

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Super Light at 1 & 3 Level. Reopening also at 1 level
Intermediate 2M jump Overcall (10-14)
4 cards possible at 1 level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 at Direct Seat
11-14 at Reopening seat
Modified Stayman, Jacoby, Texas Transfer, 4 suits Transfer
1N-3M = Shortness & GF
1N from passed hand = 55 in two other suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 15+, 2C = Both M, 2D = Mono M, 2M = M+m, 2N = 6C+4M
3D = 6D+4M, 3M = 6M+40M, 3N = Both m, 4C/D = Both M
Reopening/passed :- X = Mono suit for strong/14+ for weak,
2C = C + Higher, 2D = D + Higher, 2H = Both M , 2S = S and Rest
as above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O, 2N = 15-18, Jump is strong, (2/3M)-4m = m+OM forcing
(2M)-3M = Asking stop & 4M = both m
(2/3m)-4m = Both M forcing/4Om = m+ one M forcing
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = H & may hv D, D = S & may hv H, H = C & may hv S, 2S = D
& may hv C. NT = Both pointed & C = Both rounded
Naturals 6+ cards from 2D onwards. All are destructive in nature
OVER OPPONENTS' TAKEOUT DOUBLE
For 1M – all transfer till 2M, 2M+1 = 4LR+, Rest Fit showing (9+ cards, 5-9). 1H-(X)-1S = both m 8+ competitive
Sys on over 1D -(x)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5 & Seq, Broken Seq	3/5 & Seq, Broken Seq	
NT	Ditto	Ditto	
Subseq	Ditto	Ditto	
Other: Low = Honor if raised, SP lead if 5 cards is promised (low = High, High = Low, Mid = Continue)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Unblock/Count	
King	Q or Count (only for X/ 5 level+)	Attitude	
Queen	J or Qx	J or Qx or asking for J/count	
Jack	T/Jx	T/Jx	
10	9/Tx	9/Tx	
9	9x	9x/asking for switch	
Hi-X	XX	XX/asking for switch	
Lo-X	3/5	3/5	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att	Count	SP if count is clear
Suit 2	Att	Count	SP is count is clear
3	Ditto	Ditto	Ditto
1			
NT 2	ATT	Count/Rev Smith	SP if count is clear
3	Ditto	Ditto	Ditto
Signals (including Trumps): UDCA, Reverse smith against NT & trump suit for suit, Reverse SP (SP wherever count is clear)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive against unpassed hand & Constructive against passed partner			
Reopening double is aggressive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg X till 3S, Responsive X till 4D, Support X till 3H, Snapdragon double till 2S , Rosenkartz XX till 2S showing Hx in partner's suit			
Various game try Doubles & Redoubles.			

CONVENTION CARD
CATEGORY: Strong Club – Blue
NCBO: India – JH000143 & KS000877
PLAYERS: Soumalya Ghosh & Shubham Acharya
EVENT:- Shree Cement 2024
Frequently upgrades & downgrades
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong Blue Club (1C = 16+ Unbalanced or 17+ Balanced)
1M=5M+, 1D=2D+, 1N = 10-12 (White)/14-16 (Red & 4 th Seat)
2C = 6C+ or 5C+ 4x+ 10-15/16
2D = Weak 2M (2-10) at 1 st /2 nd & D short 10-15/16 at 3 rd /4 th
2H = D short 10-15/16 at 1 st & 2 nd & Weak 5H+ 2-10 at 3 rd /4 th
2S (Green) = Weak C openings at 1 st & 2 nd & Weak 5S+ 2-10 3 rd /4 th .
3C* to 3H Weak Transfer opening for 1 st & 2 nd . Natural Weak at 3 rd /4 th
3S = Solid suit without any side A/K, 4m = Major Namyats, 3N = Minor Namyats, 4N = Specific Ace asking
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2N = Both Minors, weak, at least 5-5. Defence:- 3C/3D = Both M, H/S longer, rest natural
2D (1 st & 2 nd Seat) – Weak 2M 2-10. Defence :- X = Balanced or H, 2H = S, 2N = 15-18, 2S = C, 3C = D, 3D = Both m (D longer)
SPECIAL FORCING PASS SEQUENCES
1X-(x)-xx – forced till 2S, 1N-(2x)-X – Forced till 2N.
Any Unfavourable opening & reaching game creates force
Forcing Pass is over 4x(fit)/3N(non-fit)on whenever power of balance is proven
IMPORTANT NOTES
NT opening, rebid can be off shape. 1 level OC can be very light as jump 2M OC is intermediate. Jump 3 level is wide range if not conventional.
UDCA including Present Count , Reverse Smith (low enc) & Reverse SP (Low = High suit)
2S opening from 1st & 2nd seat and modified Ghestem (two suitors overcall) are Brown Stickers wherever applicable (Please refer to Brown Sticker form)
*3C Opening also varies based on Brown sticker 2S opening is allowed or not
PSYCHICS: Not so Frequent

1C OPENING

Definition :-

16+ Unbalanced or 17+ balanced

Opener's split ranges are 17-19, 20-22, 23+,

Responder's ranges are 8-11,12-14,15+

All 5332 hands & 6m332 are coming under 1N balanced structure

Thumb rules :- We are forced till 4N if responder shows 15+ range.

Whenever responder's sign off at 3N, All transfer from opener's side & 4N Quant.

Over 1C –

1D = 0-7 HCP,

1M = OM 5 card+ 8+,

1N/2C = transfer to 2C/2D with 5 card+ 8+,

2D to 2H are 8-11(any 4441 possible), 12-14 & 15+ Balanced hands,

2N = 12-14 any 4441,

3C to 3S are Nat 6 cards 3-7 HCP,

3N = 15+ Any 4441

Over Any 5 card+ positive hand & Opener shows fit (1C-1H-1S/1C-1S-2H/1C-1N-2C,1C-2C-2D)

Responder 1st shows range 8-11,12-14,15+. Over that next cheapest bid by the opener is further relay for LNMH. Then Control asking (0-2,3,4,5,6 etc..) then side Queen asking {bid/other two, rebid suit (M) shows no queen, next step 3 queens etc. next cheapest bid asks for Trump QJ EPS (replies r NQJB)}

*Opener not doing the Shape Relay & bidding 3N shows min 17-19 hand with balanced shape, scattered values as CHOICE OF GAME. Usually over 8-11 range

Example:- 1C----1S---2H---2S = 8-11---2N (Shape Ask)----3S = S short---Now 3N = NSST & rest Serious cue

Over 1M Positive response & Opener bids 1N (1C-1H-1N/1C-1S-1N)

First 3 steps are range showing (8-11,12-14,15+) over that next cheapest bid is relay for 6NLMH,

Other two next cheapest bid skipping RELAY by the OPENER shows 5 cards in minors (C/D), Usually singleton in responder's M (5431 shape)

1st step over 6 cards is fit relay for NLMH & 2nd step over 6 cards is Non fit relay for side 4 cards following NLMH

Example:- 1C--1M--1N--2H-2S--2N=(6 cards)--3C (Fit relay for shortness)--NLMH

3D (Non Fit relay for side 4 cards)--NLMH

4th step over 1N is setting the suit by the responder and opener to show Ranges (17-19,20-22,22+) over that NSST & ST applies

5th & 6th steps are showing Any 55 8-11 & 12-14 respectively. Next cheapest bid is RELAY & LMH replies

7th & 9th steps are Any 55 15+

*If over 55 also opener bids 3N then 4x by responder shows FRAGMENT (5530 shape) over which 5Om is Control asking then Queen asking

***If 15 & no reply by the responder now 3N is General Ace asking then General King Asking then General Queen Asking (All 1430 reply)**

*4x shows 5 cards over NLMH and 1st step denies fit & rest fit + RKC response

Over 1M positive response & Opener doesn't have fit and unbalanced hand

*1C—1M—

2C is Other Major 5 cards+,

2D is Range Ask with Unbalanced minor oriented hands,

2OM, 3m are setting suit & asking for Range (over that cue & RKC)

2N = 55m(over which 3m fit then opener shows range & 3M shows 6 cards+ Nat & 3OM shows 5 card+ Nat)

1C—1M—2C

1. Responder cheapest bid denies fit (1C—1M—2C—2D shows 0-2 cards in other Major)
2. Over fit denies 2H is Range asking then new suit is Natural or 6M+
3. Responder 2nd bid shows 4 cards raise. Cheapest bid is Range & shape then Control
4. 3rd,4th & 5th bid shows 3 cards with responder's range. Over that shape asking then control

1C—1M—2D—2H/2S/2N showing responder's range

1. Over that next two bids shows minors (C & D). Example :- 1C-1M-2D-2S-2N = C
2. Over opener's minor, 1st step denies fit (0-1 cards), 2nd step (2 cards), 3rd,4th & 5th are 3+cards with NLMH
3. Over no fit responses by responder, new suits are 4+ cards and rebid shows 7+ cards, 4N = Quant.

Over m positive response & opener shows fit

Same as Major positive, range then shape then control

Over m positive response & opener doesn't have fit

2M & 3Om are natural

2N is Range asking

Over balanced positive responses

1C-2D = 8-11 (Any 4441 possible) 1C-2H = 12-14 1C-2S = 15+

2N = Stayman

Other steps are 5H+, 5S+, 6C+, 6D+

Examples :-

1C-2S-2N = Stayman, 3C = 5H+, 3D = 5S+, 3H = 6C+, 3S = 6D+

Over Stayman:-

3C is H/S + Clubs or Both Majors. 3D is ASK on which 3M shows OM+C & 3N = both M

3D = 4333 any Major on which 3H is Ask & 3S = 4H/3N = 4S

3H = 4333 any minor/5332 minor/4432 minor

Over which 3S RELAY & 3N = ANY MINIMUM, 4C = C MAX, 4D = D MAX, 4H = both minors MAX

Over 3S-3N- AGAIN 4C RELAY & 4D = one minors 5 cards*, 4H = both minors, 4S = 3334, 4N = 3343

3S = Hearts + Diamond 44

3N = Spade + Diamond 44

Over Any 4441 (1C-2N = 12-14 & 1C-3N = 15+) responses

3/4C Ask Diamond = H short Heart = Spade Short Spade = C short NT = D short

Bidding short suit by opener asks for controls then further short suit asks for queen. 3/4N are SO. 4M/5m are SO

Over 1C—1D

1C—1D—1N = 20-22

1C—1D—1H (ART ORF) —1S = Puppet completed, 2m/H/S = 6+ 0-3 HCP

1C—1D—2N = 25-26 Balanced

*1C—1D—1M—2M shows 3 cards with 4-7/2M+1 shows various invite hands including void with 6-7 HCP/3M shows 4 cards 4-7/4x = SPL with 0-4/**Rest Fit Showing???**

1C—1D—1M—2M+1—2N RELAY

1st step = 3 cards with unknown shortness. Cheapest bid is RELAY for LMH

2nd step = 4 cards+ with unknown shortness. Cheapest bid is RELAY for LMH

3rd step = 4 cards without shortness

4th step = 5 cards without shortness

5th step onwards = 6-7 HCP Void & **4N EKC**

Over 1C—1D—1H—1S

1N = 17-19 Balanced

2C = Gazzilli2D = 4-7/2H = 0-3 any H/3H = 0-3 with 4 cards

2D = 5H+ 4D+ 16-19

2H = 6H+ 16-19

2S = 5H+ 4S 16-19

2N = Meckwell Adjunct....3C RELAY...3D = 5h 5m 20-22/3H = 55 23+/3S = Setting the suit/4x = 65 20-23

3C = 5H 5C 16-19

3D = 5H 5D 16-19

3H = 6H+ 20-22

3S = Self void (3N opening hands with Void)

3N =

4x = 65 16-19

Over 1C—1D—1S—1N

Pass = 17-19 Balanced

2C = Gazzilli.....2D = 4-7/2S = 0-3/3S = 0-3 with 4 cards

2D = 5S+ 4D+ 16-19

2H = 5S+ 4H+ 16-19

2S = 6S+ 16-19

2N = Meckwell Adjunct....3C RELAY....3D = 5S 5m 20-22/3H = 5S 5H 20-22/3S = 55 23+/3N = setting the suit/4x = 65 20-23

3C = 5S 5C 16-19

3D = 5S 5D 16-19

3H = 5S 5H 16-19

3S = 6S+ 20-22

3N = Self void (3N opening hands with Void)

4x = 65 16-19

1C—1D—1M—1M/N—2C(Gaz)---2D(positive)

2M = 5M 4C 16-19

2OM = 6M 4x 16-22??

2N = 5M 4x 20+....3C Relay LMH

3C = 5M 3OM 4C 20+

3D = 5M 3OM 4D 20+

3H = ??

3S = ??

3N = 64 23+ (we r forced till 4N??)

4x = 65 20-22

1C—1D—1M—2C—2M (Negative)

*2S = 3541/3514 16-19.. Responder to finalise contract

2N = 6M 4x 16-22??

3C = 5M 4x 20+....3D RELAY LMH/3M = SO

3D = 5M 3OM 4C 20+

3H = 5M 3OM 4D 20+

3S = ??

3N = 64 23+

4x = 65 20-22

1C—1D—1M—1OM/1N—2C (Gaz)—2D(Positive)—2OM—Next cheapest bid is RELAY

Example:- 1C—1D—1H—1S/N—2C—2D—2S—2N

3C = 6H 4m 16-19.....3D RELAY

3D = 6H 4S 16-19

3H = 6H 4C 20-22

3S = 6H 4D 20-22

3N = 6H 4S 20-22

1C—1D—1S—1N—2C—2D—2H—2S

2N = 6S 4m 16-19.....3D RELAY

3C = 6S 4H 16-19

3D = 6S 4C 20-22

3H = 6S 4D 20-22

3S = 6S 4H 20-22

3N = ??

1C—1D

2C = 5C+ 16-19....2D = Relay with 5-7/2M = 5M 5-7, 3C = 3C+ 5-7, 2H = 4H 5C+, 2S = 4S 5C+, 2N = 4D 5C+, 3C = 6C+, 3N = Max hand

2D = 6D+ 16-19....2H = Relay with 5-7/2S = 5S 5-7, 3C = 5H 5-7, 3D = 4D+ 5-7, 2S = 4S 5D+, 2N = 4H 5D+, 3C = 4C 5D+, 3D = 6D+, 3N = Max

2H = 5C+ 20-22...2N = Slammish Relay/2S = GF Relay/3C = SO

2S = 5D+ 20-22...2N = Slammish Relay/3C = GF Relay/3D = SO

3C = 5C+ 23+

3D = 5D+ 23+

3H = 6C+ 23+

3S = 6D+ 23+

3N = 25-26 Balanced hand

Competitive Bidding

Over Double:- PASS = 0-4 (can't have Ace), Redouble = 5-7, 1D = 8-10 Balanced. Rest Sys On

Over 1D:- Pass = 0-4 (can't have Ace). Double = 5-7, 1M = SYS ON, 1N = 8-11 with stop of known suit, 2C = 8-11 without stop of known suit, 2D = 12-14, 2H = 15+, 2S = Om & M (8-11 or 15+), 2N = Both Majors (8-11 or 15+), 3x = 6+3-7, 4Om = m + M (12-14), 4m = Both M (12-14)

Over 1M:- Pass = 0-4 (can't have Ace), Double = 5-7, 1OM = 5S+ 8+ NAT, 1N = 8-11 with stop, 2C = 8-11 without stop, 2D = 12-14, 2H = 15+, 2S = Both minors (8-11 or 15+), 2N = M+m (8-11 or 15+), 3x = 6+3-7, 4m = m + M (12-14), 4M = Both Minors (12-14),

Over 1N (both minors):- Pass = 0-7, Double = 8+ HCP, 2C = Both M (H better or stronger), 2D = Both M (S better or stronger), 2N = ??, 3C = 6H+, 3D = 6S+, 3H = 6H+, 3S = 6S+. Do we need 4m???

Over 1N (Club):- Treat at 2C & bid. Only 2C now shows C short

Over 1N (showing both pointed or round suits) :- P1D2 then Both minors scheme applies. Lower suit better or stronger 1st.

Over 1N (showing both minor/majors) :- P1D2 to show negative & positive, 3x shows 6+ cards, otherwise P1D2 then wait to apply both minors scheme

Over 2x :- P1D2, Leaping (Non) Michael applies. 2x/3x shows 6+ cards

Over 3x :- P1D2, Leaping (Non) Michael applies. 2x/3x shows 6+ cards

1M OPENING

5+ cards in Major & (9)10-15/16 HCP from 1st & 2nd seat. 1M can be good 4 cards from 3rd & 4th seat

1. Non Passed Hand Opening:-

1M-1N is **Semi forcing & Better Minor** approach over that if opener wants to keep the bidding alive. 1H-1S is 4S+ 4+ HCP

- a. 1H-1S-2C can be 2 cards(4522) & 2D is min 3 cards
- b. 2N over 2x is One round forcing over which **shortness** is shown with extra/max
- c. Opener voluntary bidding 2N/3x shows maximum hand 15-16/17 & **Fragment**

2. 1M-1N-2N is **SS Adjunct** to show 65 hands with split range. 3C is relay & 3M shows 3 cards limit hand & other bids are weak with long suit. Over 3C LMH to show 65 10-12 & after that again LMH to show 65 13-15

*5S6H with 10-12 = 1S to be opened then bid H as many time as possible

3. 1M-1y-3z is 55 14-16/17 HCP. lesser than that bid 2z

4. 1M-1y-3M is 6M+ 14-16/17 HCP

5. 1M-1y-3N & 4x shows* **Self Void following LMH**. Over which **Asking/Telling** EKC reply applies **Replies should follow our other EKC structures of**

0,1,1+q,2,2+q

6. SSS Raises:-

1M—2M+1 shows various limit+ hands. a) 3 cards Limit with unknown shortness. b) 4 cards limit with unknown shortness. c) 4 cards limit with no shortness. d) 5 cards limit with no shortness. e) 12+ void splinter **This is 12-14 Void splinter right? Any 15+ hand should perhaps take control?**

Responder's bids are :- 1st Step = Relay & creating GF.

2nd Step = showing 55 10-12/13 HCP. cheapest bid is RELAY to know suit (LMH applies) **3M is signoff, 4M is signoff. Other bids showing 12-14 void SPL and Asking Telling EKC?**

3rd Step = showing 55 13-15/16 HCP. cheapest bid is RELAY to know suit (LMH applies) **Again 4M should be signoff, and other bids in between should be 12-14 void SPL and Asking-Telling EKC**

3M = All minimum hands & SO. *Responders can raise this to 4 with 4LR+ shortness, 5LR etc. **4x now shows 12+ Self Void & asking telling applies This seems right**

4M = To play there with various kinds of hands. Not creating GF **This is more or less anti-slam against most void SPL too**

3S/N to 4x = **Self Void following LMH**. Over which **Asking/Telling** EKC reply applies

1H-2S	1S-2N
2N = GF Relay	3C = GF Relay

3C = 55 10-12/13	3D = 55 10-12/13
3D = 55 13-15/16	3H = 55 13-15/16
3H = All min hands	3S = All min hands
3S = LOW (Club) Self void	3N = LOW (Club) Self void
3N = MED (Dia) Self Void	4C = MED (Dia) Self Void
4C - HIGH (Spade) Self Void	4D = HIGH (Heart) Self Void
4M = To Play without creating GF	4M = To Play without creating GF

Over GF Relay:-

1st step = **3LR+** with Unknown shortness. Next cheapest bid is RELAY & LMH applies **4M is signoff**

2nd step = **4LR+** with Unknown shortness. Next cheapest bid is RELAY & LMH applies **4M is signoff**

3rd step = **4LR** without shortness

4th step = **5LR** without shortness

6th Step Onwards = 12+ **Void Splinter**. **Asking/Telling** applies **Again, we should probably limit this range**

1H-2S-2N	1S-2N-3C
3C = 3LR + US	3D = 3LR + US
3D = 4LR + US	3H = 4LR + US
3H = 4LR	3S = 4LR
3S = 5LR	3N = 5LR
3N = LOW (Club) 12+ Void Splinter	4C = LOW (Club) 12+ Void Splinter
4C = MED (Dia) 12+ Void Splinter	4D = Med (Dia) 12+ Void Splinter
4D = HIGH (Spade) 12+ Void Splinter	4H = HIGH (Heart) 12+ Void Splinter

7. 1H-1S-2N is **Various Strong raises** for Spade. Raises are 1) 6H 3S 15-16/17 HCP. 2) 4S No shortness 15-16 HCP. 3) Shortness with 15-16/17 HCP

3S over 2N shows all kind of min hands. Not eager to play Game

3H over 2N shows 3H & 4S min hand. Opener to correct to 3S with 4 cards & 5H hands

4M over 2N shows various hands playing game without creating GF

3C is GF Relay:-

1st step shows 63 raise & over which both 3M fixes the suit awaiting for **NLMH**

2nd step shows Balanced 15-16 HCP raise

3rd step onwards shortness with 15-16/17 following **LMH**

8. 1H—1S—3S is 4S 14 HCP with unknown shortness

9. 1H—1S—2S can be with 3 cards & **PATTERN** Relay applies

10. 1H-1S-4m should be Void SPL 12-14

11. 1M-1N-3N to 4x should be Self Void SPL with solid suit (3N opening mostly)

12. 1M—3M is **Mixed raises** without shortness

13. 1M—4M is either 5 cards+ support without shortness or any Mixed with unknown shortness

14. 1M—3y is 6cards+ in Y & invite hand. Any correction is GF showing either 5+ in new suit or 6+ cards in primary suit

15. 1H—2N shows 6S+ Invite hand. Here also 3H/3m is correction & GF. 2N either to be passed or 3S to be played

16. 1M—3M+1 is 8-11 Void Splinter

17. 1M—3M+2 onwards 12-14 Splinter following **LMH**

18. 1M—2M is Constructive Raise. Over which **Kokish** Relay applies

19. Passed Hand Bidding:-

2C is 3LR & 2D is 4LR,

3M is Mixed , 2M+1 is Mixed with unknown shortness,

4x is Splinter with 10-11 HCP following **LMH**

3M+1 is still 8-11 Void

20. 2D over 2C shows some staggered 12/13 opening hand with very light game interest.

21. 2M+1 is **KOKISH Relay** Yes should be. 3x can be shortness. Can be slam investigation so responder generally encouraged to not jump the gun and bid 4M

22. Jump bids or even 4x over 3M shows ???

Need Discussion on Game Try Relay & Self Void, Namyats hands etc

18. Competitive Bidding:-

1. Over Takeout Doubles:-

a. **Redouble** shows 10+ HCP & ability to penalise at least two other suits.

This also denies 3 cards support in opener's suit.

We are forced till 2N after redouble.

1st double by both sides is takeout & subsequent doubles are penalty

b. **Transfer** starts from 1N to 2M over 1M-(DBL).

This is a constructive bid showing around 8+ HCP if new suits or good raise.

Transfer then raise shows almost GF hand with good suit quality in transferred suit. Good raise then new suit shows distributional hand less than 10/11 HCP

c. 2M+1 is **SSS raises**. Entire Structure applies

d. 2M+2 to 3M-1 is **Fit Showing Raises**. 1H-2N is H & S fit showing

e. Double jump is Splinter or Fit showing Over t/o double probably better to play SPL only since system not being broken?

f. **Over 1 Level** Interference {1H-(1S)-}

Competitive 2/1 applies.

1st chance (2S) is 4LR, 2nd chance (2N) is 3LR.

Single jump is 9 cards with 5-9 HCP or 10 cards with less than 8 HCP.

Double jump(if available) is 10+ cards with concentrated point of 8-12 HCP

Jumping on Opponents suit {1H-(1S)-3S} is 8-11 Spade shortness

g. **Over 2 Level** Constructive Interference {1M-(2C/2D/2H)-}

If 2C – 2y is Competitive 2/1

2M is Constructive Raise

2N is 1st Chance (4LR)

3C is 2nd Chance (3LR)

Single, Double, Opps suit Splinter applies

If 2D/2H — 2y is Competitive 2/1

2M is Constructive Raise

Transfer starts from 2N to 3M & 1st chance is 4LR, 2nd Chance is 3LR

3M is Mixed

Single, Double, Opps suit Splinter (8-11) applies

h. **Over 2 Level** Weak/ Intermediate Interference {1H-(2S)-}

Double is Negative & **Lebenshol** applies from Opener's side including competitive 3H hand, Direct 3H wld show better hand with 6+ cards

Transfer starts from 2N to Opener's suit following 1st chance/2nd chance etc.

Single, Double, Opps suit Splinter (8-11) applies

i. **Over 3 Level** Jump Interference {1M-(3x)-}

If 3m then double shows Invite+

If 3M then double shows GF+

Double is **LAWRENCE** double to find stop in opponent's suit for 3N

3M raise is either higher range of 3 cards constructive or Mixed

3y is Natural & creates GF

4x is GF+ raise (13+ hcp)

4M is to play, max 12 HCP with various hands. Can be shady 5 cards , 4 cards with shortness etc.

Over {1H-(3S)-}* = 4C is good H raise (13+hcp), 4H is to play & 4S is GF C suit

*This applies whenever there is a fight in between H & S and opps has reached 3S

Examples:- {1H-(1S)-X/P-(3S)-} or {1H-(2S)-X/P-(3S)-} etc. This shouldn't be the case here, as opener side doesn't make sense to reiterate hearts with 4C? Opener is limited in 1H opening anyway, so not like slam is possible if responder doesn't show support. The 4C should only be from responder side

j. **Over 1N** Interference:-

Double is good 10+ shows balanced/semi balanced hands

we are forced till 2N.

1st double is T/o from both sides

Subsequent double is penalty

2C is other Majors 4+ cards with tolerance in opener's suit (8+ HCP)

Transfer starts from 2D to 3C with 8+ HCP Think 2N should be D transfer and 3x should be FSR. Double and support for good raise?

INTERMEDIATE JUMP OVERCALL

Overcall of 2M following 1x of opponents, if a jump, promises:

- 10-14 HCP
- 6+ cards in that suit (generally only 6 since with 7 it is encouraged to do 1M-3M)

Further bidding is:

- Without Interference:
 - 2N is natural
 - Transfer from opponents suit to major
 - Jump to 3S shows 6+spades, GF+ over 2H IJO
 - 4 level bids showing 10 cards
 - 4 of opponent's suit is slammish
- With Interference:
 - Transfer starts from 2N
 - Redouble shows balanced, invite+
 - First trf = 4 card LR+, Second trf = 3 card LR+
 - 4 level bids showing 10 cards
 - 4 of opponent's suit is slammish

General Approach:-

- The 2C opening shows 10-15 HCP with 6C+ or 5C & 4 cards in another suit.
- 2C-2D is ART relay with invite+ value this creates force till 3C or above 4C

- 2C-2N & 2C-3C are puppet to 3C/3D. This doesn't create force however if responder shows GF then we are forced above responder's 4 level suit

-
-

2C-----2D = ART relay with invite+ value

2M = 5M+ Non Forcing

2N = Puppet to 3C (Can be passed or GF 2 suitors or strongest C raise)

3C = Puppet to 3D (Can be passed or GF Mono suit)

3D/M = Nat 6D/M+ Invite

3N = SO

4C/5C = preemptive

4M/5C/5D = Too Play

4D = D RKC??

2C OPENING

2C-----2D

2H = ART min with at least 4M

2S = ART Extra unbalanced

2N = ART extra balanced/semi balanced without 4M

3C = 6C+ min (can have 4D)

3D/M = 6C & 5D/M

3N = Solid C suits AKQJxx (6 cards)

2C---2D---2H---> 2S = Invite Relay/2N = GF Relay/3C = C GF (NLMH)

2C---2D---2S---> 2N = GF Relay/3C = C GF (NLMH)

2C---2D---2N---> 3C = C GF (NLMH)/3D = Both M 55/3M = 5M invite

2C---2D---3C---> 3D = Temporising/3M = Cue with 2/3 Clubs

2C---2D---2H---2S

2N = 4H

3C = 4S

On which 3OM by responder shows 5 cards in other Major & C tolerance to play 3M/4M or 4C

On which 3D shows 5D & 5OM invite , opener to place the contract

On which 3M joining & NSST applies

2C---2D---2H/S---2N

3C = 4H

3D = 4S

3H = 3H 5C 1S/D

3S = 3S 5C 1S/D

3N = 4D

2C-2D-2H-2N

3C = 4H

3D = 4S

3H = 3H 5C 1S/D

3S = 3S 5C 1S/D

3N = 4D

2C-2N-3C

3D = D & H

3H = D & S

3S = S & H

3N = C RKC (strongest with all cues)

2C-3C-3D

3H = Nat almost setting suit

3S = Nat almost setting suit

3N = 6D+

4D = 6D+ setting suit asking for cue

1st,2nd seat – 2H opening

3rd,4th seat – 2D opening

Opening shape can be 4441,4315,3451,4405 & point range is 10-15/16

2D/2H OPENING

2H* —

Pass

2S = NF

2N = GF Relay

3C = NF

3D = NF

3H = Invite with 4+**

3S = Invite with 4+**

3N = NF

4C = Invite with $\frac{3}{4}+$

4D = Invite with long semi solid suit

4H = NF

4S = NF

*Over 2D opening , 2H is also NF

**Over 3M invite, opener to accept & bid 3N with 3 cards for pass/correct. We are ready to play 4-3 fit 3 level if opener is minimum

2H—2N

3C = All min except 4405.....3D Further Relay

3D = 4315 MAX

3H = 3415 MAX

3S = 4441 MAX

3N = 4405 min

2H—2N—3C—3D

3H = 4315

3S = 3415

3N = 4441 min

After any bid over 2N—

4C = Setting H

4D = Setting S

4H = C RKC

4S = slam try in any minor.....4N = ASK over 5C/5D shows which minor

4N = Quantitative

5C = NF

5D = NF

Competitive :-

Over Dbl –

Redbl = Relay

2N = Invite Hand..... on which 3C = min & 3D = Max

3M = Barrage

Rest are same

*Pass then double by responder is penalty