

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 Level-7-17(can be lower with shape) HCP 5+cards (rarely4), New suit by ADV at a)1 level-8+HCP,4+card, b)2Level-Const nf 10-14/15HCP, 5+, Single Jump = Fit, Double jump = SPL, Cue = 9+ fit or any GF. Jump cue = 4+cards, 6-9 HCP, jump = PRE 2 LevelO/C -10-17HCP, 5+cards (usually 6), adv's new suit - ORF
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd live: 15-18HCP, usually with stopper. Responses=Same as 1nt opening Balancing: 11-14/16, Responses = 2C is range ask, rest same. On 2C, 2D/H/S with min, 2NT with max, then 3C = re-stayman
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK Leaping Michaels (5-5+Game Inv), 2NT by ADV = enq, same response as after opening weak 2
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue = Michaels except (1C)2C= Nat Jump Cue = Solid long minor, invites 3nt.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs Strong NT: DONT, Extended DONT till 4 level 2NT on strong 1NT = Single suiter PRE. Vs. Wk NT: X = PEN, subsequent doubles are T/O, 2C = one suit, 2♦ = MM, 2M = M + m, 2NT = mm Vs Strong 2NT: X = MM, rest nat; Balancing=Same
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O. (2♦) 3♦ = MM, 4C/♦ = C + H/S. (2M)3M = mm, 4m=Bm+OM, 4N = mm (3m)4m=MM,4Om=m+M,4NT= Om+M (3M)4m=m+oM, (3M)4M =OM + m, (3M)4NT= mm.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣/2♣: Dbl/bid = 1 suit next higher or next 2 higher NT= Pointed or rounded suits
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl=10+HCP, usually no fit. Jump raises = 6-9 with 4+supp 1m-X-jump in om = LROB, 2M = same as w/o X, [15.1] & [16.1] jumps = Fit, double jumps= SPL. 1M-X-TRFs, 2N = LROB 2any-X-XX=single suit, new suit = L/D

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Suit	Lead	In Partner's Suit	
NT	3 <sup>rd</sup> from even, low from odd	Same	
Subseq	2 <sup>nd</sup> or 4 <sup>th</sup>	Same	
Other: vs NT: A for count or U/B, K for ATT, Q for ATT or U/B ATT shifts thru declarer: low from Q or higher	Same or attitude	Same	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK (+), Ax	Asks UB/CT, AKJT (+)	
King	KQ (+), AK, Kx	Asks for attitude, AKx	
Queen	Qx, QJ (+)	UB or Att, KQT9, QJ (+)	
Jack	HJ10, J10(+), Jx	HJ10, J10(+), Jx	
10	HT9, T9(+), Tx	HT9, T9x, 10x	
9	9x	98(+),9x(x)	
Hi-X	xx, doubleton or 3/5th	xx, denies H	
Lo-X	Shows odd number	Promises at least 10	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT(Low=Enc)	COUNT(Hi=Odd)	1 <sup>st</sup> discard o/e
Suit 2	COUNT(Hi=Odd)	S/P(STD)	COUNT(Hi=Odd)
3	S/P(STD)	S/P(STD)	S/P(STD)
1	ATT(Low=Enc)	Reverse Smith	Smith (Low=Enc)
NT 2	COUNT(Hi=Odd)	COUNT(Hi=Odd)	1 <sup>st</sup> discard o/e
3	S/P(STD)	S/P(STD)	S/P=STD
Signals (including Trumps): Smith vs NT - Low enc. Smith continues Till the signal is complete, so in discarding also Vs NT: ATT if dummy wins with A/K/Q, count otherwise			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
At 1- level: (10)11+. At 2 level: 12+ 3+ cards in other suits (usually) or 18+. T/O dbls till 4♠ Balancing: Same as above but see [20]			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
-ve DBL upto 3♦. (1N) (3N) X asks for short M lead. After bid and raise, X of that suit = don't lead After we find a fit, Xs are game try/competitive			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b> <b>NCBO: INDIA</b> <b>PLAYERS: Sumit Mukherjee + Rajeshwar Tewari</b> <b>EVENT: ALL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Majors with Semi F 1NT 3 Card minors, with Walsh over 1♣ 1NT: (14)15-17, with possible 5/6 major, singletons 2♦: in 1 <sup>st</sup> or 2 <sup>nd</sup> seat: 0-6 hcp, 5-7 cards in 1 major 2M: in 1 <sup>st</sup> or 2 <sup>nd</sup> seat: 7-10 hcp, 5-7 cards in M 2♦: in 3 <sup>rd</sup> or 4 <sup>th</sup> seat: Nat weak 2 Wide range O/Cs. Freq use of non-pen DBLs Freq WJOs
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣-2♦ = MR (7-9, 5+ Clubs). 1D-3♣ = Same; 1m-2♥=5♠ and 4+♥, 5-9 HCP [5]; 1m-2♠= 5♠ and 4+ H 10-11 HCP. 1M-3♦ = LR, 10-11 HCP ,3+ Supp. 1♥-3♣ =6-9 HCP, 4+ support. 1♥-2♠/1♠-3♣/♥=Unspecified spl (7-10 or 14+ HCP [9]).
<b>SPECIAL FORCING PASS SEQUENCES</b>
1) When game force is established. 2) Passes are forcing from 2♣ opener 3) Passes are F up to 2H once we have made a strength showing XX or a penalty X, ex - 1♦ (X) XX (2♥) P, 1♣ (1NT) X (2♥) P etc.
<b>IMPORTANT NOTES</b>
Cheapest Reverses are ART [21]
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	(10)11-21, 4423, or Much better suit than D	1♦=3+Cards0+HCP,1NT/2NT=8-10/11-12, 2♣=10+, 2♦= Mixed, 2M=Reverse Flannery [5], 3x SPL, 4♣=RKC, 4M=To play, 4N = Quant	Walsh approach. Two-way CB. ReTRF[4] 1♣-1M-3♦=4card supp BAL18-19. 1♣-2♣-2♦=ART [1],1♣-2NT-3X=short.	1♣-(1X)-3♣ = Mixed Raise TRFs on 1S/2M/3S O/Cs 1♣-(1N)-2♣ = MM
1♦		3	4♠	(10)11-21, 4432	1NT/2NT =6-10/11-12, 2M-ReverseFlannery [5] 3♣ =Mixed, 3♦=PRE, 3♥/♠/4♣ =Spl, 4♦-RKC, 4M=To play, 4NT=Quant	Two-way CB. ReTRF on 2N rebid [4] 1♦-1♠-3♥=4card supp BAL18-19. 1♦-2♦-2♥=ART [1],1D-2NT-3M=short.	Same as above
1♥		5	4♠	(10)11-21, can be 4 in 3 <sup>rd</sup> seat	1N=semi-F, 2N=BAL GF, 3♣ =Mixed, 3♦ = LR	Help/Short suit tries after raises [8]	2-way Drury (after cut also)
					2♠=any short 7-10 or 14+,3♠/3N/4♣= ♠/♦/♣ SPL	1♥-3R-3♠=some SPL, 1♥-1N-2♠=ART	TRFs on 1/2/3♠ O/Cs
1♠		5	4♥	(10)11-21, can be 4 in 3 <sup>rd</sup> seat	1N=semi-F, 2N=BAL GF, 3♦=LR, 3♣/♥=m/♥ short 7-10 or 14+, 3N/4m = H/m SPL	Help/Short suit tries after raises [8] 1♠-3♦-3N= some SPL, 1♠-1N-3♣=ART[10]	2-way Drury (after cut also) TRFs on 2♥ O/C
INT			3♠	(good 14) 15-17, singleton or 6-card M/m possible	4-way TRFs, 3m = mm inv/GF, 3M=short +4OM 2♦=TRF to ♥ or mm GF [12]	1N-2♦-2♥-2♠=mm GF or MM inv [12] 1N-2♣-2M-3M-1 = set M, 3M-2= m+ any M	Leb/Rubnsohl, 4m=TRF upto 2N TRFs after 3♠ O/C
2♣	ART			22+ or Game in hand	2♦ = waiting, 3♥ = any short	Kokish Relays	2level intervention: Pass = 0-4 Higher:Pass=5+,Leaping Michael
2♦	ART			Weak2 in any M (2-6 HCP) 1st & 2 <sup>nd</sup> seat	2NT=ask, 3♣/♦=NF, 2M/3M/4♥=P/C 4♣=asks opener to TRF to their M	On2N: 3♣=max, then suit =F, 4♣=ask TRF 3♦=♥, 3♥=♠, 3♠=6♥+4♠, 3N=6♠+4♥	2♦-(X)-XX=my suit, 2N=ask, Pass asks for suit, any M =P/C
2♥		5		1 <sup>st</sup> and 2 <sup>nd</sup> seat: 7-10 3 <sup>rd</sup> : Wide range	2N=ask, 2♠/3m=F1, 3♠/4m = asking in S/m 3♥ = not inv	On2N:3♣=♣ short/bal,3♦/♠=short,3♥=min, 3N=4♠. On new suit: rebid/raise = NF	After X, XX is single suit, New suit is L/D raise,
2♠		5		1 <sup>st</sup> and 2 <sup>nd</sup> seat: 7-10 3 <sup>rd</sup> : Wide range	2N=ask, 3m/H=F1, 4m/♥ = asking in m/H 3♠ = not inv	On2N:3♣=♣ short/bal,3♦/♥=short,3S=min, 3N=4♥. On new suit: rebid/raise = NF	Fit jumps, game bids are to play
2NT				(19)20-21, BAL/semi-BAL Shortness possible	3♣=Muppet Stay, 3R=TRF, 3♠=PUP to 3N, 3N/4♣/R=TRF, 4♠=mm non slam	On3♣:3♥=no M then3♠ PUP 3N, 3♠/N=5♠/♥ 2N-3♠-3N-4♠=mm, 2N-3♣-3♥-4♥=MM	2N-(3Y)-X is Stayman TRF over 2N-(3♠)
3♣		6		PRE	3♦/M=F1, 4♦/M=asking		X=PEN, Game bids are NAT
3♦		6		PRE	3M=F1, 4♣ = asks quality of PRE		X=PEN, Game bids are NAT
3♥		6		PRE	3♠=F1, 4♣ = asks quality of PRE	on5NT:6♣=AQ/A,6♦=KQ/K,6♥=Q/J,	X=PEN, Game bids are NAT
3♠		6		PRE	4♣ = asks quality of PRE, 5N=Trump ask	...6♠=AK	X=PEN, Game bids are NAT
3NT	ART			Solid 7/8 card minor	4♣=P/C, 4D=ask SPL, 4M=To play, 4N=bid slam with 8, 5C = P/C	On4D:4M/5♣=M/m SPL, 4N = no SPL	X = PEN
4♣		7		PRE	4♦=NAT F1, 4M = To play		
4♦		7		PRE	4M/5♣ = To Play	HIGH LEVEL BIDDING	
4♥		7		PRE	4♠/5m = To Play		
4♠		7		PRE	5m = To Play		
4NT				Specific Ace asking	5♣=No Ace, 5♦/M=bid Ace, 5N=♣ Ace		
5♣		8		PRE			somehow cross 4NT after agreeing a suit, 5NT would be RKC.
5♦		8		PRE			After getting response of 4NT, next to next non agreed trump suit including 5NT is
5♥		8		PRE			K ask bid, responses=Specific. Direct ask after RKC response asks for Q of that
5♠		8		PRE			suit- bidding the trump suit shows no Q, any other bid below the trump suit is
							Shows a doubleton, with the Q, we will bid 7.

## Supplementary Notes

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## Note 1 : Inverted Minor

- 1.1**
- |      |    |   |
|------|----|---|
| 1♣   | 2♣ |   |
| 2♦   |    | = Any short, 11-13  |
|      |    | 2M = Stopper showing, up-the-line, should be unbalanced or 5422 |
| 2NT  |    | = Balance, 12 – 14 / 18 – 19, Forcing to 3♣                     |
| 3♣   |    | = Minimum hand, 5 + ♣   |
| 3♦♥♠ |    | = SPL   |
| 4♣   |    | = Kick Back   |

- 1.2**
- |         |    |   |
|---------|----|---|
| 1♦      | 2♦ |   |
| 2♥      |    | = Any short, 11-13  |
| 2M / 3♣ |    | = Stopper showing, up-the-line, should be unbalanced or 5422. |
| 2NT     |    | = BAL, 12-14/18-19, F.  |
| 3♦      |    | = min hand, 5+ ♦  |
| 3NT     |    | = Mini-splinter in ♣, NF.                                     |
| 4♣/3♥/♠ |    | = SPL.  |
| 4♦      |    | = KICK-BACK.  |

## Note 2 : One of a minor – 1X – 2m (minor suit rebid) – ?

- 2.1**
- |    |        |                  |
|----|--------|------------------|
| 1♣ | 1♦     |                  |
| 2♣ | 2♥     | = Artificial GF. |
|    | 2NT/3♣ | = NAT, inv.      |

- |    |    |                   |
|----|----|-------------------|
| 1♣ | 1♥ |                   |
| 2♣ | 2♦ | = Artificial GF.  |
|    | 2♠ | = 5+♥ and 4+♠ GF. |

- |    |    |                   |
|----|----|-------------------|
| 1♣ | 1♠ |                   |
| 2♣ | 2♦ | = Artificial GF.  |
|    | 2♥ | = 4+♥ and 5+♠ GF. |

- 2.2**
- |    |    |                        |
|----|----|------------------------|
| 1♦ | 1♥ |                        |
| 2♦ | 2♠ | = Artificial GF.       |
|    | 3♠ | = SPL, in favour of ♦  |
|    | 3♣ | = 5+♥ & 5+♣, forcing.  |
|    | 4♠ | = E.K.C. in favor of ♦ |

- |    |    |                           |
|----|----|---------------------------|
| 1♦ | 1♠ |                           |
| 2♦ | 2♥ | = Artificial GF           |
|    | 3♥ | = Splinter in favour of ♦ |
|    | 3♣ | = 5+♠ & 5+♣, forcing      |
|    | 4♥ | = EKC in favor of ♦       |

### Note 3 : One of a minor – 4th Suit F

**3.1** 1♣                    1♦  
 1♥                    1♠                    = 4<sup>th</sup> suit, GF  
                           3♣/♦/♥                = NAT, INV  
                           3♠/4♣                 = SPL in favour of ♥  
                           4♦                      = Game raise in ♥s, with long ♦s & slam try .

**3.2** 1♦                    1♥  
 2♣                    2♠                    = 4<sup>th</sup> suit  
                           3♠                    = SPL with ♣/♦ support.  
                           4♣/♦ = Support with SPL in Om.

### Note 4 : One of a minor – 1X – 2NT – Transfer

**4.1** 1♣                    1♦  
 2NT                    3♣/♦/♥ = Transfer to 3♦/♥/♠.  
                           3♠ = ♣.

**4.2** 1m                    1♥  
 2NT                    3♣                    =Transfer to ♦  
                           3♣                    3♦  
                           3♥/♠ = Spl  
                           3NT = 5♥ -3-3-2  
                           3♦/♥ = Transfer to ♥/♠  
                           3♠ = Transfer to ♣

**4.3** 1m                    1♠  
 2NT                    3♣                    =Transfer to ♦  
                           3♣                    3♦  
                           3♥ = 4♠ + 4♦  
                           3♠ = 5♠ + 4♦.  
                           3NT= 5♠ -3-3-2  
                           4♣ = SPL with 6+ ♠s.  
                           4NT                    = Quantitative.

## Note 5 : One of a minor – Reverse Flannery

- 5.1**
- 1m                    2♥/♠
- 2NT    = Enquiry
- 3Om    = Asking for stopper
- 3m      = NF
- 3♥      = NF if responder bids 2♠, INV if responder bids 2♥.
- 3♠      = INV
- 3NT    = To Play
- 4m      = Sets the m if the m is Bm otherwise sets one of responder's suit. If opener has F hand with both m, opener needs to bid the 4th suit first ( primarily asking for check ) and then should bid the other minor.
- 4M      = To play
- 4NT    = RKC in ♠ , to perform the RKC in ♥ , opener needs to bid the Om at 4 level and then have to bid 4NT.

- 5.2**
- 1m                    2♥/♠
- 2NT                  3♣ = 5+♠ & 4+♥, ♣ fragment.
- 3♦ = 5+♠ & 4+♥, ♦ fragment.
- 3♥ = 5♠-4♥-2♦-2♣
- 3♠ = 5+♠ & 5+♥, ♣ fragment.
- 3NT = 5+♠ & 5+♥, ♦ fragment.
- 4♣/♦ = 5-5 Ms, 3 card ♣/♦
- 4♥    = 6♠ + 5♥

## Note 6 : One of a minor – 1M – 2M (can be 3 cards) – ?

- 6.1**
- 1♣                    1♥
- 2♥                    2♠
- 2NT    = 4♥-3-3-3
- 3♣      = 6♣ & 3♥
- 3♦      = 1♠-3♥-4♦-5♣
- 3♥      = 4 card ♥, min
- 3NT    = 4 card ♥, balanced, max
- 4♣      = 2♠-4♥-2♦-5♣, max
- 4♥      = 4♥ & 6♣
- 
- 1♣                    1♥
- 2♥                    2♠
- 2NT                  3♥ = NF
- 
- 1♣                    1♥
- 2♥                    2♠
- 3♣                    3♦ is singleton ask, 3♥ is ♦ singleton & 3♠ is ♠ singleton

**6.2**

1♣	1♠
2♠	2NT
3♣	= 6♣ & 3♠, after this 3♦ is singleton ask
3♦	= 3♠-1♥-4♦-5♣
3♥	= 3♠-4♥-1♦-5♣
3♠	= 4 card ♠, min
3NT	= 4 card ♠, balanced, max
4♣	= 4♠-2♥-2♦-5♣, max
4♦/♥	= 4 card ♠, spl
4♠	= To play

**6.3**

1♦	1♥
2♥	2♠
2NT	= 4♥-3-3-3
3♣	= 1♠-3♥-5/4♦/♣ either way
3♦	= 6♦ & 3♥, no singleton ask is possible, so bids below 3NT are values and 4♦ sets ♦, any other bids set the M
3♥	= 4 card ♥, min
3♠/4♣	= 4 card ♥, spl
3NT	= 4 card ♥ balanced, max
4♦	= 2♠-4♥-5♦-2♣, max
4♥	= 4♥ & 6♦

**6.4**

1♦	1♠
2♠	2NT
3♣	= 3♠-1♥ - 5/4♦/♣ either way
3♦	= 6♦ & 3♠, after this 3♥ is singleton ask
3♥	= 3♠-4♥-5♦-1♣
3♠	= 4 card ♠, min.
3NT	= 4 card ♠, balanced, max
4♣/♥	= 4 card ♠, spl
4♦	= 4♠-2♥-5♦-2♣, max
4♠	= 4♠ & 6♦

### Note 7 : One of a minor-1X-1NT-2C (Puppet to 2D) & 2D=GF?

**7.1**

1♣	1♦
1NT	2♣
2♦	Pass= NF
	2♥ = 6♦-4♥, inv
	2♠ = 6♦-4♠, inv
	2NT = Inv,
	3♣ = 5♦-4♣
	3♦ = Inv, 6+♦.

- 7.2** 1♣                    1♦  
 1NT                    2♦  
 2♥/♠ = 4♥/♠  
 3♣ = 5♣
- 7.3** 1♣                    1♥  
 1NT                    2♣  
 2♦                    Pass= NF  
                          2♥ = Inv 5+♥, inv  
                          2NT = Inv,  
                          3♣ = 5♥-4♣  
                          3♦ = 5♥-5♦
- 7.4** 1♣                    1♥  
 1NT                    2♦  
 2♥ = 3♥  
 2♠ = 1♥  
 2NT = 2♥  
 3♣ = 5♣
- 7.5** 1♣                    1♠  
 1NT                    2♣  
 2♦                    Pass= NF  
                          2♠ = Inv 5+♠, inv  
                          2NT = Inv,  
                          3♣ = 5♠-4♣  
                          3♦ = 5♠-5♦
- 7.6** 1♣                    1♠  
 1NT                    2♦  
 2♥ = 1♠  
 2♠ = 3♠  
 2NT = 2♠  
 3♣ = 5♣
- 7.7** 1♦                    1♥  
 1NT                    2♣  
 2♦                    Pass= NF  
                          2♥ = Inv 5+♥, inv  
                          2NT = Inv,  
                          3♣ = 5♥-5♣  
                          3♦ = 5♥-4♦
- 7.8** 1♦                    1♠  
 1NT                    2♦  
 2♥ = 1♠  
 2♠ = 3♠  
 2NT = 2♠,  
 3♦ = 5♦



## Note 8 : One of a Major – 2M (raise) – ?

**8.1** 1♥            2♥  
 2♠            = s/s game/slam try (Short Suit game/slam try).  
 2NT           = HSGT in ♠ or BAL Try with 6♥ (Help Suit Game/slam try).3  
 ♣/♦           = HSGT in ♣/♦  
 3♠/4♣/4♦ = void splinter.

1♥            2♥  
 2♠            2NT(Relay)

3♣/♦        = ♣ / ♦ short 3  
 ♥            = ♠ short  
 3♠           = singleton ♠, slam try.  
 4♣/♦       = ♣ / ♦ singleton, slam try.

1♥            2♥  
 2NT           3♣(Relay)

3♦            =HSGT in ♠.  
 3♥            =BAL Game Try with 6♥.

**8.2** 1♠            2♠  
 2NT           = s/s game try  
 3♣           = HSGT in ♣ or BAL Try with 6♠.  
 3♦/3♥       = HSGT in ♦/♥.  
 4♣/♦/♥     = void splinter.

1♠            2♠  
 2NT           3♣ (Relay)

3♦/♥        = ♦/♥ short 3  
 ♠            = ♣ short  
 4♣/♦/♥     = singleton, slam try.

1♠            2♠  
 3♣            3♦(Relay)

3♥            = HSGT in ♣.  
 3♠            = BAL Game Try with 6♠.

## Note 9 : One of a Major – Mini/Maxi Splinters – ?

- 9.1** 1♥ 2♠  
2NT 3♣/♦/♥ = 8-10, SPL in ♣/♦/♠, after this 3♠ from opener is to show that he has a singleton in one of the other two suits  
4♥ = 8-10, SPL in ♠, but game acceptance.  
3♠/4♣/♦ = 14+, SPL
- 9.2** 1♠ 3♣  
3♦ 3♥ = SPL in ♣, 8-10 / 14+, now 3NT bid by opener shows that opener has a singleton in one of the other two suits, 4♣ is the enquiry to know the singleton  
3♠ = SPL in ♦, 8-10, now 3NT bid by opener shows that opener has a singleton in one of the other two suits, 4♣ is the enquiry to know the singleton  
3NT = ♦ void, 14+  
4♣ = SPL in ♦, 14+, ♣ cue.  
4♦ = ♦ A singleton, 14+, denying ♣ cue.  
4♥ = SPL in ♦, 14+, denying ♣ cue.  
4♠ = 8-10, SPL in ♦, game acceptance.
- 9.3** 1♠ 3♣  
3♦ 3♥  
3♠ Pass = SPL in ♣, 8-10.  
3NT = ♣ void, 14+  
4♣ = ♣ A singleton, 14+  
4♦ = SPL in ♣, cue in ♥, 14+  
4♥ = SPL in ♣, cue in ♦, 14+  
4♠ = SPL in ♣, 8-10, but game acceptance.
- 9.4** 1♠ 3♥  
3♠ Pass = 8-10, SPL in ♥.  
3NT = ♥ void, 15+  
4♣ = SPL in ♥, 15+, Cue in ♣  
4♦ = SPL in ♥, 15+, cue in ♠  
4♥ = ♥ A Singleton, 15+, denying Cue in ♣ &  
4♠ = SPL in ♥, 8-10, game acceptance

**Note 10 : One Spade – 1NT – 3C (ART) – 3D (Relay) – ?**

- 10.** 1♠                    1NT  
       3♣                    3♦
- 3♥        = ♠s & ♥s, GF  
 3♠        = 6♠s & 4♣s, GF  
 3NT       = 5♠s & 4+♣s, GF  
 4♣        = Nat either 5-5 or 6-6, with 6-5 will bid 3♠ first over 3♦.  
 4♥        = 6♥ + 5♠ weakfish hand, with 6♠ & 5+♥ bid 4♥ over 1NT  
 4♠        = 18-21 with 7-2-2-2 or 7-1-3-2 or 7-1-2-3.

**Note 11 : One Major – 1NT – 2NT (18-19) – ?**

- 11.1** 1♥                    1NT  
       2NT                    3♣        = TRF to ♦  
                               3♦        = TRF to ♥ ( can be with doubleton )  
                               3♥        = 55 m  
                               3NT       = To Play  
                               3♠        = ♣ suit, choice between 3NT & 5♣.  
                               4♣/4♦    = Fit Showing

- 11.2** 1♠                    1NT  
       2NT                    3♣        = TRF to ♦  
                               3♦        = TRF to ♥  
                               3♥        = TRF to ♠ (can be with doubleton)  
                               3♠        = ♣ suit, choice between 3NT & 5♣  
                               3NT       = To Play  
                               4♣/♦/♥ = Fit Showing.

**Note 12 : One NT – 2D (Hearts or Both m) – ?**

- 12.1** 1NT                    2♦  
       2♥                    2♠        = Puppet to 2NT.  
                               2NT       = INV with ♥s.  
                               3♣/♦     = 54+, GF.

- 12.2** 1NT                    2♦  
       2♥                    2♠  
       2NT                    3♣        = 5♣s & 4♦s, GF  
                               3♦        = 5♦s & 4♣s, GF  
                               3♥        = 5-5, Both M, INV.  
                               3♠        = 6♥s & 5♠s, GF.  
                               3NT       = 2-2-5-4. NF, If you have more bid 4 or 5NT accordingly.

**12.3** 1NT            2♦  
 2♠                2NT = 5♣s & 4♦s.  
                      3♣ = 5♦s & 4♣s.  
                      3♦ = Re-transfer.

1NT                2♦  
 2♠                2NT  
 3♣                3♥ = 1-3-4-5  
                      3♠ = 3-1-4-5  
                      3NT = 2-2-4-5, NF. If you have more bid 4 or 5NT accordingly.

1NT                2♦  
 2♠                3♣  
 3♦                3♥ = 1-3-5-4  
                      3♠ = 3-1-5-4  
                      3NT = 2-2-5-4, NF. If you have more bid 4 or 5NT accordingly.

### Note 13 : One NT – 2S/2NT (TRF to C/D) – ?

**13.1** 1NT            2♠  
 2NT = Not a good hand for ♣  
 3♣ = Good hand for ♣

1NT                2♠  
 2NT                3♦/♥/♠ = SPL (after SPL, bidding a M in 3 or 4 level shows 5 card of the M)  
                      4♣                = set the suit, request to make cue  
                      4♦/♥/♠ = EKC

1NT                2♠  
 3♣                3♦/♥/♠ = SPL  
                      4♣ = set the suit, request to make cue  
                      4♦/♥/♠ = EKC

1NT                2♠  
 2NT/3♣            3♦/♥/♠ = SPL  
 3M/4M = 5 card suit

**13.2** 1NT            2NT (Diamonds or both minors weak hand)  
 3♣ = ♣ is longer than ♦  
 3♦ = ♦ is longer than or equal to ♣

1NT                2NT  
 3♣/3♦            3♥/♠/4♣ = SPL  
 3M/4M = 5 card suit

## Note 14 : Two Club Opening – ?

### 14.1 2♣ 2♦

- 2♥ = Asking responder to bid 2♠ (Kokish)
- 2♠ = ♠ suit GF
- 2NT = 6+ ♣ GF
- 3♣ = 6+ ♦ GF
- 3♦ = 5+ ♦ and 4+♣ GF
- 3♥ = Any 4441 GF
- 3♠ = 25-26 HCP Balanced Hand
- 3NT = Long m with lesser than 22 HCP, likely having 9 trick in hand
- 4m = Epsilon in that m
- 4M = To Play with long M, lesser than 22 HCP
- 4NT = 29-30 HCP Balanced Hand
- 5m = To Play with long m, lesser than 22 HCP
- 5M = Epsilon in that M

### 14.2 2♣ 2♦

- 2♥ 2♠ = Puppet
- 2NT = 7-carder any suit (like Axxxxxx or Kxxxxxx, may have J)
- 3♣ = 6+ ♦
- 3♦ = 6+ ♥
- 3♥ = 6+ ♠
- 3♠ = 6+ ♣

### 14.3 2♣ 2♦

- 2♥ 2♠
- 2NT = 22-24 HCP Balanced Hand
- 3♣ = ♥ + ♣ GF
- 3♦ = ♥ + ♦ GF
- 3♥ = 6+ ♥ primarily choice between 3NT and 4♥
- 3♠ = 5+ ♥ and 4+ ♠
- 3NT = 27-28 Balanced
- 4m = Splinter in favor of ♥
- 4♥ = To Play
- 4♠ = EKC in favor of ♥
- 4NT = 31-32 HCP Balanced Hand.
- 5m = EKC in favor of ♥

### 14.4 2♣ 2♦ OR 2♣ 2NT

- 2♥ 2NT
- 3♣ 3♦ = 6+ ♥
- 3♥ = 6+ ♠
- 3♠ = 6+ ♣
- 3NT = 6+ ♦

## Note 15 : Intervention by Opponents over 1minor Opening

### 15.1 OVER TAKE OUT DOUBLE

1m	(X)	RDBL = Good 9+, primarily interested in penalty with the ability to double atleast two of the unbid suits by himself. After RDBL pass is F from both hand upto 2♠, so with a bad hand opener needs to bid immediately, any delayed action shows a good hand.
		<b>Raise to 2</b> = 5-10, 4+ support.
		<b>Raise to 3</b> = MR.
		2NT = Natural inv
1♣	(X)	2♦ = LR +.
1♦	(X)	3♣
1♦	(X)	4♣ = Fit-showing
1♣	(X)	3♦
1m	(X)	2♥ = 4+♥ + 5♠ 6-9 HCP. 2♠ = 4+♥ + 5♠ 10-11 HCP. 3Y = Fit-Showing.
1♦	(X)	2♣ = NAT, F.

}

### 15.2 OVER 1-LEVEL SUIT OVERCALL

<b>Double</b>	= NEG.
<b>Cue</b>	= LR + ( Except on 1♠ O/C).
<b>Jump cue</b>	= SPL.
<b>4M</b>	= To play.
<b>2NT</b>	= NAT INV
1♣	(1♦) X = Both M at least 4-4
	2♥ = 5+♠ & 4+♥, 6-8.
	2♠ = 5+♠ & 4+♥, 9-11.
	3Y = Fit Showing
	3♣ = MR

### 15.3 AFTER 1♠ OVERCALL

1m	(1♠)	X = NEG, may not have 4♥
		1NT = TRF to ♣, shows ♣s or ♣ support
		2♣ = TRF to ♦, shows ♦s or ♦ support
		2♦ = TRF to ♥, INV or better hand
		2♥ = 5+♥, NF
		2♠ = Cue bid, other two suits 5-5 INV

**15.4 OVER 1NT OVERCALL**

1m	(1NT)	X	= Penalty
		2♣	= Landy, opener will bid 2♦, if he has equal length in Ms
		2♦	= NAT, NF
		2M	= NAT, NF
		2NT	= Any two suiter 8+, opener will bid 3♣ to know the suits and responder will start to show the suits from cheapest level
		3m	= Preemptive if Bid m, INV if Om
		3M	= NAT, INV

**15.5 OVER 2-LEVEL JUMP OVERCALLS**

Double			= NEG.
3NT			= To play.
2M			= NAT & F.
1♣	(2♦)	2♥/♠	=GF unless rebid
		2NT	= Limit raise or higher in ♣
		3♣	= MR
		3♦	= Spl in favour of ♣
		3♥/♠	= 6+ suit,6-8 hcp
1♣	(2♥)	2♠	= GF unless rebid
		2NT	= Limit raise or higher in ♣
		3♣	= MR
		3♦	= ♦suit, GF
		3♥	= Spl
		3♠	= 6+ suit,6-8 hcp
1♣	(2♠)	2NT	= Limit raise or higher in c
		Raise to 3	= MR.
		3♦	= NAT, F.
		3♥	= NAT, F.
		3♠	=Spl in f/o ♣
1♦	(2♥)	2♠	= GF unless rebid
		2NT	= 5+ ♣s, INV+.
		3♣	= LR+ in ♦ s.
		3♦	= MR
		3♥	= Spl
		3♠	= 6+ suit,6-8 hcp
1♦	(2♠)	2NT	= 5+ ♣s, INV+.
		3♣	= LR+ in ♦ s.
		3♦	= MR
		3♥	= suit,GF
		3♠	= Spl.

## Note 16 : Intervention by Opponents over 1Major Opening

### 16.1 OVER TAKE OUT DOUBLE

1♥ (X) 1NT = 5+ ♣ suit, 6+ HCP  
 2♣ = 5+ ♦ suit, 6+ HCP  
 2♦ = 3+ ♥ , 8+ HCP  
 2♥ = 3+♥, 4-7 HCP  
 2♠ = Either JORDON raise, limit raise or higher with 4+ trump or responder has a singleton with and 4 card support

1♥	(X)	2♠	(P)
2NT(Enq)	(P)	3♣	= ♣ singleton 8-10
		3♦	= ♦ singleton 8-10
		3♥	= 4 card LR
		3♠	= ♠ singleton with GF hand
		4♣/♦	= singleton with GF hand
		4♥	= 4 card ♥ GF, no singleton

2NT = Fit showing in ♠  
 3♣/3♦/3♠/4♣/4♦ = Fit showing

3♥ = MR  
 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 = Either JORDON raise, limit raise or higher with 4+ trump  
 Or responder has a singleton with and 4 card support

1♠	(X)	2NT	(P)
3♣(Enq)	(P)	3♦	= ♦ singleton 8-10
		3♥	= ♥ singleton 8-10
		3♠	= 4 card LR
		4♣/♦/♥	= singleton with GF hand
		4♠	= 4 card ♠ GF, no singleton

3♣/3♦/3♥/4♣/4♦/4♥ = Fit showing

3♠ = MR  
 4♠ = preemptive raise



**16.2 OVER 1-LEVEL SUIT OVERCALL**

Double	= NEG.		
4M	= To play.		
1♥	(1♠)	1NT	= TRF to ♣s
		2♣	= TRF to ♦s.
		2♦	= 8+ hcp, 3/4♥s.
		2♥	= Weak raise.
		2♠	= Cue bid, 5-5+ minors, INV+.
		3m	= Fit showing.
		3♠	= Jump Cue bid, Splinter.

**16.3 OVER 1-NT OVERCALL**

Double	= Penalty.
2♣	= 5+ in other M, 2/3 card in opener's M .
2♦	= 8+ hcp, 3+ in partner's M.
2M	= NAT, NF.
3 of partner's M	= Distributional raise.
3 m/OM	= NAT, INV.

**16.4 OVER NATURAL 2-LEVEL OVERCALL**

1♥	(2♣)	2♦	= GF unless rebid.
		2♥	= To play
		2♠	= GF unless rebid.
		2NT	= LR+ in ♥, 4+♥
		3♣	= LR+ in ♥, 3+♥
		3♦	= Fit Showing
		3♠	= NAT Preemptive
		3♥	= 6-8 hcp, MR.
		4♣	= SPL.
1♥	(2♦)	2♥	= To play
		2♠	= GF unless rebid.
		2NT	= LR+ in ♥, 4+♥
		3♣	= ♣ suit, GF
		3♦	= LR+ in ♥, 3+♥
		3♥	= 6-8 hcp, MR.
		3♠	= NAT Preemptive
		4♣	= Fit Showing
		4♦	= SPL.
1♠	(2♥)	2♠	= Simple Raise
		2NT	= INV or better with ♣ suit
		3♣	= INV or better with ♦ suit
		3♦	= LR with 3 card Support
		3♥	= LR with 4 card Support
		3♠	= Mixed Raise.

**16.5 OVER 2-LEVEL JUMP OVERCALLS**

1♥	(2♠)	DBL	= Negative
		2NT	= Inv or better in ♣
		3♣	= Inv or better in ♦
		3♦	= Limit raise or higher in ♥
		3♥	= MR or 9-10, 3 card ♥.
		3♠	= Spl. in favour of ♥.
		3NT	= To play

**16.6 OVER UNUSUAL 2NT OVERCALL (Showing both minors)**

Double	= 10+, catch all.
1♥ (2NT)	3♣ = Inv or better in ♥
	3♦ = INV or Better in ♠
	3♥ = MR or 9-10 3 card ♥
	3♠ = ♠ suit, NF
	3NT = To play.
	4♣/♦ = SPL.

1♠ (2NT)	3♣ = INV or Better in ♥
	3♦ = inv or better in ♠
	3♥ = ♥ suit, NF
	3♠ = MR or 9-10 3 card ♠
	3NT = To play.
	4♣/♦ = SPL.

**16.7 OVER 2-SUITER CUE BID (OM and a UNKNOWN MINOR)**

Double	= 10+ h.c.p.
2NT	= 5+♣ suit, INV+.
3♣	= 5+♦ suit, INV+.
3NT	= NAT

Jump in a minor = Fit showing

1♥ (2♥)	2♠ = 3card limit raise or better
	3♦ = 4 card limit raise or better

1♠ (2♠)	3♦ = 3 card limit raise or better
	3♥ = 4 card limit raise or better

**16.8 OVER 3-LEVEL PREEMPTIVE**

Double	= Tendency is negative.
1♥ (3♠)	3NT = To play
	4♣ = Transfer to ♦
	4♦ = Better than 4♥
	4♥ = To play
	4♠ = ♣ suit, better than 5♣
	4NT = 5-5+ ♣ & ♦

## Note 17 : Intervention by Opponents over 1NT Opening

### 17.1 WHEN OPPONENT INTERFERES BY LANDY 2♣/2♦ (Both Majors)

DBL = Catch all, shows 8+, subsequence double is penalty.

2♦ = Nat NF

2♥ = INV+ in ♣

2♠ = INV+ in ♦

2NT = Balanced INV

3♣ = 55m INV

3♦ = 55m F.

3M = Bid M short 5-4 m

3NT = To play

4♣ = 6♣-4♦ Slamish 4♦

= 6♦-4♣ Slamish 4NT =

Quan

### 17.2 WHEN OPPONENT INTERFERES BY LANDY 2♥ (Both Majors)

DBL = Either zone enquiry or single suiter weak.

2♠ = INV+ in ♣

2NT = INV+ in ♦

Other bids same as above

### 17.3 WHEN OPPONENT INTERFERES BY 2♦ (Single suiter Major)

X = Stayman

2M = NF

2NT/3♣/♦/♥ = Rubensohl

3NT = Play

4♣/♦ = Tr to ♥/♠

4♥/♠ = To Play

4NT = Quan

### 17.4 WHEN OPPONENT INTERFERES BY 2♥/♠ (Natural or Major and a minor)

#### Over 2♥ Overcall:

X = Zone enq/single suiter m NF or GF hand with ♥ stopper and with no 4 card ♠ (dbl then 3NT after 2NT showing GF hand with check). Opener bids 2NT/3♣ with min/max.

2♠ = NF

2NT/3♣/3♥ = Rubensohl (TRF to next suit INV +)

3♦ = 4♠ no ♥ stopper

3♠ = No stopper no 4 card M

3NT = ♥ check + 4 card ♠

4m = 6m + 4♠ slammish 4♥

= Tr to ♠

4♠ = To play 4NT

= Quan

**Over 2♠ Overall:**

X = Zone enq/single suiter m/♥NF or GF hand with ♠ stopper and with no 4 card ♥ (dbl then 3NT after 2NT showing GF hand with check). Opener bids 2NT/3♣ with min/max.

2NT/3♣/3♦ = Rubensohl (TRF to next suit INV +)

3♥ = No stopper no 4 card M

3♠ = 4♥ & no ♠ stopper 3NT =

♠ check + 4 card ♥

4♣ = 6m + 4♥ slammish (bid 4♦ over 4♣ to know the m) 4♦

= Trf to ♥

4♥ = To play

4NT = Quan

**17.5 WHEN OPPONENT DOUBLE STAYMAN 2♣**

1NT	P	2♣	X
?			

XX = Interest in playing there

2♦ = 5♦s with or without stopper

2M = NAT with ♣ stopper

2NT = 5♥s without ♣ stopper

3♣ = 5♠s without ♣ stopper

3♥ = 5♥s with ♣ stopper

3♠ = 5♠s with ♣ stopper

1NT	P	2♣	X
P	P	?	

XX = Re-stayman

2♦ = DONT

2♥ = DONT

2NT = INV with ♣ stopper

3M = GF with 54 in M (5 carder BM)

4m = 64, in Ms, Slam INV

4♥ = 6♥s & 4♠s NF

4♠ = 6♠s & 4♥s, NF

1NT	P	2♣	X
P	P	XX	P
?			

2♦ = 4♥s, may have 4♠s, denies ♣ stopper 2♥

= 4♠s, denies ♣ stopper

2♠ = denies every thing

2NT = Promises ♣ stopper, mini

3NT = Promises ♣ stopper, maxi

## Note 18 : Intervention by Opponents over 2C Opening

**18.1** 2♣ (Dbl) XX = Wants to play there  
All other bids carry the same meaning as if the double did not take place

**18.2** 2♣ (2X) P = Either 0-bad 4 HCP or penalty in X  
Dbl = 4+ HCP  
2Y = Natural 5+ HCP  
3Y = Natural 5+ HCP  
3X = Both m if X is M , Both M if X is m, 5+ HCP  
4♣ = ♣ & ♥ if X is m, ♣ & OM if X is a M 8+ HCP  
4♦ = ♣ & ♠ if X is m, ♦ & OM if X is a M 8+ HCP

2♣ (2X) P/X (P)  
P = Wants to defend  
X = T/O  
2NT = 22-24 HCP balanced, having stopper in X  
2Y = Natural GF  
3X = Both m if X is M , Both M if X is m  
3Y = Natural GF  
3NT = To Play  
4♣ = ♣ & ♥ if X is m, ♣ & OM if X is a M4♦  
= ♣ & ♠ if X is m, ♦ & OM if X is a M4M = To Play  
4NT = Quantitative  
5m = To Play

**18.3** 2♣ (3X) P = 4+HCP  
Dbl = 0 to bad 4 HCP  
3Y = Natural 5+ HCP  
4Y = Natural 5+ HCP if not jumped, otherwise vary bad jhand  
4X = Both m if X is M , Both M if X is m, 7+ HCP  
4♣ = ♣ & ♥ if X is m, ♣ & OM if X is a M 7+ HCP  
4♦ = ♣ & ♠ if X is m, ♦ & OM if X is a M 7+ HCP

## Note 19 : Intervention by Opponents over 2M Opening

**19.1** 2M (X) XX = Shows single suiter hand and asks opener to bid 2M+1,  
on which responder will pass or will show his suit  
2/3Y= M raise with lead direction in the bid M  
2NT = Enquiry  
3M = 3+ M 0-13 HCP  
3NT = To Play  
4m = Fit Showing  
4M = To Play  
4NT = RKC in M

**19.2** 2M (2X) X = Other two suits  
 2NT = Enquiry  
 3NT = To Play  
 3Y = Nat F  
 3X = Splinter  
 4m = Fit Showing  
 4M = To Play  
 4X = EKC  
 4NT = RKC

**19.3** 2M (3X) X = Penalty  
 3NT = To Play  
 3Y = Nat F  
 4X = Splinter  
 4m = Fit Showing  
 4BM = To Play  
 4OM = To Play  
 4NT = RKC

## Note 20 : Responses after T/O DBL when Opponent Opens

### 20.1 T/O Double at 1 Level :

T/O at 1 level promises at least 10 HCP and at least 3 cards in all 3 other suits. ( can have 2 cards in an unbid m in an exceptional case ). In case double on 1 M the doubler can have 5 card  $\heartsuit$  & 4 card other major ( but should have atleast doubleton  $\clubsuit$  ). If doubler's partner bids 2 $\clubsuit$  then 2 $\heartsuit$  bid by doubler shows 5 $\heartsuit$  + 4 OM with 15+ HCP.

(1X) X (P) 1Y = 0-8 HCP generally with at least 4 card ( can be 3 card with lesser HCP )  
 1NT = 6-10 HCP with stopper in Bid suit  
 2Y = 8-11 HCP minimum 4 card if jumped, if not jumped then 0-8 HCP.  
 2X = Any GF hand or both m ( min 4-4)INV if X is M or in case when X is a m then primarily promises both M with 8+ or otherwise it can be any GF hand  
 2NT = Balanced 11-12 HCP with stopper in the bid suit  
 3Y = 8-11 HCP with 4+ card in case of single jump, preemptive in case of double jump  
 3X = If X is a m it promises 5-5 M with INV strength, if X is a M then both m INV  
 3NT = To Play  
 4 $\clubsuit$  = Shows both M in case of X is a m, otherwise preemptive  
 (1 $\heartsuit$ ) X (P) 4 $\clubsuit$  ( both M )  
 (P) 4 $\heartsuit/\heartsuit$  = Trf to  $\heartsuit/\spadesuit$   
 The main idea here is that opener should be on lead.  
 4 $\heartsuit$  = Preemptive if X is not  $\heartsuit$ , if X is  $\heartsuit$  then this bid does not exist  
 4M = To play, if it is a jump cue then spl  
 4NT = Both m if X is a M otherwise non existent

- (1X) X (XX) P = No choice  
 1Y = Generally 4 card  
 1NT = Two Suiter  
 2X = Exposing Psych  
 2Y = Natural if not jumped otherwise preemptive  
 2NT = exposing psych  
 3X = Both M if X is m Both m if X is M  
 3Y = Preemptive  
 3NT = To Play  
 4X = Both M if X is m Both m if X is M  
 4Y = Preemptive
- (1X) X (1Y) X = Penalty  
 1Z = 4+ suit with 5-8 HCP  
 1NT = To Play  
 2X = Any GF hand or both m (44 min) INV if X is M or in case when X is a m then primarily promises both M with 8+ or otherwise it can be any GF hand  
 2Y = Other two suits INV  
 2Z = 8-11 HCP minimum 4 card if jumped, if not jumped then 5-8 HCP.  
 2NT = Natural  
 3Z = INV if single jump, double jump is preemptive.
- (1X) X (1NT) X = Responsive if NT is natural if 1NT is transfer then it promises other two suit  
 2X = If 1NT is natural or raise in the opener's suit then any GF hand or both m (44 min) INV if X is M or in case when X is a m then primarily promises both M with 8+ or otherwise it can be any GF hand . If 1NT transfer to a new suit then it shows other two suits INV or any GF hand  
 2Y = 4+ suit with 5-8 HCP  
 2NT = Two Suiter INV if righty's 1NT is natural otherwise Natural  
 3X = Both M if X is m Both m if X is M, if one NT was transfer to a new suit then it promises other two suits  
 3Y = Natural INV
- (1X) X (2X) X = Responsive, can be of 3 types:  
 1) It can be any two suits if 3 suits are available at the same level.  
 2) It will be specific two suits if only two suits are available at that level  
 3) If only one suit is available at that level then it shows other two suits ( those are not available in that level )  
 2Y = 4+card 5-8 HCP  
 2NT = Lebensohl, if X is ♣ then 2NT is Natural  
 3X = Any GF hand  
 3Y = Natural INV  
 3NT = To Play without stopper  
 4♣ = Shows both M in case of X is a m, otherwise preemptive  
 4♦ = Preemptive if X is not ♦, if X is ♦ then this bid does not exist  
 4M = To play, if it is a jump cue then spl  
 4NT = Both m if X is a M otherwise non existent

## 20.2 T/O Double at 2 Level :

T/O at 2 level promises at least 11 HCP and at least 3 cards in all 3 other suits. ( can have 2 cards in an unbid m in an exceptional case ) In case double on 2M the doubler can have 5-4 shape. If doubler's partner bids 2NT then 3X bid by doubler shows 5 card X and 4 card in Y, (Y may not available in the same level )with 18+ HCP.

(2♦) X (P) 2M = To Play 0-8 HCP  
 2NT = Lebensohl, asks doubler to bid 3♣.  
 2NT 3♣  
 3♦ = stayman with ♦ stopper  
 3M = 4 card M 9-11.  
 3NT = To play with ♦ stopper  
 3♣ = ♣ suit 9-11 HCP  
 3♦ = stayman without stopper or any GF hand  
 3M = 9-11 HCP with 5 card suit  
 3NT = Game Value with no 4 card M and with no ♦ stopper.  
 4♣ = both M, doubler has to transfer his M, i.e 4♦ over 4♣  
 shows ♥, 4♥ over 4♣ show ♠  
 4♦ = Both M, responder wants doubler to be declare.  
 4M = To Play

(2♥) X (P) 2♠ = 0-8 HCP 3+ ♠  
 2NT = Lebensohl, asks opener to bid 3♣  
 2NT 3♣  
 3♦ = ♦ suit 0-8 HCP  
 3♥ = GF 4 card ♠ with ♥ stopper  
 3♠ = 4 card ♠ 9-11 HCP  
 3NT = To play with ♥ stopper  
 3♣/♦ = 9-11 HCP  
 3♥ = GF 4 card ♠ without ♥ stopper  
 3♠ = 9-11 HCP with 5 card ♠  
 3NT = Game value without 4 card ♠ and without ♥ stopper  
 4♥ = 4-1-4-4 Slamish  
 4NT = Both m

(2♠) X (P) 2NT = Lebensohl, asks opener to bid 3♣  
 2NT 3♣  
 3♦ = ♦ suit 0-8 HCP  
 3♥ = ♥ suit 0-8 HCP  
 3♠ = 4 card ♥ GF with ♠ stopper  
 3NT = To play with ♠ stopper  
 3♣/♦/♥ = 9-11 HCP  
 3♠ = GF 4 card ♥ without ♠ stopper  
 3NT = Game value without 4 card ♥ and without ♠ stopper  
 4♠ = 1-4-4-4 Slamish  
 4NT = Both m



**Note 21 : Defense against Multi 2D Opening**

21. 2♦ ( Multi ) - Dbl = 14-15 or 19+ balanced  
2♥ = Natural  
2♠ = Natural  
2NT = Balanced/Semi Balanced 16-18  
3♣ = Natural  
3♦ = Natural  
3♥ = Natural good suit 3♠  
= Natural good suit 3NT =  
To Play  
4♣ = ♣ & a Major  
4♦ = ♦ & a Major  
4♥/♠ = To play (must be preemptive in nature)  
5♣/♦ = To Play