bids remain. When opps bid a major a x says to pass if it's the Mor bid his M. All other bids remain. A x of anything else is penalty.

Defence of Opponents opening 2D Multi weak in a major (2D) X is either heart suit or balanced 18-20 all other 2 level bids are transfers , 2Nt is natural 3C is D and 3D is both minors. 3NT to play.

Note 7 TWO HEARTS/SPADES - 11-13 POINTS 6 cards in bid Major

2H /S– 2NT (relay)

3C shows any singleton and a good hand : 3D is relay enquiry – 3H is club singleton; 3S is diamond singleton 3NT is spade singleton

3D shows 4 card minor – 3H enq 3S is clubs and 3NT is D

Enquiry – for which minor is 3H – and responses are 3S for clubs and 3NT for diamonds

3H shows no features and minimum hand, 3S shows 4 cards of Spades, 3NT Shows maximum hand and no features. 4 level bids show the second suit 6 M + 5 cards in second suit

Note 9: RESPONSES TO 2NT (20-21) BALANCED USING MUPPET STAYMAN and Transfers to H and S

2NT – 3C stayman (Muppet) : 3D shows one or both majors 4 carders , 3S is 5 card S and 3NT is 5Hearts
On 3D resp will bid the OM 4 carder or bid 3NT with both 4C for slam and 4D for game.

3H – no four card major –3S now asks opener to bid 3N, and 3NT shows 5S +4H and COG

4C : 6H + 4S, 4D : 6S +4H , 4H/S is to play

With two suitor minor hands

2N – 3S

3N - Pass to play

4C /Dshow 5C+4D and 5D+4C (4H will be RKC in C and 4S in D and 4NT to play)

4H shows 5 /5 in C and D slam Interest 4S is DKC. 4S shows 5/5 in C and D and is DKC

4NT is both minors 4 4 Quant . 5NT is both minors 4 4 otherwise bal pick a slam

With single 5 carder major suits 3D/3H is trf to suit and then bid to reach game /slam

If major suit is 6+ then 4C/D trfs to H/S and then proceed naturally to reach game /slam

With Single suitor long minor hands weak or interested in game /slam

2NT – 3NT is transfer to Clubs

4C – pass to play responder has long weak clubs and 4D is weak to play

4H/S is ARKC in C interested in game /slam in clubs/diamonds 5C/5D to play

2NT-4NT QUANTI (responder will only bid 4nt with 11+points) 4 3 3 3

5NT Pick a slam 4 3 3 3 hand

Note 10: Premptive 3 and 4 level bids

3C/D/H/S will have 7 cards of bid suit and less than 10 hcps . With Fav vulnerability can have 6

Any new bid by responder is forcing one round . 4C is RKC except in the case of C where it will be 4D

Note 11: GAMBLING 3NT

Gambling 3NT is where opener bids 3NT with a 7card minor suit with at least AKQ to seven cards or AKJ10

In response 4C/5C is pass or correct 4D is enquiry for shortness : 4H/4S/is H/S Short. 4NT is 7222 and 5C= D short and 5D = C short, 4H/S own suit to play 4NT asking length , if 7 pass if 8 bid 6.

Responses: to X and 2NT over opps 2M

(2H/S) : X takeout will follow lebensol... all 3 level responses will be GF.

: 2NT is Natural

: 3C/D/H is Natural

: 3S Both minors

: 3NT is to play

: 4C/D is leaping Michaels two suitor hands bid suit and the OM

(2H/2S)-2N

: 3C Shows D

: 3D Transfer to 5OMGF

: 3H/S Stayman

: 3OM shows C GF

3N to play

4D shows 6+H/S suit

Responses to opps 1m – 1NT –

Immediate posn 2C is Bothe Majors H better and 2D is both majors Spades better rest natural

In pass out posn X is for penalty, 2 of m is natural to play 2of om is Both majors and the rest Natural.

Devi M. Bhatnagar – Alka Jain