

Supplementary Notes

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OVER 1m- SUIT OVERCALL

- Double = NEG.
- Cue = LR +
- Jump cue = SPL.
- 4M = To play.
- 2N = NAT INV

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 2nd suit
 - 3N no singleton/ 2nd suit – min- to play)
- 1♦ 3♣ : 6+♣ 9-11 most points in ♣ INV TO 3N
- 1♦ 4♣ } : SPL, with 5+ supports.
- 3♥/♠ }

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♦ = Last train – strong hand; 3♥= NON ACCEPT; 3♠= S/S Slam try (3N asks -4♣/♦/♥ = ♣/♦/♠ short): 3NT =HSST in♠; 4♣/♦ = HSST
- 3♦ = LR 10-11 4+♥; SAME AS ABOVE
- 3♥ = 4-6 4+♥ support - Preemptive
- 3♠ = VOID SPL – 3NT asks
- 3N/4♣/4♦ = ♠ /♣/♦/ Splinter , 11-13
- 4♥ = TO PLAY , anti slammish , mostly 5+ card in ♥ and some distribution like 5-5-2-1, 5-4-3-1 , 6-4-2-1 etc.
- 4♠/5♣/5♦ = EKC

Note 4 : 1♠ Opening and Responses

1♠ - 2♣ (5+) / 2♦ (+5) / 2♥ (5+) are Game Force Unless REBID then INV

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1♠ - 2♠ = Constructive, 7-10 and 3+ card support.

1♠ - 3♣ = Minor Splinter ♣/♦ - Opnr 3♦ asks- 3♥ = ♣ 8-10; 3♠ = ♦ SPL 8-10, 3NT = A♣ SPL 14+ ; 4♣ = SPL in ♣, 14+,
4♦ = SPL in ♦ 14+, 4♥ = A♦ SPL, 14+, 4♠ = Game acceptance good 9-10

1♠ - 3♦ = LR, 10-11 ; Opener 3♥ = LT; 3NT = SHORT S S/Try - 4♣ asks; 4♦/♥/♠ = ♦/♥/♣ short
4♣ /4♦/4♥ = HS/ST in ♣/♦/♥

1♠ - 3♥ = SPL in ♥; Opener 3♠ then 1)Pass = 8-10, SPL in ♥ 2) 3NT = A♥ Singleton, 14+ 3) 4♣/4♦ = SPL in ♥, 14+,
Cue in ♣/♦ 4) 4♠ = SPL in ♥, 8-10, G

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 TAKE OUT DOUBLE

RDBL = Good 9+, primarily interested in penalty with the ability to double at least two of the unbid suits by himself.

1♥ (X) 1NT = 5+ ♣ suit, 6+ HCP (Can by pass and bid own suit)
2♣ = 5+ ♦ suit, 6+ HCP
2♦ = 3+ ♥, 8+ HCP
2♥ = 3+♥, 4-7 HCP
2♠/3♣/♦ = SPLINTERS
2NT = JORDON – LR+ 4+♥,
3♥ = 7-9 4♥s – MR
3♠/4♣/♦ = Fit Bid – Slam Try
4♥ = preemptive raise

1♠ (X) 1NT = 5+ ♣ suit, 6+ h.c.p
2♣ = 5+ ♦ suit, 6+ h.c.p
2♦ = 5+♥ suit, 6+ h.c.p
2♥ = 3+♠, 8+ h.c.p
2♠ = 3+♠, 4-7 h.c.p
2NT = JORDON raise
3♣/3♦/3♥ = SPLINTER
3♠ = MR
4♣/♦/4♥ = Fit Bid – Slam Try
4♠ = preemptive raise

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 3rd/4th seat – One Way Drury

1♠ - 1NT (Natural and forcing)

- 2♣ = ONE WAY DRURY = 3+ card supp., good 9-11 points , NON FIT-JUMP hand

2♦ by opener is asking to describe hand

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 3rd 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
- 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 – Respond 5 Card suit (5N – none; then 4 card up the line); 6x = 5 cards
- 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

2♣ - 2♦

2♥ (asks Resp to bid 2♠)

2♠ = ♠ suit GF

2NT = 6+ ♣ GF

3♣ = 6+ ♦ GF

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- 3♦ = 5+♦ and 4+♣ GF
3♥ = 4♠-5♥ 22-24 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
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 Transfers Apply

- 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♣

- 2♣ - 2♦
2NT = shows 6+ cards in ♣ suit,
Responder should normally bid 3♣ to accept the transfer let opener describe her hand till so game is reached,
3♣ (accepting the TRF and proceed till some Game /Slam is reached)- 3♦ NEG less than 3HCP
(a) 3♦/3♥/3♠ = Second suit with opener 4+ cards
(b) 3NT = GOOD 6+♣ suit and 22+ points with stoppers
(c) 4♣ = Very good hand and looking for some CUE bid from responder . 4NT by responder will DENY any Ace or K . Opener can PASS 4NT or bid 5/6♣ on her own.

- 3♣ = shows ♦ suit with or without second suit. Responder accepts and bidding continues naturally--3♥ NEG
3♦ = shows 5+♦ and 4+♣ (Longer or Equal ♦)

Modification After Intervention

2♣ (Double) XX = Values – can have ♣ suit
All other bids carry the same meaning as if the double did not take place

2♣ (2X) P = 4+ HCP or penalty in X
X = less than 3 HCP – Bad hand
2Y = Natural 4+ HCP
3Y = Natural 4+ HCP

2♣ (3X) P = Nothing to say
X = Penalty

2♣ (4X) P = Forcing - Working Values
X = T/O

Note 8 : Weak 2♦ and Responses

- 2♦ - 3♦/4♦/5♦/6♦ = Strategic – cum – Preemptive bids
2♦ - 2♥/2♠/3♣ = Natural one round force

- 2♦ - 2NT (Enquiry)
(a) 3♣ = Good hand good suit
(b) 3♦ = Minimum suit and Minimum points as per expectation
(c) 3♥ = GOOD hand with 6♦ and 4♠ - OM
(d) 3♠ = GOOD hand with 6♦ and 4♥ - OM
(e) 3NT = GOOD hand – But no 3 card M

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

- 2♥ - 2♣/3♣/3♦ = Natural one round force
3♥/4♥/5♥/6♥ = Strategic-Cum – Pre-emptive

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

- 3♣ = GG / BB - 3♦ asks 3♥ = BB
3♠ = GG with shortage 3N asks 4♣/4♦/4♥ =
♣/♦/♠ short;
3NT = GG without Singleton
4♣/4♦ = 6♥ + 4♣/4♦
4♥ = 6♥ + 5♠

- 3♦ = GH & BS
3♥ = BH & GS
3♠ = Solid Suit
3NT = 4 cards of OM
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 1st 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 3rd 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 4th 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

Modification After Intervention

- 2M (X) XX = values with atleast DBLTN in P s suit
2/3Y = M raise with lead direction in the bid M
2NT = Enquiry
3NT = To Play
4m = Fit Showing
4M = To Play
4NT = RKC in M
- 2M (2X) X = Other two suits
2NT = Enquiry
3NT = To Play
3Y = Nat F
3X = Splinter
4m = Fit Showing
4X = EKC
- 2M (3X) X = Penalty
3NT = To Play
3Y = Nat F
4X = Splinter
4m = Fit Showing

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)

2NT - 3♣

3♦ = One/Both 4-card majors., responder s 3♥/3♠ = ♠ / ♥; 3N to play

3♥ = No 4 card M; 3♠ by responder to play 3N then 4NT = Quanti with 1/2 Ms and 3NT = 5♠+4♥; 4NT = Quanti with 5♠+4♥

3♠ = 5♠, responder now cue bids for SLAM interest, 4♠ = GAME, 3NT – to play;

3N = 5♥, responder; 4♣ = Slam Interest; 4♦ = retrfr to ♥, P – to play

2NT - 3♠ puppet to 3NT

3NT- P = to play

4♣ = 6+♦ to play upto 4NT (11/12) – 4♦ min; 4♥/♠ = Cue; 4N = to play

4♦ = 6+♣ as above - 4♥/♠ = Cue; 4N = to play

4♥ = 5♣+5♦ 10-11 Slammish - ♥ Short 4♠ = DKC BY OPENER AND CAN SIGN OFF 5N IF 2 KEY CARDS MISSING 4N = To Play

4♠ = 5♣+5♦ - ♠ Short - SAME AS ABOVE - 5♣ = DKC

4NT = Quantitative with 4♣+4♦ cards

5♣ = Long ♣+♦ Pass or correct to ♦ - Cant play NT (maybe 3-5/5 or 1/2-6-5)

5NT = 4♣+4♦ 13-14 Points – Choose Contract 6♣/6♦/6NT

2N-(3♣) THEN X Stayman 3 level transfers 4♣= Both M; 4♦/4♥Trans to 4♥/4♠; 4N= Quanti
-(3♦/♥/♠) – X is Stayman 3/4 Level Nat – 4m/M = trans 4N= Quanti

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 1st & 3rd seat non vulnerable position the preempt can be more destructive and the HCP and suit quality can be poor. In 3rd seat the HCP is 6-12 in vulnerable and 0-12 in non vulnerable position.

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

3NT opening at 1st and 2nd 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 3rd & 4th seats likely with a long minor.

3♣/3♦ 4♣/4♦ = Preemptive with some Defence
3M = Natural Forcing
3NT = To Play or save suggestion
4♦/4♣ = RKC; Steps are : 1st - 1 w/o Q; 2nd - 1 with Q; 3rd - 2 w/o Q; 3rd - 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 3rd / 4th 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 : 1NT Overall on Opposition's 1X – SYSTEMS NOT ON

(1♣) – 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; pupets 3♣; then 3♦ = 5♦+5♥/♠ - 3♥ asks, 3♠ = 5♦+5♠ & 3N = 5♦ +5♥;
3♥ = 5♣+5♥;
3♠ = 5♣+5♠

3♣ = 6♣+ Gd INV

3♦ = 6♦+Gd INV

3♥/♠ = 6♥/♠ INV

3N = To Play

4♣ = One M slammish – puppet to 4♦ - now 4♥ is ♥ suit & 4♠ is suit ♠ & Bid 5M means if u have 1 & 1/2Hons bid 6 as M suit not good - 1NT pat to decide whether to play Slam or pass.

4♦ = Transfer to 4♥

4♥ = Transfer to 4♠

(1♦) – 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 4M/3N)

2♦ = Stayman

2♥/♠ = Constructive 7-8

2NT = Any 2 suits; pupets to 3♣; then 3♦ = 5♦+5♥/♠ - 3♥ asks, 3♠ = 5♦+5♠ & 3N = 5♦ +5♥;
3♥ = 5♣+5♥;
3♠ = 5♣+5♠

3♣ = 6+♣ Gd Suit INV

3♦ = 6+♦ Gd Suit INV

3♥/♠ = 6♥/♠ INV

3N = To Play

4♣ = One M slammish – puppet to 4♦ - now 4♥ is ♥ suit & 4♠ is suit ♠ & Bid 5M means if u have 1 & 1/2Hons bid 6 as M suit not good - 1NT pat to decide whether to play Slam or pass.

4♦ = Transfer to 4♥

4♥ = Transfer to 4♠

(1♥) – 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♦ = Constructive 7-8

2♥ = Stayman

2♠ = Constructive 7-8

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

3♣ = 6+♣ Gd Suit INV

- 3♦ = 6+♦ Gd Suit INV
- 3♥ = 4-1-4-4 Choice of game
- 3♠ = 6+♠ INV
- 3N = To Play
- 4♣ = L Miachels 5♣+5♠ slammish
- 4♦ = L Miachels 5♦+5♠
- 4♥ = Transfer to 4♠

- (1♠) – 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 ♥ or 3N)
- 2♦ = Constructive 7-8
 - 2♥ = Constructive 7-8
 - 2♠ = Stayman
 - 2NT = Both ms weak or strong, NT will choose better m; can P or correct to 3♦ to play;
 3M will show shortness & GF; 3N = 5/5ms with INV values. Can P or correct to 4m
 - 3♣ = 6+♣ gd INV
 - 3♦ = 6+♦ gd INV
 - 3♥ = 6+♥ INV
 - 3♠ = 1-4-4-4 Choice of game
 - 3N = To Play
 - 4♣ = L Miaechels 5♣+5♥ slammish
 - 4♦ = Transfer to ♥
 - 4♥ = L Miaechels 5♦+5♥

Note 16 : On our 1X opening (2 weak) overcall by Opponents

- 1♣ (2♦) DBL = NEG
 2♥/♠ = ORF unless rebid – if suit rebid its INV
 2NT = NAT INV with 3+♣ Fit- Opener can sign off in 3♣
 3♣ = Nat ORF - 5♣ and 11+
 3♦ = INV Miachels – May play in part score
 3♥/♠ = Setting the 6+Suit must have D stopper (short or A /K)
 3N = To play
 4♣ = RKC
 4♦/4♥ = TRF 4♥/♠ - opp may have sacrifice not easy to find
 4♠ = To play
- 1♣ (2♥) DBL = 8+ / Good distribution of other 2 suits
 2♠ = NF some value Bid – Opener can pass or support or Bid 4
 2NT = NAT - Inv
 3♦ = OM 5+♠
 3♥ = Both ms
 3♠ = ♣ suit
 4♣/4♦ = 5♣/5♦ + 5♠; Next level bid is slam interest
 3N/4♠ = To play
 4♥ = RKC
 4N = Blackwood (responder with some good hand needs only As -0/1/2/3)
- 1♣ (2♠) 2NT = NAT - Inv
 3♣ = ♦ Suit
 3♦ = OM 5+♥

3♥ = Both ms
 3♠ = ♠ suit
 4♣/4♦ = 5♣/5♦ + 5♥
 3N/4♥ = To play
 4♠ = RKC
 4N = Blackwood

1♦ (2♥) 2♠ = Constructive but NF
 2NT = NAT - Inv
 3♣ = ♦ Suit
 3♦ = OM 5+♠ GF
 3♥ = Both ms
 3♠ = ♠ suit
 4♣/4♦ = 5♣/5♦ + 5♠
 3N/4♠ = To play
 4♥ = RKC
 4N = Blackwood

1♦ (2♠) 2NT = 3♣
 3♣ = ♦ fit INV - but 3♦ by opener can be passed
 3♦ = OM 5+♥
 3♥ = Both ms
 3♠ = ♠ suit
 4♣/4♦ = 5♣/5♦ + 5♥
 3N/4♥ = To play
 4♠ = RKC
 4N = Blackwood

1♥ (2♠) 2NT = Inv or better in ♣
 3♣ = Inv or better in ♦
 3♦ = Limit raise or higher in ♥ - To use RKC bid 3D and then 4♠ as RKC
 3♥ = Competing with 3/4 card ♥.
 3♠ = Both ms
 3N = to play
 4♣/4♦ = 6+♣/♦ & 3+♥ Slammish
 4♥ = To play
 4♠ = Exclusion

Note 17 : On 1M by Opponent Direct Cue Bids by us – Michaels

General style is (9-14) with at least 5 cards in both the suits.. Could be lighter as AJ10xx A10xxx xx x in a non vulnerable position. The hand would be respectively more constructive to show two suites over two and three level openings. Against passed P can be intermediate.

(1m) 2m = Both M
 2NT = ♥ & Om
 3Bm = Asks P to bid 3NT with stopper in Bm, should have a long suit in Om with 9 tricks in hand

(1♥) 2♥ = 5♠ and 5m – 2N asks for m
 2♠ = Preemptive ♠
 2NT = Both ms – P to bid better m

(1♠) 2♠ =. 5♥ + 5m – 2N asks for m
 2NT = Both ms 5/5 – P to bid better m to play / show better hand

Note 18 : On Opponent's Strong 1♣ & 2♣

(1♣ = STRONG) – C R A S H DBL = COL (Both same Colour – RED or BLACK)
1♦ = RANK (Both Majors or Both minors)
1♥/♠ = NAT
1N = SHAPE – Both pointed or rounded (♠+♦ / ♥+♣)
2♣ ONWARDS = TRANSFERS EXCEPT 2N/ 3N / 4N = minors
4♣ = TRANSFER TO 4♥ (WANT P TO PLAY)- BETTER HAND
4♦ = TRANSFER TO 4♠ (- DO -)
4♥/♠ = TO PLAY – PREMPTIVE TYPE

(1♣ = Strong) – P – (1♦)- DBL = ♦ suit / Ms
1NT = Minors
Rest Nat

(1♣ = Strong) – P – (1N)- DBL = Both Ms
2♣+M
2♦+M
2N = Both ms

(1♣ = Strong) – P – (1♦)- P
(1N) - P – (P) - Now ALL systems on as if OPP opened 1NT

(2♣ = Strong) - Both Ms
2♦/♥/♠ Long suits
2N = Both ms
3♣ = 5♣+5M
3♦ = 5♦+5M