

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

Constructive 1 level O/C, lower the points better the suit, 8-16 HCP at 1 level, 11-16 at 2 level, Reopening can be on weaker values.
Responses: Natural (1 lev NF, After 2+ level New suit = F1),
NTs=limited, CUE = SUPP. Jump raises = PRE. JUMP CUE: splinter

1 NT overcall (2nd/4th Live; Responses; Reopening)

2nd: 15-18 bal (subs auction as after 1nt opening)
4th: (10)11 to 15 balancing

Jump Overcalls (Style; Responses; Unusual NT)

Aggressive style, WJO 6+ cards, Leaping Michaels on WK 2 M /3M/3m/2D opening

Direct and Jump Cue Bids (Style; Responses)

GHESTEM, 3 level jump cue stopper asking, 4 level – singleton/void, EKC at 5 level

VS. NT (vs. Strong/Weak; Reopen: PH)

2nd Seat: Modified Woolsey, 4th Seat - DONTi

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take Out DBLs, NT : 15-18, (4M)-4NT=any strong 2-suiter, (4H) - Double Take Out, (4S) – Double Penalty

VS. Artificial Strong Openings

Vs Precision 1C: X=S+D or only H, 1D = S+H or only S, 1H = C+S or only C 1S = D+C or only D, 1NT = D+S, 2C = C + H

Over Opponents' take out double

Over 1M opening and Opps X, responder bids are transfer, RDBL=10hpt+, looking for penalty

Over 1m opening and Opps X, redouble is penalty oriented with 10 + HCP, other bids natural

LEGEND: INV = Invitational. GF = Game Force. M's = Majors. m's = minors. OM = Other Major. Om = Other minor. cd = card. WK = Weak. BAL = Balanced. SUP = Support. NAT = Natural. PRE = Pre-emptive. CONS = Constructive. GT = Game Try.
STR = Strong. Q = Cue bid. ENC = Encouraging. CNT = Count. F1 = Forcing for 1 Round. RESP = Responsive. O/C = Overcall. WJO = Weak Jump Overcall. ART = Artificial. XFR = Transfer. SOL = Solid.

GHESTEM (Playing GHESTEM, there is no natural 3C overcall in our system). Ghestem to be employed for weak hands upto 12 HCP

- 1M – 2M = Other Major + Diamond
- 1M – 2NT = Club + Diamond
- 1M – 3C = Club + Other Major
- 1m - 2m = Spade + Heart
- 1m – 2NT = Heart + Other Minor
- 1C – 2D = Diamond + Spade
- 1D – 3C = Clubs + Spade

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3rd / 5th. Hi/w 2 cards	3rd / 5th. Hi/w 2 cards
NT	2nd/4th best, Journalist 10	4th, 3rd from 3 card with honor, TON otherwise
Subseq	low=interest, Present Count	
	Other: NT ⇒K asks att; A for unblock or count. Q asks for unblock of Jack (att if no J) High level (5+) or X'ed suit contracts ⇒ A asks ATTitude, K asks for count. Leads could be deceptive.	

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx / AKxx(x)	AKJ10X, AQJTX
King	AK / KQ / KQJ(x) / KQT(x)	AKx /KQ / KQJ(x) / KQT(x)/ AKQxx / AKxx
Queen	AQJ(x) / QJ(x) / QJT(x)	AQJ(x) / QJ(x) / QJT(x)/ AKQ10x
Jack	HJT(x) / JT(x)	JT(x)/J109xx/J108x
10	HT9x / T9+	HT9x / T9+/HHTxx
9	9x	9xx
Hi - x	doubleton	doubleton
Lo - x	3+	3+

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	ATT, low=ENC	Hi/Lo= odd	Low encouraging
2 nd	Hi / Lo = odd	S/P	CNT, Hi/Lo= odd
3 rd	S / P	Att	
NT:	ATT, low = ENC	Rev Sm low=ENC	Low encouraging
2 nd	S / P	Count	Present count
3 rd	Present count		

Vs NT: Reverse Smith Echo = low card interested in suit lead

Takeout Doubles (Style; Responses; Reopening)

Style: Opening values. Responses: cue GF, jump=8-10.
Reopening: Opening Hand (can be 8+)

Most low level DBLs are T/O. NEG+RESP+COMP DBL (showing Take Out-distributional)



WBFF

Convention
Card



System: 2 over 1 GF Natural

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NCBO		Category GREEN
Event	Mavericks Silver, MP Pairs, IMP Pairs	

System Summary

General Approach and Style

Standard American, 5533 Openings. 2/1 GF. 1NT resp over 1M: Semi Forcing, Reverse Bergen over 1M in 1st and 2nd seats, 2 way- drury (2D=4 card support, 2C= 3 card Support)
1NT=15-17, 2NT= 20-21, 3NT=4 level minor preempt
ART Strong 2C opening (22+/8.5+ tricks or any 3.5 or less loser hand).
2D = 18-21 various hands 2H/S=Weak
CARDING: udca, Leads: 3/5th in suit, 4th in NT. 10 lead can have higher honor(s), Reverse Smith in NT

Special bids that may require defence

3NT is 4 level preempt n a Minor, Competitive Cue = Limit Raise or better. 4 card Bergen raises. Third hand light opening, NAMYATS

Intervention over 1nt

System ON when 1NT is interfered with double or natural club. For other interference, conventions available.

Important notes that don't fit

Intermediate Jump shifts, GHESTEM,

Psychics

Occasional

0314 Roman Key Card Blackwood: 4NT = RKCB; 4C and 4D as RKCB in C and D when suit is agreed and GF established, EKC, Lightner DBL, Forcing pass - Double discouraging after forcing pass, DOP1, ROP1, 5NT pick a slam. **(When Heart is Agreed Suit (Bid and Supported), RKC is by 4S.**

DONT:

Double – Any Single Suiter
2C – Club + Higher suit
2D – Diamond + Higher Suit
2H – Both Majors
2S - Good Spade Suit, but weaker than via double showing single suiter
2NT – Both Minors
3 Any - Preemptive

KOKISH Convention

After 2C – 2D, opener bids as follows:

2NT – Transfer to clubs, opener has club suit and may be having a second suit. Responder bids 3C and opener bids his second suit if he has or bids 3NT to show single club suit 6+ cards.

3C - Transfer to diamonds, opener has diamond suit and may be having a second suit. Responder bids 3D and opener bids his second suit if he has or bids 3NT to show single diamond suit 6+ cards.

2H – Heart suit or balanced. Responder bids 2S. Opener bids any other suit to show Heart plus that suit or 2NT to show 22+ bal hand. With only H suit, opener rebids 3H.

2S – Spade suit. The bidding follows naturally then. After responder's action, opener can bid another suit or bid 3S to show 6+ suit etc.

2C-2D-2H relay is broken by responder to show 4-6 HCP with 6+ cards.

NAMYATS

4C/D = 8 ½ playing tricks with strong Heart/Spade Suit and some side strength. Responder bids 4H and 4S to play. Responder bids 4M-1 to show slam ambition. 4S is RKC for Hearts and 4NT is RKC for Spades.

LEAPING MICHAEL

Against 2H/2S by opponents described as weak:

3 of Opponent Suit = Asking for stopper
4m = This minor plus other major, GF
4 of Opponent suit = Strong, Both minors, GF
Any other bid = Natural

Against 2D by opponents described as weak:

3D – Stopper asking
4C – Clubs + One Major (4D to show Club fit, 4H to pass/correct for Major), GF
4D – Both Majors, GF
4H/4S – To Play

Against 3H/3S by opponents described as weak:

4m = This minor plus other major, GF
4 of Opponent suit = Strong, Both minors, GF
Any other bid = Natural

Against 3D by opponents described as weak:

4C = Clubs + One Major (4D to show Club fit with extras, 4H to pass/correct for Major), GF
4D = Both Majors, GF
Any other bid = Natural

Against 3C by opponents described as weak:

4C = Both Majors GF
4D = Diamonds+One Major
Any other bid = Natural

When Partner opens 1 in a Minor and opponent over called 1NT (1m – 1NT Opps- ?) The bidding is as if we have opened 1N except Dbl is penalty

When Partner opens 1M and opp overcalls 1N

2C- Other Major 5+ with tolerance for p's M, all other bids are transfers, so

1H-(1N)-

Dbl- pen

2C- 5 spades with doubleton h

2D-H raise

2H-6+ spades less than 2 hearts

2S-6+ clubs

2N- 6+ diamonds

When LHO opens a Minor, Partner Pass, and RHO Bids 1NT (1m by LHO -Pass-1NT by RHO -?)

For 1C – P – 1NT

2C – Both Majors, partner to bid 2D to know the length of the majors
2D/H/S is Natural

For (1D)-P-(1NT) :

2C – Both Majors, Hearts Longer/Stronger
2D – Both Majors, Spades Longer/Stronger
2H/2S – Natural

XYZ in all situations

Balancing NT, usually (10) 11-15 with or without stopper of opponent suit

Over balancing NT, 2C is a relay + Stayman. Responses to 2C are:

2D – 10-12, may have a 4 card Major. Responder bids his 4 card major up the line to signoff at 2 Level, or bids them up the line at 3 Level for GF
2H – 13-15, 4c Hearts, may have 4c Spades
2S – 13-15, 4c Spades, denies 4c Hearts
2NT – 13-15, denies a 4c Major

Over balancing NT, other bids are:

2D – Transfer to Hearts
2H – Transfer to Spades
2S – Transfer to Clubs
2NT – Transfer to Diamonds

Game Try after 1M-2M

After 1H-2H,
Any suit bid is slam try
2NT = Invitation

After 1S-2S,
Any suit bid is slam try
2NT = Invitation

When 1M is doubled or interfered

Whenever 1H or 1S is doubled, then responder bids as follows:

After 1H is doubled by opponent:

1S – Both Minors, 1NT – Transfer to Club, 2C – Transfer to Diamond
2D – Good Heart support (8-11), 2H – Weak Heart support (<8)

After 1S is doubled by opponent:

1NT – Transfer to Club, 2C – Transfer to Diamond, 2D – Transfer to Heart
2H – Good Spade support (8-11), 2S – Weak Spade Support (<8)

After 1M – (2C)

2M = weak raise, 3C = 3 card support invite plus, 2N NAT
2D/2 oM = Invite plus, 5+ suit, Double with 8 plus, Pass <8

After 1M – (2D)

2M = Weak raise, 2NT = Trf to Clubs, inv plus., 3C = 4 card support invite plus,
3D = 3 card support, inv plus, 2 oM = inv plus, 5+ suit, Double with 8 plus, Pass <8

After 1M – (3 any)

3M = 8-10, Double = 8+, Pass = No suitable bid, 3 oM = inv plus, 5+ suit,
3NT = To Play, 4 level Cue of Opp suit = Slam intention with M fit, any 4 level bid other than M = Game force, 5+ suit

	Art	Min	Neg	Description	Responses	Subsequent Auction	
1C		3	3S	11- 21, 3+	<p>1D= 3+ 1H/ 1S = NAT 4+ F1 1/2NT = 8-10 /11-12. 2C = Inverted minor FG, 3C = Premptive, 5-9 HCP, 2D=6+D, 10-11, any correction GF 2H=5S+4H, reverse flannery, 7-9 points 2S= 8-11 with Singleton or 10-11 balanced, 5+ clubs 3D/H/S – 12-14, Splinter with Club support 3NT – 13-15 HCP Balanced, no 4-card major</p> <p>Power Raises after 1C-1M (See Notes on Power raise)</p> <p>1C-1M-3M/4M will be based on distribution with HCP limited to 14 with singleton/void. LTC may be used to determine 3M raise or 4M raise.</p>	<p>After 1C-2C raise, Major or 2D bid shows Unbalanced hand After 1C-2S, 3C=Minimum hand and 2NT is forcing relay After 1C-2S-2NT, 3C=8-9 with a singleton, Opener asks singleton by 3D, responder bids 3H/S/NT to show D, H and S singleton 3D/H/S= 10-11 with singleton in bid suit, 3NT= 10-11 balanced hand with 5 card clubs</p> <p>1C – (1M) – 2C = Other M 6+ Weak</p>	<p>After 1C-2H, 2NT is forcing relay 3C= 5413, 3D=5431,, 3H= 5422, 3S=55 M, 3NT= 544 with void in partner's minor, 4C=544 with void in other minor i.e.Diamond</p> <p>Refer Notes when the bidding goes 1C-1M-2M</p>
1D		3	3S	11- 21, 3+	<p>1H/ 1S = NAT 4+ F1 1/2NT = 6-10 /11-12. 2C = 5+ clubs. GF 3D = Premptive, 5-9 HCP, 2D= Inverted minor FG, 2H= 5S+4H, reverse flannery, 7-9 points 2S= 8-11 with Singleton or 10-11 balanced, 5+ D 3C/H/S – 12-14, Splinter with D support 3NT – 13-15 HCP Balanced, no 4-card major</p> <p>Power Raises after 1D-1M (See Notes on Power raise)</p> <p>1D-1M-3M/4M will be based on distribution with HCP limited to 14 with singleton/void. LTC may be used to determine 3M raise or 4M raise.</p>	<p>After 1D-2D raise, Major bid or 3C shows unbalanced hand, After 1D-2S, 3D=Minimum hand and 2NT is forcing relay After 1D-2S-2NT, 3D=8-9 with a singleton, Opener asks singleton by 3H, responder bids 3S/NT/4C to show C, H and S singleton 3C/H/S= 10-11 with singleton in bid suit, 3NT= 10-11 balanced hand with 5 card Diamond</p> <p>1D – (1M) – 2D = Other M 6+ Weak</p>	<p>After 1D-2H, 2NT is forcing relay 3C= 5413, 3D=5431,, 3H= 5422, 3S=5-5 in M, 3NT= 544 with void in partner's minor, 4C=544 with void in other minor i.e.Clubs, 4D= 5-5 in majors 4-6 HCP, 4H = 5-5 in majors 7-9 HCP</p> <p>Refer Notes when the bidding goes 1D-1M-2M</p>
1H		5	4D	11-21, 5+	<p>1S= NAT 4+, 1NT=Semiforcing, 2C=GF may not have clubs, 2D=NAT 5+ & GF. 2H/ 3H/ 4H Raises = 8-10 / PRE (4+ trumps)/PRE. 3C / 3D= Rev Bergen 10-11 / 7-9 with 4 card Support, Jacoby 2NT , 2♠ = 6+ Spade,10-11</p>	<p>Gazzili and Meckwell Adjunct after 1H-1NT or 1H-1S After Jacoby 2NT, 3 Level bids show shortness and 4 level bids show length. Refer Notes 1M-2M game tries Refer Notes when 1M is doubled or interfered</p>	<p>2 Way drury after 3rd/4th hand ight opening, 2C=4 card support, 2D = 3 card support Passed hand will not use Bergen, but will use Fit jump if available</p>
1S		5	4D	11-21, 5+	<p>1NT=Semiforcing, 2C=GF may not have clubs, 2D/H= GF, 5+ cards. 2S/ 3S/ 4S Raises = 8-10 / PRE (4+ trumps)/PRE. 3C / 3D= Rev Bergen 10-11 / 7-9 with 4 card Support, Jacoby 2NT</p>	<p>Gazzili and Meckwell Adjunct after 1H-1NT or 1H-1S Long Suit game try after 1H-2H After Jacoby 2NT, 3 Level bids show shortness and 4 level bids show length. After 1S – (1NT) – Bergen raises applicable Refer Notes on 1M-2M Game Tries Refer Noted when 1M is doubled or interfered</p>	<p>2 Way drury after 3rd/4th hand ight opening, 2C=3 card support, 2D = 4 card support Passed hand will not use Bergen, but will use Fit jump if available</p>
1 NT		---		15-17, can have 5 card major or 6 card minor, Singleton Honor Possible. May be off shape	<p>2C= Stayman. 4 way transfers, Super acceptance by bidding the suit 3C= Both Minor Invitational 3D = Both Minor Game Force 3H/S = Singleton H/S, Minors 5-4 3NT = To Play</p> <p>4C/D/H/S = Single suiter H/S/C/D with slam intentions Opener bids 4H/4S/5C/5D for sign off, 4D/4H/4S/4NT for slam intention in responder's suit. RKCB to follow after that - 4S for H, 4NT for S and C, 5C for D</p> <p>1NT-2C-2NT = 5 card major, Min Hand 1NT-2C-3C = 5 card major, Max Hand</p>	<p>Smolen= 1NT-2C-2D-3H/S showing 5-4 in majors GF 1NT-2C-2D-3D = Both majors 5-5, invitational 1NT-2C-2D-2H = Pass or Correct to 2S 1NT-2C-2M-3m = 5+ m plus other major 4 card, GF 1NT-2H-2S-3H = Both major 5-5, GF 1NT-2C-2D-3C = Minor Stayman, Opener bids 3D = One minor 5 cards, 3H asking, 3S/NT= C/D 3H = 2344 hand, 3S = 3244 hand, 3NT = 4333, one Minor 4 card</p> <p>1NT-2C-2any-4C is Gerber</p>	<p>Systems ON when 1NT is doubled or an overcall of natural 2C was made, otherwise OFF. For other interference, Refer Notes.</p> <p>1NT -4NT Quantitative Opener replies with no. of aces using 0314 system if Quantitative accepted, otherwise he can pass. Over 1NT-4NT-5X, 5S is signoff to 5NT, 6X is giving choice of slam (showing 5 card in the suit), 5NT is asking opener to bid 4 cards up the line.</p>

2C	X	0	Forcing Strong, 22+, if BAL, or 8+ tricks or 4 loser hand	2D= waiting, bids natural with 1.5 Tricks or any 9 points.	Kokish Relays Same treatment of 2C-2D-2H-2S-2NT as opening 2NT	When 2C is interfered by opps, Dbl=Bust hand and Pass=4+ GF
2D	X	0	18-21 various hands	2H is relay. 2S = 5 card spade 9+ HCP, 2NT = 5 + Hearts, 9+HCP	After 2D-2H, 3C/D = 18-21 6+ suit, 3H/S = 20-21 6+ Suit 2S = 4144 20-21, 2NT = 1444 20-21	After 2D -2S or 2D-2NT, 3C/D = 6+ suit, 18-21 3H/S = 6+ suit, 20-21 4C/D = 6+ suit 3+ Spade/Heart, 18-21 After 2D -2S,4H = 6+ H, 3+ S, 20-21 After 2D -2NT,3NT = 6+ S, 3+H, 20-21
2H		6	5-10, 6 cards	2NT: Ougust, new suit F		
2S		6	5-10, 6 cards	2NT: Ougust, new suit F		
2NT		---	20-21, Bal. Can have 5card Major / 6card minor	3C= Puppet Stayman, 3D/H = Transfer, 3S = Relay to 3NT, 3N/4C/D/H = Transfers	After 2NT-3S-3NT, 4C = 5D+4C, Mild Slam intentions, (Further Action 4H is Club join RKC, 4S is Diamond Join RKC, 4NT is signoff) 4D = 5C+4D, Mild Slam intentions, (Further Action 4H is Club join RKC, 4S is Diamond Join RKC, 4NT is signoff) 4H = Both Minor Mild Slam Intentions (Further Action 4S is Club Join RKC, 4NT is signoff, 5C is Diamond Join RKC) 4S – Both minor strong, Slam force (Further Action 4NT is Club join RKC, 5C is Diamond Join RKC. 4NT = Both Minors weak	2NT-3D-3H-4NT is RKCB in Hearts 2NT-3H-3S-4NT is RKCB in Spades 2NT – 4NT is quantitative raise. Opener to accept raise by replying for Aces using 03,14 and 2 Over 2NT-4NT-5X, 5S is signoff to 5NT, 6X is giving choice of slam (showing 5 card in the suit), 5NT is asking opener to bid 4 cards up the line.
3x		7/6	Natural Preempts	Natural, New suit = F1,	4C = Trump ask on (4D on 3C opening) responses- 2/1/0 losers in Trump	
3NT	X	8	8 card Minor, preempt	4♣ / 5♣ / 6♣ = Pass or correct, 4♦ = singleton ask. Over which 4H/4S shows singleton or void, 5C for D singleton and 5D for C singleton.		
4m	X	7,8 or 9	Strong Namyats.	4C = Strong pre-empt in H, 4D = Strong pre-empt in S	Suit bid = Cue, Signoff = 4 of Major 4S/4NT = RKCB respectively for H and S.	
4M		7 or 8	To play. Pre-emptive.	New suit is cue-bid, 4NT=RKCB		
4NT	X	---	Asks for specific aces	5♣=zero Ace, 5 Suit=that Ace, 5NT=♣Ace,6 ♠ = 2 Aces	When 4NT is doubled, Specific Ace can be shown. When 4NT is interfered then the following applies: - 5C interference, Double No Ace, Pass Club Ace, 5D/H/S = Suit Ace, 6C = 2 Aces - 5D interference, Double No Ace, Pass Diamond Ace, 5/H/S = Suit Ace, 5NT=Club Ace, 6C = 2 Aces	- 5H interference, Double No Ace, Pass Heart Ace, 5S = Spade Ace, 5NT = Diamond Ace, 6C = Club Ace, - 5S interference, Double No Ace, Pass Spade Ace, 5NT = Heart Ace, 6C = Minor Suit Ace
5m		7 or 8	To Play, Preemptive			

Gazzilli - It is an artificial bid of 2C by the opener after 1M opening & response of 1S/1N. The 2C bid is forcing (can be singleton C) & show various hands:

- a. 5332 hand with major 5 card and no other 4 card except Club which may be there
- b. 5 Major plus a side four card suit 15-17 range
- c. 5 major plus a side 4 card suit 18-21 range
- d. 5332 hand with major 5 card 18-19 range

After 1S-1NT-2C

2D = Any 8 plus hand, (Subsequent action: Opener bids 2S to show 5332 hand 12-14 range or 5 Spades 4 clubs 12-14 range, 2H to show 15-17 range with any side 4 card suit, bid 3 of a side suit to show 18-21 hand with 5 spades and 4 card in bid suit,

After 1S-1NT-2C-2D-2S, responder bids 2NT to show 5+ clubs 8-9 points, 3C to show 5+ clubs 10-11 without Spade tolerance

After 1S-1NT-2C-2D-2H, responder bids 2NT to know the side suit and opener bids it at 3 level)

2H = 6+ Hearts, <8 HCP, (Subsequent action: Opener bids 2S to show 5332 hand 12-14 range or 5 Spades 4 clubs 12-14 range without H tolerance, bid 3 of a side suit to show 18-21 hand with 5 spades and 4 card in bid suit)

2S = <8HCP, Spade fit not guaranteed, (Subsequent action: Opener passes with 5332 hand 12-14 range or 5 Spades 4 clubs 12-14 range, bid 3 of a side suit to show 18-21 hand with 5 spades and 4 card in bid suit)

3C = <8HCP, 5+ clubs and spade singleton or void, (Subsequent action: Opener passes with 5332 hand 12-14 range or 5 Spades 4 clubs 12-14 range, bid 3 of a side suit to show 18-21 hand with 5 spades and 4 card in bid suit)

3S = 10-11, 3 card Spade Support

After 1H-1NT-2C

2D = Any 8 plus hand, (Subsequent action: Opener bids 2H to show 5332 hand 12-14 range or 5 Hearts 4 clubs 12-14 range, 2S to show 15-17 range with any side 4 card suit, bid 3 of a side suit to show 18-21 hand with 5 Hearts and 4 card in bid suit,

After 1H-1NT-2C-2D-2H, responder bids 2NT to show 5+ clubs 8-9 points, 3C to show 5+ clubs 10-11 without Heart tolerance

After 1H-1NT-2C-2D-2S, responder bids 2NT to know the side suit and opener bids it at 3 level)

2H = <8HCP, Heart fit not guaranteed, (Subsequent action: Opener passes with 5332 hand 12-14 range or 5 Hearts 4 clubs 12-14 range, bid 3 of a side suit to show 18-21 hand with 5 Hearts and 4 card in bid suit)

3C = <8HCP, 5+ clubs and heart singleton or void, (Subsequent action: Opener passes with 5332 hand 12-14 range or 5 Hearts 4 clubs 12-14 range, bid 3 of a side suit to show 18-21 hand with 5 Hearts and 4 card in bid suit)

3H = 10-11, 3 card Heart Support

After 1H-1S-2C

2D = Any 8 plus hand, (Subsequent action: Opener bids 2H to show 5332 hand 12-14 range or 5 Hearts 4 clubs 12-14 range, 2S to show 15-17 range with any side 4 card suit, bid 3 of a side suit to show 18-21 hand with 5 Hearts and 4 card in bid suit,

After 1H-1S-2C-2D-2H, responder bids 2NT to show 5+ clubs 8-9 points, 3C to show 5+ clubs 10-11, 2S to show 8-9 points 5+ Spades, 3S to show 10+ HCP, 6+ spades

After 1H-1S-2C-2D-2S, responder bids 2NT to know the side suit and opener bids it at 3 level)

2S = 6+ Spades, <8 HCP, (Subsequent action: Opener passes with 12-14 range, bid 3 of a side suit to show 18-21 hand with 5 Hearts and 4 card in bid suit)

2H = <8HCP, Heart fit not guaranteed, (Subsequent action: Opener passes with 5332 hand 12-14 range or 5 Hearts 4 clubs 12-14 range, bid 3 of a side suit to show 18-21 hand with 5 Hearts and 4 card in bid suit)

3C = <8HCP, 5+ clubs and heart singleton or void, (Subsequent action: Opener passes with 5332 hand 12-14 range or 5 Hearts 4 clubs 12-14 range, bid 3 of a side suit to show 18-21 hand with 5 Hearts and 4 card in bid suit)

3H = 10-11, 3 card Heart Support

Note: After receiving response after 1H-1NT-2C or 1S-1NT-2C or 1H-1S-2C, Opener bids 2NT to show 5332 hand 18-19 range with 5 card major or 3M if the response is 3C.

1H – 1S – 3m will promise 5-5, 15-17

Meckwell Adjunct to show various strong (18-21) hands. It triggers on these three sequences:

1. 1H-1S- 2NT
2. 1H-1NT-2NT
3. 1S-1NT-2NT

It shows the following types of hands in the 18-21 range

1. 5M & 5any 18-21
2. 6+M, 18-21 range
3. 6M+5any, 18-21 range
4. 7+ Major, 18-21 range

After 1H-1S-2NT-3C (Relay),

- 3D = 5H+5m 18-21 (Subsequent Action: Responder bids 3H to know the minor on which opener bids 3S for Clubs and 3NT for Diamonds)
- 3H = 6H+ denying 3 card S, 18 – 21 (Subsequent Action: 3NT/4H/4S = Signoff, 4C = Heart fit Slam Try, 4D – Spades trump Slam try)
- 3S = 6H+3S 18-21 (Subsequent Action: 3NT/4H/4S = Signoff, 4C = Heart fit Slam Try, 4D = Spade fit Slam Try)
- 4 any = 6-5 hand, 18-21
- 4 H = 7+ Hearts, 18-21

After 1H-1NT-2NT-3C (Relay),

- 3D = 5H+5m 18-21 (Subsequent Action: Responder bids 3H to know the minor on which opener bids 3S for Clubs and 3NT for Diamonds)
- 3H = 6H, 18 – 21 (Subsequent Action: 3NT/4H = Signoff, 4C = Heart fit Slam Try)
- 3S = 6H+5S, 18-21 (Subsequent Action: 3NT/4H/4S = Signoff, 4C = Heart fit Slam Try, 4D = Spade fit Slam Try)
- 4m = 6H+5m, 18-21
- 4 H = 7+ Hearts, 18-21

After 1S-1NT-2NT-3C (Relay),

- 3D = 5S+5m 18-21 (Subsequent Action: Responder bids 3H to know the minor on which opener bids 3S for Clubs and 3NT for Diamonds)
- 3S = 6S, 18 – 21 (Subsequent Action: 3NT/4S = Signoff, 4C = Spade Fit, Slam Try)
- 3H = 6S+5H, 18-21 (Subsequent Action: 3NT/4H/4S = Signoff, 4C = Heart fit Slam Try, 4D = Spade fit Slam Try)
- 4m = 6S+5m, 18-21
- 4 H = 7+ Spades, 18-21

Note: 1M-1NT-3 any will show 5-5 and 15-17 range

Bidding After 1m-1M-2M (2M can be bid with 3 card support when the hand is 5431 with 5 card minor, 3 card Support or 6331 with poor 6 card minor, 3 card Support)

After 1C-1H-2H, Responder can pass with <8 HCP. With invite+ hands, he bids 2S the response is as follows:	After 1D-1H-2H, Responder can pass with <8 HCP. With invite+ hands, he bids 2S, the response is as follows:	After 1C-1S-2S, Responder can pass with <8 HCP. With invite+ hands, he bids 2NT, the response is as follows:	After 1D-1S-2S, Responder can pass with <8 HCP. With invite+ hands, he bids 2NT the response is as follows:
2NT = 4315 shape, 11-12 3C= 6+ Clubs. 3 card support, 11-12 3D=1345 shape, 11-12 3H = 4 card Support, Min, 11-12 3NT= 3 card Heart, Max, 13-14 4C= 4 card H support, D Single, 11-12 4D = 4 card H Support, S Single, 11-12 4H = 4 card H Support, Max, 13-14	2NT = 4351 shape, 11-12 3C= 1354 shape, 11-12 3D=6+ Dia, 3 card support, 11-12 3H = 4 card Support, Min, 11-12 3NT= 3 card Heart, Max, 13-14 4C= 4 card H support, C Single, 11-12 4D = 4 card H Support, S Single, 11-12 4H = 4 card H Support, Max, 13-14	3C= 6+ club, 3 card support, 11-12 3D =3145 shape, 11-12 3H= 3415 shape, 11-12 3S= 4 card Support, 11-12 3NT= 3 card Support, Max, 13-14 4C= 4 card Support, D Single, 11-12, 4D= 4 card support, H Single, 11-12 4S = 4 card Support, Max 13-14	3C= 3154 shape, 11-12 3D =6+ Dia, 3 card Support, 11-12 3H= 3451 shape, 11-12 3S= 4 card Support, 11-12 3NT= 3 card Support, Max, 13-14 4C= 4 card Support, D Single, 11-12, 4D= 4 card support, H Single, 11-12 4S = 4 card Support, Max 13-14

HANDLING INTERFERENCE after 1NT OPENING

When Partner opens 1NT (Handling single suiter interference)

Double – Redouble 10+, System ON

2C Natural – Double stolen, System ON

2D Natural – Dbl= Transfer to H, 2H transfer to S, 2S transfer to C, 2N Invite, 3C Stayman

2H Natural

Pass 0-7, Double = 4 card spades, Competitive (can be 3S also)

2S = 0-7, 5+ suit,

2NT = Relay to 3C which responder can pass with C and 0-7 or bid 3D with diamond suit, 0-7

3C/D = 5+ suit, GF

3S = 8-9 invitational, 5+ suit, with GF values, bid 2NT relay to 3C and then bid 3S

3H = 4 card S, GF, no H stopper, Via 2NT-3C-3H will guarantee H stopper, 4 card S and GF

3NT to play but denying H stopper,

2S Natural

Pass 0-7, Double = 4 card Hearts, Competitive

2NT = Relay to 3C which responder can pass with C, or bid 3D/H with respective suit, 0-7

3C/D/H = 5+ suit, GF

3S = 4 card H, no S stopper, GF, Via 2NT -3C -3S will guarantee S stopper, 4 card H and GF

3NT to play denying S stopper.

3 any Natural

Pass 0-7, double 8-9, Partner can pass or bid a suit GF or 3NT

3 of a suit = 5+ GF

3NT to play without stopper in bid suit

4 any Natural

Pass = 0-7, double = penalty, 4D/H/S/5C/5D = 6+ GF

With 5-5 and GF hand, bid 4NT. Partner will have a fit in at least one of the suits

When partner Opens 1NT (Handling 2 suited interference)

2NT (both Minors)

Pass 0-7, Double = 8-9

3C/3D = GF with H and S, 5+ suit

3H/S = Invitational with H and S, 5+ suit

3NT to play, stopper in minors not guaranteed

4C/D = Transfer to H/S

2C (Both Majors)

Pass= 0-7, double = 8-9

2H = GF, Club Suit

2S = GF, Diamond suit

2D/3C = Respective suit, non-forcing

3H = Asking for stopper, S stop guaranteed, GF

3S = Asking for stopper, H stop guaranteed, GF

3NT = to play not guaranteed stopper in Majors

2D (Both Majors)

Pass= 0-7, Double = 8-9

2H = GF, Club Suit

2S = GF, Diamond suit

3H = Asking for stopper, S stop guaranteed, GF

3S = Asking for stopper, H stop guaranteed, GF

3C/3D = Respective suit, non-forcing

3NT = to play not guaranteed stopper in Majors

2H (H plus a Minor)

Pass = 0-7, double 8-9

2S = 0-7, 5+ spade, 3S = Invitational, 5+ spade, 4S = 6+, to play

3H = 4 card S, No H stopper, GF, Via 2NT-3C-3H will show H stopper, Spade 4 card and GF

2NT = Relay to 3C, partner can pass with club suit, bid 3D to show diamond suit, non-forcing

3C/D = 5+ suit GF

3NT to play without stopper in H

2S (S plus a Minor)

Pass = 0-7, double 8-9

3S = 4 card H, No S stopper, GF, Via 2NT-3C-3S will show S stopper, Heart 4 card and GF

2NT = Relay to 3C, partner can pass with club suit, bid 3D/3H to show diamond/Heart suit, non-forcing

3C/3D/3H = 5+ suit, GF

3NT to play without stopper in H

Handling Interference after 1NT – 2C

2D Natural

Pass = No suitable bid, partner to bid 2nt without D stopper invitational, double = D stopper, inv values, and 3NT without D stopper Game Values, 3H/S to show Smolen Hands

Double = 3 tricks in Diamond, Penalty oriented

2H = 4 card H, 4 card Spade not denied

2S = 4 card Spade, 4 card H denied

2NT = 5 card major Minimum hand

3C = 5 card Major, Max Hand

2H Natural

Pass = No suitable bid, partner to bid 2nt without H stopper invitational, double = H stopper, inv+ values, and 3NT without H stopper Game Values

2S = 4 card spades

3C/3D/3S = 5+ suit

2S Natural

Pass = No suitable bid, partner to bid 2nt without S stopper invitational, double = H stopper, inv+ values, and 3NT without H stopper Game Values

Double = 4 card H

3C/3D/3H = 5+ suit

3m Natural

Pass = No suitable Bid. Responder bids 3NT to play not guaranteeing m stopper. Double with 8-9, or bid 3H/3S to show Smolen hands, Bid 3D with 5 plus suit invitational with no club stopper.

Double = At least one major 4 card, forcing to 3NT. Responder bids 3H if he has 4 card hearts, 4 card spade may be, 3S when holding 4 card spades and no 4 card Heart, 3NT otherwise.

3NT = to play

3M Natural

Pass = No suitable bid. Responder can bid 3NT without a stopper, Game Values, Double with 8-9,

Double = Other Major 4 card

POWER RAISES after 1m-1M auction

A power raise hand is always 15 plus HCP with at least 4 card support.

Three probable hands are possible.

- ✓ 15-17 with any singleton
- ✓ 18-19 balanced (With 18-19 and a singleton and 4 card support, use the splinter bid)
- ✓ 20-21 with any singleton

<p>After 1C – 1H, 3D is power raise. Responded can sign off 3H with minimum. With better hand responder should bid 3S:</p> <p>After 1C-1H-3D-3S, opener Bids:</p>	<p>After 1C – 1S, 3D is power raise. Responded can sign off 3S with minimum. With better hand responder should bid 3H.</p> <p>After 1C-1S-3D-3H opener Bids:</p>	<p>After 1D – 1H, 3S is power raise. Responder signs off 4H with minimum. With better hand responder bids 3NT.</p> <p>After 1D-1H-3S-3NT, Opener Bids:</p>	<p>After 1D – 1S, 3H is power raise. Responded can sign off 3S with minimum. With better hand responder should bid 3NT.</p> <p>After 1D-1S-3H-3NT, opener Bids:</p>
<p>3NT = Low i.e. Diamond Singleton, 15-17 or 20-21</p> <p>(Responder bids 4C to know the range the reply of which is 4D = 15-17, 4H = 20-21. Responder can bid or pass 4H as signoff or use 4S as RKCB after this information)</p> <p>4C – No Singleton, 18-19, Balanced.</p> <p>Responder's 4S is RKCB, 4H is signoff.</p> <p>4D – High i.e. Spade Singleton, 15-17 or 20-21,</p> <p>(Responder bids 4H as signoff against 15-17, Opener then bids 4S RKCB if 20-21.</p> <p>Responder can bid 4S RKCB if he can play slam against 15-17 with opener)</p>	<p>3S = Low i.e. Diamond Singleton 15 -17 or 20-21</p> <p>(Responder bids 3NT to ask point range and the reply is 4C= 15-17, 4D = 20-21. Responder can bid 4S as sign off, or 4NT as RKCB after this sequence)</p> <p>3NT=No Singleton, Balanced Hand 18-19, Responder's 4NT is RKCB, 4S is signoff.</p> <p>4C= High, i.e. Heart Singleton, 15-17 or 20-21,</p> <p>(Responder bids 4D to ask point range and the reply is 4H= 15-17, 4S= 20-21. Responder's 4NT will be RKCB after either 4H or 4S)</p>	<p>4C = Low Singleton, 15-17 or 20-21 or Spade Singleton 15-17</p> <p>(Responder bids 4D to inquiry, for which 4H = 15-17, C or S singleton, 4S = 20-21 Club Singleton. Responder can pass 4H response if not interested for slam or use 4NT as RKCB slam try for both the responses)</p> <p>4D= No Singleton, 18-19 Balanced Hand Responder's 4S is RKCB, 4H is signoff</p> <p>4H = High, i.e. Spade singleton, 20-21</p> <p>(Responder can pass 4H as sign off or bids 4S as RKCB)</p>	<p>4C = Low, i.e. Club Singleton, 15-17 or 20-21</p> <p>(Responder Bids 4D to know the range the reply of which is 4H = 15-17, 4S = 20-21. Responder's 4NT is RKCB after this response, 4S or passing 4S is sign off)</p> <p>4D= No Singleton, 18-19 Balanced Hand Responder's 4NT is RKCB, 4S is signoff</p> <p>4H = High, i.e. Heart singleton, 15-17 or 20-21</p> <p>(Responder signs off 4S if slam is not possible against 15-17 otherwise he will bid 4NT as RKCB.</p> <p>After 4S, Opener can bid 4NT RKCB if holding 20-21)</p>

Note for Power Raises:

1. After a power raise sequence, Responder bids 3 of agreed suit when minimum (5-7, featureless hand and not sure of game against 15-17 by opener). Opener takes captancy and decides the fate of the hand as responder has expressed his hand.
2. After a power raise sequence, Responder can bid game directly if his hand is not fit for Slam even if opener is 20-21, but game is probable even with opener holding 15-17. Typical hands are 5 carded Heart or Spade suit with distribution like singleton or void, 5 carded side suit with 5-7 HCP range.
3. After a power raise sequence, If Responder has not bid 3 of agreed suit or game in agreed suit, he will bid 3H or 3S or 3NT as per the bidding situation which means that he is trying for a slam and asks for more information. Here against 20-21, slam is highly probable. Even against 15-17, Slam is probable is responder holds 14+ HCP.

TAKE OUT DOUBLES

<p>Opps open 2D weak and partner doubles, next opp pass</p> <p>2H/2S = 4+ suit <8 points</p> <p>2NT: Relay to 3C. Doubler is not supposed to bid 3C when holding 18+ HCP. He will bid 3D with no stopper in D, bid 3H/3S when holding 5+ suit, or 3NT when holding a diamond stopper.</p> <p>After 2NT-3C, Responder bids 3H/3S to show 5 card H/S and GF</p> <p>Responder can Pass 3C if weak, 4+ suit and < 8 HCP</p> <p>3C/3H/3S = invitational with 4+ suit</p> <p>3D = GF, Doubler to bid his major upwards. With no major fit, 3NT can be played.</p> <p>3NT = To play, Diamond stopper guaranteed.</p> <p>Opps open 2D weak, partner doubles, next opp raises to 3D</p> <p>Pass = <8 hcp Double: 8-11 HCP, No major 4 card 3H/3S = 9+ HCP, 4+ suit 3NT = To play with D stopper 4D = Both major, GF</p> <p>When opps open 1m and partner doubles</p> <p>Non jump bids are 0-7, 4+ suit One jump bid = 8 plus HCP, 4+ suit Cue bid opp suit = GF</p> <p>When opps open 1m and partner doubles, next opp bids or raises</p> <p>Any bid = 4+ suit, 9 plus HCP</p> <p>Cue bid opps suit = GF</p>	<p>Opps open 2H weak and partner doubles, next opp pass</p> <p>2S = 4+ suit <8 points</p> <p>2NT: Relay to 3C. Doubler is not supposed to bid 3C when holding 18+ HCP. He will bid 3H with no stopper in H, bid 3S when holding 5+ suit, or 3NT when holding a H stopper.</p> <p>After 2NT-3C, Responder can pass with 4+ C and <8 HCP or 3D to show 4+ suit and <8 hcp or 3S to show 4+ suit GF</p> <p>3C/3D/3S = invitational with 4+ suit</p> <p>3H = GF, Doubler to bid 3NT if he has H stopper.</p> <p>3NT = To play, Heart stopper guaranteed.</p> <p>Opps open 2H weak, partner doubles, next opp raises to 3H</p> <p>Pass = <8 hcp Double: 8-11 HCP, No 4-card spade 3S/4C/4D = 9+ HCP, 4+ suit 3NT = To play with H stopper 4H = Slam intention. Doubler to bid 4S denying 4 card Spades, 4NT RKC with 4 card spades. In case doubler bids 4S denying 4 card spade, responder can bid 5C or 5D to show slam interest there. With both minors and slam hand, responder to bid 6C pass or correct.</p> <p>Opps open 2S weak and partner doubles, next opp pass</p> <p>2NT: Relay to 3C. Doubler is not supposed to bid 3C when holding 18+ HCP. He will bid 3S with no stopper in S, bid 3H when holding 5+ suit, or 3NT when holding a S stopper.</p> <p>After 2NT-3C, Responder can pass with 4+ C and <8 HCP or 3D to show 4+ suit and <8 hcp or 3H to show 4+ suit GF</p> <p>3C/3D/3H = invitational with 4+ suit</p> <p>3S = GF, Doubler to bid 3NT if he has S stopper.</p> <p>3NT = To play, Spade stopper guaranteed.</p> <p>Opps open 2S weak, partner doubles, next opp raises to 3S</p> <p>Pass = <8 hcp Double: 8-11 HCP, No 4-card Heart 4H/4C/4D = 9+ HCP, 4+ suit 3NT = To play with S stopper 4S = Slam intention. Doubler to bid 4N denying 4 card H. on which responder can bid 5C or 5D to show slam interest there. With both minors and slam hand, responder to bid 6C pass or correct.</p>	<p>Opps open 1M and partner doubles, next opp Pass</p> <p>1NT/2NT/3NT = Natural, 8-10, 11-12 or 13 plus</p> <p>2C/2D/2oM = <8 HCP, 4+ Suit</p> <p>3C/3D/2oM/3oM = 9+ HCP, 4+ suit</p> <p>2M = GF, 12+ HCP</p> <p>Opps open 1M and partner doubles, next opp raises to 2M</p> <p>2S (In case of 1H opening by opps) = 4+ suit, 9 plus HCP</p> <p>2NT – Relay to 3C. Doubler will not accept relay holding 18+. He will bid 3oM if holding 5+ cards, or 3NT with M stopper, or 3D with 5+ cards.</p> <p>After 2NT-3C, responder can pass with 4+ C and <8 hcp, bid 3D with 4+ and <8 HCP, 3H (for 1S opening by Opps) with 4+ suit and <8 hcp,</p> <p>3C/3D/3oM = 4+ suit, 9+ HCP</p> <p>Opps open 1M and partner doubles, next opp raises to 3M</p> <p>3oM/4oM = 9+ HCP, 4+ suit</p> <p>Double = 9+ HCP</p> <p>3NT = To Play</p> <p>4m = 9+ HCP, 4+ suit</p>
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