


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Generally Sound Overcalls, Rarely Good 4 Card At 1 Level
Aggressive Responses ( With 5 + Hcp Specially with Fit)
Cue Bid = At least 2 Card Fit 9+ Hcp
New Suit Forcing, Weak Jump Raises, Simple Raise Pure Courtesy
Use Of Fit Showing Jumps And Splinter, Specially Over Majors
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
INT OVERCALL IMM SEAT = 15-18 RESP Gladiator – <b>NOTE 15</b>
BALANCING 4 <sup>th</sup> SEAT; 11-16
RESPONSE IS INT-2C = STAYMAN CUM RANGE ENQUIRY
REST SYSTEMS ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
JUMP OVERCALL – INCLUDING UNUSUAL
NO TRUMP (MINORS OVER MAJORS) weak/Strong when P is
Passed Hand then can be Intermediate
Reopen: INTERMEDIATE
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
DIRECT CUE BID = MICHAELS –
LEAPING MICHAELS OVER 2; NON L ON 3 LEVEL OPENING
JUMP CUE = ASK PARTNER TO BID 3NT WITH
STOPPER AND SUITABLE HAND
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS STRONG NT = IMM DBL =single suiter m or Both Ms, 2♣-
♣&♦/♥/♠, 2♦-♠&♥/♠, 2♥=♥s, 2♠ = ♠suit., 2NT- Both ms;
3X = Constructive 6+ if VUL & PREMPT IF NV
4 <sup>th</sup> Position DBL = puppet to 2♣ then any suit is better hand,
2♣ = Both Ms, 2X is Nat. If passed hand DBL= Ms & 2X = NAT
Weak NT: DBL = Penalty; 2♣ = Both Ms; 2♦ = Long M;
2♥/♠ = ♥/♠ + minor, 2NT=both minors, 3X same as against strong
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DOUBLES - TAKE OUT UPTO 4♣
4♣ DBL = May Be 3 Suit Take Out / Partner Can Pass With
Poor Hand. 4NT OVER 4♠ = 2 SUITOR ( MIN 5-5)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e.1♣ or 2♣</b>
Versus artificial 1♣ strong – C RA SH and 2♣ strong – DBL = Both
Majors , 2NT = Both minors. May be weak hand. Rest all natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE – NOTE 4</b>
Transfers after 1M dbl Single raise may be weak , double raise = mix
RDBL = 9+ HCP - NO FIT, 1X-(DBL)-2Y (jump) = SPLINTER

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> 5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup> . Top from doubleton.	
NT	2/4 <sup>th</sup> Best	4 <sup>th</sup> Best, 3 <sup>rd</sup> from 3, top fm DB	
Subseq	Same	Same	
Other: NATURAL / Tend to give count when imp otherwise attitude.			
Vs. NT , K asks for ATT and A or Q asks UB or CT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	Asks for UB or CT, AKJ10(+)	
King	KQ(+), AK	ASKS FOR ATT , AKx, KQx	
Queen	Qx, QJ, QJx, QJ10x	KQ109+Asks for Unblock of J	
Jack	J109, J10, Jx, J10xNone Abv	J109 ,J10 ,Jx, J10x None Abv	
10	2Hs Abv or 109x, 109x, 10x	2Hs Abv or 109x, 109x, 10x	
9	SAME AS ABOVE	SAME AS ABOVE	
Hi-X	Xx, denies higher	Xx / denies H	
Lo-X	Low promises at least 10	Low promises at least 10	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (Lo=ENCRG)	Count (Hi=Odd)	ATT (Lo=ENCRG)
Suit 2	Count (Hi=odd)	ATT (Lo=ENCRG)	Suit Pref.
3	Suit Pref.(std)	Suit Pref.	
1	ATT (Lo=ENCRG)	Reverse Smith	ATT (Lo=ENCRG)
NT 2	Count (Hi=odd)	Count (Hi=Odd)	Suit Pref.
3	Suit Pref.(std)	Suit Pref.(std)	Suit Pref.(std)
Signals (including Trumps):			
1) Reverse Smith Echo vs NT: Low-Hi shows interest from both sides			
2) Trump Echo vs Suit : Hi-Low in trump shows 3 & desire to ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
STANDARD = NORMALLY 3 CARD SUPPORT FOR UNBID SUITS			
UNLESS STRONG			
CUE BID = INVITATION + , JUMPS ARE INVITATIONAL			
RE-OPENING DBL = CAN BE LIGHT WITH GOOD SHAPE			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
COMPETITIVE / RESPONSIVE / BALANCING DOUBLE /			
SUPPORT DOUBLE/ NEGATIVE DOUBLE			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: BRIDGE FEDERATION OF INDIA</b> 
<b>PLAYERS: ASHA SHARMA &amp; PUJA BATRA</b>
<b>EVENT : WORLD BRIDGE GAMES 2024</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 /1 UNLESS REBID
5 CARD MAJOR 11-21
3 CARD MINOR 11-21
1NT = (14+) 15-17 can be semi balanced
2NT = (19) 20-21
2C=22+ OR GAME IN HAND
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ / 2♥ / 2♠, – PREMPTIVE
3NT – 1 <sup>st</sup> & 2 <sup>nd</sup> Seat Broken Long Minor - 3RD / 4TH Seat
TO PLAY
4♣ & 4♦ NAMYATS 1 <sup>st</sup> & 2 <sup>nd</sup> Seat – 3 <sup>rd</sup> 4 <sup>th</sup> Seat Long ♣ & ♦
minor 7-8 CARDS PREMPTIVE
<b>IMPORTANT NOTES :</b>
AFTER OUR 1NT Overcall (1m) – 2♣ not stayman puppet to 2♦;
thereafter bids are variety of hands – <b>NOTE 15</b>
After OUR 1NT overcall (1M) - 2♣ not stayman puppet to 2♦;
thereafter bids are variety of hands;
On our 1X (2 WEAK) Overcalls by Opp : A mix of Rubensohl & Lebensohl
<b>SPECIAL FORCING PASS SEQUENCES</b>
1. PASS IS FORCING WHEN THEY ARE TAKING A
SACRIFICE BID AND WE HAVE WORKING VALUES
2.PASS AND PULL SHOWS A BETTER HAND /
WILLINGNESS TO BID ON WITH WORKING VALUES
<b>PHYCIS : RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♠	11-21	Natural / Inverted Raises - 2♦ = 5/5 Red Suits 9-11 2♥ = min 5♠ & 5♥ (9-11) , 2♠ = BAL INV, 2NT = 16+ with 4♣; 3♣ = MR; 3♥/♠ = splinter, 4♣ = RKCB - <b>NOTE 1</b>	1♣-1♦ -1NT=bal. can have M., No XYZ after 1♦ 1♣-1X-1NT-2♣/♦ is XYZ , JUMP 2NT by Opener - Retransfers	1♣- 2/3♣=LR/MR. 1♣-2♦/♥=same UPH 2♣ = 5♠ +5m 2NT = LR BAL HAND
1♦		3	3♠	11-21	Nat / Inverted Raise , 3♣ = 6+♣ – INV, 3♦ =MR – <b>NOTE 2</b> NATURAL, 2/1 UNLESS REBID, MINI-MIDI-MAXI	LEBENSÖHL ON REVERSE, 3 card M raise JUMP 2NT by Opener - Retransfers	- SAME AS ABOVE - 2♣ ONE way Drury. 1♥-2NT=♣ suit
1♥		5	3♠		VOID SPLINTERS, Help Suits, 2NT = Nat GF - <b>NOTE 3</b>		or m SPL; 1♥-2♠/3♣/♦ Fit 8-11, 1♥-3♥=♠ SPL - <b>NOTE 5</b>
1♠		5	3♥	11-21	SAME AS ABOVE FOR ♠ <b>NOTE 4</b>		- DO- 1♠-2NT=♣ suit or some SPL
INT			3♠	(14) 15-17 can be Semi Bal	Stayman M Transfers; 2♠ = Minor Stayman - 2N = either long m weak or 6♣/♦ =GF/Slam F 3♣/3♦ = INV 3♥/♠ =short+ 3OM.5/4m; 4♣/♦ =TRF to 4♥/♠ - <b>NOTE 6</b>	1NT-2♣-2♦ -2♥=P/C,2♠=5Ss ;2NT=INV; 3MSmol	
2♣	√		3♠	22 + or game in hand	2♦ = WAITING, rest all suit bids=Nat and 8+ 2NT=single suiter weak hand - <b>NOTE 7</b>	NAT & KOKISH RELAYS	after intervention 2 level - DBL shows weak & P= 4+; 3X DBL = 4+ & P=< 3
2♦		6	2♠	WEAK 6-11. May have 5 cards (depending on vul) Can have 4M	2NT=Relay, 3♣ = GH can have 4♣; 3♦=B H; 3M=G H & OM; 3NT= G hand - <b>NOTE 8</b>		New suit=Fit 3rd/4th seat can be upto 12HCP
2♥		6		WEAK – 6-11 CAN HAVE 5 CARDS OCCASIONALLY	2NT=Relay- Responses - 3♣ = GG or BB, 3♦ = GH – BS, 3♥ = BH- GS; 3♠ = Solid SUIT; 3NT = OM <b>NOTE 9</b>	2♥-2♠-any bid-3♥/3♠=NF,2♥-2NT-3♣=GG or BB - P asks 3♦ then 3♥ = BB; 3♠ = GG with shortage 3N W/O	New suit=Fit 2NT =spade fit,2♠=any splinter
2♠		6		- SAME AS ABOVE -	- SAME AS ABOVE - <b>NOTE 10</b>	- SAME AS ABOVE -	NEW SUIT = FIT; 2N = ANY SPL
2NT			3♠	(19)20-21 HCP –Can be Semi Bal	3♣ Muppet stayman, 3♠ = puppet to 3N to play / Long ms, 3NT= 5/5ms Game only, 4♣/4♦ is trf 4♥/♠; 4♥ = 5♣/4♦ & 4♠ = 4♣/5♦ <b>NOTE 11</b>	2NT-3♣-3♦ one / both Ms- 3♥ = No M; 3♠/3N=5♠/♥;	
3X		6+		Natural.Pre-Empt	New suit is ORF - <b>NOTE 12</b>		
3NT	√			Broken m in 1st /2nd seat	4/5/6/7 ♣ = Pass / Correct, 4♦=short suit ask, <b>NOTE 12</b>	3NT-4♦ -4♥/♠=shortness;4NT=no shortness	
4♣	√	6+♥		NAMYATS – 1/2 SEAT	New suit = Control asking - 4NT=RKCB <b>NOTE 13</b>		
4♦	√	6+♠		NAMYATS – 1/2 SEAT	- Same as Above - <b>NOTE 14</b>		
4♥		6+♥		Nat pre-empt good/bad in 3rd seat	4NT=RKCB , new suit =control asking	1st step 3 little no control – 2nd Qx 0r 2	3rd – K or singleton 4th is A or void
4♠		6+♠		- SAME AS ABOVE –	- SAME AS ABOVE –		
4NT	√			Specific ace asking	5♣=no Ace,5♦=♦ A,5♥=♥ A,5♠=♠ A,5NT=♣ A		
5♣/5♦		8+		TO PLAY		<b>HIGH LEVEL BIDDING</b>	
5♥/5♠		8+		2 Hons missing – Pass / Bid 6		1. FORCING PASS WHEN THEY ARE TAKING A SACRIFICE 2. PASS & PULL = BETTER HAND, WILLINGNESS TO BID ON WITH WORKING CARDS 3. DOPI, ROPI, DEPO REPO 4. RKC – 1403, 5. 5NT= K ask ...responses K Bid or 2 Other Ks 6. EKC = 0314	

## Supplementary Notes

### Table of Contents

<i>Table of Contents</i> .....	<b>1</b>
<i>Note 1 : 1 ♣ Opening and Responses</i> .....	<b>2</b>
<i>Note 2 : 1 ♦ Opening and Responses</i> .....	<b>2</b>
<i>Note 3 : 1 ♥ Opening and Responses</i> .....	<b>2</b>
<i>Note 4 : 1 ♠ Opening and Responses</i> .....	<b>3</b>
<i>Note 5 : 1M Opening by partner in 3<sup>rd</sup>/4<sup>th</sup> seat – One Way Drury</i> .....	<b>3</b>
<i>Note 6 : 1NT Opening and Response</i> .....	<b>3</b>
<i>Note 7 : 2 ♣ Opening and Responses = Based on KOKISH Relay</i> .....	<b>4</b>
<i>Note 8 : Weak 2 ♦ and Responses</i> .....	<b>4</b>
<i>Note 9 : Weak 2 ♥ Opening in 1st/2nd seats and Responses</i> .....	<b>4</b>
<i>Note 10 : Weak 2 ♠ Opening in 1st/2nd seats and Responses</i> .....	<b>5</b>
<i>Note 11 : 2NT Opening and Responses</i> .....	<b>5</b>
<i>Note 12 : 3 Level Opening and Responses</i> .....	<b>5</b>
<i>Note 13 : NAMYATS 4 ♣ Opening and Responses – 1st/2nd seat</i> .....	<b>6</b>
<i>Note 14 : NAMYATS 4 ♦ Opening and Responses – 1st/2nd seat</i> .....	<b>6</b>
<i>Note 15 : 1X by OPP 1NT by us – Responses – System not on - GLADIATOR</i> .....	<b>6</b>

## Note 1 : 1♣ Opening and Responses

1♣ - 1♦/1♥/1♠ = Natural 4+ cards ( 1♦ can rarely be 3 cards with some awkward hands )

Resp 1X then Opener's 1Y XYZ Applies Nat; On 1X by responder and opener's 2N = bal 17-19 –

RETRANSFERS Applies. REVERSE BIDS – 2N is transfer to 3♣ (can be by passed) rest all bids are forcing

### RESPONSES:

- 1♣ 1♦ : May be on 3-carder suit, in that case less H.C.P.
- 1♣ 1♥/♠ : Good 5+ points, 4+ suit.
- 1♣ 1NT : 8-10, denies 4M.
- 2♣ : Inverted, 10+ hcp , 5+ support, denies 4Ms, forcing up to 3Bm.
- 2♦ : 5/5 IN RED SUITS 9-11
- 2♥ : 9-11, 5+ ♠s & 5+ ♥s. – for weaker bid 1♠ then 2♥; for GF go via XYZ
- 2♠ : INV 11-12 BAL
- 1♣ 2NT : 4+♣ 16+HCP (minor Jacoby –opener 3♣ puppet to 3♦; now opener  
3♥/♠/3N is singleton ♥/♠/♦  
3♦/♥/♠ is 2<sup>nd</sup> suit  
3N no singleton/ 2<sup>nd</sup> suit – min - to play )
- 3♣ : Mixed raise, good 7-9, and generally 5+ supports.
- 3♦ }  
3♥/♠ } SPL with 5+ supports.
- 3NT : 12-15.
- 4M : NAT, To Play.

### 1m – (1NT) OVERCALL

Double = Penalty.

2♣ = Landy, opener will bid 2♦ if he has equal length in M if open 1♣; on 1♦ bid 2M as 2♦ is suit transfer

2♦/♥ = Transfer to 2♥/♠

2♠ = Both ms

2NT = One long m with tolerance for other m like a 6/3

3m = Preemptive if Bm,

3Om/3M = NAT, INV

## Note 2 : 1♦ Opening and Responses

Almost similar approach as over 1♣, except

- 1♦ 1NT : 6-10, denies 4M.
- 1♦ 2♣ : 4+ suit, GF - If opener bids 2N then RETRANSFERS
- 1♦ 2NT : 4+♦ 16+HCP (minor Jacoby – opener 3♣ puppet to 3♦; now opener  
3♥/♠/3N is singleton ♥/♠/♣  
3♦ puppet to 3♥; 3♠ = 5♣ & 3N = 5♦  
3♥/♠ is 2<sup>nd</sup> suit  
3N no singleton/ 2<sup>nd</sup> suit – min- to play )
- 1♦ 3♣ : 6+♣ 9-11 most points in ♣ INV TO 3N
- 1♦ 4♣ }  
3♥/♠ } SPL, with 5+ supports.

## Note 3 : 1♥ Opening and Responses

1♥ - 1♠ = natural 4+ cards and good 5/6 or more points = Reason to bid 1♠ and opener can support with 3-cards. XYZ approach and TWO way check back apply during subsequent bidding.

1NT = **Semi Forcing**, good 5 to bad 12 points, normally denies 4 card ♠ unless poor hand with 3+ Cards in ♥ and hope to revert back to ♥ suit at cheapest possible level over partner's REBID. If opener does bid, 3♥ by responder will be a limit raise with good 10 to bad 12 points- Thereafter 2NT by opener has SPECIAL BIDS - CAN BE 15-17 WITH 2 5 CARDS OR 18-19 BAL OR 6 CARDS M SUIT

2♣/2♦ = Natural Game Force UNLESS REBID then INV. 2♣ & 2♦ will be 5+ cards and can have ♥ fit

2♥ = Constructive, 7-10 and 3+ card support.

2NT = GF – BAL Hand, can have 3-4 card ♥

2♠ = Some Splinter 8-10/14+ - Opener 2N asks then Resp 3♣/3♦/3♥ = Splinter ♣/♦/♠ & 3♠/4♣/♦ = 14+, SPL

3♣ = MR 7-9

3♦ = LR 10-11 4+♥

3♥ = 4-6 4+♥ support - Preemptive

- 3♠ = VOID SPL – 3NT asks
- 3N/4♣/4♦ = ♠/♣/♦/ Splinter , 11-13
- 4♥ = TO PLAY , anti slammish , mostly 5+ card in ♥ and some distribution like 5-5-2-1, 5-4-3-1 , 6-4-2-1 etc.
- 4♠/5♣/5♦ = EKC

### Note 4 : 1♠ Opening and Responses

Same approach as over 1♥ opening .

- 1♠ - 2♣ (5+) / 2♦ (+5) / 2♥ (5+) are Game Force Unless REBID
- 1♠ - 3♣ = Minor Splinter ♣/♦
- 1♠ - 3♦ = LR, 10-11
- 1♠ - 3♥ = SPL in ♥
- 1♠ - 3♠ = 5-8 4+♠
- 1♠ - 4♣/4♦/4♥ = Splinters 11-13
- 1♠ - 3NT = VOID SPL - 4♣ asks - 4♦/♥/♠ = ♦/♥/♣ Void
- 5♥/5♣/5♦ = EKC

#### OVER INT OVERCALL

- Double = Penalty.
- 2♣ = 5+ in other M, 2/3 card in opener's M .
- 2♦ = NAT NF
- 2M = NAT, NF. 5-7
- 3 of partner's M = Distributional raise. 4M CARDS
- 3 m = NAT, INV.
- 3 other M = NAT, INV.

### Note 5 : 1M Opening by partner in 3<sup>rd</sup>/4<sup>th</sup> seat – One Way Drury

- 1♠ - 1NT ( Natural and forcing )
  - 2♣ = ONE WAY DRURY = 3+ card supp., good 9-11 points , NON FIT-JUMP hand
  - Opener 2♦ is asking to describe hand then Resp
    - 2♥/3♣/3♦ by resp = ♥/♣/♦ suit 5 cards and 4♠s & scattered values
    - 2♠ = 3/4 card ♠ min hand
    - 2N = 3 card ♠ max hand
    - 3♠ = 4 card max hand
  - 2♥ = 4♥s
  - 3♣/3♦ by opener = ♣/♦ short suit
  - 3♥/4♣/4♦ = ♥/♣/♦ suit 5 cards
  - 2NT = 6♠s-with soft stoppers - in that case Resp can bid 2 card worthless suit or 3N/4♠
    - 3♠ by resp is min drury & 3NT/4♠ with max drury 3/4 ♠ cards.
  - 3♠ is 7 trick hand with 6 solid ♠ suit and an A outside and wants P to play 3NT.
- 1♠ - 2♦ = NAT 9-11
- 2♥ = Natural 5+ cards and good 9+ points (or a long suit and not willing to play in 1NT ) and not more than 2 cards in ♠.
- 2♠ = Logical bid with 3+ card support ( LESS than Drury hand )
- 2NT = ANY splinter , 9-11 HCP or ♣suit; Opnr 3♣ asks or can bypass – P = ♣ suit; 3♦/3♥/3♠ = ♦/♥/♣ SPL.
- 3♣/3♦/3♥ = FIT bids with 5-cards in bid suit and 3+ card ♠ and good 9-11 points. Ideally FIT bids are 5-4 with 4 card support BUT it can be 3-cards when AOJxx in the bid suit and Kxx in trumps suit type of hand is picked up. Opener can PASS if for some reason , partner had opened a 4-card Major in 3<sup>rd</sup> seat for lead directing purpose and a Less than normal opening.
- 3♠ = 7-9 points MR
- 4♠ = Absolute gambling bid with 5+trumps and very distributional like 5-5-3-0/6-5-1-1 etc not too many HCP

Similar approach over 1♥ opening EXCEPT 2NT is ♣ suit or m splinter 9-11 HCP (opener can bypass with better hand ); 3♣ asks – P = ♣ suit; 3♦/3♥ are ♦/♣ SPL and 1♥ - 3♥ is ♠ Splinter

### Note 6 : 1NT Opening and Response

15-17, BAL or Semi-balance (may be good 14); Open 1NT when the hand is unbalanced with 5-4-3-1, 4-5-2-2, 6-3-2-2, 6-3-3-1 shape if there is no attractive rebid after opening one of a suit.

#### RESPONSE:

- 2♣ = Asks for major though responder may not have a major – way to bid 2NT – INV hand
  - Opener s 2♦ denies M; thereafter Responder can show various hands with Ms; SMOLLEN etc.
- 2♦ = Transfer to ♥; thereafter 2♠ is puppet to 2NT; 3m is 5♥+5m INV hand
- 2♥ = TRF TO ♠; thereafter 2NT is puppet to 3♣; 3m is 5♠+5m INV hand
- 2♠ = Minor Styman;
- 2NT = PUPPET TO 3♣; thereafter it can be passed corrected to 3♦ or GF hand with long minors
- 3♣ = 6+♣ Suit INV to 3NT
- 3♦ = 6+♦ Suit INV

**PAGE**

- 3♥/♠ = S/S in BM with OM 3 card & 9-10 cards in m  
 4♣/♦ = TRF to ♥/♠  
 4♥/♠ = To Play.  
 4NT = QUANT. 16-17  
 5♠ = GRAND SLAM INTEREST  
 5NT = PICK UP THE SLAM

**Note 7 : 2♣ Opening and Responses = Based on KOKISH Relay**

2♣ is normally opened when the hand has 22+ points and balanced/Semi balanced hands OR with strong Major ( with 9+ tricks ), OR Strong Minor (with 10+ tricks ) , OR some combinations of 2 Suits or rarely even three suits and 18/19+ HCP.

2♣- 2♦ = Waiting

2♥/2♠/3♣/3♦ = 6+♥/♠/♣/♦ 7+ HCP

2NT = Any 7 carder suit headed but max QJ or J and no significant outside value

3♣ is Enq - 3♦ = ♥ suit ; 3♥ = ♠ suit ; 3♠ = ♣ suit ; 3NT = ♦ suit thereafter

3NT = To Play ; 3M/4m = Want to play slam if you have 2 honor ; 4M/5m = To Play

3M – That M short 4/4/4-1M; 6+HCP

3m - That m short 4-4-4/1m

2♣ - 2♦

2♥ (asks Resp to bid 2♠)

2♠ = ♠ suit GF

2NT = 6+ ♣ GF

3♣ = 6+ ♦ GF

3♦ = 5+♦ and 4+♣ GF

3♥ = 4♠-5♥ 22+ but needs help from P; Can be passed or corrected to 3♠

3♠ = Sets up ♠ suit 22+; 4♠ min hand; Any other Bid is a cue bid

4♣ = ♦ Singleton 4-4-1-4 24+

4♦ = ♣ Singleton 4-4-4-1 24+

3NT = Long minor 20-21 with stoppers – No Slam interest

4M = To Play with long M, lesser than 21 HCP – No slam interest

4NT = 29-30 HCP Balanced Hand - 5♦/5♥ Trf to 5♥/♠; 5♣ = Both ms G only; 5♠ = Both ms; Slam 5N = choose slam

5m = To Play with long m, lesser than 21 HCP – UnBal

2♣ - 2♦

2♥ - 2♠...then

(a) 2NT = 22-24 Bal (2NT systems on)

(b) 3♣/3♦/3♠ = Second suit 4+ cards along with ♥ being longer suit and GF

(c) 3♥ = Single suiter ♥ ( 6+ cards and Game force ) Choice bet 4H & 3N

(d) 3NT = 25-26 ( 4♣= Baron – 4card up the line , 4♦/4♥= TRF, 4♠= Minor suit/s , 4NT= QUAN etc)

(e) 4m = Splinter in favor of ♥; 4♥ = To Play 4♠/5m = EKC in favor of ♥

(f) 4NT = 27-28 HCP Balanced Hand - 5♦/5♥ Trf to 5♥/♠; 5♣ = Both ms G only; 5♠ = Both ms; Slam 5N = choose slam

2♣ 2♦

2♥ 2NT = can have 4 types of below mentioned 7 card suit and should not have any significant value outside the suit

a) Axxxxxx

b) AJxxxxx

c) Kxxxxxx

d) KJxxxxx

With 6/7 card and better suit quality than these, bid the suit directly over 2♣

**Note 8 : Weak 2♦ and Responses**

2♦ - 3♦/4♦/5♦/6♦ = Strategic – cum – Preemptive bids

2♦ - 2♥/2♠/3♣ = Natural one round force

2♦ - 2NT ( Enquiry )

(a) 3♠ = Good hand good suit

(b) 3♦ = Minimum suit and Minimum points as per expectation

(c) 3♥ = GOOD hand with 6♦ and 4♠ - OM

(d) 3♠ = GOOD hand with 6♦ and 4♥ - OM

(e) 3NT = GOOD hand – But no 3 card M

**Note 9 : Weak 2♥ Opening in 1st/2nd seats and Responses**

2♥ - 2♠/3♣/3♦ = Natural one round force

3♥/4♥/5♥/6♥ = Strategic-Cum – Pre-emptive

2♥ - 2NT ( Enquiry with INV+ hand with atleast 2 cards in bid M)

3♣ = GG / BB - 3♦ asks

3♥ = BB

3♠ = GG with shortage 3N asks 4♣/4♦/4♥ =

♣/♦/♠ short;

3NT = GG without Singleton

4♣/4♦ = 6♥ + 4♣/4♦

4♥ = 6♥ + 5♠

3♦ = GH & BS

3♥ = BH & GS

3♠ = Solid Suit

3NT = 4 cards of O M

4♣/4♦ = Second 5-card suit headed by J/Q or at most K but primary ♥ suit will be good

4♥ = Rare case with a 7-card ♥ suit when 3♥ opening with a hand like 7-2-2-2 and VUL vs NV opponents looks too risky.

2♥ opening in 1<sup>st</sup> seat can 5/6 Ms 9-11 HCP and if P enquires bid 4♥ to let him know you have 11 cards in Ms

2♥ opening in 3<sup>rd</sup> seat can be GOOD ( upto bad 12 points and not a great suit ) OR BAD ( 5-card reasonable suit and lead directing and minimum points ).

Opening 2♥/♠ in 4<sup>th</sup> seat is a logical bid NOT willing to PASS the hand and not letting opponents get into bidding cheaply and at the same time warning partner not to get too excited with any 10/11 HCP

### Note 10 : Weak 2♠ Opening in 1st/2nd seats and Responses

Exactly the same approach as over 2♥ opening Except following

2♠ - 2NT ( Enquiry with INV+ hand with atleast 2 cards in bid M)

3♣ = GG / BB - 3♦ asks

3♥ = GG with shortage 3♠ asks 3N/4♣/4♦  
♥/♣/♦/ short

3♠ = BB (5-7)

3NT = GG without Singleton

4♣/4♦ = 6♠ + 4♣/4♦

4♥ = 6♠ + 5♥

3♦ = GH & BS

3♥ = Solid Suit

3♠ = GS & BH (8-9)

3NT = 4 cards of O M

4♣/4♦ = Second 5-card suit headed by J/Q or at most K but primary ♥ suit will be good

4♠ = Rare case with a 7-card ♠ suit when 3♠ opening with a hand like 7-2-2-2 and VUL vs NV opponents looks too risky.

### Note 11 : 2NT Opening and Responses

- 2NT - 3♣ = Muppet Stayman; Opener 3♦ shows 1 or both Ms thereafter Responder  
3♥ = ♠ and 3♠ = ♥; 3♥ = No M thereafter responder 3♠ = Puppet to 3N to play and 3N = 5♠+4♥
- 3♦ = Transfer to ♥, followed by 3♠ puppet to 3N and direct 3N is 5♥+4♠
- 3♥ = Transfer to ♠, followed by 4♥ = 5-5 game only
- 3♠ = Puppet to 3NT – can P to play / DESCRIBING Minor suits
- 3NT = To Play
- 4♣ = Transfer to 4♥
- 4♦ = Transfer to 4♠
- 4♥ = 5♣+4♦ 10-11 can play upto 4N
- 4♠ = 4♣+5♦ 10-11 can play upto 4N
- 4NT = Quantitative
- 5♣/♦ = Natural to play
- 5♠ = SHOW 5 CARD – 5N = NONE; 6X IS 4 CARD UP THE LINE 4/4 FIT OR 6N
- 5NT = pick a slam 4/4 fit up the line or 6NT (3-3-3/4 and 13 HCP)

### Note 12 : 3 Level Opening and Responses

3 level suit bids are preemptive in nature containing minimum 6 card in the bid suit and 5 to 10 HCP depending on vulnerability and seating position. At 1<sup>st</sup> & 3<sup>rd</sup> seat non vulnerable position the preempt can be more destructive and the HCP and suit quality can be poor. In 3<sup>rd</sup> seat the HCP is 6-12 in vulnerable and 0-12 in non vulnerable position.

The 2<sup>nd</sup> seat openings are more constructive. At 4<sup>th</sup> seat the 3 level openings promise 10-12 HCP with 6+ suit.

3NT opening at 1<sup>st</sup> and 2<sup>nd</sup> seats are gambling NT - opening show a 7 or 8 carder suit headed by AKQ and no significant outside value.; 3NT and to play in 3<sup>rd</sup> & 4<sup>th</sup> seats likely with a long minor.

**PAGE**

3♣/3♦ 4♣/4♦ = Preemptive with some Defence  
 3M = Natural Forcing  
 3NT = To Play or save suggestion  
 4♦/4♣ = RKC; 1 w/o Q; 1 with Q; 2 w/o Q; 2 with Q  
 4M/5♣/♦ = To Play

3M 3OM - F  
 4♣ - RKC  
 4♦ - 2 losers in ♦ - M fit  
 3N/4M/4OM/5m to play

**Three No Trump opening 3<sup>rd</sup> / 4<sup>th</sup> seat:**

3NT 4♣ = Pass or Correct;  
 4♦ = Singleton ask (4♥/♠/5♣/5♦ = ♥/♠ singleton; ♣ Suit ♦ singleton; ♦ Suit ♣ single ; 4N= No Singleton)  
 4M = To Play;  
 4NT = Bid 6 with 8 card otherwise bid 5;  
 5♣ = P or Correct

**Note 13 : NAMYATS 4♣ Opening and Responses – 1st/2nd seat**

Normally 4♣ opening shows at least 7-card good ♥ suit ( solid OR at most one honour missing from top three ) and at least ONE more A or K outside the ♥ Suit in other suits. Total no. of trick taking potential is between 8 and 9 tricks and idea is that responder plays the hand to protect her side values. One can not OPEN Namyats OR strong 2♣ with solid 9/10 card suit and no values outside.

Also , 4♣ opener can not / should not have more than one suit UNCONTROLLED outside the trump suit. Controls are A/K or singleton in at least 2-suits.

4♣ - 4♥ to play ( No interest in slam )

4NT = RKC ( Obviously the responder has a good hand )

4♣ - 4♦ ( responder has interest in slam with 3+ likely tricks BUT unable to use RKC )

Responses :

4♣ - 4♦

4♥ = NON solid ♥ Suit ( responder to judge and BID on or PASS . New suit by responder will confirm the missing HONOUR and asking for control in that suit.

4♠/5♣/5♦ = SOLID ♥ suit but the bid suit is UNCONTROLLED ( xx/xxx type ) – Responder to judge and BID on or sign off in 5♥.

4NT = Opener has a Good ( almost 9 trick hand ) and all suits controlled

**Note 14 : NAMYATS 4♦ Opening and Responses – 1st/2nd seat**

Exactly the same approach as over 4♣ opening.

4♠ = To play , 4NT = RKC , 4♥ = Relay with 3+ tricks but unable to bid RKC

**Note 15 : 1X by OPP 1NT by us – Responses – System not on - GLADIATOR**

(1m) – 1NT – (P) – 2♣ (Puppet to 2♦ - can pass for ♦ suit – Bid 2♥/♠ for long suit to play 0-6)

2N = INV; 3♣ = 6♣ to play; 3♦ = Both 5♥/♠ INV/+; 3M = 5M 9+Choice of game in M or 3N)

2♦ = Stayman

2♥/♠ = Constructive 7-8

2NT = Any 2 suits

3X = 6X+ Gd INV

(1M) – 1NT – (P) – 2♣ (Puppet to 2♦ - can pass for ♦ suit – Bid 2♠ for long suit to play 0-6)

2N = INV; 3♣ = 6♣ to play; 3♦ = 5♦+5♠GF; 3♥ = 5♣+5♠; 3♠ = 5♠ 9+Choice of game in 4♠ or 3N)

2♦/OM = Constructive 7-8

2M = Stayman

2NT = Both ms weak or strong, NT will choose better m; can P or correct to 3♦ to play;

Any other bid will shortness and GF; 3N = 5/5ms with INV values. Can P or correct to 4m

3m = 6+m Gd Suit INV

3M = 1M-4OM-4-4 Choice of game

3OM = 6+/OM INV

3N = To Play