

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Wide range 8-17, promises good suit when low on high cards.cuebid only force
Fit showing jumps in new suit after O/C by partner. jump in opp's suit-SPL
In 4th position jump overcall good suit opening +
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2nd position: responses as over opening 1N
10-14 in 4th pos on this 2♣=stayman cum zone ask-2N shows 13-14 on this restayman.
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1M)-3♣, (1♣)-2♦ and (1♦)-3♠ shows exclusion 2-suiters.
Other jump overcalls Natural & Preemptive.
2N jump overcall shows lower 2 unbid suits
4th pos jump O/C opening +. 4th pos jump 2N= Nat 19-20.
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♥)-2♥= ♠ & ♣ (1♠)-2♠=♥ & ♣
1♦ (Nat)-2♦=♠&♣. (1♣ Nat)-3♣=♠&♦.
(1♣)-2♣= Natural shows ♣-suit
Jump cue bids(except 3♣) asks Partner to bid 3N with stopper
VS. NT (vs. Strong/ Weak; Reopening; PH)
Vs St N DBL=minor-major WOOLSEY and rest as below Vs Wk NT
Vs Wk N= 2♣=any single suiter, 2♦=Both Major . 2♥/2♠= ♥/♠ & a minor
double= strength 15+
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles upto 4♠. (4♠)-DBL=optional.
Leaping Michael overcalls (2♥-4♣) etc on weak 2M opening
(Wk 2M)-3M = minors. NT overcalls Natural
(wk 2♦/♥/♠)-2N=16-18 developments(12)
VS. ARTIFICIAL STRONG OPENINGS
(1♠)-x = Colour ♥♥/♣♣, -1♦= Rank ♥♠/♣♦, -1N= Shape ♣♥/♦♠
(2♠)-x = Colour ♥♥/♣♣, -2♦= Rank ♥♠/♣♦, -2N= Shape ♣♥/♦♠
After 1♣ or 2♣ strong ART open by opp Major overcall at all levels NAT.
CRASH will operate after (1/2♣)-(1/2♦/2♥)-DBL=Colour,NT=Rank,♠=Shape
OVER OPPONENTS' TAKEOUT DOUBLE
xx tends to deny fit 10+. 1M-(x)-1N/2♣/2♦/2♥= txfr to next higher suit
1m-(x)-1♥/1♠=F1
after T/O dble responder's 2N/3N=Jordan limit raise or better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	3rd/5th or MUD from 3 small	3rd/5th best or top xxx on Supp.	
NT	4th best	4th best	
Subseq	same	same	
vs NT K -lead asks Attitude and A or Q asks for unblock or Count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), AK(+)	AKJ10(+), Ax(+)	
King	AK, KQ(+)	AKx(+), KQx(+)	
Queen	QJ, QJx(+), Qx	KQ109(+),	
Jack	Jx, J10(+)	AJ10(+),KJ10(+),QJ(+),J10(+),Jx	
10	10x,109(+),KJ10(+),AJ10(+)	109x,K109(+),A109(+),Q109(+)	
9	9x(+),K109(+),Q109(+)	9x,9xx,	
Hi-x	xXx	Xxx	
Lo-x	10xx, xxxx(+)	10xx, xxxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude- udca	count -udca	attitude -udca
	2 count-udca	attitude-udca	count -udca
	3 SPS normal	SPS normal	SPS normal
NT	1 same as over suit	same as over suit	same as over suit
	2		
	3		
Smith echo vs NT -low-high shows interest in suit led.			
Upside down signals for both attitude and count. Trumps hi-lo shows int. to ruff			
Lower of the touching Honor upto Ten at 3 level or above Preempt			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
may be light with shape cue bid only force			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Negative double thru 4♦.			
Responsive double thru 5♣			
low level doubles often competitive [15]			
Support double thru 2♥[15]			
Rosenkranz redouble showing 1 top-honour upto 2-level			
Max overcall dble & max-extra dble in competition with no space.			

WBF Convention Card
♠♥♦♣
Category: _____
NCBO: India EVENT: _____
PLAYERS: Prithvi Kushari
Debasish Ray
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard with 5-card Majors with 1N resp semi forcing.
Fast Arrival; 2♣/2♦/2♥ over 1 Game Force unless rebid.
Frequent low-level non-penalty competitive doubles
Inverted minor raises forcing upto 4m.
Many jump shifts ART. Jump shifts in comp mostly FIT showing.
15-17 1N opening , may have a 5/6 card M or m suit, odd shapes ok.
PRE may be bad in NV position
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣-2♦ & 1♦-3♣ = 5-5 minors, 7-10 HCP
1♥-3♣= 4-card raise 7-9. 1♥-3♦= limit raise in ♥
1♠-3♣= Limit raise in ♠ with m singleton.1♥-2♠=Unspecified Mini/Super SPL
1♠-3♦=Mixed raise in ♠.1♠-3♥=Limit raise in♠ or 16+HCP 4+Support
1♥/1♠-3N = shows bal raise of opener's M with 16-17 and 3 card support.
1m-(1N)-2♣ single suit, 2♦=majors etc. 1M-(1NT)-2♣=Single suit, 2♦= Raise
Fit showing raises with passed hands & in competition with unpassed hands
3N= Solid minor (1/2 seat); NAT in 3/4 seat
Over opp's 3N minor preempt 4♣/4♦= Majors with better ♣ or ♦
1M-3M= PRE raise with 2-6 HCP
Good Bad 2N
Flannery 2♦ in 4th seat
vs 2-suited O/C cheapest cue=LROB & higher cue=F in unbid suit
Both Rubensohl and Lebensohl after 1N opening/overcall by RHO.
LEB after T/O dble of weak 2.
SPECIAL FORCING PASS SEQUENCES
1NT-(DBL)-RDBL-F thru 2♥ IF DBL is ARTIFICIAL
[however when DBL is business, RDBL=Single suiter rescue]
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Pass & pull in forcing situation shows better hand.
Principle of fast arrival in Forcing auction.
1♦ FREQ with 4♦5♣
PSYCHICS: Rare



OPENING	TICKET	ARTIFICIAL	OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♣		11-21, 3+ cards	-1N=8-10;-2N=11-12; invt min raises.-2♥= 5♣-4+♥(6-10)	1m-1M-1N-2♣/2♦=2-way checkback. 1♣-1M-3(M-1)=18-19; 4+ Support	1m-3m=MR (mixed raise)
						-2♦=5-5 ♣♦ 7-10. -1♦ 6+, 3+cards,-2♠= 6♣-4+♥ (6-10)	Wolf sign off after jump 2N rebid by opener.(Note10).1m-1M-1N-2N=puppet to 3♣	1m-jump in om/M=Fit showing
1♦		3	3♣		11-21, 3+ cards	-1N=6-10;-2N=11-12; invt min raises.-2♥= 5♣-4+♥(6-10)	1m-1M-1N-2♣=puppet to 2♦ shows signoff in ♦ or invitational hands	
						-3♣=5-5♣♦ 7-10.-2♠=6♣-4+♥ (6-10)	Wolf sign off after jump 2N rebid by opener	
1♥		5	3♣		11-21, 5+ cards	-3♣=mixed raise;3♦=limit raise		-2N=fit showing raise with ♠-suit
						-2N=bal GF 13+ ; -3N=bal GF raise with 3-card supp. 16-17.	1♥-1♠-1N-2N=puppet to 3♣	-2♠=limit raise w singleton
						-2♠=mini splinter	1♥-1♠-1N-2♣/2♦=2-way checkback. On mini spl 2N relay	Fit showing jump shifts
1♠		5	3♥		11-21, 5+ cards	3♣=mini SPL in m. 3♦=MR,3♥=LROB (16+)	On mini spl 3♦ relay	-2N=limit raise w singleton
1 NT					15-17, balanced	stayman 2♦/2♥/4♦/4♥=txfer;-2♦;-3M=5-4 m+short M	SMOLEN; after 2♠-2N shows minimum	2 Way DRURY (even on opp.
						2♣=zone ask Responder clarifies after opener's resp		intervention depending on space)
						2N=puppet to 3♣ responder may have different types		1M-(DBL)-1N=PUP 2♣ any suit
2♣	✓		4♣		Artificial strong 22+ or game in hand	-2♦=0-1, 2♥=2, 2♠= 3+, 2N=SOL6,3x=2Top6,3N=Sol 7/8	2♣-2♦-2♥-2♠ Puppet://-2N/3N/4N etc shows bal 24-25/26-27;-3x shows ♥+x	
						On suit intervention: Pass is +VE, Thus DBL=0-4 at 2/3 &	2♣-2♦-2N= 22-23	
						0-6 at 4/5 level.		
2♦	✓	6			6-10, 6 cards rarely 5 cards (1st to 3rd seat) may have 4 cards Major	2N relay; RONF; new suit F1	3♣=non min (3♦ enq for 3 card side Major; 3M= 3 cards OM, 3NT=3 cards both Major)	4th seat Flannery 11-16, 4♠5♥??
							3♦=min, 3♥=4 card ♠, 3♠= 4 card ♥, 3NT= solid ♦	
2♥		5			6-10, 6 cards, occasionally 5	2N relay; RONF; new suit F1; 4♠=To Play;	Res 2N: 3♣=Bad or Good H+S, 3♦=GoodHBadS or 4♠♦, 3♥♠[BM]=BadHGoodS,	
					random when non-vul	Jump new suit=Roman Ask	3♥♠[UM]=a SoLs,SSoL with A/K, 3N=4 cards OM, 4♠♦=5 cds, 4♥[UM]=5 cds	
2♠		5			6-10, 6 cards, occasionally 5	2N relay; RONF; new suit F1	Res 2N: 3♣=Bad or Good H+S, 3♦=GoodHBadS or 4♠♦, 3♥♠[BM]=BadHGoodS,	
					random when non-vul.	Jump new suit=Roman Ask	3♥♠[UM]=a SoLs,SSoL with A/K, 3N=4 cards OM	
2 NT					20-21, balanced	3♣=Romex Stayman. 3♦/3♥/4♠/4♥=Txfrs	3♣=PUP 3N: (a) To Play, 54 or better♠♦ Slamtry, ♠ suit Slam; 3N=(54)♠♦,WK or better	
3 bids					Natural Preempts	roman asking bids at 4/5 level(8), over3♣/3♦-3♠/4♠=BM		
3NT	✓				Solid minor, 1st/2nd seat	4♣=Pass or Correct; 4♦=shortness ask, 4N no short.		Natural at 3/4 seat
					STRONG with SoT To PPlay at 3/4			
4♣	✓				Natural Preempts(1/2) ♥ suit(3/4)	Nat on PRE, On NAMYATS 4♦=1KC(Vul)/2KC(NV)+♥s		
4N	✓				both minors, preempt			
4♦	✓				Natural Preempts(1/2) ♠ suit(3/4)	Nat on PRE, On NAMYATS 4♥=1KC(Vul)/2KC(NV)+♠s		
4♥/4♠					Natural Preempts			
5♠♦					Natural Preempts			
							HIGH LEVEL BIDDING	
							RKCB 1403 with void showing resp 5N (odd KC) or 6-level bids (even KC) (10); Cue bids, Splinter	
							DKCB=1430 (on Q ask no, lo, hi, both); Exclusion RKCB=1430; 5N=GS force(10)	
							Pass and pull In forcing pass situation shows stronger hand	
							Roman type control asks after preempts by partner(8).	
							D1P0, R1P0, DEPO, Lightner	
							Blackwood, Last Train, Serious 3NT	
							Auto Splinter; Negative Cue after NAMYATS at 3rd/4th seat	

♣♦♥♠ 1♣/♦ Opening:

1. 1♣ ??
 - 1♦ = Artificial no 4 cards Major, 5/6+ HCP
 - 1♥/♠ = NAT, good 4+ cards, 5+ HCP
 - 1NT = 8-10, No Major
 - 2♣ = Inverted Raise, 5+♣s, 10+ HCP
 - 2♦ = 5-5 minors, 7-10 HCP
 - 2♥ = 5♠+4♥ (7-10) or 5♠+5♥ (6/7-9)
 - 2♠ = 6♠+4♥ (6/7-10)
 - 2NT = 11-12, BAL, No Major
 - 3♣ = PRE, 5+♣s, 0-5 HCP
 - 3♦/♥/♠ = SPL, 10-13, With 10 HCP tends to have 6 cards suit
 - 4♣ = RKCB
 - 4♦/♥/♠ = EKCB

2. 1♦ ?? (Developments same as after 1♣ opening)
 - 1♥/♠ = NAT, good 4+ cards, 5+ HCP
 - 1NT = 6-10, No Major
 - 2♣ = NAT, 5+♣s, 10+ HCP, then....
 - 2♦ = NAT, 5+ cards, may have a strong hand with 4♥/♠
 - 2♥ = Garbage with all sorts of non-committal hand or better hand with ♥/♠ stopper
 - 2♠ = FG with ♣ FIT, no SPL
 - 2NT = Non-minimum, ♥+♠ stopper
 - 3♣ = Minimum, ♣ support, PASSABLE
 - 3♦ = 6+ ♦s good hand
 - 3♥/♠ = SPL
 - 2♦ = Inverted Raise, 10+ HCP, usually 5+ cards ♦s
 - 2♥ = 5♠+4♥ (7-10) or 5♠+5♥ (6/7-9)
 - 2♠ = 6♠+4♥ (6/7-10)
 - 2NT = 11-12, BAL, No Major
 - 3♣ = 5-5 minors, 7-10 HCP
 - 3♦ = PRE, 5+♦s, 0-5 HCP
 - 3♥/♠/4♣ = SPL, 10-13, With 10 HCP tends to have 6 cards suit
 - 4♦ = RKCB
 - 4♥/♠/5♣ = EKCB

3. 1♣ 1♦
 - 1♥/♠ ??
 - 2♣ = NAT, 6-9 HCP
 - 2♥/♠ = FG, Longer ♦s + 4 Cards Support

4. Forcing Checkback (thru 2♦ after 1NT rebid):

1♣ 1♥

1NT 2♦

??

2♥= 3 cards support, all low profile and normal hands

2♠= (3235) – No ♠ stopper but ♦ stopper

2NT= (3235) - ♠ + ♦ stopper

3♣= (3235) – No stopper ♦ + ♠

3♦= (3235) – No ♦ stopper but ♠ stopper

3♥= (2335), Good Hand

3♠= (3325), Good Hand

3NT= (2326), Good Hand

1♦ 1♥

1NT 2♦

??

2♥= 3 cards support, all low profile and normal hands

2♠= (3244) – No ♠ stopper

2NT= (3244) - ♠ stopper

3♣= (2344)

3♦= (3253)

3♥= (2353), Good Hand

3♠= (3352), Good Hand

3NT= (2362), Good Hand

1♣ 1♠

1NT 2♦

??

2♥= Promises good ♥ may have 3 cards ♠

2♠= Promises 3 cards ♠, may have bad 4 cards ♥, all low profile and normal hands

2NT= (2335) - ♥ + ♦ stopper

3♣= (2335) – No stopper ♦ + ♥

3♦= (2335) – No ♦ stopper but ♥ stopper

3♥= (2335)- No ♥ stopper but ♦ stopper

3♠= (3325), Good Hand

3NT= (3235), Good Hand

1♦ 1♠

1NT 2♦

??

2♥= Promises good ♥ may have 3 cards ♠

2♠= Promises 3 cards ♠, may have bad 4 cards ♥, all low profile and normal hands

2NT= (2344) – with ♥ stopper

3♣= (2344) – No ♥ stopper

3♦= (2353)

3♥= (3352), Good Hand

3♠= (3253), Good Hand

3NT= (3262), Good Hand

1♥ 1♠

1NT 2♦

??

2♥= (2533) – No ♣ + ♦ stopper

2♠= Promises 3 cards ♠, with all low profile and normal hands

2NT= (2533) – with ♣ + ♦ stopper

3♣= (2533) – No ♣ stopper

3♦= (2353) – No ♦ stopper

5. 1♣ 1♥

3♥ 3♠= SHORTNESS ENQUIRY

??

3NT= ♠ STIFF

4♣= Better, no short

4♦= ♦ STIFF

4♥= No short, Bad

1♦ 1♥

3♥ 3♠= SHORTNESS ENQUIRY

??

3NT= ♠ STIFF

4♣= ♣ STIFF

4♦= Better, no short

4♥= No short, Bad

1♣ 1♠

3♠ 3NT= SHORTNESS ENQUIRY

??

4♣= Better, no short

4♦/♥= ♦/♥ STIFF

4♠= No short, Bad

1♦ 1♠

3♠ 3NT= SHORTNESS ENQUIRY

??

4♣= ♣ STIFF

4♦= Better, no short

4♥= ♥ STIFF

4♠= No short, Bad

6. 1♣/♦ 2♥

2NT ??

3♣= 5413

3♦= 5431

3♥= 5422

3♠= 5512

3NT= 5521

7. 1♣/♦ 2♠

2NT ??

3♣= 6♠-4♥??, MIN; (RELAY=3♦) then....

3♥= 6421

3♠= 6412

3NT= Unspecified VOID; (RELAY=4♣), then....

4♦= ♦ VOID

4♥= ♣ VOID

3♦= 6412

3♥= 6421

3♠= ♣ VOID

3NT= ♦ VOID

8. Developments after Inverted Minor Raise:

1♣ 2♣= Inverted Raise, 5+♣s, 10+ HCP

??

2♦= Min UNBAL or 4441 16+ HCP

??

2♥=RELAY, FG, then...

2♠= ♣+♠, 12-15 primarily

2NT= Any 4441, 16+ (RELAY=3♣), then...

3♦/♥/♠= Suit below the SPL

SS Bid= Control Ask (1st = 3 Control, 2nd= 4 Control and so on)

Repeat SS Bid= Queen ASK (1st Step= 0, 2nd= 1 and so on)

others Q-bid

3♣= 12-14, 6331 (RELAY=3♦), then....

3♥/♠/NT=Suit below the SPL

SS Bid= Control Ask (1st = 2 Control, 2nd= 3 Control and so on)

3♦= ♣+♦ 12-15 primarily

3♥= Control showing, denying ♠ Control

3♠= Shortage

3NT= Guarantees ♠ Control

3♠= Control showing, denying ♥ Control

3NT= ♥+♠ Control

3♥= ♣+♥ 12-15 primarily

3♠= Doubt

3NT= NAT

3♣= PASSABLE

2♥= ART BAL hand that does not wants to bid NT or 5422 16+ HCP

2♠= FG, showing ♠ control

2NT= ♦+♥

3♣= Mark time Bid, Asking responder to name any other control

3♦/♥= ♠+ ♦/♥ control denying other control

3♠= Nothing to show more

3NT= ♠+♦+♥ Control

3♦= Showing ♦ Control, denying ♥ control

3♥= ♥ Control, denying ♦ Control

3♠= Denying both ♦+♥ control

2NT= Control in ♦+♥ suits, denying ♠ control

3♣= PASSABLE

3♦/♥/♠= SPL, 14+ HCP

2♠= ART FG with no shortness, Usually with long minor

2NT= Platform for forward going

3♣= PASSABLE

3♦/♥/♠= CUE BID

2NT= 12-14 or 18-19 hand that wants to bid NT

3♣= PASSABLE

3♦/♥/♠= SPL 14+

3♣= BAL, MIN but with 5+ minor

3♦/♥/♠= No Trump probe, Control

4♦/♥/♠= SPL, 14+ HCP

3♦= 16+ with SPL but not 4441

3♥= 16+ with SPL but not 4441

3♠= 16+ with SPL but not 4441

1♦ 2♦= Inverted Raise, 5+♦s, 10+ HCP

??

2♥= Min UNBAL or 4441 16+ HCP

??

2♠=RELAY, FG, then...

2NT= Any 4441, 16+ (RELAY=3♣), then...

3♦/♥/♠=Suit below the SPL

SS Bid= Control Ask (1st = 3 Control, 2nd = 4 Control and so on)

Repeat SS Bid= Queen ASK (1st Step= 0, 2nd= 1 and so on)

others Q-bid

3♣= 12-14, 6331 (RELAY=3♦), then....

3♥/♠/NT=Suit below the SPL

SS Bid= Control Ask (1st = 2 Control, 2nd= 3 Control and so on)

3♦= ♦+♣ 12-15 primarily

3♥= Control showing, denying ♠ Control

3♠= Shortage

3NT= Guarantees ♠ Control

3♠= Control showing, denying ♥ Control

3NT= ♥+♠ Control

3♥= ♦+♥ 12-15 primarily

3♠= Doubt

3NT= NAT

3♠= ♦+♠ 12-15 primarily

3NT= Choice of game

3♦= PASSABLE

2♠= ART BAL hand that does not want to bid NT + or 5422 16+ HCP
2NT= Natural guarantees ♥+♠ control, may or may not have ♣
3♣= Ask ♣ Control, As if 4th suit treatment
3♣= ♣ Control, may have ♥ or ♠ control
3♦= PASSABLE
3♥= Denies ♣ Control, showing ♥ control up the line, may have ♠
3♠= Denying ♣+♥ control
3NT= All control, Minimum
2NT= 12-14 or 18-19 hand that wants to bid NT
3♦= PASSABLE
3♣/♥/♠= SPL 14+
3♣= ART FG with no shortness, Usually with long minor
3♦= PASSABLE
3♥/♠= Up the line control showing, denying other
3NT= ♥+♠ control
3♦= BAL, MIN but with 5+ minor
3♥/♠/NT(♣)= No Trump probe, Control
4♣/♥/♠= SPL, 14+ HCP
3♥= 16+ with SPL but not 4441
3♠= 16+ with SPL but not 4441
3NT= 16+ with ♣ SPL but not 4441 with STIFF ♣A/K
4♣= 16+ with ♣ SPL but not 4441 with out STIFF ♣ A/K

♣♦♥♠ 1♥/♠ Opening:

1.

1♥	2♣
2♦	2♥
??	
2♠= STIFF ♠	
2NT= 2542 with ♠A/K	
3♣= STIFF ♣	
3♥= 2542 MAX	
4♥= 2542 MIN	

1♠	2♣
2♦	2♠
??	
2NT= 2542 with ♥A/K	
3♣/♥= STIFF ♣/♥	
3♠= 2542 MAX	
4♠= 2542 MIN	
2.

1♥	1NT
2♥	2♠= 5-5 minors, 8-11 HCP
3.

1♠	1NT
2♣	2♥/♠/3♣/♦= 6-8 Not Encouraging
4.

1♠	1NT
2♣	2♦= ART 9-11 Encouraging
??	
2♥= Semi Automatic, with MIN hand	
Pass= 9-11 HCP 5 cards ♥ suit	
2♠= 2 card ♠ support	
3♣/♦= 9-11 HCP 5+ cards ♣/♦ suit	
3♥= 9-11 HCP, 6 cards ♥ suit	
2♠= 6 cards good suit	
2NT= Game INV with out 3 cards ♥	
3♣= Shape showing better hand	
3♦= Shape showing better hand	
3♥= Game INV with 3 cards ♥	

♣♦♥♠ 1NT Opening:

1. 1NT 2♣ = STAYMAN
 ??
 2♦ = No Major
 2♥ = Pass or Correct
 2♠ = 4♠+5m or 4144
 2♥ = 4 or 5 cards, denies 4 cards ♠
 3♣ = ENQUIRY
 3♦ = 5 cards ♥ (3♥ = ENQUIRY for Doubleton), then...
 3♠ = ♠ Doubleton
 3NT = ♦ Doubleton
 4♣ = ♣ Doubleton
 3♥ = 4♥+4♣
 3♠ = 4♥+4♦
 3NT = 3433
 2♠ = 4 or 5 cards, denies 4 cards ♥
 3♣ = ENQUIRY
 3♦ = 5 cards ♠ (3♠ = ENQUIRY for Doubleton), then...
 3NT = ♥ Doubleton
 4♣ = ♣ Doubleton
 4♦ = ♦ Doubleton
 3♥ = 4♠+4♣
 3♠ = 4♠+4♦
 3NT = 4333
 2NT = 4-4 Majors, MIN
 3♦/♥ = TRF to ♥/♠
 3♣ = 4-4 Majors, MAX
 3♦/♥ = TRF to ♥/♠
2. 1NT ??
 3♥ = 3145/ 3154 FG
 3♠ = 1345/ 1354 FG
3. 1NT 2♦
 2♥ 2♠ (PUPPET TO 2NT)
 2NT ??
 3♣/♦ = ♣/♦ SHORT, 4441
 3♥ = 5-5 Majors, INV
 3♠ = 5-5 Majors, Slammish

♣♦♥♠ 2NT Opening:

1. 2NT 3♣
??
3♦ = No Major or 4 cards ♠
3♥ = ASK for no of ♠
3♠ = 4 cards
3NT = No Major
3♠ = 4 cards ♠
3NT = 4♥ + 5♠ - No Slam interest
4♣ = 5♥ + 4♠ - Slam Interest
4♦ = 5♠ + 4♥ - Slam interest
4♥ = 6♥ + 4♠
4♠ = 6♠ + 4♥
3♥ = 4 or 5 cards ♥ (3♠ = ENQUIRY)
3♠ = 5 cards ♠
3NT = Both Major
4♣ = NAT Slammish
4♦ = NAT
4♥/♠ = ♥/♠ CUE
4NT = No interest
4♦/♥ + TRF to ♥/♠

♣♦♥♠ 2♣ Opening:

Opening 2♣ Requirements: 22+ HCP or Strong distributional

1. 2♣ ??
 2♦ = 0-1 Control
 2♥ = 2 control
 2♠ = 3 or more controls
 2NT = Any SOL 6 cards suit, no A/K outside, may have Q
 3♣/♦/♥/♠ = 6 card suit with two top honours, no side suit control
 3NT = Any 7/8 cards SOL suit

2. 2♣ 2♦
 2♥(ART) 2♠ (PUPPET)
 ??
 2NT = 24-25 BAL
 3♣ = ♣ + ♥
 3♦ = ♦ + ♥
 3♥ = ♥ + ♠
 3♠ = ♥ + ♠ (STRONGER)
 3NT = 26-27 BAL

3. 2♣ 2♦
 2NT = 22-23 BAL

♣♦♥♠ Defensive Bidding:

Over Opponents' Michael Two Suiter

1. 1♥-(2♥)-??
 DBL= Any hand with Game INV or better strength, interested in Penalty
 2♠= Limit Raise +, 3+ cards ♥
 2NT= TRF to ♣, INV+ Strength
 3♣= TRF to ♦, INV+ Strength
 3♦= ♦+♥ FIT BID
 3♥= Mixed Raise, 7-9, 4 cards ♥ support
 3♠= SPL
 3NT= To PLAY
 4♣/♦= FIT BIDS

2. 1♠-(2♠)-??
 DBL= Any hand with Game INV or better strength, interested in Penalty
 2NT= TRF to ♣, INV+ Strength
 3♣= TRF to ♦, INV+ Strength
 3♦= ♦+♠ FIT BID
 3♥= Limit Raise +, 3+ cards ♠
 3♠= Mixed Raise, 7-9, 4 cards ♠ support
 3NT= To PLAY
 4♣/♦= FIT BIDS
 4♥= SPL

CRASH AGAINST STRONG ONE CLUB/ TWO CLUB OPENING:

1. 1♣/2♣ ??
 DBL= Same COLOUR: RED (♦♥) or BLACK (♣♠)
 1♦/2♦= Same RANK: MAJORS (♥♠) or MINORS (♣♦)
 1NT/2NT= Same SHAPE: ♦♠ or ♣♥
 1♥/♠/2♥/♠= NAT

2. (1♣/2♣) – P - (1♦/2♦/2♥) - ??
 DBL= Same COLOUR: RED (♦♥) or BLACK (♣♠)
 1/2NT= Same RANK: MAJORS (♥♠) or MINORS (♣♦)
 2♣/3♣= Same SHAPE: (♦♠) or (♣♥)
 1♥/♠/2♥/♠= NAT

♣♦♥♠ Defensive Bidding:

AFTER AN OVERCALLOF 1NT BY OPPONENTS:

1. 1m (1NT) ??

DBL= Penalty

2♣= Single Suiter or may be a raise

2♦= Majors

2♥= ♥ + om

2♠= ♠ + om

2NT= Strong 2 suiter

3Bm= PRE

2. 1M (1NT) ??

DBL= Penalty

2♣= Single Suiter not a raise

2♦= ♦ + OM

2M= Raise

2OM= ♣ + OM

2NT= Strong 2 suiter

3BM= PRE

♣♦♥♠ Defensive Bidding:

DEFENSIVE BIDS OVER MULTI OPPONENTS' 2♦ OPENING:

1. (2♦) ??
 DBL= 13-15 BAL or Any hand 19+
 2♥= Take out DBL in ♠
 2♠= Take out DBL in ♥
 2NT= 16-19
 3♣/♦= Natural Constructive
 3♥/♠= Natural, Intermediate
 3NT= Source of Tricks, To Play
 4♣/♦= ♣/♦ + Major, atleast 5-5 FG
 4♥/♠= STR, NAT
 4NT= minors, Sound
 Pass= Neutral or Natural Major Overcall hands or STRONG MAJORS

2. (2♦) DBL (2♥) DBL= Either T/O DBL in ♥s or ♥ suit 8+ HCP

3. (2♦) Pass (2♥) Pass
 (Pass) ??
 DBL= STR Hand with both Majors
 2NT= Minors or ♠ + minor

4. (2♦) Pass (2♠) Pass
 (Pass) ??
 DBL= STR Hand with both Majors
 2NT= Minors or ♥ + minor

5. (2♦) Pass (2♥) Pass
 (2♠) Pass (Pass) ??
 DBL= Take out in ♠
 2NT= Minors or ♥ + minor
 Suit bids are natural and lesser than direct bids

♣♦♥♠ Leads and Carding agreements:

Vs. NT:

Ace from AKx

King from AKJT(x), KQT9(x)

Queen from KQx(x), QJx(x)

Vs. Suit Contract:

3rd from even or lowest from odd

Vs. Preempt:

Lead Lower of the touching honours upto Ten

K from AKx

Q from KQx

J from QJx

T from JTx or T9x

♣♦♥♠ Other Bidding agreements:

- (1) Transfers after 1N:
After 2 level transfers then 4N =Quantitative; whereas after 4 level transfers 4N =RKCB.
- (2) 1N-2♠sequence 2♠shows Quantity or weak 2-minors or strong monosuitter ♦, or 4441 with M-short.

1N-2♠ opener bids 2N with minimum better minor with max
1N-2♠-2N-? = Pass with 8-9 balanced, 3♣=P/C (shows weak 2-suitter minors)
3♦=strong monosuitter ♦ & 3♥/3♠=4144/1444 Bid Major SPL
1N-2♠//3♣/3♦-? = Pass with weak both minors, 3N with 8-9 bal, 3♥/3♠ with M single 4441 & 4♣/4♦ with strong monosuitter ♦ (4♣ being cue) forcing upto 4N.
- (3) 1N-2N-3♣ (puppet)-? = P with weak ♣, bid 3♦ with weak ♦, 3♥/3♠ with strong 2-minors naming shortness, bid 3N with ♣ suit Choice of Contract, 6+♣; bid 4♣ with strong monosuitter ♣ asking to cue bid.
- (4) Developments after 2♣ opening:
(a) 2♣-2♦-2♥-2N shows a weak hand 0-4 with any 7-card or any 6-card suit headed by K/Q;
(b) 2♣-2♦-2♥-3♣/3♦/3♥decent 5+carder with 5+ HCP or 6-carder headed by A
- (5) Transfers over 2N open:
(a) 2N-5♣/♦=NAT, NF; 2N-4N=Quantitative, 2N-4♠=4144, slam interest but NF
(b) 2N-4♦/4♥=TRF; 4♣=TRF to ♦
(c) 3 level Transfers (3♦ TRF but may have only 4 cards ♥) and then 4N is quantitative. 4 level Transfers then 4N is RKCB.
(d) 2N-3N=5-5 WK or Better minors (may be 54) NF
(e) 2N-3♦/♥=TRF (3♦ TRF but may have only 4 cards ♥)
2N-3♦-3♥-3♠= PUPPET to 3N with (a) 1444 or (b) 4♥ & 5+♣/♦
2N-3♥-3♠-4♥=5-5 Majors Pass or correct.
- (6) 2N-3♠-3N-?= either (i)Pass natural; or (ii)5-4 or better in ♣ & ♦, or (iii) slam interest; monosuitter ♣s with slam interest.
- (7) Roman type asking bid in specific suits:
After WK 2/3 level preempts 4 level new minor suit bids or 4 or higher level jumps new suits is asking in that suit
3♣-3♦ and 3♦-4♣=both Majors at least 5-5 or better.

- (8) After 1♣/♦/♥ opening Responses to 2♣ Checkback:
- (a) (i) 1m/♥-1M-1N-??-2♣-TRF to 2♦ shows Sign off or INV; -2M shows minimum NF
 - (a) (ii) 1m/♥-1M-1N-??-2♦=FG Checkback
 - (b) Wolf sign-off after jump 2N rebid:
1m-1x-2N-3♣=puppet to 3♦ - on this any lower or same level bid than original x is sign-off higher bids are game force.
1m-1♥-2N-3♣-3♦-3♠=shows 4-4 majors GF
 - (c) 1♣-1♥//3♦= shows 18-19 with ♥ support - on this 4♣ is forcing.
 - (d) 1♦-(DBL)-2♣=NAT, F
 - (e) 1♦-(DBL)-3♣=4 card support, LROB; 1♣-(DBL)-2♦=4 card support LROB
 - (f) 1♣/♦-(DBL)-3NT=To play

(9) Responses to RKCB: 1430

- (a) After the response to RKCB 5N asks for specific Kings sign off in agreed suit.
- (b) After RKCB response of 5♣/5♦ cheapest non-agreed suit bid is trump-Q ask, on this return to agreement suit denies trump-Q.
- (c) Reply of 5N to RKCB shows an useful void with odd Key cards whereas 6-level suit bid (or agreed trump suit)

Replies to 5NT:

- (i) ♥/♠ Agreement: step 1: No top; step-2:A or K; step 3:Q; step 4: 2 tops; step 5: all 3.top honour.
- (ii) ♣/♦ Agreement: step-1: 0/1 top honour; step-2: 2 top honour & step-3: all 3 top honour

(10) Vs wk 2♦/♥/♠-2N =Natural 15-18- developments:

- (2♦)-2N-(P)-??: 3♣=STAYMAN; 3♦/♥= TRANSFER to 3♥/♠; 3♠=TRF to ♣.
- (2M)-2N-??: 3♣=TRF to ♦; 3♦= TRF to OM; 3BM=stayman;3OM=♣.

(11) Developments after 1x-1y//2y-??

(may be with 3 cards and must have a stiff if min, otherwise 6322):

- (a) 1♥-1♠//2♠-2N(R)//??

3♣=5/6cards ♥, 3 cards ♠, Non-min (3♦=RELAY), then...

3♥= 5 cards ♥, 3 cards ♠, Min, NF

3♠= 5 cards ♥, 3 cards ♠, 4 cards ♣, Max

3N= 5 cards ♥, 3 cards ♠, 4 cards ♦, Max

4♣= 6 cards decent ♥, 3 cards ♠, ♣ STIFF, Max

4♦= 6 cards decent ♥s, 3 cards ♠, ♦ STIFF, Max

4♥= 6 cards decent ♥s, 3 cards ♠, 6322, Max

3♦=4 cards ♠, Max (3♥=R), then.....3♠ =5422 Max, 3N=♣ STIFF, 4♣= ♦ STIFF, 4♥=6♥ 4♠ with ♣STIFF, 4♠=6♥4♠ with ♥ STIFF

3♥= 6 cards ♥, 3 cards ♠, Min , NF

3♠=5 cards ♥, 4 cards ♠, Min, NF

(b) $1\clubsuit-1\heartsuit//2\heartsuit-2\spadesuit=(R)//??$

$2N=4$ cards $\spadesuit$,

$3\clubsuit=6$ cards $\clubsuit$, 3 cards $\heartsuit$, NF

$3\diamond=4$ cards $\diamond$, 3 cards $\heartsuit$, Min

$3\heartsuit=4$ cards $\heartsuit$, Min

$3\spadesuit/4\diamond=STIFF$, Max, 4 cards $\heartsuit$

$3N=3$ cards $\heartsuit$, Max, May even upto 17 HCP with an off-shape hand

$4\clubsuit=$ source of tricks 4 cards $\heartsuit$

$4\heartsuit=4$ cards $\heartsuit$, Max, BAL

(c) $1\diamond-1\spadesuit//2\spadesuit-2N(R)//??$

$3\clubsuit=5-4$ either way $\clubsuit/\diamond$, 3 card $\spadesuit$

$3\diamond=6$ cards $\diamond$, 3 cards $\spadesuit$, Min, NF

$3\heartsuit=4$ cards $\heartsuit$

$3\spadesuit=4$ cards $\spadesuit$, Min

$3N=3$ cards $\spadesuit$, Max

$4\clubsuit/\heartsuit=STIFF$ $\clubsuit/\heartsuit$, 4 cards $\spadesuit$

$4\diamond=$ source of tricks 4 cards $\spadesuit$

[Developments after $1\clubsuit-1\spadesuit//2\spadesuit-2N(R)$ and $1\diamond-1\heartsuit//2\heartsuit-2\spadesuit(R)$ on same analogy as above]

(12) $1\heartsuit-2\spadesuit=$ Mini SPL unspecified (8-10 or 16+); then $2N=$ Relay.

Bid suit= STIFF ($\heartsuit=\spadesuit$ STIFF, $3\spadesuit=$ Unspecified Void 16+, $3NT=\spadesuit$ STIFF (16+))

(13) Developments after 2M WK:

(a) $2\heartsuit-4\spadesuit=$ NAT To play

(b) $2\heartsuit/\spadesuit-2N//4\heartsuit/\spadesuit-4N=$ After $2\spadesuit$ is DKCB, Else RKCB

(c) $2\heartsuit/\spadesuit-2N//3\clubsuit-3\diamond(Relay)//??$ $3N=$ Good Good Suitable for NT; $3OM=$ Good-Good some Stiff (Next Suit Relay for S/S)

$3BM=$ Bad-Bad