

Supplementary Notes: Himani & Rajeev Khandelwal, INDIA

Note: 1.0	1C Opening (Natural)	
	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	1NT
	2C	At least 5 Diamonds GF. Natural bidding after that
	2D/H/S	Any big hand
	2NT	Natural limited
	3C	5332
	3D	6 Clubs
	3D	4-4 minors
	1C	2D
		Multi. Weak in either Major or Invitational Hand with clubs
	1C	2H
		5H+5S 6-9 Points
	1C	2S
		Both minors 4-11HCP Any major bid by 2S bidder is short
	1C	2NT
		17-19 HCP [Next: 3D= NAT; 3M= CUE w/ good Cs; 4M= SPL;]
	1C	3NT
		14-16 HCP [Next: 4C= NAT S/T; 4D= C+D; 4M= SPL;]
	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	
	We play support doubles below 2 major bid but it is not mandatory with weak hands	
	<u>After 1C-(Dbl)</u> 2N= weak raise in C 3C= good raise in C 2M/3M= weak to play	
	<u>After 1C-(1D):</u> 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 3D = 4-4-1-4 9+ hcp 3H/S Weak	<u>After 1C-(1N):</u> DBL = PEN 2C = 44+ MM Equal or better Hearts 2D = 44+ Both majors better spades After 1C 1N by Opp By passed hand 2C = Both majors, equal or longer hearts 2D = Both majors, better spades By unpassed hand 2C = Both majors for competition 2D = Michaels

<p><u>After 1C-(1H):</u> 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 FG 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</p>	<p><u>After 1C-(1S):</u> DBL = 4+H if 5 up to 11 hcp 1NT = NAT 2C = 5+D 8+ hcp 2D = 5+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</p>
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<p><u>After 1C-(2D):</u> 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 shows 5-5 majors invitational 3N= 1.5 D Stoppers 14-15 hcp</p>

<p><u>After 1C-(2H):</u> 2S= to play 2NT= TRF C 3C= TRF D 3D= 4S w/ SPL H 3H= TRF S FG 3S= CLUB FIT WITH NO HEART STOPPER</p>	<p><u>After 1C-(2S):</u> 2NT= TRF C WEAK OR STRONG 3C= TRF D 3D= TRF H 3H= H + C 3S= CLUB FIT WITH NO SPADE STOPPER FORCING UPTO 4C</p>
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Note: 1.2

1C Opening (Strong variation) NV vs V in 1st / 2nd 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	
1N		System on as if partner has opened 1NT
2C		16-18 with atleast 5 clubs
1C	1D	
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	2H	
3N		Min no Major
1C	2H	
2N	3C	Stayman
1C	2N	14+
3C		Baron
1C	3C/3D/3H/3S	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-1D-1NT=16-17; -2NT=20-21, 1C-1D-1H-1S-1NT=18-19; -2NT=22-23 1C-1D-3H=24-25 (3S then is PUP to 3NT); 1C-1D-3S=26+									
	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 1st / 2nd Seats & Interference									
	<table border="1"> <tr> <td><u>After 1C-(1D):</u> X Hearts 1H Spades 1S PUP to 1NT 7+ 1N NAT 2C NAT 2D MM 5-5 0-6 hcp</td> <td><u>After 1C-(1H):</u> X 5+ Spades 6+ hcp 1S Clubs 1N NAT 2C Diamonds 2H 5+ Spades 9+HCP</td> <td><u>After 1C-(1S):</u> X 6+ BAL 1N NAT 8+ 2C Diamonds 2D Hearts 2H Clubs</td> </tr> <tr> <td><u>After 1C-(X=MM):</u> Pass= Neutral; RDbI= 7+; 1D= H; 1H=S; 1S= No 4M 7+; 1N= 9+ MM STOPs;</td> <td><u>After 1C-(1N=mm):</u> Pass= < 7 DbI= 7+ 2C= STAY 2D/H= TRF</td> <td><u>After 1C-(2C):</u> DbI= 8+ 2D/H= TRF 2S= TRF D 3C= STAY w/ SPL C</td> </tr> <tr> <td><u>After 1C-(2D):</u> DbI= TRF H 2H= TRF S 2S= TRF C</td> <td><u>After 1C-(2H):</u> DbI= TRF S 2S= TRF C 3C= TRF D</td> <td><u>After 1C-(2S):</u> DbI= 8+ BAL 3C/D/S= TRF 3H= STAY SPL S</td> </tr> </table>	<u>After 1C-(1D):</u> X Hearts 1H Spades 1S PUP to 1NT 7+ 1N NAT 2C NAT 2D MM 5-5 0-6 hcp	<u>After 1C-(1H):</u> X 5+ Spades 6+ hcp 1S Clubs 1N NAT 2C Diamonds 2H 5+ Spades 9+HCP	<u>After 1C-(1S):</u> X 6+ BAL 1N NAT 8+ 2C Diamonds 2D Hearts 2H Clubs	<u>After 1C-(X=MM):</u> Pass= Neutral; RDbI= 7+; 1D= H; 1H=S; 1S= No 4M 7+; 1N= 9+ MM STOPs;	<u>After 1C-(1N=mm):</u> Pass= < 7 DbI= 7+ 2C= STAY 2D/H= TRF	<u>After 1C-(2C):</u> DbI= 8+ 2D/H= TRF 2S= TRF D 3C= STAY w/ SPL C	<u>After 1C-(2D):</u> DbI= TRF H 2H= TRF S 2S= TRF C	<u>After 1C-(2H):</u> DbI= TRF S 2S= TRF C 3C= TRF D	<u>After 1C-(2S):</u> DbI= 8+ BAL 3C/D/S= TRF 3H= STAY SPL S
<u>After 1C-(1D):</u> X Hearts 1H Spades 1S PUP to 1NT 7+ 1N NAT 2C NAT 2D MM 5-5 0-6 hcp	<u>After 1C-(1H):</u> X 5+ Spades 6+ hcp 1S Clubs 1N NAT 2C Diamonds 2H 5+ Spades 9+HCP	<u>After 1C-(1S):</u> X 6+ BAL 1N NAT 8+ 2C Diamonds 2D Hearts 2H Clubs								
<u>After 1C-(X=MM):</u> Pass= Neutral; RDbI= 7+; 1D= H; 1H=S; 1S= No 4M 7+; 1N= 9+ MM STOPs;	<u>After 1C-(1N=mm):</u> Pass= < 7 DbI= 7+ 2C= STAY 2D/H= TRF	<u>After 1C-(2C):</u> DbI= 8+ 2D/H= TRF 2S= TRF D 3C= STAY w/ SPL C								
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Note: 2.0	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 generally 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 4D= 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: 2.1	1D Opening & Interference									
	We play support doubles below 2 major bid but it is not mandatory with weak hands									
	<u>After 1D-(DbI)</u> 2N= weak raise in D 3D= good raise in D 2M/3M= weak to play									

	<u>After 1D-(DBI):</u> 1M/1N= NAT 2C= NAT F1 2M/3M= PRE 2N= PRE raise D 3C= FJ 3D= g raise D	<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 = 5+H LIM/+ 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 After 1D – 1N by opp Please refer to 1C – 1N by Opp	<u>After 1D-(2H):</u> Please refer 1C-(2H):	<u>After 1D-(2S):</u> Please refer 1C-(2S):

Note: 3.0	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 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 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/2N/3C/3D	sign off
		2D	GF

	After 1H-2C: 2D= MIN upto 14 no 4OM; 2H= NAT 6+H 14+ 2S= NAT any strength 2N= NAT 4/5C 14+ 3C= 4D 14+ 3D= 5D 14+ 3H= sub-MIN Opening NF (passable) 3N= 15-17 5332	After 1H-2C-2D(=11-14)-2H=(R): 2S= 6H+4m 2N= 4/5C 3C= 4D 3D= 5D 3H= 6H BAL 3S= 6H+5D 4C= 6H+5C	
Note: 3.1	1H Opening & Interference		
	After 1H-(DBI): 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	After 1H-(1S): 2NT 4H SUPP LIM/+	After 1H-(2m): 2NT 4H SUPP LIM/+
	After 1H-(1N): 2C= 6S+2H; 2D/H= TRF 2S= to play	After 1H-(2H=S+m): Dbl= PEN oriented 2S= F raise in H 3X= NAT F1 3H= COMP	After 1H-(2N=CD): 3C= COMP/FG S; 3D= COMP/FG H; 3M= INV;
	After 1H-(2S): 2N= TRF C 3C= TRF D 3D= LIM/+ raise 3H 3H= COMP non-INV	After 1H-(3m): 3H= COMP 3X= NAT F1	

Note: 4.0	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 10-13		
	1S 2NT Jacoby 3C/D/H Short suits 3S 5S non-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		
	After 1S-2C: 2D= MIN upto 14 no 4OM; 2H= NAT any strength; 2S= 6+S 14+; 2N= NAT 4/5C 14+ 3C= 4D 14+ 3D= 5D 14+ 3S= sub-MIN Opening NF (passable) 3N= 15-17 5332	After 1S-2C-2D(=11-14): 2H= NAT 11-12 5H NF; 2S=(R): After 1S-2C-2D(=11-14)-2S=(R): 2N= 4/5 C; 3C= 4D 3D= 5D 3H= 6S+5D 3S= 6S BAL 4C= 6S+5C	

Note: 4.1	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: 5.0	1NT 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><u>First Responses:</u> 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>

1N 4H	4D P 4N	to play RKCB-H
1N 4S	4H P 4N	to play RKCB-S
1N 2S	2H 3H	GF with 55 Majors
<p>3♥/3♠ stiff 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"> 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"> 3NT no interest, other suits well stopped <ol style="list-style-type: none"> 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. 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 higher suit. 4♣s not averse to playing in 5♣s 4♦/(3♠/4♥) cue bid with Major Fit 4♣/4♦ over 3NT is not averse to playing in 5♣/5♦ 4♣ shows 6♣s + 4♦s with slam INV + on which opener bids as below <ol style="list-style-type: none"> 4♦ with ♦ fit 4♥/4♠ cue bid with ♣ Fit 4NT = no fit 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. 		

- 3♦ shows 5Cards in ♦s and 4 cards in ♣s on which, opener bids
 - 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
 - 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
 - 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

1NT - 3S
 4H= To Play
 4m= Sets the suit

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.

1NT - 2D
 2H - 3NT= Choice of games
 2S= PUPPET to 2NT with one of these
 (a) 5S+H INV
 (b) 5H+4m INV
 (c) S/T 6+H or 6H+4S

1NT - 2D
 2H - 2S
 2NT - 3S= 1-4-4-4 or 0-4(54) FG
 3H= 5S+H INV
 3m= 4+m & 5H INV

1NT - 2♣
 ? -----> 2♦ = no major, 2♥ = may have 4♠, 2♠ denies 4♥

1NT - 2♣
 2♠ -----?-----> 3♥ = Artificial game-force with ♠ fit, interest in slam/3NT
 3♣ = Extended Stayman

1NT - 2♣
 2♠ ----- 3♥
 ?-----> 3NT = Interested in 3NT, 4♠ - No interest in 3NT/slam.
 3♠ = Waiting (4♣/♦/♥ = 5+ suit. 3 NT balanced slam try.

1NT - 2♣		
2♥ -----?----->	3♦	= Game force with ♥ fit, interest in 3NT/slam.
	3♣	= Relay for another 4 card (3♥ = 4333/5332, 3NT = ♣s)
	2♠	= Forcing to 2NT with 4+♠ and one of the following (a) raise to 2NT or higher with 4♠ (b) game force, 4♠s with 5+ ♣s/♦s (c) inviting with 5♠s with 4+ ♣s/♦s (d) game-force, 4♠-5♥-2-2
1NT - 2♣		
2♥ ----- 3♦		
?----->	3NT	= Interested in 3NT, 4♥ - No interest in 3NT/slam.
	3♥	= Waiting (3♠/4♣/4♦ = 5+ suit. 3 NT balanced slam try.
1NT - 2♣		
2♥ ----- 2♠		
?----->	2NT	= Minimum less than 4♠. 3♠ = Minimum with 4♠
	3♣/♦/♥	= Maximum with 2/3/4♠s resp.
1NT - 2♣		
2♦ -----?----->	4♣/♦	= Texas with 6-4 in ♥s/♠s. (but 4♥/♠ also available).
	2♠	= Art slam interest. Relay for shape (could be 4M & 5+m)
	2♥	= All hands with 5+♠s invitational or game-force.
	3♣/♦	= 4♠-5♥, game-force/inviting.
	3♥/♠	= 4-4-4-1♣ or 4-4-5♦-0♣ or 4-4-1♦-4♣ or 4-4-0♦-5♣
1NT - 2♣		
2♦ ----- 2♠		
?----->	2NT	= no 5-carder 3♣/♦ = 5carder.
1NT - 2♣		
2♦ ----- 2♠		
3♣/♦ -----?----->	4♥/♠	= Redwood; 3/4 NT Natural, interest in other minor.
	Others	= 4M & 5+ m, by steps :- 4♥+Um, 4♠+Um, 4♥+Bm, 4♠+Bm
1NT - 2♣		
2♦ ----- 2♠		
2NT -----?----->	3♥/♠	= Natural 5 cards with 4 cards in other major and 3 cards in one minor .
	3♦	= 5+ ♦ with 4♥s/4♠s (3♥ asks : 3♠ = ♠s & 3NT/4♣ = ♥s)
	3♣	= relay for specific distribution (normal replies) normally with 5 cards
1NT - 2♣		
2♦ ----- 3♣ (4♠-5♥, FG)		
3♦ -----?----->	3NT	= 4♠-5♥-2-2; 4♣/♦ = 4♠-5♥-2-2, extras, cue bid.
	3♥/♠	= 4-5-3-1♣ or 4-5-4-0♣ / 4-5-1♦-3 or 4-5-0♦-4
1NT - 2♣		
2♦ ----- 2♥ (5♠s)		
2♠ -----?----->	4♣/♦	= 6-4-1-2♣ or 6-4-0-3♣ / 6-4-2♦-1 or 6-4-3♦-0
	3NT	= 5♠-4♥ GF
	3♠	= 5♠-4♥-2-2, FG ; 3♥ = 5♠ & 4♥ inviting.
	3♣/♦	= 5♠ with 4 ♣s/♦s inviting
	2NT	= 5♠-4♥-3-1 (either way) invitational
1NT - 2♣		
2♦ ----- 2♥ (5♠s)		
2♠ ----- 2NT		
3♣ -----?----->	3♦	= 5-4-1♦-3 ; 3♥ = 5-4-4-0♣ ; 3♠ = 5-4-0♦-4
	3NT	= 5-4-3-1♣ NF ; 4♣/♦/♥ 5-4-3-1♣ extras cue bid

	1NT 2D 2H 4H S/T w/ no loser H no o/S A/K 7 sure tricks ANY NEW SUIT IS SPLINTER 1NT 2H 2S 4S S/T w/ no loser H no o/S A/K 7 sure tricks ANY NEW SUIT IS SPLINTER 1N 2C 2D 4C S/T 6H+4S 1NT 2C 2D 4D S/T 6S+4H			
	Super Acceptances <ul style="list-style-type: none"> <input type="checkbox"/> Super accept with 4 card support into xx/Ax/Kx <input type="checkbox"/> Super accept with 2NT with 4333 with 4 card support OR 3 card support and maximum <input type="checkbox"/> Super accept with 3M with all other hands <input type="checkbox"/> After super acceptance, re transfer applies at the lowest possible level <input type="checkbox"/> 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. <input type="checkbox"/> After Super acceptance, mild slam try does not apply. Responder can splinter Or Cue bid depending on the space availability. 			
Note: 5.1	1N Opening & Interference			
	Stayman gets doubled <ul style="list-style-type: none"> <input type="checkbox"/> RDBL by direct hand is willing to play <input type="checkbox"/> 2♦ denies Major but shows 5♦s with ♣ stopper <input type="checkbox"/> 2♥/2♠ 4 card Major with ♣ stopper <input type="checkbox"/> 3♥/3♠ 5 card Major with ♣ stopper <input type="checkbox"/> Redbl by responder says continue the stayman 			
	Transfer gets doubled <ul style="list-style-type: none"> <input type="checkbox"/> Accepting the transfer shows fit + stopper <input type="checkbox"/> Redouble shows willingness to play there Pass non committal			
	We play Rubensohl			
	<table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <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 style="width: 50%; vertical-align: top;"> <u>After 1N-(Dbl= mono-suiter):</u> RDBL strength 2D/H TRF H/S 2S TRF C 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 2N mm 3C TRF D 3D 55 MM INV/+ 3M SPL M NO 4OM :	
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	<table border="0" style="width: 100%;"> <tr> <td style="width: 33%; vertical-align: top;"> <u>After 1N-(2D=mono-M):</u> DBL TRF H 2H TRF S 2S TRF C 2NT mm INV/+ 3C TRF D </td> <td style="width: 33%; vertical-align: top;"> <u>After 1N-(2D= TRF H):</u> DBL Cards 2H TRF Spades 2S TRF Clubs 2NT mm INV/+ 3C TRF D </td> <td style="width: 33%; vertical-align: top;"> <u>After 1N-(2H= TRF S):</u> Dbl Raise to 2NT 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> DBL Cards 2H TRF Spades 2S TRF Clubs 2NT mm INV/+ 3C TRF D	<u>After 1N-(2H= TRF S):</u> Dbl Raise to 2NT 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> DBL Cards 2H TRF Spades 2S TRF Clubs 2NT mm INV/+ 3C TRF D	<u>After 1N-(2H= TRF S):</u> Dbl Raise to 2NT 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 DBL:</u> 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 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 2D 5+ GF 2H 0-4 2S NATURAL GF 2N Hearts 8+ 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+S 2/3 honours nothing o/s
	2C 2D 2H 3C CLUBS 8+
Note: 6.1	2C Opening & Interference
	When there is interference after a 2C opening below 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= NAT 1 RF 2N= PUP 3C for various hands (2C-2NT-3C-Pass=to play; -3D=55 MM Inv+, -3M=Cue in sup of C) 3C=Weak or GF with Diamonds 3D/H= Weak or GF in H/S 3S=6S+4H Inv
Note: 7.0	2N family Opening
	<u>First Responses:</u> 3C= STAY 3D/H= TRF H/S 3S= PUP 3N 3N= 55 mm 7-9 hcp 4C/D= Attitude RKCB-m. 2 nd STEP DENIAL BY OPENER 4H/S= slammish but passable. Any bid is RKC response
	2N 3C 3D 4C 4D SHOWS 4-5 CARD DIAMOND. 4H is enquiry 4H SHOWS 4-4 CUBS AND DIAMONDS 4S SHOWS 4 CARD CLUB 4N SHOWS 5 CARD CLUB
	2N 3C 3D 4C 4D 4S PUPPET TO 4NT 4N RKC IN DIAMOND
	2N 3D 3H 3S 5-5 SLAMMISH. ELSE USE SMOLLEN
	2N 3D 2N 3H 3H 4S RKC-H 3S 4H RKC-S
	2N 3S 2N 3S 3N 4S mm S/T 3N 4N mm S/F w/ DKC
	2N 3S 2N 3S 3N 4C= 5C+4M S/T 3N 4D= 5D+4H S/T 3N 4H= 5D+4S S/T

Note:	2D+ Opening:	
Note: 8.0	When 2D= MULTI	
	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+	<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 2N= 4441C 19+ 3C= 4441D 19+ 3D= 4441H 19+ 3H= 4441S 19+
	<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/ 1 st CTRL in bid m No CTRL In om 4H= MM w/ CTRL in both mm	
	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: 8.1	When 2S= WEAK:	
	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	
Note: 8.2	When 2H= 44+ MM	
	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+	
Note: 8.3	When 2M= 6+M 10-13	
	2M-2N= Relay 3M= weakest bid 3m= FRAG non-MIN 2M-3M= INV 2M-3m= NAT F1	
Note: 9.0	Competitive & Defensive Bidding:	
9.1	RKCB	0314
	DKCB	035 146
9.2	Exclusion	0314
9.3	Carding:	ATT & COUNT REV; SMITH NORMAL: S/P NORMAL;
9.4	Standard Defenses:	<u>v/s Opp STR 1C/2C:</u> 1C X Majors 1C 1NT Minors <u>v/s Opp NAT 1C:</u> 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 3m:

4m= L/M MM
Oth= NAT

v/s Opp PRE 3M:

Against 3H/S
3H/S 4C/D Bid Minor and the other Major

v/s Opp PRE 2D=MULTI:

2D X HEARTS OR SPADES OR BAL 19-22

2D 2H BAL 15-18
2D 2S CLUBS FORCING
2D 2N DIAMONDS FORCING

2D 3C/D NATURAL LIMITED UPTO 13
2D 4C/D BID SUIT AND A MAJOR

2D 3H BOTH MINORS
3S SLAMMISH WITH BOTH MINORS. PTR CUE
BIDS IN MAJORS. 3N SAYS NO 1ST RD CTRL
4C/D PREF WITH NO 1ST RD CTRL BUT VALUES. 5C/D TO PLAY

v/s Opp PRE 2D=EKRENS 44+ MM:

Dbl= BAL 14-16 or 19+; 2N= 17-18;
2M/3m= NAT

		<p><u>v/s Opp PRE 2N/3N=mm:</u> 3C= MM equal or better H (PH) 3D= MM better S (PH) With UPH, 3C= MM COMP, 3D= MM STR</p> <p>Similar structure over 3N</p> <p><u>v/s Opp 3N=Gambling:</u> 4C= MM equal or better H 4D= MM better S</p> <p><u>v/s Opp 3N= 4m PRE:</u> 4C= MM equal or better H 4D= MM better S</p> <p><u>v/s Opp 4m= 4m NAMYATS:</u> Dbl= take-out of M shown</p>
9.5	Fourth hand Auctions:	<p><u>After (1X)-P-(1Y):</u></p> <p><u>After (1m)-P-(1M):</u> 2m= MM Michaels; 2N= om+OM 55+</p> <p><u>After (1m)-P-(1N):</u> 2C= COMP MM; 2D= MM Michaels;</p> <p><u>After (1M)-P-(1N):</u></p> <p><u>After (1M)-P-(2M):</u> 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): 2N CLUBS 3C DIAMONDS 3D 6 HEARTS GOOD OR BAD 3H DIRECTIONAL ASK 3S MICHAELS 4C BOTH MINORS WEAK 4D BOTH MINORS STRONG By PH, All NAT except 2N= mm</p> <p><u>After (1m)-P-(3m):</u> NAT bidding</p> <p><u>After (1M)-P-(3M):</u> NAT bidding</p>
9.6	After Opps OC 1N over our 1X:	<p><u>After 1C-(1N):</u> 1N SYS ON</p> <p><u>After 1D-(1N):</u> 1N SYS ON</p> <p><u>After 1M-(1N):</u> 1N SYS ON</p> <p><u>After 2C-(1N):</u> 2N SYS ON</p>

9.7	Notes on	(1m)-P-(P)-1N= 15-17 – SYS ON
	Balancing:	(1M)-P-(P)-1N= 11-14 – SYS ON Jump OC= NAT 6+X 14-16
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-(2N): 2N SYS ON After 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): 2D SWB 5H 2H 4H 2S SWB D 3S= ART g C raise 3H= FJ 5+H & C SUPP
9.11	PH Bidding:	Over Opp 1N: 2C= C+X 2D= D+M 2M= NAT X= MM