

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			CONVENTION CARD
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEAD STYLE			
STYLE : 8+ HCP - GENERALLY GOOD SUIT	SUIT	Lead	In Partner's Suit		
RESPONSES : 2 LEVEL. MINOR BIDS AFTER 1 LEVEL OVERCALL ARE HIGHLY INV NF. JUMP SHIFT IN MINOR AFTER MAJ OVERCALL F. INV BUT NF. JUMP SHIFTS AFTER PASS ARE FIT SHOWING	2 ND /4 TH /6 TH BEST	3 RD /5 TH FROM KNOWN XXX MAYBE TOP			
REOPENING : -VE DBL IF SHORT IN OPPONENT'S SUIT	NT	2 ND /4 TH /6 TH BEST	3 RD /5 TH		
: BALANCING OVERCALL MAYBE LIGHT	SUBSEQ				
RESPONSES : CUE FORCING; RAISE INVITATIONAL, JUMP PREEMPT	OTHER : AGAINST NT Q REQUESTS UNBLOCK OF J OR COUNT		A REQUESTS UNBLOCK OF HONOUR OR COUNT		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS:				
PASSED HAND OVERCALL SHOWS 4 OF OTHER M & 5+ OF ANY m	LEAD	VS SUIT	VS NOTRUMP		
REOPENING : ON MAJOR 11-14, ON MINOR 15-17 BAL GENERALLY	ACE	AKx	AKJ109		
RESPONSES : STAYMAN , TRANSFERS	KING	KQJ10 /KQJ9 /KQx	KQJ10 /KQJ9 /KQx,AKx		
	QUEEN	QJ10 /QJ9	QJ10 /QJ9		
JUMP OVERCALLS (Style; Responses; Unusual NT)	JACK	KJ10/AJ10/J109	KJ10/AJ10/J109		
PREEMPTIVE	10	K109x/K10x/Q10x	K109x/K10x/A109/Q109/K10x, Q10x		
REOPEN : INTERMEDIATE STRONG	2 ND /4 TH /6 TH	xxx / xx / x	xxx / xx / x		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	10xx		xxx		
DIRECT CUE : MICHAELS CUE	Q10X, J9X, K10,X WE MAY LEA	D SMALL IN UNBID SUIT ALSO			
RESPONSES : LOWEST AVBL NT : ENQUIRY	SIGNALS IN ORDER OF PRIORITY				
LOWEST AVBL ♥/♠: SIGNOFF. 3C IS P/C		PARTNER'S	DECLARERS LEAD	DISCARDING	
VS STRONG NT	SUIT 1	LO HI ENCOURG	COUNT	HI DISCOURGES	
2C : LANDY 2D : SINGLE SUITER MAJOR	2	LO HI EVEN CARDS	ATTITUDE	HI ODD CARDS	
2H/2S : BID MAJOR AND A 4 CARD MINOR	3	SUIT PREF	SUIT PREF	SUIT PREF	
VS WEAK NT	NT 1	LO HI ENCOURG	HI DISCOURGES	HI DISCOURGES	
2C : LANDY , 2D : SINGLE SUITOR MAJOR FOR COMPETITION	2	LO HI EVEN CARDS	HI ODD CARDS	HI ODD CARDS	
2H/2S : STRONG SINGLE SUITERS	3	SUIT PREF	SUIT PREF	SUIT PREF	
VS STRNG NT : DBL SHOWS MINOR MAJ OR STRONG BAL	Signals (including Trumps):				
VS WEAK NT : DBL IS EQUIVALENT STRENGTH OR BETTER	SUIT SIGNALS WHERE POSSIBLE + TRUMP: TRUMP ECHO FOR RUFF				
2NT SHOWS 4♥ & 5 CARD MINOR, 3♣ SHOWS 4♠ & 5♣	SMITH ECHO IS NORMAL				
3♦ SHOWS 4♠ & 5♦	DOUBLES				
PASSED HAND DBL IS MAJORS, 2C/2D NATURAL + HIGHER	TAKEOUT DOUBLES (Style; Responses; Reopening)				
vs PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	STYLE:				
DOUBLE : TAKEOUT, CUE BID : MICHAELS STYLE, JUMPS : GOOD HAND	CAN BE LIGHT WITH GOOD SHAPE				
AGNST 3H/3S BY OPP, 4C/D ARE THAT MINOR & OTHER MAJOR	RESPONSES : 0/8 HCP: BEST SUIT ; 9/11: JUMP; 12+: CUE, 8-11 NT				
NT : 2NT: 16/17 HCP BAL; 3NT: FOR PLAY, STAYMAN & TRANSFERS					
vs ARTIFICIAL STRONG OPENINGS					
1♣ : DBL SHOWS BOTH MAJORS	HIGH LEVEL BIDDING				
NT SHOWS BOTH MINORS	CUE BID 1ST 2ND ROUND CONTROL				
SAME AFTER RESPONDER TO 1C BIDS 1D	RKC DOPI & ROPI ON INTERFERENCE				
RESPONSES: JUMP : PREEMPT ; NEW SUIT: GAME INVITATION	4H IS RKC IN MINOR SUITS				
OVER OPPONENT'S TAKEOUT DOUBLE	RKC RESPONSES ARE 03/14				
REDOUBLE : GENERALLY PENALTY ORIENTED					
1H-X-2D & 1S-D-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, PREEMPT IN MINOR					
1NT TO 2H ALL BIDS ARE TRANSFERS					
STICKER : RED					
EVENT : ALL EVENTS					
NCBO : INDIA					
PLAYERS : RAJEEV KHANDLWAL HIMANI KHANDLWAL					
SYSTEM SUMMARY					
GENERAL APPROACH AND STYLE:					
1♣ : 12-21 MIN 3 CARDS , 16+ IN 1 ST /2 ND SEAT NV/V MAYBE 0 CARDS					
1♦ : 12-21 MIN 3 CARDS, MAYBE 1 CARD WHEN NT IS NOT 15-17					
1♥/♠ : 11-21 MIN 5 CARDS - , 3 RD /4 TH SEAT CAN BE 4 CARDS					
1NT : VARIABLE					
2♣ : 22+ HCP GAME IN HAND, NAT 5 CARDS 10-16 NV/V 1 ST /2 ND SEAT					
2♦ : MULTI, WEAK 2 IN HEARTS, 3 SUITER 19+, STRONG 2 SUITER					
2♥ : 2-10 HCP – ATLEAST 4-4 MAJORS OR 10-13 6+ CARD HEARTS					
2♠ : 2-10 HCP – ATLEAST 5 ♠ OR 10-13 6+ CARD SPADE					
2NT : 21/22 HCP, NV/V 1 ST AND 2 ND SEAT BOTH MINORS WEAK					
4♣/♦ : 8½ PLAYING TRICKS IN ♥♠ - NAMYATS IN 1 ST & 2 ND SEAT					
3NT 1 ST /2 ND SEAT, PREEMPT IN A MINOR. 3 RD /4 TH SEAT CAN BE ANY HAND. TO PLAY					
SPECIAL BIDS THAT MAY REQUIRE DEFENSE					
1C 16+HCP 1 ST /2 ND SEAT NV/V, NT 10-12, 1D MAYBE 1 CARD					
1 LEVEL RESPONSES TO 1C ARE TRANSFERS					
2♦ : MULTI, WEAK 2 IN HEARTS, 3 SUITER 19+, STRONG 2 SUITER					
2♥ : 3-8 HCP – ATLEAST 4-4 MAJORS IN SAME VUL EXCEPT 2 ND SEAT					
AND NV VS V. 10-13 6+H V VS NV AND 2 ND SEAT SAME VULNERABILITY					
3NT : 1 ST & 2 ND SEAT 4 LEVEL PREEMPT IN A MINOR, 3 RD & 4 TH SEAT TO PLAY. CAN BE ANY TYPE OF HAND. NOT TO BE DISTURBED					
1 ST & 2 ND SEAT 4♣/♦ : 8½ + PLAYING TRICKS IN ♥♠ - NAMYATS					
OTHERWISE 4C/4D ARE PREEMPTS					
NV/V IN ½ SEAT 2NT IS PREEMPT WITH BOTH MINORS					
4 TH SUIT FG					
2C IS NATURAL 5 CARDS 10-16 WHEN NV/V 1 ST /2 ND SEAT					
SPECIAL FORCING PASS SEQUENCES					
AFTER GF ESTABLISHED, PASS IS FORCING					
IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE					
2H AND 2S ALSO VARIABLE. 3 RD SEAT PREEMPTS WIDE RANGING . NT VARIABLE., 1♣ MAYBE 2 CARDS AND 1♦ 1 CARD WHEN NT NOT 15-17					
PSYCHICS					
RARE					

OPENG	✓ Artif	MnCDS	NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	P/H BIDDING
MAIN-STREAM METHODS as opposed from VARIANTS listed on NEXT PAGE							
1♣		3	3♠	12-21 HCP – ATLEAST 3 CARD CLUBS	1♦/♥ 4+ HCP MIN 4+ HEARTS/SPADES	ACC OF TRF IS 3+ CARDS, 2 LEVEL ACC IS 4 CARD FIT	
				CAN BE 0 CARDS WHEN 1C IS 16+	1♠ 3+ HCP PUPPET TO 1NT		
				CAN BE 2 CARDS WHEN NT IS NOT 15-17	1NT 12+ HCP DIA SUIT FORCING GAME		
					2♥ 6-9 HCP 5 HEARTS & 5 SPADES	NATURAL	
					2♦ 0-12 HCP MULTI	NATURAL	
					2♣ 4-11 HCP BOTH MINORS	NATURAL	
					2NT 17-19 HCP BALANCED	NATURAL	
					3C/D/H TRANSFER PREE MPT OR RUNNING SUIT TRF		
					3♠ LONG 7 CARD CLUB PREE MPT NO AK OUTSIDE		
					3NT 13-16 HCP		
1♦		3/1	3♠	12-21 HCP – ATLEAST 3 CARD DIA	1♥/♠ 4+ HCP 4+♥♠	{TRF AFTER OPENERS REBID OF NT}	
				CAN BE 1 CARD WHEN NT IS NOT 15-17	1NT 6/10+ HCP	{2C FORCING RELAY }	
					2♣♦ 12+ HCP GAME FORCE		
					2♥ 6-9 HCP 5 HEARTS & 5 SPADES		
					2♠ 8-11 HCP INV IN CLUBS		
					2NT 11/12 HCP BALANCED – GEN DENIES 4♥♠		
					3♣ 7-10 HCP 5+ DIA (MIXED RAISE)		
1♥/♠		5(4)	3♠	11-21 HCP 5+♥/♠	RAISE 5/10 HCP 3♥/♠	HELP SUIT GAME TRY, SLAMMISH IF STILL RAISED TO	2C/D DRURY
					1NT 5-12 HCP SEMIFORCE CAN BE A WK SOFF	3♥♠: 9/10 HCP - 3♥♠	PASSABLE
					2♣ 12+ HCP F TO G	NATURAL	2NT : 9-12 HCP m+m
					2♠ on 1H 6-13 HCP HEART FIT	NATURAL. 2NT RELAY	
					2NT 14+ HCP 4+ FIT JACOBY		
					3♣ ON 1S 6-9 HCP 4+ FIT/11-12 BAL 3+FIT	3D- RELAY	
					3♦ ON 1S 10-13 HCP 4 CARD FIT	OTHER M RELAY, 3NT NO SHORTAGE, 4H SPADE SHORT	
					3C/D ON 1H 9-11 HCP WITH SUIT		
					3♥/♠ 4+♥♠ PREE MPTIVE	NATURAL	
					3NT 13-15 HCP BAL WITH 2 CARD FIT		
1NT				Variable 5332/5422/5431/6m322 All OK 15-17 gen			
2♣	✓	0	4♠	STRONG ART, GF UNLESS REBID OF 2NT	2♦ RELAY		
					2♥/2♠ NATURAL	NATURAL	
					2NT 5-9 BOTH MAJORS	NATURAL	
					3♣ 6+ HCP DIAMONDS		
					3♦♥ 2-4 HCP TRANSFERS		
					3♠ 0-3 HCP MIN 5-5 MINORS		
2♦	✓	0		WK WITH ♥ OR 3 SUIT 19+ OR STR 2 SUITER	2♥ FORCED BID NOT SEEING GAME OPP WK 2H		
					2NT RELAY - GAME SUGGEST		
					2♠ 3♣♦ NAT FORCING	NATURAL	
2♥		4		3-8 MIN 4-4 IN MAJORS	2NT RELAY		
					3♣♦ NON F W HEN BOTH MAJS WEAK. ELSE F		
2♠		5		2-10 HCP ATLEAST 5 CARDS			
2NT				20-22 HCP MAY BE UNBAL. WITH SINGLETON			
3♣♦♥♠		5		PREE MPT	STANDARD – NEW SUIT ONE ROUND FORCE		
3NT	✓			TO PLAY IN 3 RD /4 TH SEAT 4 LEVEL PREE MPT IN MINOR IN 1 ST /2 ND SEAT	4♣: PASS OR CORRECT; 4♦: SLAMMISH ASKS CUE S/VOID		
4♣♦	✓	0		NAMYATS 1 ST /2 ND SEAT PREE MPT 3 RD /4 TH	4♦/♥: ASKS CUE; 4♥/♠: SIGNOFF		
4♥♠		6		TO PLAY	STANDARD		
VARIANTS from MAIN-STREAM METHODS as listed on EARLIER PAGE							

Description				Responses
1 ♣	✓	0	NV/V IN 1-2 POS: 16+	1D= Relay; 1H= 5+S 8+ hcp; 1S= 5+H 8+ hcp; 1N= 55 MM 8+ hcp; 2H= 12-13 BAL; 2N= 14+ BAL; 3C/3D/H= TRF 6+X 3-5 hcp; 2S= FG 55 mm 8+; =
1N			NV/V IN 1-2 POS: 10-12	2C/D/2H normal STAY+ TRF Oth= a/o 1N 15-17;
1N			NV/V IN 3- POS 9-14	2C/D/2H/2S/3C normal STAY + TRF; 2N= 55 mm (some flaw for not opening 2N); 3D= 55 mm 9-11 hcp;
2 ♣		5	NV v V 1-2-POS: NAT 5+C 10-15	2D= Relay; 2M= NAT 5+M F1; 2N= PUP 3C for weak S/O in all suits; 3C= 9-11 3+C; 3D/M= NAT INV;
2 ♥		6	V v/s NV 1-2-3 POS 2 nd POS EQUAL 10-13 6H	2N= Relay; 3H= weakest bid; 3m= FRAG; 3m= NAT F1; 3H= raise NF;
2 ♥	✓	5	4-POS: 55 MM 9-11	2N= Relay;
2 ♠		6	V v/s NV 1-2-3 POS 2 nd POS EQUAL 4 th POS 10-13 6S	2N= Relay; 3S= weakest bid; 3m= FRAG; 3m= NAT F1; 3S= raise NF;
2N			NV/V IN 1-2 POS: 55 mm PRE	3m= S/O; 4m= PRE; 3M= NAT F1; 3N/4M/5m= S/O;

Note: 01.A	1C Opening (main-stream)	
	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 Broken Clubs and Good major	
	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 1NT	Atleast 5 Diamonds GF. Natural bidding after that
	1C 2D	Multi. Weak in either Major or Invitational Hand with clubs and diamonds
	1C 2H	5H+5S 6-9 Points
	1C 2S	Both minors 4-11HCP
	1C 2NT	17-19 HCP Natural bidding after that
	1C 3NT	14-16 HCP Natural Bidding after that
	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: 01.A.I	1C Opening (main-stream version) & Interference	
	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): DBL = 4+H if 5 up to 11 hcp 1H = 4+S if 5 up to 11 hcp 1S = 6-10 hcp both majors 4 cards 1NT = NAT 2C = 5+C 8+ hcp 2D = 5H F.G. 2H = 5S F.G. 2S = 4S 5+C 8-11 hcp 2NT = 5+H 5+S 7-10 hcp 3C = 4H 5+C 8-11 hcp	After 1C-(1N): DBL = PEN 2C = 4+ MM Equal or better Hearts 2D = 4+ Both majors better spades 2C= COMP (UPH) 2D= MM 55 (UPH)
	After 1C-(1H): DBL = 4+S if 5 up to 11 hcp 1S = 8+ hcp no 4M 1NT = NAT 2C = 5+D 8+ hcp 2D = 5+C 8+hcp 2H = 5S F.G. or 6+S LIM/+ 2S = 4S 5+D 8-11 hcp 2NT = 5+D 5+S 7-10 hcp 3C = 4S 5+C 8-11 hcp 3D = 6+D good suit 8-10 hcp	After 1C-(1S): DBL = 4+H if 5 up to 11 hcp 1NT = NAT 2C = 5+D 8+ hcp 2D = 5H F.G. or 6+H LIM/+ 2H = 5+C 8+hcp 2S = 9+hcp no 4H 2NT = 5+D 5+H 7-10 hcp 3C = 4H 5+C 8-11 hcp 3D = 6+D good suit 8-10 hcp 3H = 6+H weak
	After 1C-(2D): 2M= to play 2N= PUP/3C w/ weak C or with C + D STOP 3C= C SUPP 9-11 NF	

	3D/H= TRF H/S 3S= PUP/3N (tends to show C & right-siding the contract) 2N= followed by 3D is SPL D or 2 STOPS in D 3N= 1.5 D STOPPs 13-14 hcp		
	<u>After 1C-(2H):</u> 2S= to play 2NT= TRF C 3C= TRF D 3D= 4S w/ SPL H 3H= TRF S FG	<u>After 1C-(2S):</u> 2NT= TRF C 3C= TRF D F! 3D= TRF H 3H= H + C 3S= 4H w/ SPL S	
Note: 01.B	1C Opening (variation 2) NV v V in 1-2 POS		
	1C	1D	Relay
	1C	1H	5+ spades and 8+HCP
	1C	1S	5+hearts and 8+ HCP
	1C	1N	Both Majors atleast 5-5
	1C	1D	Any rebid except 1N or 2C by opener is GF
	1C	1D	
	1N		System on as if partner has opened 1NT
	2C		16-19 with atleast 5 clubs
	1C	1D	
	1H		Rejection of 1S relay shows 5-7 6 card suit
	1N		6 card spade 5-7
	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	3N	Min Bal 4333
	4C		Baron
		2N	No 5 Card minor
	1C	2H	
	3N		Min no Major
	1C	2H	
	2N	3C	Stayman
	1C	2N	14+
	3C		Baron
	1C	3C/3D/3H TRANSFERS WITH 6+ CARDS 3-5 HCP	
	1C	2S	GF Both Minors
	1C	2C	
	2D(R)	3 Level major weak 2 Level major 12+	
	1C	2D	
	2H(R)	2S Shows big hand 3C/H/S Limited hand 9-10	
Note: 01.B.I	1C Opening (variation 2) NV v V in 1-2 POS & Interference		
	<u>After 1C-(1D):</u>		<u>After 1C-(1H):</u>
	X	Hearts	X 4 Spades 6+ hcp
	1H	Spades	1S Clubs
	1S	PUPt to 1NT 7+	1N NAT
	1N	NAT	2C Diamonds
	2C	NAT	2H 5+ Spades 9+HCP
	2D	MM 5-5 0-6 hcp	
	<u>After 1C-(X=MM):</u>		<u>After 1C-(1N=mm):</u>
			<u>After 1C-(2X):</u>

Note: 02	1D Opening		
	1D opening promised min 3 cards except when opening NT is not 15-17 It can be 1 card when NV vs V in 1 st and 2 nd seat if distribution is 4-4-1-4		
	1D 1H 1N Does not deny 4 card spade We bid 1spade with some unbalanced kind of hand		
	1D 1H/S 1NT 2C GF. Bidding Natural after that		
	1D 1H/S 2C GAZZILI 2NT 6 D + 3M fit 18-19		
	1D 1S 2H/3C Not a reverse. Shows a distributional hand. Big hand will always go via Gazzili		
	1D 1H 1S 2C Puppet to 2D to play there or show invitational hands 2D GF		
	1D 2N 4C/4M= SPL w 6+D 4S= RKCB-D 3M= FRAG w/ 4+C SPL OM 3D= 5+D w/ 4+C not great NF 3C= PUP/3D w/ 5+D [Next over 3D: Opener P w/ MIN Or bids 3M/N= SPL M/C		
Note: 02.I	1D Opening & Interference		
	We play support doubles below 2 major bid but it is not mandatory with weak hands		
	<u>After 1D-(Dbl)</u> 2N= weak raise in D 3D= good raise in D 2M/3M= weak to play		
	<u>After 1D-(DBI):</u>	<u>After 1D-(1H):</u> DBL = 4+S if 5 up to 11 hcp 1S = 5+ hcp no 4 cards M 1NT = nat 2C = raise in D 2D = 5+C 8+hcp 2H = 5S F.G. or 6+S limit or better 2S = 4S 5C forcing upto 3C 2NT = 5+C 5+S 7-10 hcp 3C = 6+C good suit 7-10hcp 3D = PRE	<u>After 1D-(1S):</u> DBL = 4+H if 5 up to 11 hcp 1NT = nat 2C = raise in D 2D = 5H F.G. or 6+H limit or better 2H = 5+C 8+hcp 2S = 4H 5C forcing upto 3C 2NT = 5+C 5+H 7-10 hcp 3C = 6+C good suit 7-9 hcp 3D = PRE 3H = 6+H weak
	<u>After 1D-(1N):</u> DBL = penalty 2C = 44+ MM Equal or better 2D = 44+ MM better spades 2C= COMP (UPH) 2D= MM 55 (UPH)	<u>After 1D-(2H):</u> Please refer 1C-(2H):	<u>After 1D-(2S):</u> Please refer 1C-(2S):

Note: 03	1H Opening		
	1H	1NT	Semi forcing upto 12
	1H	2S	4H SUPP 6-13 OR 3H SUPP 11-12
	2N	3C	4H SUPP 10-13
		3D	4H SUPP any SPL 7-9
		3H	4H SUPP gen BAL 6-7
		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	S/C/D 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 nd 5 card suit requires help we show it. Else show the shortage		
	When 2 nd 5 card suit has been shown 4NT is DKC		
	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/3C/3D	sign off
		2D	GF
Note: 03.I	1H Opening & Interference		
	<u>After 1H-(DBI):</u> 1S Natural 1NT Clubs min 6 2C Diamonds min 6 2D Good raise in hearts 8+ 2H Weak raise in hearts. 2S Non Forcing 2NT 4H SUPP LIM/+ 3C/D Fit F/3H UPH 3H Preemptive		<u>After 1H-(1S):</u> 2NT 4H SUPP LIM/+
	<u>After 1H-(1N):</u> 2C= 6S+2H; 2D/H= TRF 2S= to play		<u>After 1H-(2H=S+ml):</u> Dbl= PEN oriented 2S= F raise in H 3X= NAT F1 3H= COMP
	<u>After 1H-(2S):</u> 2N= TRF C 3C= TRF D 3D= LIM/+ raise 3H 3H= COMP non-INV		<u>After 1H-(2N=CD):</u> 3C= COMP/FG S; 3D= COMP/FG H; 3M= INV;
			<u>After 1H-(3m):</u> 3H= COMP 3X= NAT F1
Note: 04	1S Opening		
	1S	1NT	Semi forcing upto 12
	1S	1NT	
	2NT	3C	
	3D	5S+5D	14-16
	3H	5S+5H	14-16
	3S	6S	18-19

3NT	5S 18-19
1S	3C 4S SUPP 6-9 or 3S SUPP 11-12
1S	3D 4S SUPP 11-13
1S	2NT Jacoby
3C/D/H	Short suits
3S	5S npn-MIN
3NT	6S non-MIN
4S	Sign off
4C/4D	5 card suits
When the 2 nd 5 card suit requires help we show it. Else show the shortage	
When 2 nd 5 card suit has been shown 4NT is DKC	
Passed hand also jump in a new suit is fit showing with or without interference	

Note: 04.I

1S Opening & Interference

<u>After 1S-(DBI):</u> 1NT Clubs min 6 2C Diamonds min 6 2D Hearts weak/STR 2H Good raise in spades. 2S Weak raise i spades. 2NT 4S SUPP LIM/+ 3C/D Fit F/3S UPH 3H Non Forcing 3S Preemptive	<u>After 1S-(2m):</u> 2NT 4S SUPP LIM/+ JS Fit	<u>After 1S-(3m):</u> 3H= COMP 3X= NAT F1
<u>After 1S-(1N):</u> 2C= 6H+2S; 2D/H= TRF	<u>After 1S-(2S= H+m):</u> Dbl= PEN oriented 3H= F raise in S 3X= NAT F1 3S= COMP	<u>After 1S-2N=CD):</u> 3C= COMP/FG S; 3D= COMP/FG H; 3M= INV;

Note: 05	1N Opening
	<p>NT ranges: 1st and 2ND SEAT NV v/s V 10-12 3RD SEAT NV v/s V 9-14 otherwise 15-17</p>
	<p>First Responses: 4N= QNT 4D/H= TRF H/S 4C= Gerber 3N= to play 3M= SPL M FG 3m= NAT INV w/ m 2N= PUP 3C w/ (a) INV m (b) S/T m or (c) S/T mm 2S= PUP 2N w/ 2-suiter FG w/ longer m 2D/H= TRF H/S 2C= STAY w/ one of the following: (a) Any NT raise with or without 4M (b) 54 MM FG (c) 5m+ FG. (d) 5S+4m INV (e) 54 MM INV I. (f) Escape hatch with hand playable in ♥s,♠s,♦s</p>
	<p>1N 4D 4H P to play 4N RKCB-H</p> <p>1N 4H 4S P to play 4N RKCB-S</p>
	<p>3♥/3♠ fragments GF hands may just be 10+HCP not averse to playing 5 minor</p> <ul style="list-style-type: none"> • 3NT to play at least double stop in short suit • 4♥/4♠ in fragment suit to play • 4♣/4♦ 4 card fit not averse to playing in 5 minor • Cue bid in short Major shows good hand for 5 minor but no 4 card fit on which responder signs off in his 5 card minor at 5 level OR bids 4 minor on 3♠ cue OR bids 4♠/4NT for ♣/♦ RKCB over 4♥ cue
	<p>2NT Puppet forces 3♣ (opener can bid 3♦s with 3 aces on side + A/K to 4 in ♣s)</p> <ul style="list-style-type: none"> • 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 DRKC answers with no Q, lower Q, higher Q, both Queens.
	<p>2♠ Puppet (if at all, all RKC auctions will be DRKC auctions) 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</p> <ul style="list-style-type: none"> • 3♣ 5Cards in ♣s and 4 cards any, 3♦ asks:- Continuations <ol style="list-style-type: none"> 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 <ol style="list-style-type: none"> i. 3NT no interest, other suits well stopped <ol style="list-style-type: none"> 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

	<p style="text-align: center;">higher suit.</p> <ul style="list-style-type: none"> 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♦ <p>b. 4♣ shows 6♣s + 4♦s with slam INV + on which opener bids as below</p> <ul style="list-style-type: none"> i. 4♦ with ♦ fit ii. 4♥/4♠ cue bid with ♣ Fit iii. 4NT = no fit <p>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.</p> <ul style="list-style-type: none"> • 3♦ shows 5Cards in ♦s and 4 cards in ♣s on which, opener bids <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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 		
	<p>1NT - 3S 4H= To Play 4m= Sets the suit</p> <p>1NT - 3S 3NT - Pass= Even with a void if not interested in slam 4C/D= Sets the suit and shows slam interest 4H= 1-4-4-4 with slam interest.</p>		
	<p>1NT - 2D 2H - 3NT= Choice of games 2S= PUPPET to 2NT with one of these (a) 55 S+H INV (b) 5H+4m INV (c) S/T 6+H or 6H+4S</p> <p>1NT - 2D 2H - 2S 2NT - 3S= 1-4-4-4 or 0-4(54) FG 3H= 55 S+H INV 3m= 4+m & 5H INV</p>		
	<p>1N-2C= STAY; 2D= No 4M; 2H= 4H may have 4S; 2S= 4S no 4H;;</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <p><u>After 1N-2C-2H:</u> 3D= ART FG w/ H fit Slam /3N; 3C= Relay for another 4X suit; 2S= F/2NT w/ 4+S and one of the following: raise to 2NT or higher with 4♠ game force, 4♠s with 5+m INV w/ 5S and 4+m FG 4S+5H-22</p> <p><u>After 1N-2C-2H-3D</u> 3N= interested in 3N;</p> </td> <td style="width: 50%; vertical-align: top;"> <p><u>After 1N-2C-2S:</u> 3H= ART FG w/ S fit Slam /3N; 3C= EXT-STAY;</p> <p><u>After 1N-2C-2S-3H:</u> 3N= interested in 3N;</p> </td> </tr> </table>	<p><u>After 1N-2C-2H:</u> 3D= ART FG w/ H fit Slam /3N; 3C= Relay for another 4X suit; 2S= F/2NT w/ 4+S and one of the following: raise to 2NT or higher with 4♠ game force, 4♠s with 5+m INV w/ 5S and 4+m FG 4S+5H-22</p> <p><u>After 1N-2C-2H-3D</u> 3N= interested in 3N;</p>	<p><u>After 1N-2C-2S:</u> 3H= ART FG w/ S fit Slam /3N; 3C= EXT-STAY;</p> <p><u>After 1N-2C-2S-3H:</u> 3N= interested in 3N;</p>
<p><u>After 1N-2C-2H:</u> 3D= ART FG w/ H fit Slam /3N; 3C= Relay for another 4X suit; 2S= F/2NT w/ 4+S and one of the following: raise to 2NT or higher with 4♠ game force, 4♠s with 5+m INV w/ 5S and 4+m FG 4S+5H-22</p> <p><u>After 1N-2C-2H-3D</u> 3N= interested in 3N;</p>	<p><u>After 1N-2C-2S:</u> 3H= ART FG w/ S fit Slam /3N; 3C= EXT-STAY;</p> <p><u>After 1N-2C-2S-3H:</u> 3N= interested in 3N;</p>		

	<p>4H= No interest in 3N or slam; 3H= WAITING: 3N= BAL S/T; 4m/H(S)= NAT 5+X;</p> <p><u>After 1N-2C-2H-2S:</u> 2N= MIN less than 4S; 3S= MIN w/ 4S; 3C/D/H= MAX w/ 2/3/4S;</p>	<p>4S= No interest in 3N or Slam; 3S= WAITING: 3N= BAL S/T; 4m/H= NAT 5X;</p>
	<p><u>After 1N-2C-2D:</u> 4m= TEXASw/ 6cM+4OM S/T; 4M= 6M+4OM Game/Only; 2H= All 5+S hands INV / FG; 2S= ART S/T – Relay for shape (could be 4M & 5+m) 3C/D= 4S+5H FG/INV; 3H= 4441C or 445D0C 3S= 4441D or 445C0D</p>	<p><u>After 1N-2C-2D-2S:</u> 2N= no 5m; 3m= 5m;</p> <p><u>After 1N-2C-2D-2S-2N::</u> 3M= 5M+4OM+3m any 3D= 5+D w/ 4M: 3H asks: 3S= S; 3N/4C= H; 3C= Relay for sp distribution (gen 5x);</p> <p><u>After 1N-2C-2D-2S-3C::</u> 4H= Redwood 3/4N= NAT interest in om 3D/3H/3S/4C= 4H+5D/4S+5D/4H+5C/4S+5C; ; <u>After 1N-2C-2D-2S-3D::</u> 4S= Redwood 3/4N= NAT interest in om; 3H/3S/4C/4D= 4H+5C/4S+5C/4H+5D/4S+5D;</p>
	<p><u>After 1N-2C-2D-3C(=4S+5H FG)-3D= Relay</u> 3N= 4S+5H-22 MIN; 4m= 4S+5H22 EXTRAS CUE; 3M= 4531cm or 4540cm;</p>	<p><u>After 1N-2C-2D-2H=(5S)-2S:</u> 4C= 6412C or 6403C 4D= 642D1 or 643D0 3N= 5S-0-44 (if too STR start w/ TRF) 3S= 5S+4H-22 FG 3H= 5S+4H INV 2N= 5S+4H(31) FG <u>After 1N-2C-2D-2H=(5S)-2S-2N-3C:</u> 3D= 541D3C 3H= 5440C 3S= 540D4 3N= 5431C 3D= 4C/D/H= 5431C EXTRAS + CUE</p>
	<p>1NT 2D 2H 4H S/T w/ no loser H no o/s A/K 7 sure tricks 3S/4m SPL S/T</p>	<p>1NT 2H 2S 4S S/T w/ no loser H no o/s A/K 7 sure tricks 4m/H SPL S/T</p>
	<p>Super Acceptances</p> <ul style="list-style-type: none"> • Super accept with 4 card support into xx/Ax/Kx • Super accept with 2NT with 4333 with 4 card support OR 3 card support and maximum • Super accept with 3M with all other hands • After super acceptance, re transfer applies at the lowest possible level • In case opener super accepts with suit below the transferred suit, 3 bid of the transferred suit is sign off, 4bid below the suit is retransfer and 4 of major becomes cue bid in the suit below. • After Super acceptance, mild slam try does not apply. Responder can splinter Or Cue bid depending on the space availability. 	
Note: 05.I	1N Opening & Interference	
	<p>Stayman gets doubled</p> <ul style="list-style-type: none"> • 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 style="list-style-type: none"> • Accepting the transfer shows fit + stopper • Redouble shows willingness to play there 			
	Pass non committal			
	We play RUBensohl			
	<table border="1"> <tr> <td> <u>After 1N-(2C=Landy):</u> 2D To play 2H TRF C 2S INV to 3N 2N mm INV/+ 3C TRF D INV/+ 3D ART 5M any INV/+ 3M ART 6OM Dbl+Dbl= PEN </td> <td> <u>After 1N-(Dbl= mono-suiter):</u> RDBL strength 2D/H TRF H/S 2S TRF C/D 2N mm 3C TRF D 3D 55 MM INV/+ 3M SPL M NO 4OM : </td> </tr> </table>	<u>After 1N-(2C=Landy):</u> 2D To play 2H TRF C 2S INV to 3N 2N mm INV/+ 3C TRF D INV/+ 3D ART 5M any INV/+ 3M ART 6OM Dbl+Dbl= PEN	<u>After 1N-(Dbl= mono-suiter):</u> RDBL strength 2D/H TRF H/S 2S TRF C/D 2N mm 3C TRF D 3D 55 MM INV/+ 3M SPL M NO 4OM :	
<u>After 1N-(2C=Landy):</u> 2D To play 2H TRF C 2S INV to 3N 2N mm INV/+ 3C TRF D INV/+ 3D ART 5M any INV/+ 3M ART 6OM Dbl+Dbl= PEN	<u>After 1N-(Dbl= mono-suiter):</u> RDBL strength 2D/H TRF H/S 2S TRF C/D 2N mm 3C TRF D 3D 55 MM INV/+ 3M SPL M NO 4OM :			
	<table border="1"> <tr> <td> <u>After 1N-(2D=mono-M):</u> DBL TRF H 2H TRF S 2S TRF C 2NT mm INV/+ 3C TRF D </td> <td> <u>After 1N-(2D= TRF H):</u> DBI TRF S 2S TRF C 2NT mm INV/+ 3C TRF D </td> <td> <u>After 1N-(2H= TRF S):</u> 2S TRF C 2NT mm INV/+ 3C TRF D 3D TRF H 3H SHORT H </td> </tr> </table>	<u>After 1N-(2D=mono-M):</u> DBL TRF H 2H TRF S 2S TRF C 2NT mm INV/+ 3C TRF D	<u>After 1N-(2D= TRF H):</u> DBI TRF S 2S TRF C 2NT mm INV/+ 3C TRF D	<u>After 1N-(2H= TRF S):</u> 2S TRF C 2NT mm INV/+ 3C TRF D 3D TRF H 3H SHORT H
<u>After 1N-(2D=mono-M):</u> DBL TRF H 2H TRF S 2S TRF C 2NT mm INV/+ 3C TRF D	<u>After 1N-(2D= TRF H):</u> DBI TRF S 2S TRF C 2NT mm INV/+ 3C TRF D	<u>After 1N-(2H= TRF S):</u> 2S TRF C 2NT mm INV/+ 3C TRF D 3D TRF H 3H SHORT H		
	After 1N-(DBL=Woolsey) SYS ON After 1N-(DBL=DONT) SYS ON			
	<u>After our 1N= 10-12 or 9-14 is DBI:</u> 2C= C+X 2D= D+M 2M= NAT RDbl= PUP 2C [Next 2H by RESP is pick a M gen 5S+4H]			

Note: 06.A	2C Opening		
	2C Opening 22+ GF unless rebid of 2NT after partner shows bust hand		
	<u>First Responses:</u> 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 2H/S NATU 2N 55 MM 6+ hcp 3N TRF 7+C 2/3 honors nothing o/s 4C TRF 7+D 2/3 honors nothing o/s 4D TRF 7+H 2/3 honours nothing o/s 4H TRF 7+H 2/3 honours nothing o/s		
	2C	2D	
	2H	3C	CLUBS 8+
Note: 06.A.I	2C Opening & Interference		
	When there is interference after a 2C opening below the level of 3S, then X by responder shows no working card and pass shows working card Interference of 3NT or above X shows working card and pass no working card		
Note: 06.B	2C Precision Style (variant 2):		
	2C= 6C or 5C+4M 10-15		
	2D= Relay 2M= NAT F1 2N= PUP 3C for weak S/O in all suits 3C= 9-11 3+C 3D/M= NAT INV		
Note: 06.B.I	2C Precision Style (variant 2): & Interference		
Note: 07	2N family Opening family		
	<u>First Responses:</u> 3C= STAY 3D/H= TRF H/S 3S= PUP 3N 3N= 55 mm 7-9 hcp 4C/D= Auto RKCB-m 4H/S= slammish but passable		
	<u>After 2N-3C-3D-4C= Relay:</u>		<u>After 2N-3C-3D-4C-4D= 4-5D:</u>
	4D=	4-5 D	4S= PUP 4N
	4H=	44 CD	4N= RKCB-D
	4S=	4C	
	4N=	5C	
	2N	3D	
	3H	3S	5-5 SLAMMISH. ELSE USE SMOLLEN
	2N	3D	2N 3H
	3H	4S	3S 4H RKC-S
	2N	3S	2N 3S
	3N	4S	3N 4N mm S/F w/ DKC
	2N	3S	2N 3S
	3N	4C= 5C+4M S/T	3N 4D= 5D+4H S/T
			2N 3S
			3N 4H= 5D+4S S/T
Note: 07.I	2N family Opening & Interference		

Note: 08	2D+ Opening:		
Note: 08.A	When 2D= MULTI		
	<table border="0"> <tr> <td style="vertical-align: top;"> <p>2D-2N= Relay: 3C= any STR 2-suiter not mm 3D= decent weak 2H 3H= weak weak 2H 3S= 4441C 19+ 3NT= STR 2-suiter mm 4C= 4441D 19+ 4D= 4441H 19+ 4H= 4441S 19+</p> <p><u>After 2D-2N-3C-3D= (R):</u> 3M= M+C STR 2-suiter 3N= D+M STR 2-suiter: 3C=(R)-4M= D+M 4m= MM STR w/ 1st CTRL in bid m No CTRL In om 4H= MM w/ CTRL in both mm</p> </td> <td style="vertical-align: top; padding-left: 20px;"> <p><u>After 2D-2H:</u> 2S= some STR- 2N= Relay 3C= C+M STR – 3D asks: 3M= M 3D= D+H 3H= H+S 3S= S+D 3N= mm</p> <p>2N= 4441C 19+ 3C= 4441D 19+ 3D= 4441H 19+ 3H= 4441S 19+</p> </td> </tr> </table>	<p>2D-2N= Relay: 3C= any STR 2-suiter not mm 3D= decent weak 2H 3H= weak weak 2H 3S= 4441C 19+ 3NT= STR 2-suiter mm 4C= 4441D 19+ 4D= 4441H 19+ 4H= 4441S 19+</p> <p><u>After 2D-2N-3C-3D= (R):</u> 3M= M+C STR 2-suiter 3N= D+M STR 2-suiter: 3C=(R)-4M= D+M 4m= MM STR w/ 1st CTRL in bid m No CTRL In om 4H= MM w/ CTRL in both mm</p>	<p><u>After 2D-2H:</u> 2S= some STR- 2N= Relay 3C= C+M STR – 3D asks: 3M= M 3D= D+H 3H= H+S 3S= S+D 3N= mm</p> <p>2N= 4441C 19+ 3C= 4441D 19+ 3D= 4441H 19+ 3H= 4441S 19+</p>
<p>2D-2N= Relay: 3C= any STR 2-suiter not mm 3D= decent weak 2H 3H= weak weak 2H 3S= 4441C 19+ 3NT= STR 2-suiter mm 4C= 4441D 19+ 4D= 4441H 19+ 4H= 4441S 19+</p> <p><u>After 2D-2N-3C-3D= (R):</u> 3M= M+C STR 2-suiter 3N= D+M STR 2-suiter: 3C=(R)-4M= D+M 4m= MM STR w/ 1st CTRL in bid m No CTRL In om 4H= MM w/ CTRL in both mm</p>	<p><u>After 2D-2H:</u> 2S= some STR- 2N= Relay 3C= C+M STR – 3D asks: 3M= M 3D= D+H 3H= H+S 3S= S+D 3N= mm</p> <p>2N= 4441C 19+ 3C= 4441D 19+ 3D= 4441H 19+ 3H= 4441S 19+</p>		
	Over STR 2-suiter bid, Auto-RKC applies whenever pard pard bids a suit below game with RESPONSES 4,5,6,6+1Q,6+2Q		
Note: 08.B	When 2S= WEAK:		
	<p>2S-2N= Relay 3C= weak weak 2S PRE 3D= non-MIN D SPL 3H= non-MIN H SPL 3S= medium w/ 6S BAL 3N= non-MIN C SPL 4m= good-good 6S+5m</p>		
Note: 08.C	When 2H= 44+ MM		
	<p>2H-2N= Relay 3C= 3-way: 1- bad w/ 44 H, 2- bad w 5H4S, 3- good w/ 5H4S 3D = good w/ 5S4H or 3D = good w/ 5S4H or 3D = bad w/ 55+ 3H= good w/ 55+</p>		
Note: 08.D	When 2M= 6+M 10-13		
	<p>2M-2N= Relay 3M= weakest bid 3m= FRAG non-MIN</p> <p>2M-3M= INV 2M-3m= NAT F1</p>		

Note: 09	Competitive & Defensive Bidding:	
CD.091	RKCB DKCB	0314 035 146
CD.092	Exclusion	0314
CD.093	Carding:	ATT & COUNT REV; SMITH NORMAL: S/P NORMAL;
CD.094	Standard Defenses:	<p><u>v/s Opp STR 1C/2C:</u> 1C X Majors 1C 1NT Minors</p> <p><u>v/s Opp NAT 1C:</u> 1C 2C Michaels Both majors 1C 2N Diamonds and Hearts 1C 3C Diamonds and Spades</p> <p><u>v/s Opp NAT 1D:</u> 1D 2D Michaels Both Majors 1D 2N Clubs and Hearts 1D 3D Clubs and Spades</p> <p><u>v/s Opp 1M:</u> 1H/S 2H/S The other Major and a minor 1H/S 2NT Both Minors</p> <p><u>v/s Opp 2C=Precision:</u> 2C 3C Both Majors 2C 4C Diamonds and Hearts 2C 4D Diamonds and Spades</p> <p><u>v/s Opp weak 2D:</u></p> <p><u>v/s Opp weak 2M:</u> Against 2H/S 2H/S 3H/S Both Minors 2H/S 4C/D Bid minor and the other Major</p> <p><u>v/s Opp PRE 3m:</u></p> <p><u>v/s Opp PRE 3M:</u> Against 3H/S 3H/S 4C/D Bid Minor and the other Major</p> <p><u>v/s Opp PRE 2D=MULTI:</u> X= H or S or BAL 19-22 2H= ART BAL 15-18 2S= TRF C F1 2N= TRF D F1 3m= NAT Limited upto 13 4m= LM 55 m+M 3H= 55 mm 3S= 55 mm Slammish [Pard CUES M, 3N= No 1st CTRL] [4m= Preference no 1st CTRL but values] [5m= to play]</p> <p><u>v/s Opp PRE 2D=EKRENS 44+ MM:</u></p> <p><u>v/s Opp PRE 2N/3N=mm:</u> <u>v/s Opp 3N=Gambling:</u> <u>v/s Opp 3N= 4m PRE:</u> <u>v/s Opp 4m= 4m NAMYATS:</u></p>

C.095	Fourth hand Auctions:	<u>After (1X)-P-(1Y):</u>			
		<u>After (1C)-P-(1D):</u>	<u>After (1C)-P-(1M):</u>	<u>After (1D)-P-(1M):</u>	
		<u>After (1m)-P-(1N):</u>		<u>After (1M)-P-(1N):</u>	
		<u>After (1H)-P-(2H):</u> 2S= NAT 2N= TRF C 3C= TRF D 3D= 6S better hand 3H= Michaels 55 3S= ART Directional Ask 4C= mm 55+ Weak 4D= mm 55+ strong		<u>After (1S)-P-(2S)</u> 2N= TRF C 3C= TRF D 3D= 6H better hand 3S= Michaels 55 3H= ART Directional Ask 4C= mm 55+ Weak 4D= mm 55+ strong	
		<u>After (1H)-P-(3H):</u>		<u>After (1S)-P-(3S)</u>	
CD.096	After Opps OC 1N over our 1X:	<u>After 1C-(1N):</u> 1N SYS ON			
		<u>After 1D-(1N):</u> 1N SYS ON			
		<u>After 1M-(1N):</u> 1N SYS ON			
		<u>After 2C-(1N):</u> 2N SYS ON			
CD.097	Notes on Balancing:	(1m)-P-(P)-1N= 15-17; (1M)-P-(P)-1N= 11-14; Jump OCS IJO 6+X 12-14 hcp;			
CD.098	Serious / Non-Serious S/T after our 1M Openeing:	<u>If M explicitly agreed say 1M-2N or 1M-2m-Any-3M</u> We play 3N= Serious S/T & CUE= Npn-Serious S/T;			
CD.099	We OC 2N/3N NAT:	<u>After 2D-(2N):</u> 2N SYS ON <u>After 2M-(2N):</u> 2N SYS ON <u>After 3X-(3N):</u> 2N SYS ON			
CD.09A	Some Reubens Advances or Switch Bids (SWB):	<u>After (1H)-2C-(P):</u> 2D= SWB 5S 2H= SWB D 2S= 4 SPADES 3H= ART g C raise 3S= FJ 5+S & C SUPP	<u>After (1S)-2C-(P):</u> 2D SWB 5H 2H 4H 2S SWB D 3S= ART g C raise 3H= FJ 5+H & C SUPP		
CD.09B	PH Bidding:	<u>Over Opp 1N:</u> 2C= C+X 2D= D+M 2M= NAT X= MM			