

1. Reverse Flannery:

1m – 2H = 5S, 4+H, 6-9*

1m – 2S = 5S, 4+ H, 10-11

This applies over 1m – (DBL) and over 1C – (1D) overcall.

Opener's 2NT is ART enquiry.

*At non-vul vs vul, the range for 2H is 3-9.

2. Artificial Reverses:

The cheapest reverse may be artificial.

- 1C – 1D – 2H
- 1C – 1S – 2D
- 1D – 1H – 2S
- 1D – 1S – 2H
- 1H – 1N – 2S

This shows one of two hand types –

- a. Length in opened suit and could be void in reversed suit or
- b. 5+ and 4+ in the two bid suits.

If responder goes back to the opener's long suit, that is a signoff. Any other bid by responder is FG.

On responder's 2N relay, opener bids as follows:

- Opened suit = Length there, reverse was artificial
- New suit = fragment, showing a natural reverse and shortness in the 4th suit.
- Reversed suit = 6+ - 4 in the two suits
- 3N = Natural reverse, 5422

1H -1S -3C is also ART.

1H – 1S

3C – 3D = relay, but responder must have some tolerance for either hearts or clubs.

Supplementary Notes – Kaustabh Nandi & Sagnik Roy

1H – 1S

3C – 3D

3H = only hearts

3S = 5+ hearts, 4+ clubs, 3 spades

3N = hearts + clubs, not a hand to cross 3NT

4C = 5+ hearts , 5+ clubs

4H = 6+ hearts, 4 clubs

1H – 1S

3C – 3H = GF

1H – 1S

3C – 3N = To Play

3. $1m - 2m - 2m+1$

1C – 2C – 2D and 1D – 2D – 2H are ART, primarily used by the opener to show some shortness below the 3m level.

Responder bids $2m + 2$ and now opener uses one of the next three bids to show his shortness. The ordering of these bids is “natural for natural, else low for low”.

This sequence is forcing only to 3m.

4. Transfers in competition

These apply in the following situations:

- 1m – (1S)
- 1m – (2H)
- 1m – (2S)
- 1H – (2S)
- 1x – (3S)
- 1N – (3S)
- 2N – (3S)

After a 1S overcall, 2H is NAT NF and 2S is inv+ with 5/5+ in the unbid suits.

After a 2M overcall, transfers apply only till opener's suit, i.e,

1D – (2M) – 3C is inv+ D, but

1D – (2M) – 3D is a mixed raise,

and 1D – (2S) – 3H is NAT FG

1D – (2H) – 2S is NAT, FG unless rebid.

After 1x – (3S), 3N is NAT, 4C/D are transfers, 4H is NAT (but 4D shows a better hand with hearts), 4S is trf to clubs.

5. Two – way checkback

After 1x – 1y – 1N, we play two way checkback.

- 2C puppets 2D, to play there or to show INV hands.
- 2D is ART FG
- 2N puppets 3C to play there
- Jumps show 4-6 INV

After 2D (FG), opener bids the other major to show shortness in responder's major, e.g.

1D – 1S

1N – 2D

2H = ART, shows singleton spade

1H – 1S

1N – 2D

2H = ART, shows singleton spade

6. RKC/EKC

Responses are 1403 for any ace asking query.

A response of 5N shows an even number of keycards with some void. A response at the 6 level shows an odd number of keycards with the bid suit void (unless that void is impossible)

After a void showing response, if there are two bids available below the agreed suit, then

- a. The cheapest bid asks for extras
- b. The next bid asks for the trump queen.

If there is only one bid available below the agreed suit, then that bid asks for extras.

If, on RKC, there is intervention below our 5 level, we play DOPI, where

- DBL = 0 or 3
- Pass = 1 or 4
- Next bid = 2 without queen, and so on

If there is intervention at or above our 5 level, we play DEPO, where

- DBL = even number of keycards and
- Pass = odd number of keycards.

After the response to RKC, 5N confirms all keycards and asks partner to bid 7 with extras or show specific kings up the line.

After the response to RKC, a 6 level bid in a side suit asks for 3rd round control in that suit.

If we cross 4N after agreeing a suit, then 5N is RKC.

7. 4-card advances (1x) – 1y – (P) – 1z

A new suit at the one level by advancer after an overcall is 4+ cards, 8+ HCP, NF.

Over this, overcaller's

- Cue = INV+ without 4 card fit
- Raise = minimum with 4 card fit
- Jump raise = INV with 4 card fit
- Jump cue = strongest raise with 4 card fit

If opener doubles the 4-card advance, overcaller's DBL is a support double.

8. 2D/M – (DBL)

Responder's 2N continues to be an enquiry with the same responses as if there was no intervention.

New suit by responder shows fit for opener's suit with lead indication in the bid suit. Responder does not promise length in the bid suit.

A REDBL by responder asks opener to bid the next suit, which responder will pass or correct to his own suit as a signoff.

9. 1N – (P) – 2x – (DBL)

When opps DBL our Stayman 2C,

- Pass = No major or no stopper
- 2D = 5+ D, may or may not have stopper
- 2M = 4 or 5, shows club stopper.
- REDBL = To play

If opener passes, responder's REDBL is repeat enquiry, on which opener transfers to his major.

The full structure is put up at http://prba.in/sys/stay_int.htm

When opponents DBL our transfer (after 1N or 2N opening),

- Pass = Less than 3 card fit
- Accept TRF = 3+ card fit, stopper
- REDBL = 3+ card fit, no stopper

10. 3-card raises

1m – 1M – 2M may be a 3-card raise.

1H – 1S – 2S may be a 3-card raise.

A 3-card raise is only made with a side singleton, either with a 5431 or 6331 shape.

Responder bids 2M + 1 with an INV+ hand to enquire about opener's shape and strength.

11. 1S – 1N – 3C ART

1S – 1N

3C = ART, strong, either S + H or S + C or only S

1S – 1N

3C – 3S = weak, passable

1S – 1N

3C – 3D (relay)

3H = 5+ spades, 4+ hearts

3S = 6+ spades, 4+ clubs

3N = 5 spades, 4+ clubs

4C = 5+ spades, 5+ clubs

4D = Auto splinter in hearts

4H = 5 spades, 6+ hearts

4S = Only spades, no splinter (or don't want to show a splinter)

12. 2-way 2D over 1N

1N – 2D = TRF to hearts or both minors FG or both majors INV

1N – 2D

2H – 2S = cancels the TRF

2N – 3C = 5+ clubs, 4 diamonds, GF

3D = 5+ diamonds, 4 clubs, GF

3H = both majors INV

Supplementary Notes – Kaustabh Nandi & Sagnik Roy

3S = 6 hearts, 5 spades, GF

3N = 5 diamonds, 4 clubs, 2-2 majors, only game

4N = 5 diamonds, 4 clubs, 2-2 majors, slam inv

5N = 5 diamonds, 4 clubs, 2-2 majors, slam force

1N – 2D

2H – any bid other than 2S = NAT with 5+ hearts

As a corollary, we can only super-accept over 2D by bidding 2S. After this 2S, 2N/3C cancel the TRF and show both minors GF, 3D is a ReTRF.

13. After opponents overcall 1NT

1C/D – (1NT) – 2C = both majors

1H/S – (1NT) – 2C = good raise in opener's major

1C/D – (1NT) – P – (P)

DBL = takeout double of the other minor

1H/S – (1NT) – P – (P)

DBL = 4 cards in the other major