

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Card 2.18 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Wide-range 1-level (8-17), maybe STR (KJ10x) at 1-level,		Lead	In Partner's Suit		
sound 2-level or higher; CUE RESP=SUPP(10+) F1/any FG;	Suit	3rd=even; low=odd	3rd=even; low=odd		
New suit = NF (by PH, 3+ level=Fit, Free bid=tolerance	NT	4th	4th	Category:	Strong Club
WK direct SUPP ;	Subseq	3rd/5th of remaining	3rd/5th of remaining	Country:	India
R/O about K less (FREQ 4 at 1-level) w/ same DEV	Other:	K ask for U/B or CT vs NT ; Q may ask U/B of J ;		Event:	
		J denies higher honour ; 10 & 9 zero or 2 higher		Players:	Ashok Goel Kamal Mukherjee
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY	
15-18 in direct seat ; Developments as on 1NT opening	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
except TRF to OPPT's known 5+ suit = S/S, F1 ;	Ace	AKx(+), A(+); ATT	AKx(+), A(+); ATT	STRONG CLUB : 1♣ = ART, 17+ w/ NAT RESP except 1♦ = 0-7	
11-14 in balancing seat with same developments as over	King	AKJ(+), KQ(+), AK, Kx; ATT	AKQ/AKJ/KQJ/KQT(+); UB/CT	1D= Catch-all, 2+ ♦s; 2♦ = MULTI (Weak M or STR BAL)	
direct seat 1NT	Queen	QJ(+), Qx; ATT	AQJ(+), QJ(T/9)(+), QJx, Qx	2♥ = 4414/4405/(43)15 ; 2♠ = 55+ in ♠s + another	
	Jack	J10(+), Jx; ATT	J10(9/8)(+), J10x, Jx; ATT	2NT = 55+ in ♥s & m; 2♣ = NAT, 6+ or 5 w/ 4M ; WJOs	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	KJ10(+), 109(+), 10x; ATT	5-card Ms (1NT F1) ; GAMBLING 3NT ; FREQ non-PEN DBL	
1-Suit: Weak	9	(K/Q)109(+), 98(+), 9x; ATT	HT9(+), T9(8/7)(+), 98x, 9x	s; 3-level PRE sound if VUL & a little light if non-vu	
2-Suit: UNUSUAL NT (2 lower unbid suits)	Hi-x	(x/S)x, rare Sxx/xSxx[20]	(x/S)x, rare Sxx/xSxx[19]	1NT Openings: 15-16, 4th seat 12-14	
	Lo-x	(H/x)xS , (H/x)xxxS [20]	(H/x)xS, (H/x)xxS(+) [19]	2 OVER 1 Responses: FG (including 1♦ - 2♦)	
Reopen: Jump = Opening hand with STR 6+ suit	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding
CUE = MICHAELS (6+ winners NV ; 7+ winners VUL) 7-11 or 15+	Suit: 1st	J/D	Hi = Odd	Hi = Odd	J/D
	2nd	Hi = Odd	S/P	Hi = Odd	S/P
JUMP CUE asks for Stopper for NT	3rd	S/P		S/P	S/P
	NT: 1st	J/D	SMITH(Lo=ENCRG)	Hi = Odd	J/D
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	Hi = Odd	Hi = Odd	Hi = Odd
Direct : DBL = Cards ; 2♣ = LANDY ; 2♦/♥/♠/3♣ = TRFs ; DONT Vs. STRONG	3rd		S/P	S/P	S/P
	Signals (including Trumps): TRUMP ECHO is S/P oriented;			RESP to 2♣ : 3R=TRF, FG; 3♣=TRF, INV+; 2NT=♣ fit, WK/STR;	
Balancing : vs Weak by unPH --> DBL = Cards, By PH DBL=LANDY	3-WAY SIGNALS; REMAINDER COUNT			2♦ = Relay	
				Many "FIT" Jumps in COMP	
Balancing (otherwise) --> DONT Vs. STR	DOUBLES			MICHAELS 2-suiter (NV : 6+ winners , VUL : 7+ winners)	
2♣ = LANDY ; 2♦ = 1 Major (Competitive) ; 2M = M + m	TAKEOUT DOUBLES (Style; Responses; Reopening)			COMP CUE below 3 of partner's suit = Limit raise plus	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Tends to have 3+ card in all suit (specially Ms) unless				
DBL=T/O thru 4♥, PEN 4♠/higher; Non-jump 4NT=any 2 suit	very STR; CUE RESP F-S/O; RESP DBL thru 4♥ ;				
LEAPING MICHAELS (55+, 15+, F1); CUE = Ms on m, ms on M;	Balancing DBL 8+ HCP w/ 1+ Defensive winner at least				
RUBENSOHL (SLOW) after T/O of 2x WEAK, Against MULTI 2D - 2H/2S is T/O in OM				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
R M C = Rank/ Mixed/ Color	NEG DBL thru 3♠ (tends to promise 4M) ; Higher Xs=Cards				
	SUPP DBL & SUPP RDBL ;				
	RESP X thru 4♥ ;			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	In general low-level Xs in NF auctions are T/O, not PEN			Principle of Fast Arrival widely used in F auctions ;	
OVER OPPONENTS' TAKE OUT DOUBLE					Forcing Pass, then Pull of Double, shows better hand
RDBL might or might not have fit;					
New suit F1 (Major at 1-level could be on 4 cards) ; CAPILETTI				Psychics: Rare by Mukherjee ; Rarer by Goel	
Jump in new suit Weak					
OPENING BID DESCRIPTIONS					

[illegible]

♣♦♥♠ 1NT Opening:

- 1NT 2♠=
1. Strong 2 suiter minor
 2. Weak 2 suiter minor
 3. Weak monosuitier minor
 4. May have 5+4+22 FG

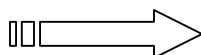
Developments:

1NT 2♠

??

2NT= Better ♦

3♣ = Better ♣



PASS or CORRECT WEAK (1 or 2 suit)

3♥/♠= STIFF with 2 suiter strong (may have a STIFF ACE)

3NT= 2♠2♥4/5 ♦4/5♣

4♥/♠= VOID with good 12, Should be atleast 5-5 minors

4♣= 1♠1♥5♦6♣

4♦= 1♠1♥6♦5♣

1NT

2NT= Any mono-suitier minor 6+ cards FG

3♣ (Relay)

??

3♦= Diamonds

3♥= ♣ suit with ♥ short

3♠= ♣ suit with ♠ short

3NT= ♣ suit with no short

4♣= ♣ suit with ♦ short

1NT

2NT= Any mono-suitier minor 6+ cards FG

3♣ (Relay)

3♦= Diamonds

3♥ (Relay)

??

3♠= 6 cards ♦ with ♠ short

3 NT= 6 cards ♦ with no short

4♣= 6 cards ♦ with ♣ short

4♦= 6 cards ♦ with ♥ short

[After receiving reply 3NT or 4 NT= To play]

1NT 3♥/♠= STIFF with any 5-4 in minor FG

RULE: 1st step no Q but Interest, 2nd Step Q with interest, 3rd Step Q but no interest, 4th Step no Q no interest

1NT 3♥= STIFF ♥

3♠ (R) 4♣= 5♣ + 4♦

4♦ (R) ??

4♥= No ♠ CUE but INTEREST

4♠= ♠ CUE with INTEREST

4NT= ♠ CUE but no INTEREST

5♣= No CUE in ♠ and no INTEREST

1NT 3♥= STIFF ♥

3♠ (R) ??

4♦= 5♦ + 4♣; No ♠ CUE but INTEREST

4♥= 5♦ + 4♣; ♠ CUE with INTEREST

4♠= 5♦ + 4♣; ♠ CUE but no INTEREST

4NT= 5♦ + 4♣; No CUE in ♠ and no INTEREST

1NT 3♠= STIFF ♠

4♣(R) ??

4♦= 5♦ + 4♣

4♥= 5♣ + 4♦; No ♥ CUE but INTEREST

4♠= 5♣ + 4♦; ♥ CUE with INTEREST

4NT= 5♣ + 4♦; ♥ CUE but no INTEREST

5♣= 5♣ + 4♦; No CUE in ♥ and no INTEREST

1NT 3♠= STIFF ♠

4♣(R) 4♦= 5♦ + 4♣;

4♥(R) ??

4♠= 5♦ + 4♣; No ♥ CUE but INTEREST

4NT= 5♦ + 4♣; ♥ CUE and INTEREST

5♣= 5♦ + 4♣; ♥ CUE but no INTEREST

5♦= 5♦ + 4♣; No CUE in ♥ and no INTEREST

1NT 3♣= 6♣ + 4 ANY (10 HCP atleast)

3♦ (R) ??

3♥= 6♣ + 4♥

3♠= 6♣ + 4♠

3NT= 6♣ + 4♦

1NT 3♦ = 6♦ + 4 ANY (10 HCP atleast)

3♥ (R) ??

3♠ = 6♦ + 4♠

3NT = 6♦ + 4♥

4♣ = 6♦ + 4♣

[After receive reply, 3NT or 4NT by opener is to PLAY]

1. After RELAY any suit by opener is a CUE in favour of second suit.
2. Any Bid except RELAY is a CUE in favour of first suit.

1NT 2♦ = TRF to ♥

2♥ 2♠ = 5-5 INV

1NT 2♥ = TRF to ♠

2♠ 3♥ = 5-5 FG or better

1NT 2♦

2♥ 3♣

??

3♦ = ♣ FIT but only 2 cards ♥

3♥ = ♥ FIT but no 4 cards ♣

3♠ = 5 cards ♠ NO FIT

3NT = NO FIT To Play

4♣ = 3♥ + 4/5 ♣

4♦ = 4♥ + 4♣

1NT 2♦ + TRF to ♥

2♥ 3♦

??

3♥ = ♥ FIT but no ♦ FIT

3♠ = No ♥ FIT but 4/5 cards ♦ FIT

3NT = No FIT To Play

4♣ = FIT ♦ + 3♥

4♦ = 4♥ + 4♦

1NT 2♣ = STAYMAN

??

2♦ = NO 4 cards Major

2♥ = 4/5 cards ♥ but no 4 cards ♠

2♠ = 4/5 cards ♠ but no 4 cards ♥

2NT = BOTH MAJOR (TRF from RESPONDER)

1NT 2♣
2♥ 2♠= NF 4♠ + minor (MAY BE VERY WEAK)
??
2NT= ♦ BETTER or EQUAL + 2 ♠
3♣= ♣ BETTER + 2 ♠

1NT 2♣
2♥ 3♣= FG, DISTRIBUTION ASK
??
3♦= 5 cards ♥
3♥= 4♥ + 4♣
3♠= 4♥ + 4♦
3NT= 3433

1NT 2♣
2♠ 3♣= FG, DISTRIBUTION ASK
??
3♦= 5 cards ♠
3♥= 4♠ + 4♣
3♠= 4♠ + 4♦
3NT= 4333

1NT 2♣
2♥/♠ 3♦= 5♦ + 4M FG (normally worried about ♣)

1NT 2♣
2♠ 3♥= ♠ FIT, BALANCED, SLAMMISH
3♠= INV

1NT 2♣
2♦ ??
2♥= WEAK ANY 44 or 45 Major NF must have 6/7 HCP
3♣= FG, DISTRIBUTION ASK

1NT 2♣
2♦ 2♥
??
Pass= 3 cards ♥
2♠= 3 Cards ♠
2NT= 22(45)
[Note: Sign Off cannot be initiated with ♥ and a minor or both minor]

1NT 2♣
2♦ 3♣= FG, DISTRIBUTION ASK
??

3♦= 5 card minor
3♥= Asking which 5 card minor
3♠= 5 cards ♣
3NT= 5 cards ♦

3♥= 3334
3♠= 3343
3NT= 44 minor

1NT 2♦
2♥ 4♥= 6+♥ No STIFF, MILD SLAM TRY

1NT 2♦/♥
2♥/♠ 4NT=QUANTY

1NT 4♦/♥
4♥/♠ 4NT= RKCB

4th HAND ONE NO TRUMP OPENING (12-14 HCP)

1NT 2♣
??
2NT= Both Major 12-13 HCPTRF
3♣= Both Major 14 HCP..... TRF

♣♦♥♠ 1♦ Opening:

1♦ ??
 3♥/♠ = SPLINTER with 6 cards ♦ suit
 3♦ = Preemptive 6♦
 3♣ = 5♦ + 5♣ (7-10)
 2NT = 11-12 no 4 cards Major, INV
 2♠ = 6♠ + 4♥ 7-10 HCP
 2♥ = 5♠ + 4♥ 7-10 HCP
 2♦ = Inverted F upto 3♦
 2♣ = NAT F upto 3♣
 1NT = 7-10 HCP
 1♥/1♠ = NAT F

1♦ 1♥/♠
 3♥/♠ = 4441 or 4405

1♦ 1♥
 3♥ 3♠ (RELAY)
 ??
 3NT = VOID ♣
 4♣ = VOID ♠
 4♦ = ♣ STIFF
 4♥ = ♠ STIFF

1♦ 1♠
 3♠ 3NT (RELAY)
 ??
 4♣ = VOID ♣
 4♦ = VOID ♥
 4♥ = ♣ STIFF
 4♠ = ♥ STIFF

1♦ 1♠
 1NT 3♣/♦/♥ = 55 INV

1♦ 1♥
 1NT 3♣/♦ = 55 INV

1♦ 1♥
 1♠ 2♣
 ??
 2♦ = 5+ cards (1st to show 3 cards support)
 2♥ = 3 cards
 2♠ = 4♠ + 4♣s
 2NT = 4243
 3♣ = 4144/ 4054/ 4045 (3♦ = RELAY)
 3♥ = 5 cards ♣
 3♠ = 5 cards ♦
 3NT = 4144 (there after 4♣/♦ sets the suit)

1♦ 1♥
 1NT 2♦
 ??
 2♥ = 3 cards ♥ support (RELAY = 3♠), then.....
 2NT = 2344
 3♣/♦ = 33(34/43)
 2♠ = 3244 No ♠ Stopper
 2NT = 3244 with ♠ Stopper
 3♣ = 3235 (3♦ RELAY) then.....
 3♥ = Ax or Hx
 3♠ = Jxx exactly
 3NT = ♠ guard
 4♣ = Mandatory, Otherwise
 3♦ = 5 cards ♦ 3253 (3♥ RELAY) then...
 3♠ = Exactly Jxx
 3NT = ♠ Guard
 4♣ = Mandatory, Otherwise
 4♦ = Hx (A/K/Q)

1♦ 1♥/♠
 1NT 2♣ (PUPPET to 2♦)
 2♦ ??
 2♥/♠ = 5 cards ♥/♠ 10-11
 2NT = 11-12, INV
 3♣/♦ = 5/6 cards minor 10-11 HCP, MAJOR 4 Card Only

1♦ 1♥
 2♠ = 6♦ + 3♥ may have a STIFF (2NT = RELAY)
 3♣ = ♣ SHORT
 3♦ = ♠ SHORT
 3♥ = 2362

1♦ 1♥

1NT 2♦

??

2♠= No ♠ Stopper + 2♥ Only

2NT= With ♠ Stopper + 2♥ Only

1♦ 1♠

1NT 2♦

??

2♥= 4 cards ♥ (atleast QJ OR BETTER ♥S) may or may not have 3 cards ♠

2♠= 3 cards ♠ may have 4 cards bad ♥

2NT= 2344

3♣= 2335

3♦= 2353

1♦ 1♠

1NT 2♦

2♥ ??

2♠= Ask 3 cards ♠?

3♣/♦= 4 cards denies 3 cards 3♠

3♠= 3 cards ♠

2NT= Ask Any Minor?

3♣= 4/5 cards ♣ may have 3 cards ♠

3♦= 4/5 cards ♦ may have 3 cards ♠

3♠= Good 3 cards ♠ 3433

3NT= Bad 3 cards ♠ 3433

1♦ 1♠

1NT 2♦

2♠= 3 Cards but no 4 cards ♥

1♦ 1♠

1NT 2♦

2NT= 2♠-3♥-4♦-4♣

1♦ 1M

1NT 2NT (PUPPET to 3♣)

3♣ ??

Pass= OK

3♦=6♦ + 4M 8-9 HCP

1♦ 1M

3M= INV 4441 or 1444 or 04(54) or 4450

3(M+1)= Relay Lower to Lower

1♦ 1NT
2♥/♠=NAT, MAX
2♠/NT= RELAY

1♦ 1NT
2♥ 2♠ (RELAY)
??
2NT= ♠ SHORT 3 Suiter
3♣= 1435 ♣ WEAK
3♦= 4♥ + 5♦ at least
3♥= 0454

1♦ 1NT
2♠ 2NT=RELAY
3♣= 4135 ♣ WEAK
3♦= 4♠ + 5♦ atleast
3♥= 4144
3♠= 4054

1♦ 2♣= Not a Game Force, 10+ HCP
??
2♦= Diamonds
2♥= Ambiguous (no commitment)
2♠= MAX 14-16 Good 3 cards ♣ atleast (IF BAL NOT MORE THAN 14)
2NT= MAX 14-16 ♥ + ♠ Stopper (IF BAL NOT MORE THAN 14)
3♣= ♣ FIT good ¾ cards ♣
3♦= 5♦ +4♣ good play in minor, 2-2 in Majors with out Stopper
3♥/♠= SHORT
4♥/♠= VOID and no control in other Major
[Note: Having control in other Major, bid at 3 level 3♥/♠, then 4♥/♠ in next turn shows VOID and CONTROL in other Major]

1♦ 2♦
??
2♥= Ambiguous
2♠= MAX with 4 cards ♦
2NT= MAX with both ♥+♠ Stopper
3♣=MIN ♣+♦ atleast 9 cards
3♦= MIN 3♦ if good, otherwise 4 cards ♦
3♥/♠/4♣= SPLINTER and as after 1♦-2♣

1♦ 1♥

2♠= 6♦ + 3 cards ♥ support, May have a side suit STIFF

2NT= RELAY

??

3♣= ♣ SHORT

3♦= ♠ SHORT

3♥= 2362

1♦ 1♥

2NT= 4 Card♥, (RELAY=3♣), then....

??

3♦= ♣ SHORT (3451)

3♥= ♠ SHORT (1453)

3♠= ♠ SHORT (1435) and Weak ♣

3NT= 2452

4♣= 2461

4♦= 1462

4♥= 1462 (♣ has to be Ax or Kx)

1♦ 1♠

2NT= 3 or 4 cards ♠, (RELAY= 3♣), then....

??

3♦= 6♦ + 3 cards ♠ support, May have a STIFF (3♥=RELAY), then...

3♠= ♣ STIFF 3361

3NT= NO SPL, 3262

4♣= ♥ SPL 3163

3♥= 4351

3♠= 4153

3NT= 4252

4♣= 4135, WEAK ♣

4♦= 4261

4♥= 4162

4♠= 4162 (♣ has to be Ax or Kx)

♣♦♥♠ 1♥ Opening:

1♥ 1♠

1NT 2♦

??

2NT= 2533 with ♣+♦ Stop

3♣= 2533 No ♣ Stop

3♦= 2533 No ♦ Stop

2♥= 2533 No minor Stop

1♥ 1♠

2♠ 2NT=ASK Short

3♣/♦= Short (Should no ACE SPL)

3♥= No Short Better

3♠= No Short Minimum

4♣= VOID ♣ no ♦ control || With other minor control go slow (First 3♣/♦ then 4♣/♦ -||

4♦= VOID ♦ no ♣ control || With other minor control go slow (First 3♣/♦ then 4♣/♦ -||

1♥ 1♠

2♠ 3♣/♦=HELP Suit Try

♣♦♥♠ 2NT Opening:

2NT ANY 4441 21 onwards HCP

2NT 3♣= RELAY

??

3♦= minor STIFF, 21-23 HCP (3♥ RELAY; Lower for Lower)

3♥= Major STIFF, 21-23 HCP (3♠ RELAY; Lower for Lower)

3♠= minor STIFF, 24+ HCP (3NT RELAY; Lower for Lower)

3NT= Major STIFF, 24+ HCP (4♣ RELAY; Lower for Lower)

2NT ??

3♦= TRF to ♥

3♥= TRF to ♠

3♠= TRF to ♣

3NT= TRF to ♦

[After RELAY and Hearing minor suit STIFF:

Transfer 4♦ to 4♥; Either Weak or Strong

Transfer 4♥ to 4♠; Either Weak or Strong]

[After 2nd RELAY no Transfer: But promises 5-7 HCP while the suit is MAJOR]

♣♦♥♠ DEFENSIVE BIDDING:

♣♦♥♠ Vs. (2♦) MULTI:

DBL= 13-15 BAL or 18+

2♥= T/O in ♠ and atleast 3♥ (2♠=RELAY) then...

2NT=MIN

3♣/♦= 4/5 Cards HIGHER ZONE

3♥= 5 Cards HIGHER ZONE

2♠= T/O in ♥ and atleast 3♠

2NT= 16-18 Bad 19

3♣/♦= NAT upto 17

3♥/♠= Good Hand INTERMEDIATE Strength

3NT= To Play long minor

4♣/♦= 6 cards ♣/♦ + 5 Major, FG

♣♦♥♠ CAPILETTI:

1♥ (DBL) ??

1NT= TRF to ♣ 7+

2♣= TRF to ♦ 7+

2♦= 3+ ♥ 7-10

2♥= 3+ ♥ 0-6

2NT= 4+ ♥ Limit/ Better

1♥ (DBL) 1NT=TRF to ♣(Pass)

2♣ (Pass) 2♥= Good 5♣ or 6 ♣s + 2♥ 9-10 HCP

(1♦) 1♥ (DBL)= CAPILETTI on

♣♦♥♠ RULE of Sacrificing:

TO SACRIFICE OR NOT AT 6 LEVEL

Final Bid by RHO:

PASS= 0 or 1 TRICK

DBL= 2 or MORE TRICK

Final Bid by LHO PASSED around to You:

0 TRICK= You Sacrifice

1 TRICK= You DOUBLE

2 TRICK= You PASS

♣♦♥♠ Vs Standard (1m)-P-(1NT):

(1♣/♦)PASS (1NT) ??

2♣= Both Major Better ♥

2♦= Both Major Better ♠

♣♦♥♠ Vs Precision (1♦)-P-(1NT):

(1♦) PASS (1NT) ??

2♣= Both Major Better ♥

2♦= Both Major Better ♠

♣♦♥♠ Vs 3NT Gambling:

(3NT)= Gambling ??

4♣= Both Major Better ♥

4♦= Both Major Better ♠

♣♦♥♠ General Bidding Notes:

1. After 1♣-2♦, any bid by opener apart from relay shows monosuit hand. 3 card support is to be shown first.
2. After Limit Raise, if partner bids any suit below game level shows shortness.
3. If responder accepts 3NT by Responder shows 2 Aces and 4 of suit shows only that Ace
eg. 1♠ 3♦//3♥ (STIFF ♥) ?? 3NT= TWO ACES; 4x= Specific ACE
4. Singleton ACE cannot be shown in first stage to show shortness. Only exception to it is after
1NT 2♠
2NT/3♣ 3♥/♠
may have a singleton ACE.
5. When fit is found with 8 or 9 cards and partner gives also 9 cards in two suits. Firstly responder is to show shortness even if it is in partners' suit.
1♥ 2♣
2♦ 2♥
??
2♠/3♣= Shortness
2NT= No Short
3♥= No ♠ Stopper but Better
4♥= Min, No ambition
6. 2♣ 2♦
2♠ 3♥= ♠ FIT
 3♦= Forcing Broken Suit
7. When with minor fit 3NT bids by opener not forcing when opener shows 9 cards. But rest 3 NT forcing except when shows shortness and responder bids 3NT. This applies for minor suit and not for Major Suit.
8. 1♦ (2♥) DBL (Pass)
2♠ (Pass) 3♣= ♣ + ♦ NF (Pass)
3♦ (Pass) 4♦= NAT INVITATIONAL

1♦ (2♥) ??2NT= TRF to ♣; 3♣=TRF to ♦

Rule: When responder forced to bid at 3 level then 2NT onwards TRF

9. After Negative Double, Support Non-forcing
After responder bids then Support is forcing.
10. 1♥ 1♠
2♠ 2NT= Show shortness, FG
3♠= Min
3♥= Max, 14 HCP
11. 2♣ 2NT
3♣/♦/♥= Shortness in ♠/♦/♥
3NT= 16 MAX no SPL
12. After JACOBY 3 level bids show only STIFF. Jump at 4 level shows atleast 5-5.
13. 1♠ 2♠
2NT= Have Shortness
3♣/♦/♥= Help Suit
14. 1♥ 2♥
??
2♠= Have Shortness (2NT= RELAY) then 3♣/♦/♥= STIFF ♣/♦/♠
2NT= Help Suit Try in ♠
3♣/♦= Help Suit Try in ♣/♦
15. TRANSFER TO ♣/♦
(1) 1♦-(2♥/♠)-2NT/3♣
(2) 1♥-(2♠)-2NT/3♣
(3) 1♠-(2♥)-2NT/3♣
- 15 A. 1♠-(2♥)-3♦= 3 card ♠ LROB
1♠-(2♥)-3♥= 4 card ♠ LROB
- 15 B. 1♥-(2♠)-3♦= ¾ cards ♥ LROB
16. FIT SHOWING: After Major Opening Jump in 3 or 4 level (10-12) 4+ 5/6 Cards
17. 1♠-(2NT=Both minor)-??
3♣= LROB in Partner's suit (♠)
3♦= Higher Suit UNBID MAJOR (♥), FG
3♥= ♥ SUIT INVITATIONAL
1♥-(2NT=Both minor)-??
3♣= LROB in Partner's suit (♥)
3♦= Higher Suit UNBID MAJOR (♠), FG
3♥= Just Competitive
3♠= ♠ SUIT INVITATIONAL

18. Lead in NT Contract:
A or Q= Demands ATTITUDE (E or D)
K= Demands UNBLOCK otherwise COUNT
19. With 3 cards small in Partner's suit:
 - (a) High if Supported
 - (b) High in Suit and No Trumps
20. With 3 cards small in unbid suit, Lead High with 3 cards small.
21. With 4 cards small, Lead 2nd highest with 4 cards small in suit and No Trump Contracts. When returning the suit if 4th card can be spared play that otherwise smallest.
22. With 3 small cards in the mid sequence Play High.