

## Supplementary Notes

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## 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

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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

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- 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

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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.

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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