DECENCIVE AND COMPETITIVE DIDDING
DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
STYLE : 8+ HCP - GENERALLY GOOD SUIT
RESPONSES : 2 LEVEL MINOR BIDS AFTER 1 LEVEL OVERCALL ARE
HIGHLY INV NF. JUMP SHIFT IN MINOR AFTER MAJ OVERCALL <b>F</b> .
INV BUT NF. JUMP SHIFTS AFTER PASS ARE FIT SHOWING
REOPENING: -VE DBL if short in OPP suit, Balancing overcall may be light.
RESPONSES : CUE FORCING; RAISE INVITATIONAL, JUMP PREEMPT
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
PASSED HAND OVERCALL SHOWS 4 OF OTHER M & 5+ OF ANY m
REOPENING: ON MAJOR 11-14, ON MINOR 15-17 BAL GENERALLY
RESPONSES: STAYMAN, TRANSFERS

# Reopen: WEAK DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

JUMP OVERCALLS (Style; Responses; Unusual NT)

Against Nat 1C: 2NT shows D and H. 3C shows D and S

Against Nat 1D: 2NT shows C and H, 3D shows C and S

DIRECT CUE : MICHAELS CUE

PRFFMPTIVF

RESPONSES: LOWEST AVBL NT: ENQUIRY

LOWEST AVBL ♥/♠: SIGNOFF. 3C IS P/C

# VS. NT (vs. Strong/Weak; Reopening;PH)

VS STRONG NT: -2C: Landy; -2D: Single Suiter Major; -2H/S: Bid Major and a 4-card minor: -DBL: Shows minor Mai or Strong Balanced

**VS WEAK NT**: **-**2C: Landy; -2D: Single Suiter Major for competition;

-2H/S: Strong Single Suiters; DBL IS EQUIVALENT STRENGTH OR BETTER

- 2NT shows 4H ▼ & 5 Card minor, 3 ♣ SHOWS 4♠ & 5♣; 3♦ shows 4♠ & 5♦
PASSED HAND DBL IS MAJORS. 2C/2D NATURAL + HIGHER

# VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DOUBLE: TAKEOUT, CUE BID: MICHAELS STYLE, JUMPS: GOOD HAND AGNST 3H/3S BY OPP, 4C/D ARE THAT MINOR & OTHER MAJOR

NT : 2NT: 16/17 HCP; 3NT: FOR PLAY, STAYMAN & TRANSFERS

### VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24

Vs 1C: -DBL SHOWS BOTH MAJORS; - NT SHOWS BOTH MINORS

SAME AFTER RESPONDER TO 1C BIDS 1D

RESPONSES: JUMP: PREEMPT: NEW SUIT: GAME INVITATION

## OVER OPPONENTS' TAKEOUT DOUBLE

Redouble: generally penalty oriented, 1H-x-2D & 1S-X-2H constructive raise in major, simple raise of major: 5-7 hcp 3 card fit; jump raise: preempt,

- simple raise of minor: 9/11 hcp 4 card fit; jump raise: preempt, -2nt: limit raise or better in major, pre-empt in minor, -1nt to 2h all bids are transfers

LEADS AND SIGNALS					
OPENING	OPENING LEADS STYLE				
	Lead	In Partner's Suit			
Suit		3 <sup>rd</sup> /5 <sup>th</sup> from known XXX may be TOP			
NT	2 <sup>nd</sup> /4 <sup>th</sup> /6 <sup>th</sup> BEST	3 <sup>rd</sup> /5 <sup>th</sup>			
Subseq					
Other: AGAINST NT Q REQUESTS UNBLOCK OF J OR COUNT					
A REQUESTS UNBLOCK OF HONOUR OR COUNT					
LEADO					

LEADS		
Lead	Vs. Suit	Vs. NT
Ace	<u><b>A</b></u> Kx	<b>A</b> KJ109
King	<b>K</b> QJ10 / <b>K</b> QJ9 / <b>K</b> Qx / <b>K</b> x	<b>K</b> QJ10 / <b>K</b> QJ9 / <b>K</b> Qx / A <b>K</b> x / <b>K</b> x
Queen	<b>Q</b> J10 / <u>Q</u> J9 / <u>Q</u> x	<b>Q</b> J10 / <b>Q</b> J9 / <b>Q</b> x
Jack	K <u>J</u> 10 / A <u>J</u> 10 / <u>J</u> 109 / <u>J</u> x	K <u>J</u> 10 / A <u>J</u> 10 / <u>J</u> 109 / <u>J</u> x
10	K <u>10</u> 9x/K <u>10</u> x/Q <u>10</u> x	K <u>10</u> 9x/ K <u>10</u> x/ A <u>10</u> 9/ Q <u>10</u> 9/ K <u>10</u> x/ Q <u>10</u> x
Hi-X	х <u><b>X</b></u> х	x <b>X</b> xx / x <b>X</b> x
Lo-X	xxx <u><b>X</b></u> / x <u><b>X</b></u> / Hxx <u><b>X</b></u>	Hxx <u>X</u> / x <u>X</u>
Lo-X	Can be also from K10X, C	110X, J9X in unbid suits

## SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Attitude (Lo-Hi Encouraging)	Count	Hi discouraging
Suit 2	Count (Lo-Hi Even)	Attutude	Hi ODD Cards
3	Suit Preference	Suit Preference	Suit Preference
1	Attitude (Lo-Hi Encouraging)	Count	Hi discouraging
NT 2	Count (Lo-Hi Even)	Attutude	Hi ODD Cards
3	Suit Preference	Suit Preference	Suit Preference

Signals (including Trumps):

SUIT SIGNALS WHERE POSSIBLE + TRUMP: TRUMP ECHO FOR RUFF
SMITH ECHO IS NORMAL

### **DOUBLES**

# TAKEOUT DOUBLES (Style; Responses; Reopening)

STYLE: CAN BE LIGHT WITH GOOD SHAPE

RESPONSES: 0/8 HCP: BEST SUIT; 9/11: JUMP; 12+: CUE, 8-11 NT

#### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support Dbl = shows 3-card support though not mandatory, Redbl = strength Negative double through  $4 \checkmark$ , Responsive Dbl thru  $4 \checkmark$ ,

Game try Dbl and stopper asking double when we don't have space

Lightner Dbl for unusual lead, Rdbl doubled cue bid - Ace or void
Stayman or transfer bid dbl - Shows suit or strength in case of weak NT

(1NT) - P - (3NT) - DBL asks for Spade lead

## W B F CONVENTION CARD

CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker

NCBO: Bridge Federation of India

PLAYERS: Himani Khandelwal - Rajeev Khandelwal

EVENT ALL EVENTS

#### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

2/1 system (except in first 2 seat NV vs V) with variable 1C/D/1NT/2C/H/S opening bids, light openings, Aggressive Bidding in competition, Aggressive pre-empts, especially nv/vul or 3rd

seat. Most doubles for takeout - may convert to penalty

Bergen raises on 1♠, Splinters, Fit jumps in competition
RESPONSES: May be very light. Transfer responses to 1C,
1NT- SF on 1M: - NF on 1D: - GF on 1C with 5+ D

2 over 1 – GF except on 1M opening (weak jump responses used)

# SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1 (1°T/2ND seat NV/V) = 16+ Bal Hand or 16+ club suit or Artificial GF, [1.2]
1 LEVEL RESPONSES TO 1♣ ARE TRANSFERS

1 ← = 12-21 MIN 3 cards, MAYBE 1 CARD when NT IS NOT 15-17 [2.0]

1NT Variable = 1ST/2ND Seat NV/V 10-12; 3RD Seat NV/V 9-14, others 15-17

2♣ 1<sup>ST</sup>/2<sup>ND</sup> Seat NV/V = Nat 5-cards 10-15; other seats : 22+ HCP GAME In Hand

2♦: WEAK 2 IN HEARTS or 3 SUITER 19+ or STRONG 2 SUITER [8.0]

2 ♥: 3-8 HCP – ATLEAST 4-4 MAJORS IN SAME VUL EXCEPT  $2^{ND}$  SEAT and

NV VS V [8.2]; 10-13 6+H V vs NV AND 2<sup>ND</sup> SEAT SAME VUL. [8.3] 3NT: 1<sup>ST</sup> & 2<sup>ND</sup> Seat 4 LEVEL PREEMPT IN A MINOR.

3<sup>RD</sup> & 4<sup>TH</sup> Seat TO PLAY can be any type of Hand.NOT TO BE DISTURBED

4♣/♦: 1<sup>ST</sup> & 2<sup>ND</sup> Seat 8½+ playing tricks in ♥ ♠ - NAMYATS, other seats PRE

2NT : NV/V IN 1st / 2nd SEAT PREEMPT WITH BOTH MINORS

1 ♦ -1 ♥ -1 ♠ -2♣/♦ = XYZ, 1 ♦ -1M-2♣ = Gazilli, 1 ♥ -1 ♠ -2♣ = Gazilli

1M-2♣=2+ Clubs, GF except when opener is sub-minimum

1M-2 ◆ = Nat GF, 1 ▲ - 2 ♥ = Nat GF, 4<sup>TH</sup> SUIT FG;

## SPECIAL FORCING PAS,S SEQUENCES

AFTER GF ESTABLISHED, PASS IS FORCING

#### IMPORTANT NOTES

**PSYCHICS: RARE** 

9	F IAL	J. DS	l.				
OPENING	TICK IF ARTIFICIA	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		3	4♥	12-21 HCP – Atleast 3+ Clubs, Can be 2+ WHEN NT IS NOT 15-17		1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -	Transfers in competition, sup X but not mandatory [Note 1.1]
1*	yes	0	4♥	16+ Bal. or 16+ 5+ club or Art GF in 1 <sup>ST</sup> /2 <sup>ND</sup> seat NV vs V	1 ◆ = Relay 0-11, 1 ♥ /1 ♠ = 8 + hcp 5 + ♠ / ♥ , 1NT = 55MM 3-7 hcp, 2 ♥ = 12-13 bal, 2N = 14 + BAL, 2 ♠ = 55mm GF [1.2]	1 <b>4</b> - 1 <b>4</b> - any GF except 1 <b>v</b> /NT/2 <b>4</b> ; -1NT= 16-17 -2 <b>4</b> = 5 + <b>4</b> ; 1 <b>4</b> - 1 <b>v</b> / <b>A</b> - 1NT=ctrl asking [Note 1.2]	Many transfers in competition, [Note 1.3]
1 •		3+ / 1+	4♥	12-21 HCP – Atleast 3+ Diamond, CAN BE 1+ WHEN NT IS NOT 15-17		$1 \div -1 \checkmark / -2 \div = Gazilli; 1 \div -1 \checkmark -1 -2 \div = Pup to 2 \div ; -2 \div = Art GF; 1 \div -1 \checkmark / -1 NT -2 \div = GF; [2.0]$	1 ♦-X-2NT=Weak; -3 ♦=Good R; Sup Dbl below 2M not mandatory; [2.1]
1♥		5 (4)	4 🔷	11-21 HCP 5+♥	1	1 • -1 • -2 • = Gazilli, 1 • -2 • -2 • = Min; -2 • = 6H 14+ -2 • = Nat; -2 NT = • ; -3 • / • = 14+4 • /5 • ; -3 H = sub-Min passable; -3 NT = 15-17 5332 [3.0]	Many transfers in competition, 2♣/◆=Drury; 2NT=9-12 mm[ <b>3.1</b> ]
1 🖍		5 (4)	4♥	11-21 HCP 5+ ♠	2 ◆ / ♥ = GF, 3 ♣ = 6-9 4 ♠ / 11-12 3 ♠, 3 ◆ = 10-13 4 ♠, [4.0]	1 <b>4</b> - 2 <b>4</b> = as 1 <b>v</b> ; 1 <b>4</b> - 2 N - 3 <b>4</b> / <b>v</b> + Short [4.0]	Same as above [Note 4.1]
INT		Varia- ble		5332/5422/5431/6m322 All OK 1 <sup>5T</sup> /2 <sup>ND</sup> Seat NV/V 10-12; 3 <sup>RD</sup> Seat NV/V 9-14, Others 15-17		1N-2 ♠-2N-3 ♣=5 ♣+4any;-3 ♦ /M=5 ♦ +4 ♣ /M; 1N-2N -3 ♣-P/3 ♦ =Play;-3 ♥ / ♠=6+ ♣ / ♦ slam [5.0]	Rubensohl, Trf bid X – accepting trf 3-card; XX play there, Others <b>[5.1]</b>
2*	Yes	0		STRONG ART, GF UNLESS REBID OF 2NT (except NV v V 1 <sup>st</sup> /2 <sup>nd</sup> Seat – Nat)	2 ◆=5+GF, 2 ♥=0-4, 2 ♠=Nat GF, 2NT=♥s 8+, 3 ♣= ♦s 6+, 3 ♦ / ♥=TRF <4 hcp, 3 ♠= 55 mm <3, 3N/4m/ ♥=TRF [6.0]	2♣-2♦-2♥-3♣=Clubs 8+, 2♣-2♥-2NT=Bal, NF [Note 6.0]	Interf below 3♠, X by resp show 6+; above 3NT, X no working card <b>[6.1]</b>
2*	No	5	4♥	Nat 5+ 10-15 in NV v V 1 <sup>st</sup> -2 <sup>nd</sup> Seat	2 ◆ =Relay, 2M=Nat ORF, 2NT= PUP to 3C var hands; 3 ♣ / ◆ / ▼ =TRF ◆ / ▼ / ♠ weak/GF, 3 ♠ =6 ♠ +4 ▼ INV [6.2]	2.4-2NT-3.4-Pass=to play; -3.4 =55 MM Inv+; -3.4/3.4=cue-bid in supp of clubs	
2♦	Yes			WK WITH ♥/♠ or 3 SUIT 19+ when V WK WITH ♥/♠ when NV	2♥/♠=P/C (no game opp weak 2♥/♠) 3♣/♦=Nat F, 2NT=Relay Game suggest	2 ♦ -2 ♥ -2N/3 ♣ / ♦ / ♥ =4441 19+, 2 ♦ -2N-3 ♣ Weak hand.3 ♦ / ♥ =weak2Trf [8.0]	
2♥	NO	4		3-8 4-4+MM, Eq Vul (ex 2 <sup>nd</sup> ) & NV v V	2N=R (-3♣=3 way; -3 ♦=2 way;-3 ♥=Good 55+); 3m= NF	2♥-2NT-3♣= bad 4-4 or 5H4S [Note 8.2]	
2♠		5		Spades & another 3-8 HCP	2N= Relay; 3m= NAT F1	2 <b>.</b> -2NT-3 <b>.</b> = weak; -3 <b>.</b> / <b>.</b> / N= SPL <b>[Note 8.1]</b>	
2♥/♠		6		V v/s NV 1-2-3 POS, 2nd POS Equal Vul, 4th Pos (only 2S), <b>10-13 6-cards</b>	2N= Relay, 3m= NAT F1, 3 ♥ (on 2 ♥ )=PRE, 3 ♠ (on 2 ♠ )=INV	2♥/♠-2NT-3M=weakest bid; -3m=FRAG non min [Note 8.3]	Transfers after Dbl 2♥-X-2♠=Nat to play
2NT				20-22 HCP may be unbalanced with singleton	3♣=STAY, 3♦/♥=TRF, 3♠=PUP to 3NT, 3NT=55 mm 7-9, 4♣/♦=Att RKCB-m, 4♥/♠=slammish passable	2N-3♣-3♦-3♥/♠=Smolen, 2N-3♦-3♥-3♠=5-5 slammish, 2NT-3♠-3N-4♣=5♣+4M S/T [7.0]	
2NT	Yes			NV/V IN 1-2 POS: 55 mm PRE	3m= S/O, 4m= PRE, 3M= NAT F1, 3N/4M/5m= S/O		
3 <b>♣/</b> ◆/ 3 <b>♥/</b> ♠	NO	5		PREEMPT	Standard, New suit=ORF		
3NT	Yes	7		4-level PRE in minor in 1st/2nd seat	4♣= P/C; 4♦= SLAMMISH ASKS CUE Singleton/Void		
3NT				To play in 3 <sup>rd</sup> or 4 <sup>th</sup> seat			
4♣/♦	YES			NAMYATS in 1 <sup>st</sup> /2 <sup>nd</sup> seat	4 ♦ /♥ = ASKS CUE, 4♥/♠ = SIGNOFF		
4♣/♦	NO	7		PREEMPT in 3 <sup>rd</sup> or 4 <sup>th</sup> seat		HIGH LEVEL BI	DDING
4♥/♠	NO	6		PREEMPT, To Play	STANDARD	CUE BID - 1 <sup>ST</sup> or 2 <sup>ND</sup> ROUND CONTROL	
4NT	Yes			Blackwood Ace Asking		RKC, DOPI & ROPI ON INTERFERENCE, RKC RESPON	SES ARE 03/14, DKC : 035/146
5♣/♦				Natural		4H IS RKC IN MINOR SUITS or DKC IF BOTH MINORS A	GREED
5♥/♠				Natural			

# Supplementary Notes: Himani & Rajeev Khandelwal, INDIA

Note: 1.0	1C Opening (Natural)			
140te. 1.0	Promises 3+ cards when NT opening is 15-17			
	We play TRF responses over our C Opening: 1D= 4+H & 1H= 4+S, 1S= deny 4M gen BAL Opener			
	always accepts with 4 cards. 2M shows 13-14 points or distributionally good hand limited			
	strength			
	Bidding 1M can be 3 card fit limited to 14 HCP or 4 card fit 11-12 HCP			
	With 3 cards fit Opener has the choice to bid 1M or 1NT Bidding 1NT over 1D response does not deny 4S			
	1C 1D/1H showing 4+ cards in Hearts/Spades			
	3D Artificial showing 4 card fit in responders major and 15+ HCP.			
	18-19 bal or 15-17 with any splinter or clubs and the responders major			
	4C Good 6 clubs and 4 card major fit			
	4H/S Distributional raise  1C 1S Denying 4 card major. Any balanced hand or a weak sign off in a minor			
	1NT 2C/2D To Play			
	1C 2C Inverted Minor GF			
	2D/H/S Natural Confirming 4 card club			
	Once minor has been agreed in a GF auction 4H is always RKC			
	1C 3C/D/H Transfer pre-empts or running suit trf 1C 3S Long 7 card Club pre-empt. No AK outside			
	1C 4H/4S To play			
Note: 1.1	1C Opening (Natural) & Interference			
710101 111	We play support doubles below 2 major bid but it is not mandatory with weak hands			
	After 1C-(Dbl)			
	2N= weak raise in C			
	3C= good raise in C			
	2M/3M= weak to play After 1C-(1D):			
	Transfers and 2 suiter bids			
	After 1C-(1H):			
	Transfers and 2 suiter bids			
	After 1C-(2D):			
	2M= to play Rest Transfers			
	2N= followed by 3D shows 5-5 majors invitational			
	After 1C-(2H): After 1C-(2S):			
	2S= to play Transfers			
Notes 4.0	Rest mostly transfer			
Note: 1.2	1C Opening (Strong variation) NV vs V in 1 <sup>st</sup> / 2 <sup>nd</sup> Seats  1C 1D Relay 0-11			
	1C 1H 5+ spades and 8+HCP			
	1C 1S 5+hearts and 8+ HCP			
	1C 1N Both Majors atleast 5-5 3-7 hcp			
	1C 1D Any rebid except 1N or 2C by opener is GF			
	1C 1D 0-11 1H Rejection of 1S relay shows 5-7 6 card suit			
	1H Rejection of 1S relay shows 5-7 6 card suit 1N 5 card spade 0-7			
	1C 1H/S Transfer			
	1N Asking controls. Steps 0-2,3,4,5,6			
	When responder jumps to 3C/3D he has less than 5 controls and 5-5			
	1C 2H 12-14 Balanced			
	2S NAT 22+ 1C 2N 14+			
	3C Baron			
	1C 3C/3D/3H/3S TRANSFERS WITH 6+ CARDS 3-5 HCP			
	1C 2S GF Both Minors			
	1C 2D 2H(R) 2S Shows big hand			
	3C/H/S Limited hand 9-10			
Note: 1.3	1C Opening (Strong variation 2) NV vs V in 1 <sup>st</sup> / 2 <sup>nd</sup> Seats & Interference			
	After 1C-(1D): Mostly Trfs			
	After 1C-(X=MM): Pass= Neutral; RDbl= 7+;			
	1D= H;			
	1H=S;			

	T.2			
	1S= No 4M 7+;			
	1N= 9+ MM STOPs;			
	After 1C-(2D):	After 1C-(1H))		After 1C-(1S):
	Trf	Mostly Trfs		Mostly Trfs
	After 1C-(2H): Trf			
Note: 2.0	1D Opening			
	1D opening promised min 3 card	ds except when op	ening NT is not 1	5-17
	It can be 1 card when NV vs V in	1st and 2nd seat	t if distribution is	4-4-1-4
	1D 1H	i una 2 ocu	th diotribution io	
	We generally bid 1spade with so	me unbalanced ki	nd of hand	
	1D 1H/S			
	1NT 2C GF. Bidding Natu	ıral after that		
	1D 1H/S			
	2C GAZZILI			
	2NT 6 D + 3M fit 18-1	19		
	1D 1S			
	2H/3C Not a reverse. Shows a	distributional hand	d. Big hand will al	ways go via Gazzili
	1D 2N			
	4C/4M= SPL w 6+D			
	4D= RKCB-D			
	3M = FRAG w / 4 + C SF			
	3D = 5 + D  w / 4 + C  not	great NF		
	3C= PUP/3D w/ 5+D	0 1 1 0 1 1 0 1		
	[Next over 3D: Opener P w/ MIN	Or bids 3M/N= St	PL M/C	
Note: 2.1	1D Opening & Interference	ACL AD (DLI)		
	We play support doubles below	After 1D-(Dbl)	_	
	2 major bid but it is not	2N= weak raise i		
	mandatory with weak hands	3D= good raise in		
		2M/3M= weak to	play	
Note: 3.0	1H Opening			
	1H 1NT Semi forcing upt			
		R 3H SUPP 11-12		
	2N 3C 4H SUPP 10-13 3D 4H SUPP any SPL 7-9			
	3H 4H SUPP gen BA 3N 3H SUPP 11-12	AL 6-/		
	3N 3H SUPP 11-12 3S/4C/4D SPL S/C/D 9-10 1H 2S 2N 3C 3D 4H SUPP w/ VOID any 3H RELAY 3S/4C/D Splinters 3N Any Void 1H 2NT Jacoby			
	3C/D/S Short suits			
	3H 5H non-MIN			
	3NT 6H non-MIN			
	4H Sign off			
	4C/4D 5 card suits			
	When the 2 <sup>nd</sup> 5 card suit require	es heln we show it	Flse show the s	hortage
	When 2 <sup>nd</sup> 5 card suit has been	shown 4NT is DK(	). Lise show the s	nortuge
	1H 3C/D Invitational with that suit			
	1H 1NT			
	2NT 3C			
	3D 5H+5D 14-16			
	3H 6H 18-19			
	3NT 5H 18-19			
	1H 1S			
	2C=GAZ 2H/2S/2N/3C/3D sign	otf		
	2D GF		Aft 411 00 00	/ 44 4A OLL /D
	After 1H-2C:		'	(=11-14)-2H=(R):
	2D= MIN upto 14 no 40M;		2S= 6H+4m	
	2H= NAT 6+H 14+		2N= 4/5C	
	2S= NAT any strength		3C= 4D	
	2N= NAT 4/5C 14+		3D= 5D	
	3C= 4D 14+		3H= 6H BAL	
3D= 5D 14+ 3S= 6H+5D				

3N= 15-17 5332			4C= 6H+5C	
	3N= 15-17 5332			
Note: 3.1 1H Opening & Interference				
After 1H-(DBI): A 2	After 1H-(1S): 2NT 4H SUPP	111/4/4	After 1H-(2m): 2NT 4H SUPP LIM/+	
Rest Trf and Fit showing	.NI 4H30FF	LIIVI/ T	ZIVI 4H SOFF LIW/+	
After 1H-(1N):	After 1H-(2H=S+r	nl):	After 1H-(2N=CD):	
	bl= PEN oriente	d d	3C= COMP/FG S;	
25/	S= F raise in H X= NAT F1		3D= COMP/FG H;	
	SH= COMP		3M= INV;	
After 1H-(2S):	After 1H-(3m):			
	H= COMP			
Note: 4.0 1S Opening	X= NAT F1			
1S 1NT Semi forcing upto 1	12			
1S 1NT				
2NT 3C				
Same as after 1H	OLIDD 11 10			
1S 3C 4S SUPP 6-9 or 3S 3 1S 3D 4S SUPP 10-13	SUPP 11-12			
1S 2NT Jacoby				
Same as after 1H			<u>_</u>	
Passed hand also jump in a new si After 1S-2C:	uit is fit showing	with or without i After 1S-2C-2D(	nterference	
Almost same as 1H – 2C		2H= NAT 11-12		
Allifost same as ITI - 20		2S=(R):		
		` '	=11-14)-2S=(R):	
		Almost same as		
Note: 4.1 1S Opening & Interference				
	<u> (2m):</u>		After 1S-(3m):	
	NT 4S SUPP	LIM/+	3H= COMP 3X= NAT F1	
	After 1S-(2S= H+r	m).	After 1S-2N=CD):	
	bl= PEN oriente		3C= COMP/FG S;	
	H= F raise in S		3D= COMP/FG H;	
	SX= NAT F1 SS= COMP		3M= INV;	
Note: 5.0 1NT Opening	IS- COIVII			
NT ranges:				
1 <sup>st</sup> and 2 <sup>nd</sup> SEAT NV v/s V 10-12	2			
3 <sup>rd</sup> SEAT NV v/s V 9-14				
otherwise 15-17				
First Responses:				
4N= QNT				
4D/H= TRF H/S 4C= Gerber				
3N= to play				
3M= SPL M FG				
3m= NAT INV w/ m	0./T / \ 0./T			
2N= PUP 3C w/ (a) INV m (b) S 2S= PUP 2N w/ 2-suiter FG w/		mm		
25- FOF ZN W/ Z-Suiter FG W/ 2D/H= TRF H/S	longerm			
2C= STAYMAN				
1N 2C				
3N 5H & 4S				
2NT Puppet forces 3♣ (opener ca	an bid 3♦s with 3	3 aces on side + .	A/K to 4 in ♦s)	
■ Doop / 2 ★ +o play	<ul> <li>Pass / 3♦ to play</li> <li>3♥ Slam Invitational with 6+♦s and good 12+HCP, no second suit</li> </ul>			
3♥ Slam Invitational wi				
3♥ Slam Invitational wir     3♦ Slam Invitational wir	ith 6+♦s and go	od 12+HCP, no s	econd suit	
3♥ Slam Invitational wi     3♦ Slam Invitational wi     3NT Slam Invitational w	ith 6+♦s and go vith 5♦s+5♦s a	od 12+HCP, no s and good 13 to 1	econd suit 5HCP	
<ul> <li>3♥ Slam Invitational wi</li> <li>3♦ Slam Invitational wi</li> <li>3NT Slam Invitational w</li> <li>4♦ Slam Force with 5♦</li> </ul>	ith 6+♦s and go vith 5♣s + 5♦s a s + 5♦s and go	od 12+HCP, no s and good 13 to 1 od 16+HCP on w	econd suit	
3 ♥ Slam Invitational wi     3 ♦ Slam Invitational wi     3NT Slam Invitational w     4 ♦ Slam Force with 5 ♦	ith 6+♦s and go vith 5♣s + 5♦s a vs + 5♦s and go g ♣s. 4NT no inte	od 12+HCP, no s and good 13 to 1 od 16+HCP on w erest on which res	econd suit 5HCP hich 4♦ agrees ♦s and 4♥/4♠	

	1			
	Stayman gets doubled			
	RDBL by direct hand is willing to play			
	□ 2♦ denies Major but shows 5♦s with ♦stopper			
	□ 2♥/2♦ 4 card Major with ♦ stopper			
	□ 3♥/3♦ 5 card Major with ♦ stopper			
	Redbl by responder says continue the stayman			
	Transfer gets doubled			
	<ul> <li>Accepting the transfer shows fit + st</li> </ul>			
	Redouble shows willingness to play t	nere		
	Pass non committal			
	We play Rubensohl	After 1N (Dbl-mane quiter):		
	After 1N-(2C=Landy): 2D To play	After 1N-(Dbl= mono-suiter): RDBL strength		
	2H TRF C	2D/H TRF H/S		
	2S INV to 3N	2S TRF C/D		
	2N mm INV/+	2N mm		
	3C TRF D INV/+	3C TRF D		
	3D ART 5M any INV/+	3D 55 MM INV/+		
	3M ART 60M	3M SPL M NO 40M		
	Dbl+Dbl= PEN	]:		
	After 1N-(2D=mono-M): DBL TRF H	After 1N-(2D= TRF H): DBI TRF S		
	2H TRF S 2S TRF C	2S TRF C		
	2S TRF C 2NT mm INV/+	2NT mm INV/+		
	3C TRF D	3C TRF D		
	After 1N-(DBL=Woolsey) SYS ON	1		
	After 1N-(DBL=DONT) SYS ON			
	After our 1N= 10-12 or 9-14 is DBI:			
	2C= C+X 2D=D+M 2M=NAT			
	RDbl= PUP 2C [Next 2H by RESP is pick a M gen !	5S+4H]		
Note: 6.0	2C Opening (Strong)			
	2C Opening 22+ GF unless rebid of 2NT after par	tner shows bust hand		
	First Responses:			
	3D/3H TRF H/S less than 4 hcp 7+H/S			
	3C TRF D 6+ hcp 3S 5-5 mm less than 3 hcp			
	2D 5+ GF			
	2H 0-4			
	2S NATURAL GF			
	2N Hearts 8+			
	3N/4C/D/H TRF 7+ 2/3 honors nothing o/s			
	2C 2D			
	2H 3C CLUBS 8+			
	2C 2H 0-4			
Note: C.1	2S Nat Spades or Strong Bal			
Note: 6.1	2C Opening & Interference	out the level of 20 than V by reaming day the confidence of		
	and pass is non committal	ow the level of 3S, then X by responder shows 6+		
	and pass is non-committal Interference of 3NT or above X shows no working card and pass working card			
Note: 6.2	2C Precision Style (Natural variant):	,		
	2C= 5+C or 5C+4M 10-15			
	2D= Relay			
	2M= NAŤ 1 RF			
	2N= PUP 3C for various hands (2C-2NT-3C-Pass	to play; -3D=55 MM Inv+, -3M=5D+5M GF)		
	3C=Weak or GF with Diamonds			
	3D/H= Weak or GF in H/S 3S=6S+4H Inv			
Note: 7.0	2N family Opening			
Note. 7.0				
	First Responses: 3C= STAY			
	3D/H= TRF H/S			
	3S= PUP 3N			
	3N= 55 mm 7-9 hcp			
	4C/D= Attitude RKCB-m.			
	2 <sup>nd</sup> STEP DENIAL BY OPENER			
	2 <sup>nd</sup> STEP DENIAL BY OPENER 4H/S= slammish but passable. Any bid is RKC re	esponse		

Note:	2D+ Opening:	
Note: 8.0	When 2D= MULTI	
	2D-2N= Relay: 3C/D= Weak Hand with 2D 3C/D F with H/S. 2D 2D 2N Followed by 4C/I	4C/4D to Play.
Note: 8.1	When 2H= 44+ MM	
	2H-2N= Relay 3C= Bad Hand 3D = Good with 5H+45 3H = Weak with 5H+55 3S = Weak with 5H+55	S
Note: 8.2	2S-2N= Relay 3C= Spades + Clubs 3D = Spades + Diamon 3H = Spades + Hearts	
Note: 8.3	When 2M= 6+M 10-13	
	2M-2N= Relay 3M= weakest bid 3m= FRAG non-MIN 2M-3m= NAT F1	
Note: 9.0	Competitive & Defensive	e Bidding:
9.1	RKCB DKCB	
9.2	Exclusion	0314
9.3	Carding:	ATT & COUNT REV; SMITH NORMAL: S/P NORMAL;
		1C X Majors 1C 1NT Minors  v/s Opp NAT 1C: 1C 2C Michaels Both majors 1C 2N Diamonds and Hearts 1C 3C Diamonds and Spades  v/s Opp NAT 1D: 1D 2D Michaels Both Majors 1D 2N Clubs and Hearts 1D 3D Clubs and Spades  v/s Opp 1M: 1H/S 2H/S The other Major and a minor 1H/S 2NT Both Minors  v/s Opp 2C=Precision: 2C 3C Both Majors 2C 4C Diamonds and Hearts 2C 4D Diamonds and Spades  v/s Opp weak 2D: Dbl= take-out 3C= NAT 3D= ART FG w X 4C= L/M C+M 4D= L/M MM v/s Opp weak 2M: Against 2H/S 2H/S 3H/S Both Minors
		2H/S 4C/D Bid minor and the other Major  v/s Opp 2N STR:  Dbl= mono-suiter any 3C= C+X 3D= D+H 3H=H+S 3S=S+D  v/s Opp PRE 2D=MULTI: 2D X HEARTS OR SPADES OR BAL 19-22

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9.5	Fourth hand Auctions:	2D 2H BAL 15-18 2D 2S CLUBS FORCING 2D 3C/D NATURAL LIMITED UPTO 13 2D 4C/D BOTH MINORS WEAK/GF  v/s Opp PRE 2D=EKRENS 44+ MM: Dbl= BAL 14-16 or 19+; 2N= 17-18; 2M/3m= NAT  v/s Opp PRE 2N/3N=mm: 3C= MM equal or better H (PH) 3D= MM better S (PH) With UPH 3C=MM COMP 3D=MM STRONG Similar structure over 3NT V/S Opp Opponents 3NT Gambling or Preempt in Minor 4C= MM equal or better H 4D= MM better S v/s Opp 4m= 4m NAMYATS: Dbl= take-out of M shown  After (1X)-P-(1Y): 2X Michaels 2Y and other bids Natural  After (1m)-P-(1M): 2m= MM Michaels; 2N= om+OM 55+  After (1m)-P-(1N): 2C= COMP MM; 2D= MM Michaels;  After (1M)-P-(2M): Over 2H: 2S NATURAL 2N CLUBS 3C DIAMONDS 3D 6 SPADES BETTER HAND 3H MICHAELS 3S DIRECTIONAL ASK 4C BOTH MINORS WEAK 4D BOTH MINORS STRONG Over (2S): Same as above By PH, All NAT except 2N= mm  After (1m)-P-(3m): NAT bidding
9.6	After Opps OC 1N over our 1X:	After (1M)-P-(3M): NAT bidding  After 1C/D/H/S-(1N):  1N SYS ON
9.7	Notes on	(1m)-P-(P)-1N= 15-17 - SYS ON
	Balancing:	(111)-P-(P)-1N= 15-17 - SYS ON  (1M)-P-(P)-1N= 11-14 - SYS ON  Jump OC minor= NAT 6+X 14-16  Jump OC major = NAT preemptive
9.8	Serious / Non- Serious S/T after our 1M Opening:	After M suit explicitly agreed, we play 3N= Serious S/T & Cue= Non-Serious (courtesy CUE)
9.9	We OC 2N/3N NAT:	After 2D/2M-(2N): 2N SYS ON After 3X-(3N): 2N SYS ON
9.10	Some Reubens Advances or Switch Bids (SWB):	After (1H)-2C-(P):  2D= SWB 5S  2H= SWB D  2S= 4 SPADES  3H= ART g C raise  3S= FJ 5+S & C SUPP  After (1S)-2C-(P):  Same as (1H) 2C P
9.11	PH Bidding:	Over Opp 1N: 2C= C+X 2D= D+M, 2M=NAT, X=MM