

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♠ = 4th 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♠ = 4th 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).
 ♣/♦ = 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.
		Raise to 2 = 5-10, 4+ support.
		Raise to 3 = 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

Double	= NEG.
Cue	= LR + (Except on 1♠ O/C).
Jump cue	= SPL.
4M	= To play.
2NT	= 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/\heartsuit
 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 = Lebenshol, 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 = Lebenshol, 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