

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 (2nd)= Landy,Txfer. In 4th pos DONT.
Vs Wk N= 2♣=Landy, 2♦= any M single suiter. 2♥/2♠= ♥/♠ & a minor
double= strength 15+, 3♣/3♦= Nat, costructive
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O doubles upto 4♦. 4♥ and above-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(22)
WK (2♦)-??: -3♦=♣+♥, -4♣=♠+♣, -4♦=♥+♠
(2♣Prec)-4♣=both M, (2♠Prec)-4♦=♦+ one M
VS. ARTIFICIAL STRONG OPENINGS
(1♣)-x = Majors, (1♠)-1N= minors
(2♣)-x=Majors, (2♠)-2N= minors.
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	3/5 th	3/5 th	
NT	4th best	4th best	
Subseq	same	same	
10/9 shows 0/2 higher. vs NT K -lead asks for unblock or count and A or Q lead for ATT.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKxxx,	
King	AK, KQ(+)	AKJ10(+),KQ109(+)	
Queen	QJ, QJx(+), Qx	KQx, KQ9xx,QJ, QJx, QJ10(+)	
Jack	Jx, J10(+)	Jx, J10(+)	
10	10x,109(+),KJ10(+),AJ10(+)	10x,109x,KJ109(+),AJ109(+)	
9	9x,K109(+),Q109(+)	9x,9xx, K109(+),A109(+),Q109x	
Hi-x	Xx	Xxx	
Lo-x	xxx, 10xx, xxxx(+)	10xx, xxxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 count- udca	count -udca	attitude -udca
	2 attitude-udca	attitude-udca	count -udca
	3 SPS normal	SPS normal	SPS normal
NT	1 attitude- udca	count -udca	same as over suit
	2 count -udca	attitude- udca	
	3 SPS normal	SPS normal	
Smith echo vs NT -low-high shows interest in suit led.			
Upside down signals for both attitude and count.			
trumps hi-lo shows interest to ruff			
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♦. 3 level doubles shows values may not have shape			
Responsive double thru 4♦			
low level doubles often competitive [15]			
Support double thru 2♥[15]			
Rosenkranz redouble showing 1 top-honour upto 2-level			
Max overall dble & max-extra dble in competition with no space.			

WBF Convention Card
♠♥♦♣
Category: _____
NCBO: India EVENT: _____
PLAYERS: Aloke Sadhu
Kamal Roy
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard with 5-card Majors with 1N resp F1.
Fast Arrival
2over 1= GF unless rebid
Frequent low-level non-penalty competetive doubles
Inverted minor raises
Many jump shifts ART. Jump shifts in comp mostly FIT showing.
15-17 1N opening , may have a 5-card M or m suit
PRE may be bad in NV position
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣-2♦ & 1♦-3♣ = limit raises in opener's minor.
1♥-3♣= 4-card raise 6-9. 1M-3♦= limit raise in M or FG raise with a void
1♠-3♣= Limit raise in ♠ with m singleton.1♥-2♠=Limit raise in ♥with singleton
1♠-3♥=raise in♠ with♥ singleton.
1♥/1♠-3N = shows bal raise of opener's M, 12-15.
1m-(1N)-2♣ & (1m)-P-(1N)-2♣ and similar seq shows Majors competetion
Fit showing raises with passed hands & in competition with unpassed hands
3N= Solid minor (1/2 seat) and STRONG To play based on SoLS (3/4)
Over opp's 3N minor preempt 4♣= Majors
1M-3M= PRE raise with 2-6 HCP
Good Bad 2N in 3 situations:(1)after 2-level reverse by opener & (2) after over-
-call by opp neg dble by partner raise by other opp(3) T/O dble by P raise by opp.
vs 2-suited O/C cheapest cue lower suit & next cue higher suit with 10-11 HCP
Vs 1m-(2m= Michaels)- M-cue shows stopper & limit or better raise.
RUB type after 1N open & O/C by RHO (27). LEB after T/O dble of weak 2.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Pass & pull in forcing situation shows better hand.
Principle of fast arrival in Forcing auction.
PSYCHICS: Rare



OPENING	TICKET	ARTIFICIAL	OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♣		11-21, 3+ cards	-1N=8-10;-2N=11-12;inv min raises.-2♥=♥+♠ see (18) -2♦=limit raise. -1♦6+, may be 3cards,-2♠=♥+♠, see (18)	1m-1M-1N-2♣/2♦=2-way checkback[14].1♣-1M-3♦=18-19 good Club suit. Wolf sign off after jump 2N rebid by opener.(Note19).1m-1M-1N-2N=puppet to 3♣[15]	1m-3m=limit raise. 1m-jump in om=Fit showing
1♦		3	4♣		11-21, 3+ cards	-1N=6-10;-2N=11-12; inv min raises.-2♥=♥+♠ see(18) -3♣=limit raise of ♦.-2♠=♥+♠, see (18)	1m-1M-1N-2♣=puppet to 2♦ shows signoff in ♦ or invitational hands[14] Wolf sign off after jump 2N rebid by opener (19) 1m-1M-1N-2N=puppet to 3♣[15]	
1♥		5	4♣		11-21, 5+ cards	-3♣=mixed raise;3♦=limit raise or GF raise with void -2N=bal GF 13+ ; -3N=bal GF raise with 4-card supp 12-15. -2♠=mini splinter [23]	1♥-1♣-1N-2N=puppet to 3♣see(15) 1♥-1♣-1N-2♣/2♦=2-way checkback(14). On mini spl 2N relay [23]	-2N=fit showing raise with ♣-suit -2♠=limit raise w singleton Fit showing jump shifts
1♠		5	4♥		11-21, 5+ cards	3♣=mini SPL 3♦=limit /GF w void.3♥=mini SPL w ♥ short(23)	On mini spl 3♦ relay (23)	-2N=limit raise w singleton
1 NT					15-17, balanced	stayman(1); 2♦/2♥/4♦/4♥=txfer;-2♦(2);-3M=5-4 m+short M 2♠=zone ask see(3) 1N-3m= 6 card m+ 4card M limited(6) 2N=puppet to 3♣ responder may have different types(4).	SMOLEN; after 2♠-2N = minimum(3) after1N -2♠ see (note 3), after stayman see (1) after puppet 3♣ see Notes [4].	
2♣	✓		4♦		Artificial strong 22+ or game in hand	-2♦=Negative or neutral waiting; all other bids positive 8+ 2N=9-10 or 13+(BARON) 3N=11-12	2♣-2♦-2♥-2♠ Puppet://-2N/3N/4N etc shows bal 22-24/25-26/29-30 etc;-3x shows♥+x 2♣-2♦-2N= ♣; 2♣-2♦-3♣=♦ suit. 2♣-2♦-3N= bal 19-21 based on a solid suit. 2♣-2♦-3♦= ♦ & ♣. (After 2♣-2♦-2♥,Note 7)	
2♦	✓				multi -wk 2 in a M or 20+, 3 suiter	2N relay; 2♥/2♠=P/C see (8)	see (Note 8)	
2♥		5			7-10, 5♥+ 5 another suit	2N relay; 2♠=P/C see (9)	see (Note 9)	
2♠		5			7-10, 5♠+ 5 of a minor	2N relay; 3♣=P/C see (9)	see (Note 9)	
2 NT					20-21, balanced	Stayman(12). 3♦/3♥/3♠/3N/4♣/4♦=Txfrs (10),(11)	On 3♣-puppet to 3N see Notes (11)	
3 bids					Natural Preempts	roman type asking bids at 4/5 level(13)		
3NT	✓				Solid minor (at 1/2 seat)	4♦=shortness ask, 4N no short.		
					STR on SoLS at 3/4 seat, To Play			
4♣					Natural Preempts			
4N	✓				both minors, preempt			
4♦					Natural Preempts			
4♥/4♠					Natural Preempts			
5♣/♦					Natural Preempts			
							HIGH LEVEL BIDDING	
							RKCB 1403 with void showing resp 5N or 6-level bids (20); Cue bids, Splinter	
							Exclusion RKCB; 5N=GS force(21)	
							Pass and pull In forcing pass situation shows stronger hand	
							Roman type control asks after preempts by partner(13).	

NOTES:

(1) Stayman after 1N open:

(a) 1N-2♣//2N = Both Majors – on this -

3♣= ask , reply 3♦/3♥= ♣/♦ doubleton;

3♦/3♥= transfer to ♥/♠.

(b) 1N-2♣ //2♦-2♥ = P/C shows both Majors at least 5-4 either way.

(c) 1N-2♣//2♦-3♣= distribution ask – replies are as follows:

3♦=5 card minor- on this 3♥ asks -3♠=♣ & 3N=♦.

3♥=4♣, 3♠=4♦, 3N= both minors.

(d) 1N-2♣//2M-3♣= distribution ask - replies are:

3♦=5 card M, 3♥=4M+♣, 3♠=4M+♦, 3N= 4-3-3-3.

(e) 1N-2♣//2♦-3♥/3♠= SMOLEN

(f) 1N-2♣//2♥-3♠= slam invite, bal or ♠ SPLINTER, sets up ♥ as trumps
on this 3N asks – 4♣/4♦=bal, 4♥= ♠ SPLINTER.

(g) 1N-2♣//2♠-3♥=slam inv, bal or semibal, sets up ♠ as trumps.

(h) 1N-2♣//2♦-2♠= 4 card ♠+ 5 card minor non-forcing, unsuitable for 1N

(2) Transfers after 1N:

2(a) 1NT-2♦ Response:

(i) 1N-2♦//2♥- ? -- new suit = Natural Forcing

(ii) 1N-2♦//2♥-? --2N/3N= Natural

(iii) 1N-2♦//2♥-? --4N= Quantitative.

(iv) 1N-2♦//2♥-2♠=puppet to 2N subsequently

1N-2♦//2♥-2♠//2N--? -- 3♣=4441 GF

3♦=4414 GF

3♥= 5-5 majors 7-8 game invitation

3♠=5-5 Majors slam invitation - on this 4♣ sets up ♥ and

4♦ sets up ♠ as trumps.

2(b). 1N-2♥ Transfer:

(a) 1N-2♥//2♠-?-- new suit = Natural Forcing

2N/3N= Natural

4N= Quantitative

2(c). 1N-4♦/4♥

4♥/4♠-4N = RKC.

(3) 1N-2♠ sequence 2♠ shows 8-9 Balanced, or weak 2-minors, or strong monosuiters ♦, or 4441 with M-short:

1N-2♠- opener bids 2N with minimum and better minor with max

1N-2♠-2N-? = Pass with 8-9 balanced, 3♣=P/C (shows weak 2-suiters minors) 3♦=strong monosuiters ♦ & 3♥/3♠=4144/1444

1N-2♠-3♣/3♦-? = Pass with weak both minors, 3N with 8-9 bal, 3♥/3♠ with M single 4141 or 1444. & 4♣/4♦ with strong monosuiters ♦ (4♣ being cue) forcing upto 4N.

(4) 1N-2N(puppet to 3♣, 3-way: weak monosuiters minor, or strong 2-suiters minors, or strong monosuiters ♣.

-3♣=?

P with weak ♣, bid 3♦ with weak ♦;

3♥/3♠ with strong 2-minors naming shortness;

3N with 5-4 minors, 2-2 in majors with at least one Major unguarded;

4♣ with strong mono-suiters ♣.

(5) 1N-3♥/3♠= 5-4 in minors either way , bid Major is singleton

on this 4♣= asks for longer minor – 4♦=5♣, 4♥=5♦.

(6) 1N-3♣/3♦ = 6card minor with a 4 card Major, limited strength may play upto 4m.

On this opener shows (a)Major if any, (b)passes, bids 3N, or invites with 4m.

(7) 2♣-2♦-2♥ sequence (Opener shows ♥-suit game going or balanced 22+ :

(a) 2♣-2♦-2♥-2N shows a weak hand 0-4 with any 7-card or any 6-card suit headed by K/Q; opener to bid 3♣ if ready to left out there. 2♣-2♦-2♥-2N-3♣-?= P/3♦/3♥/3♠ Natural

(b) 2♣-2♦-2♥-3♣/3♦/3♥ decent 6+carder with 5+ HCP .

Over intervention:

(c) Responder's actions: Negative double thru 4♦, shows 5-8

(d) Opener's actions: double thru 4♦ is T/O; higher level doubles optional.

(8) Multi 2♦ opening:

2♦ opening = either weak 2 in a Major(7-10, 6 card suit) or any 4441 with 20+ HCP.

Responses and developments:

2♦- ? --2♥ = Pass or correct if weak 2 otherwise bid 2N with 20-24 and bid below singleton at 3 level with 25+

--2♠ = P/C (if weak2) normally with good 4 card♥, otherwise bid 2N with 20-24 and bid below singleton at 3 level with 25+

--2N = strong relay, chance of game with weak 2.

2♦- 2♥

2N- ? --(a) 3♣= relay 5+ HCP, reply below singleton

--(b) 3♦/3♥/3♠/3N= shows 4+ cards ♥/♠/♣/♦, with 0-4 HCP

2♦- 2♠

2N- ? --(a) 3♣= relay 5+ HCP, reply below singleton

--(b) 3♦/3♥/3♠/3N= shows 4+ cards ♥/♠/♣/♦, with 0-4 HCP

2♦- 2N

- ? --(a) 3♣= weak ♥ max
--(b) 3♦= weak ♠ max
--(c) 3♥= weak ♥ min
--(d) 3♠= weak ♠ min
--(e) 3N= 4441, 20-24, on this 4♣= relay, reply below singleton
--(f) 4♣/4♦/4♥/4♠= 25+ below singleton

(9) 2♥/2♠ opening:

2♥= 7-10, 5♥+ 5 another suit. Responses and developments are as follows:

- 2♥- ? --(a) 2♠=P/C
--(b) 2N = Relay.

2♥- 2N

- ? --(a) 3♣=♥+♣, 7-8
--(b) 3♦=♥+♦, 7-8
--(c) 3♥=♥+♠
--(d) 3♠=♥+♣, 9-10
--(e) 3N=♥+♦, 9-10

2♠= 5♠+ 5 of a minor

- 2♠- ? --(a) 3♣= P/C
--(b) 2N=relay

2♠- 2N

- ? --(a) 3♣=7-8, ♠+♣
--(b) 3♦=7-8, ♠+♦
--(c) 3♥=9-10, ♠+♣
--(d) 3♠=9-10, ♠+♦.

(10) Transfers over 2N open:

(a) 3 level txfer followed by 4N is quantitative. 4level txfer & 4N is RKC.

(b) 2N-3♦-3♥-3♠= shows 5-5 majors & slam interest

(c) 2N-3♥-3♠-4♥=5-5 Majors P or correct.

(11) 2N-3♠ sequence =puppet to 3N-3-way bid (i) to play in 3N or (ii) with both minors 4-4 or 5-4 (iii) with 2-minors 5-5 various strengths.

(a) 2N-3♠-3N-?=

- (i) Pass natural;
(ii) 4♣=5♣+4♦ Slam invite ; 4♦=5♦+4♣ slam inv; on this 4♥ agrees ♣ & 4♠ agrees ♦ and 4N is sign-off by opener.
(iii) 5♣= P/C both m
(iv) 4M=shortness & both minors slam interest.
(v) 4N= 4-4 in minors slam invite.
(vi) 5N= 4-4 minors asking to bid a slam in minors or 6N,

(12) Simple Stayman on 2N opening

(a) 2N-3♣= Stayman

(b) 2N-3♣-3N= both Majors, on this 4♣ agrees ♥ and 4♦ agrees ♠.

SMOLEN after 3♦ response.

(13) Roman type asking bid in specific suits:

After weak 2 or 3-level preempts 4-level new minor suit bids or 4 or higher level jumps in new suits is asking in that suit with 4-step responses starting with no 3rd round control as first step

.e.g 3♠-4♥ is to play,

3♥-4♠=asking, 4♠-5♥=asking etc.

If the asking is at 5-level with not much room use 3-step response – first step=no 2nd round control.

(14). 2-way Checkback after 1N rebid by opener

1m/1♥- 1M // 1NT - ? → 2♣/2♦=Two way Checkback

(a) 1m/1♥-1M//1N-2♣ = Puppet to 2♦ (either s/o in 2♦, OR invitational hands).

Examples: 1m-1M

1N-2C

2♦- ? --P = sign off in ♦

--2M = 5 card M invitational

--2N = bal 11-12 (no 5card M).

--new suit= 5-5 M+ new suit invite.

1♥-1♠

1NT-2♣

2♦- ? --P= sign off

2♠= invitation

2N= invitation

3m= 5-5 invitation.

3♥= 5♠+ 3♥ invitation

1m/1♥-1M//1NT-2♦ = FG checkback.

Examples: (a) 1m-1♥

1N- 2♦

= Game forcing checkback.

?

Rebids are: 2♥=3 card support

2♠=♠ check, no 3 card support

2N= no check in ♠, no 3 card support

3m=5 card m & no check in ♠, no 3 card support

3om= 4 card, no check in ♠ & no 3 card support

3♥= 5 card m + 3 card support.

(b) 1m-1♠
 1N-2♦ -GF checkback – rebids are:
 ? 2♥=4 card ♥, no ♠ support.
 2♠=3 card support
 2N= no 4 card ♥, no 3 card support.
 3m= 5 cards m, no 3-card support
 3om/3♥= 3 card support + 4 cards in om/♥.

(c) 1♥-1♠
 1N-2♦ - GF checkback – rebids are
 ? 2♥=no 3 card support, no check in ♣
 2♠=3 card support
 2N= check in both minors, no 3 card support
 3♣= no 3 card support check in ♣.

(15) 1m/1♥-1M//1NT-? → 2NT = puppet to 3♣ (either signoff in ♣ or invite with 6M and 4 card second suit ♣/♦/♥).

Examples :

1♣-1♥/1N-2N//3♣-? -P= sign off in ♣
 -3♦=6 card ♥ + 4 card ♦ invitational.
 -3♥= 6 card ♥ + 4 card ♣ invitational

Similarly, 1m-1♠/-1N-2N//3♣-? --P= sign off in ♣
 --3♦/3♥/3♠=♦/♥/♣ 2nd suit with 6 cards ♠ game invite .

1♥-1♠
 1N-2N
 ? - puppet to 3♣ for sign off in ♣ or game invite with 6♠ & 2nd suit
 -Pass = sign off
 -3♦= 6♠+4♦ invite
 -3♥=6♠+3♥ invite
 -3♠=6♠+4♣ invite

(16) 1m/1♥-1M//1N- 3level new suit= Natural Game Forcing, 5-5.

(17) 1m/1♥-1M//1N-3M = 6+ M, INV, no 2nd suit

(18) 1♣/1♦ - ? 2♥= 5♠+4 or 5♥, 7-10.
 2♠= 6♠+4♥, 7-10.

(19) Wolf sign-off on 2N jump rebid by opener

1♣/1♦ -1♥
 2N - ? -3♣ = Puppet to 3♦ – On this -P/3♥=signoff; -3♠=4♥+4♠ GF; -3N=shows ♣ suit. -4♣= ♣ suit & slam interest.
 -3♠=shows 5♥+4♠.

1♣/1♦ -1♠

2N- 3♣ = Puppet to 3♦

On this P/3♥/3♠=signoff;-3N=shows ♣ suit. -4♣= shows ♣ & slam interest.

(20) 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 agreed suit at the lowest level denies trump-Q.

(c)Reply of 5N to RKCB shows an useful void with 2 Key cards & trump Q whereas 6-level suit bid (or agreed trump suit bid in case of a void higher than trump suit) shows void with 2 key cards and no trump Q.

(21)Direct 5N Grand Slam Force:asks for trump top honours:

Replies: (a) ♥/♠ agreed : step 1= No top; step-2=1 ;step 3=2; step 4= 3 tops;

(b) ♣/♦ agreed: step-1: 0/1 top honour; step-2: 2 top honours & step-3: all 3 top honours.

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

(2♦)-2N-(P)-? :3♣=stayman; -3♦/3♥=txfr to 3♥/♠;-3♠=txfer to ♣.

(2♥)-2N-?: 3♣=txfer to ♦;3♦=Stayman; 3♥=Trxfer to ♠;3♠= Trxfer to ♣.

(2♠)-2N-? - 3♣= Txfer to ♦; -3♦=Txfer to ♥; -3♥=Transfer to ♣; -3♠= Stayman.

(23)Mini-Splinters after 1M open:

1♥- 2♠=Mini splinters subsequently 2N=relay – 3♣/3♦/3♥= ♣/♦/♠ short

1♠- 3♣=Mini splinter in a minor, subsequently 3♦=relay –3♥/3♠= ♣/♦ short

1♠- 3♥=Mini splinter in ♥

(24) Special Doubles

(a)Support doubles:

1x-(P)-1y-(any)

Dbl ----- = shows 3 card support for y if (any) is 2♥ or lower.

(b) Competitive Doubles:

(i) (1x)-1/2y-(any bid)-DBL(upto 3level)= competitive, shows unbid suits & tolerance for y.

(ii) 1x-(P)-1/2y-(any 2/3 level bid)

P -(P)-DBL----->

T/O shows unbid suits.

(iii) 1M-(P)-2M-(any 2/3 level bid)

P-(P)-DBL ----->

competetive, max(9-10) & 3-card supp

(iv) 1M-(P)-2M-(P)

P-(any)-DBL ----->

same as (c).

NOTE: Double at 3-level in the above situations shows high-cards and partner may convert to PENALTY.

(c)Max overcall Double(extended):

1M-(any)-2M-(any bid below 3M)

DBL -----> Game try if overcall is just below 3M;

Otherwise, shows 15+ HCP, Responder may bid game/sign-off in 3M/pass for penalty.

(26) Transfers after 2M intervention on our 1 opening:

1♣-(2♥/2♠)- ?

- 2N= transfer to 3♣

-3♣ = transfer to 3♦, 6 cards.

-3♦/3♥ = transfer to overcaller's suit shows limit or better balanced

-3♥/3♠= cue shows SPLINTER, limit or better

Similar sequence after 1♦ opening and 2♥/2♠ overcall.

1♥-(2♠)- ?

-2N/3♣= transfer to 3♣/3♦, 6 cards

-3♦= Transfer to partner's suit shows natural raise.

-3♥ = Transfer to opp's suit shows limit or better raise in ♥

-3♠= cue shows SPLINTER, limit or better raise in ♥

1♠- (2♥)- ?

-2♠= Natural support

-2N/3♣= transfer to 3♣/3♦, 6 cards

-3♦= Transfer to opp's suit shows limit or better raise in ♠, bal.

-3♥= cue shows SPLINTER, limit or better raise in ♠

(27)Intervention of our 1N :

1N-(X)- ? -If x is penalty,

xx= single-suiter asks to bid $2\clubsuit$,

$2\clubsuit = \clubsuit + \text{a higher suit}$

2♦=♦+ a Major

$$2\heartsuit = \heartsuit + \spadesuit$$

-If x is Artificial (and not majors)-system of responses of our 1N is on.

1N-(2♣ Nat)- ? – xx= Stayman, system of usual responses is on.

1N-(2♦ Nat)- ?

2♥/2♠= Nat non-force, 2N=Transfer to 3♣, x=neg

$3\clubsuit$ = Stayman, $3\diamondsuit/3\heartsuit$ = Transfer to $3\heartsuit/3\spadesuit$ inv or better

1N-(2♥ Nat)- ?

2N=puppet to 3♣ leb, 3♣=transfer to 3♦. X=cards 8+

3♦=Stayman, 3♥= trnsfr to 3♠, 3♠= trns to ♣

2N=puppet to 3♣ Leb, 3♣=trnsfr to 3♦, X=cards 8+

$3\spadesuit = \text{transfr to } 3\heartsuit, 3\heartsuit = \text{transfr to } \clubsuit$

3♠=stayman

1N- (2♣ Landy)- ?

2♦=Nat NF, 2♥/2♠=♣/♦ invitational or better, 3♥/3♠=stoppers.

(28) Defense vs opp's multi-2♦:

(2♦) - ?

- X= 13-15 balanced or any 19+

-2♥=T/O of weak 2♠

-2♠=T/O of weak 2♥

$$-2N=16-18.$$