

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Normally Sound. 9-18 hcp. Reopening may be weaker.
RESPONSES:-
Natural. Change of suit = F1, NTs limited.
Cue = F1 with doubleton Honour/ 3+ card support.
Jump shift = fit showing. Jump Cue = Splinter. Double Jump Shifts are splinters.
Jump in one above the Major O/C is mini splinter any.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 hcp in 2 <sup>nd</sup> /4 <sup>th</sup> live. 11-14 hcp in reopening
System On over 15-17NT. Trf to opp. suit = 4441 GF.
On reopen NT 2C=Range/STAY on which 2D = 11-12hcp, 2H/2S/2NT = 13-15
Others same as on INT Overcall.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: WJO. 2NT for minors over 1M
2-Suit: Leaping Michaels over weak 2 H/2 S (Cue = minors )
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue bids on 1 level opening = Michaels
Jump Cue Bids over 1 level ask for a stopper for 3NT
In competition Cue bid = support and atleast INV.
In competition Jump Cue = SPL at 4 level, excl. at 5
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Vs STRONG NT: Dbl = longer m + M, 2 C =Single suiter
2D = Majors, 2NT = minors, 2 H/2 S = bid M + minor
Vs WEAK NT: Dbl for Penalty . Others as in case of Strong NT.
Passed Hand treatment is same as against strong NT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBLS are takeout oriented. NT bids are natural.
Leaping/ Non Leaping Michaels at 4SS Level
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = Majors, NT overcalls are for minors.
All other overcalls are transfers.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = Penalty oriented.
Change of suit at 1 level = F1. (2 level trfs /some 1 trfs)
Unpassed 1M - Dbl - 2M = 3-7, 1NT up to one below 2M = Trfs

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd / 5th, Hi from 2	3rd / 5th, Hi from 2	
NT	4th,Hi = 2/3 small	4th / 3rd, Hi from 2	
Subseq	Hi = No intt, Rest as above	Hi = No intt, Rest as above	
Other:	9/10 = 0/2 Higher cards. Jack denies higher		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx or Ax	A for attitude from AK	
King	KQx, AK, AKx level 5+	K for count from AK	
Queen	QJ, QJx, Qx	QJx, Qx , KQT9	
Jack	Jx, JT, JTx	Jx, JT, JTx	
10	AJT, KJT, Tx, T9x	AJT, KJT, Tx, T9x	
9	AT9, KT9, QT9, 9x, 98x	AT9, KT9, QT9, 9x, 98x	
Hi-X	doubleton	doubleton or 3 small	
Lo-X	3rd / 5th	4th / 3rd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCG	Hi = ODD	Hi = DISCG
Suit 2	Hi = ODD	Hi = Higher SP	Hi = ODD
3	Hi = Higher SP		Hi = Higher SP
1	Hi = DISCG	Hi = ODD	Hi = DISCG
NT 2	Hi = ODD	Hi = Higher SP	Hi = ODD
3	Hi = Higher SP		Hi = Higher SP
Signals (including Trumps): Triumph Echo for Ruff			
Signals in Triumph: SP Oriented			
Reverse Smith against NT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Sound. Normally 3 card support for other suits.(may be weaker balancing /pre balancing			
Responses are natural. 1NT response = 7-9 hcp.			
Only a Cue bid is forcing to agreement.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Doubles in competition are mostly -ve / strength.			
Penalty DBLS start after RDBL or DBL is converted.			
Support dbls at 1/2 level,-Ve dbls on partners 1NT.			
Responsive / Competitive dbls. / Lightner Doubles			
RDBL = Strong (May be Rosenkranz)			
1NT gets dbld for penalties, RDBL = Puppet to 2 C (single suiter any)			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b> INDIA
<b>PLAYERS:</b> Kiran Nadar & Bachiraju Satyanarayana
<b>EVENT (Open/Mixed)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Standard with 5 card Majors, 15-17 NT, Stayman & Trfs over 1NT
2D = Multi (Weak 2 in a Major)
3NT = 4 Level Preempt in a minor, 4 C/4 D = Namiyats
Multiple raises on Major/ Inverted on minor opening
Multiple raises on Major/ Inverted on minor opening
After 2 OVER 1 Responses: Rebid = NF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2 H = 5+ cards in Hs & 5+ cards in any other 5 to 11HCP
2 S = 5+ cards in Ss & 5+ cards in a minor 5 to 11 HCP
2NT = 20 to 21 HCP, MAY HAVE SINGLETON
3NT = Preempt in 4 level minor
4 C/4 D = Namiyats
Transfer overcalls over Art Strong 1 C/2 C/1 D
Transfer Responses over 1 C opening
Some Transfer Responses after interference on our 1 Openings.
Artificial 2 C Response over 1M opening
<b>SPECIAL FORCING PASS SEQUENCES</b>
Forcing Pass applies in our GF auctions
After Strong RDBL by responder, Openers Pass = F1.
Only on non-jump response from doubler's partner.
<b>IMPORTANT NOTES</b>
Negative Dbls, Responsive dbls, Support Dbls
Negative dbls over interference of our 1NT opening.
Good Bad 2NT, Serious and Non Serious Slam tries,
After 1X-1Y-1Z-2C/2D are INV/GF Check Backs(2Cforces2D)
Exclusion RKC
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	11-21 Cs more than or = D	1 level trfs, 1S-pup to 1NT *1, 1NT = GF C *2	Acceptance of TRF shows 12-14, may be 2 cards Rebid of 1NT on trf to H/S =18-19 bal *4	Same Treatment
					2NT Inv, 2C= GF D, 2D=Mixed, 2H/S=4+/5+ H/S 7-9/9-11	1C-1D/H-1H/S -(2C = Pup to 2D and 2D GF any) *3	Some Transfers in Competition
1♦		3	4H	11-21 HCP (3 Cards only when 4432)	Any Suit Nat F1, 2D = Inverted, 3C Mixed Raise	1D-1Y-1Z - (2C = Pup to 2D and 2D GF any) *3	
					Others as after 1C opening.	After 1NT, 2C = Gazzili *5	With PH 2C/2D = 4/3 card drury
1♥		5	4D	11-21hcp, 5+ cards in H	1NT = Semi F. 2C-Art(at least 9+HCP *6, Raise Constructive Chng suit F1, Bergen Raises *7. SPL *8	mini/midi/maxi Splinters *8	Some Transfers in Competition
1♠		5	4H	11-21hcp, 5+ cards in S	Similar to that of 1H opening		
INT			3S	15-17 (Singleton Hon possible)	2C=Stay, 2D/H trfs, 2S=PUP(5+m/4+any) *9 2/NT PUP *10.	Chng of Suit after TRF = GF, 2NT-3 C-3 H/S GF C/D	
				May have 5M or 6m	3 C/D INV, 3H/S Frag 4C/D trf to H/S, 4NT = Qty.	2NT Pup(sign of/GF in minor/GF minors *10)	
2♣	YES	0	4H	22+BAL or 20+UnBal	2D=Waiting, 2H/2S/3C/3D GF shd have atleast KQxxx	2C-2D-2 H(PUP)-2S-2NT(25-26), 2C-2D-2NT(22-24)	After 2NT by opener ref.2NT OP
						2C-2D-3D=5+D/4+C, 3H/3S 5+D + 4H/S	
2♦	YES	0		Wk in H/S/	2H/2S/3H/3S/4 H = P/C, 2NT Relay, 3C/ 3D=F1	2D-2NT- (3C=good), (3D/H=Bad H/S) -3NT is solid	2D-2NT-(3C -3D asks-3H/3S = S/Hs),
					4C requests transfer to opener's Major.		
2♥		5		5H + 5Any 6-11 HCP	2S/3C = P/C, 2NT = Relay, 3D/3S = F1	2H-2NT-3C/D/H=C/D/S Weak, 3S/NT=Good S/m any	
2♠		5		5S + 5Any 6-11 HCP	3C = P/C, 3D/3H = F1, 2NT = Relay	2S-2NT-(3C/D = C/D Weak, 3H/S = C/D Better)	
2NT				20-21, May Have Singleton	Puppet Stayman *12, 3D/3H, 3NT,4C,4D,4H TRFS 3S puppet to 3NT, to Play/5-4 hands with Slam Inv	2NT-3S-3NT- *11	
3♣		6		Preempt	Change of Suit = F1		
3♦		6		Preempt			
3♥				Preempt	4 minor = Cue, 4S/5C/ 5D to play, 4NT = RKC		
3♠				Preempt	4 minor = Cue, 4H/5C/ 5D to play, 4NT = RKC		
3NT				Broken Preempt in one minor	4C = P/C, 4D Asks Singleton, 4H/S = to play, 4NT = RKC		
4♣		7Hs		8+ Playing Tricks in Hs	4D=3+ tricks, 4NT=RKC,4S/5C/5D cues missing higher cue		
4♦		7Ss		8+ Playing Tricks in Ss	4H=3+tricks, 4NT = RKC, 5C/D/H cues-missing higher cue		
4♥		7(6)		Less than 8 playing tricks			
4♠		7(6)		Less than 8 playing tricks			
4NT				Specific Ace Asking	Bid Aces upwards, 5NT = No ACE		
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						4 minor is RKC when GF is established.	
5♥						DKC after NT opening and known 2 suiter auctions	
5♠						1-4 / 0-3 / 2 WO/ 2 With Q responses to RKC	
						1-4 / 0-3 / 2 WO/ 2 with lower Q/ 2 With Higher Q/ 2 with both on DKC	
						DBL/RDBL = 1st, Pass = 2nd Step etc over RKC/DKC - Interference	
						Lightner/ Unusual Doubles	
						Forcing Passes at high level when GF is established for our side.	

## Supplementary Notes

- \*1 1S Puppet to 1NT over 1C opening  
May have passable hand, Sign Off D, INV C/D, GF+ clubs, INV/GF/Slam Inv/Slam Balanced  
1C - 1S

1NT- Subsequent

Pass	to Play
2C	GF Clubs mostly unbalanced
2D	sign off D
2H/2S	INV C/D 5 cards and 10-11 HCP
2NT	INV Bal
3C/3D	INV C/D 6+cards 9-11
3H/3S	5+C/4+H/S with 16+HCP
3NT	to play
4NT	INV

- \*2 1NT over 1C opening  
GF with Clubs mostly balanced hand with 4/5 clubs  
Opener will bid 2C with 5+ Clubs  
Opener will bid 2D/H/S with 5+ Clubs + 4 bid suit  
Opener will spl with 3D/H/S with 5+clubs, limited hands OR 18+ hands  
Opener bids 2C first and splinters next to show 15-17 hands with 5+clubs  
Opener bids 2NT followed by 4NT to show 3clubs  
Opener bids 4NT to show 4clubs

- \*3, 1X-1Y-1Z  
Situations
- |        |   |       |
|--------|---|-------|
| 1C     |   | 1D/1H |
| 1H/1S  |   |       |
| 1D     | - | 1H/1S |
| 1S/1NT |   |       |

In the above situations, 2C by responder puppets to 2D  
Either to play 2D  
Or to show all types of Inv hands  
3m shows minor longer than the Major bid at 1 level.

In the above situations, 2D by responder is GF any hand  
Opener bids 2H 3 card support OR 4Hs  
2S 3card support denying 4Hs  
OR 2S = 4Ss denying 3card H support  
2NT denying 4OM and 3 card support  
3m showing good 5 card m with no 3card support  
3M showing 5 m with 3 card support  
3NT showing 5 good m with 3 bad card support

\*4 1NT rebid showing 18-19 HCP after 1C Opening  
Retransfers by responder at 2 Level  
2NT Invitational  
3C/3D/3H shows two good suits 10+ HCP  
3S shows 6 cards good suit, 10+HCP

\*5 Gazzilli

- 2D to show 8+ hcp on which opener bids
  - 2M to show weak hand with 5 Major and 4+ Clubs
  - 2OM to show 5-4(any) hand with 17+hcp
  - Next bid is relay on which opener shows the 4 card suit
  - Responder can also bid his own suit
  - 2NT to show 18-19 balanced
  - 3m/3H(in case of 1S opening) to show 6-4 hand with 16+hcp
- 2H is weak hand with hearts in case of 1 Spade opening
- 2S is both minors (5+4+) weak hand in case of heart opening
- 2NT is puppet to 3C to sign off in one minor
- 3C/3D/(also 3H in case of Spade opening) 6-7 points, good suit

**\*6 One Major – 2♣ Relay**

May Have the following hand types

- 3 card Limit raise in Major
- 10-11 6 cards in Clubs
- GF Clubs OR Balanced

Continuations:

2D => Minimum, No 4 Cards in Other Major  
2M => 3 card Limit in Major  
2OM => GF Relay with Clubs, priority club support  
2NT => GF looking for 2<sup>nd</sup> suit if any  
3C => 10-11 6 Clubs  
3NT => 15-17 5332 2 cards in opener's Major  
4C => RKC  
4NT => 18-19 5332 2 cards in opener's Major

2H => 4 Cards in Other Major  
Non Jump Support of Opener's 1<sup>st</sup> Major is 3 card Limit (NF)  
Support of Opener's 2<sup>nd</sup> Major is GF  
Serious / non Serious Slam tries apply here  
Jump support in Opener's 1<sup>st</sup> Major is 3 card support Slam interest.  
Serious / non Serious Slam tries apply here  
2NT is GF looking for club 3card / 2 card honor club fit  
2OM => GF Relay with Clubs, priority club support

2NT => GF looking for 2<sup>nd</sup> suit if any  
 3C => 10-11 6 Clubs  
 3D => looking for Diamond stopper for 3NT  
 3NT => 15-17 5332 2 cards in opener's Major  
 4C => RKC  
 4NT => 18-19 5332 2 cards in opener's Major

2S => 4+Clubs 15+ HCP  
 3C => 4 Diamonds 15+HCP  
 2NT => 18+HCP OR 6 card Major(not solid) 15-17HCP 3 cards in Clubs  
 3D => 5 Diamonds 15+HCP  
 3OM => 4+4 in minors 15+HCP  
 3M => Sets the Major (max one loser suit) 15+HCP  
 3NT => 6 card Major(not solid) 15-17 HCP, no cards in Clubs

In all above sequences, serious/non serious slam tries apply if Major support comes at 3 level

\*7 Bergen Raises -4 Card Raises (Bergen Raises), Mini/Midi/Maxi/Void Splinters

- 1M - 2M+1 (ie 1♥-2♠ / 1♠-2NT) mini(7-10)/maxi(14-15)/maxi void(12+HCP)  
 Next bid is relay –  
 simple suit bid is singleton mini splinter  
 3M/4M = mini splinter in lost suit  
 3M+1 = maxi void splinter any  
 4♣/4♦/4♥ after 1♠ and 3NT(for ♠ maxi)/4♣/4♦ after 1♥ are maxi splinters
- 1M - 2M+2 = Jacoby (14+ HCP) on which,  
 First available bid shows some singleton – next bid relay – low-hi-hi response  
 2<sup>nd</sup> available bid shows 5422 – next bid relay – low-hi-hi response  
 3M = 6 cards  
 3NT = Higher Range  
 4♣/4♦/4♥ after 1♠ and 3♠ after 1♥ / show 10 cards in two suits
- 1M - 2M+3 = Limit+ on which last train game try, short suit(via puppet)/long suit slam tries.
- 1M - 2M+4 = Mixed 6 to-9 on which short suit(via puppet)/long suit slam tries.
- 1M - 3M = Preemptive on which short suit(via puppet)/long suit slam tries.

\*8 mini(7-10)/maxi(14-15)/maxi void(12+HCP)

- 1M - 2M+1 (ie 1♥-2♠ / 1♠-2NT) mini(7-10)/maxi(14-15)/maxi void(12+HCP)  
 Next bid is relay –  
 simple suit bid is singleton mini splinter  
 3M/4M = mini splinter in lost suit  
 3M+1 = maxi void splinter any  
 4♣/4♦/4♥ after 1♠  
 and 3NT(for ♠ maxi)/4♣/4♦ after 1♥ are maxi splinters
- 1M - 3M+1 = Midi Void Splinter (8-11 HCP)
- 1♠ - 4♣/4♦/4♥ and 1♥-3NT/4♣/4♦ (3NT for ♠s) are midi splinters (10-12 HCP)

\*9 1NT – 2♠ Puppet (if at all, all RKC auctions will be DRKC auctions)

Opener can break the puppet if not averse to playing 5 minor with the following types of hands

With 5-3 in minors and no 4 card Major can bid 5 card minor

With 4-4 in minors (not 4441), will make cue bid in 3 Major

Continuations after accepting Puppet of 2NT

- 3♣ 5Cards in ♣s and 4 cards any, 3♦ asks:- Continuations
  - a. 3♥/3♠/3NT shows 4 cards in ♥/♠/♦ (3NT just game 5♣s+4♦s, 4NT 14/16 5♣s+4♦s, With Slam Force hand having 5♣s+4♦s go via repeat stayman) Opener bids as below
    - i. 3NT no interest, other suits well stopped
      - i. Responder bids 4♣s with 6-4 hands, Slam INV +, on which support /4NT no interest, cue bid followed by 4NT is DRKC for Clubs.
      - ii. Responder bids 4♦/4♥/4♠ to show 6-5 hands with 13+HCP F1, on which support /4NT no interest, lower bid in other suits is DRKC lower suit and higher bid in other two suits is DRKC in higher suit.
    - ii. 4♣s not averse to playing in 5♣s
    - iii. 4♦/(3♠/4♥) cue bid with Major Fit
    - iv. 4♠/4♦ over 3NT is not averse to playing in 5♣/5♦
  - b. 4♣ shows 6♣s + 4♦s with slam INV + on which opener bids as below
    - i. 4♦ with ♦fit
    - ii. 4♥/4♠ cue bid with ♣ Fit
    - iii. 4NT = no fit
  - c. 4♦/4♥/4♠ 6-5 hands with 10-12 HCP on which 4NT is to play, 1<sup>st</sup> available cue in other suits is DRKC for lower suit and next available cue in other suits is DRKC for higher suit.
- 3♦ shows 5Cards in ♦s and 4 cards in ♣s on which, opener bids
  - a. 3♥/3♠ concentration of values not clear on where to play
  - b. 3NT no interest in any of partner's suits on which 4♣ = 6♦s + 5♣s 13+HCP, 4♦ = 6♦s + 4♣s
  - c. 4♣/4♦ fit not averse to playing 5 minor
- 3♥ shows 5Cards in ♦s and 4 cards in ♥s on which, opener bids
  - a. 4♦ fit in ♦s and any other bid other than 3NT is fit in ♥s
  - b. 3NT no interest in any of partner's suits on which 4♦ = 6♦s + 4♥s 12+, 4♥ = 6♦s + 5♥s 13+ F1 continuation is:- 4NT is to play, 1<sup>st</sup> available cue in other suits is DRKC for lower suit and next available cue in other suits is DRKC for higher suit.
- 3♠ shows 5Cards in ♦s and 4 cards in ♠s on which, opener bids
  - a. 4♦ fit in ♦s and any other bid other than 3NT is fit in ♠s
  - b. 3NT no interest in any of partner's suits on which 4♦ = 6♦s + 4♠s 12+, 4♠ = 6♦s + 5♠s 13+ F1 continuation is:- 4NT is to play, 1<sup>st</sup> available cue in other suits is DRKC for lower suit and next available cue in other suits is DRKC for higher suit.
- 4♦/4♥/4♠ shows 6Cards in ♦s and 5 cards in ♣/♥/♠ with 11-13 HCP with continuation being:- 4NT to play, 1<sup>st</sup> available cue in other suits is DRKC for lower suit and next available cue in other suits is DRKC for higher suit.
- 3NT is choice of Games with 5-5 minors
- 4NT is Quantity with 4-4 minors

**\*10 2NT Puppet forces 3♣ (opener can bid 3♦s with 3 aces on side + A/K to 4 in ♣s)**

- Pass / 3♦ to play
- 3♥ Slam Invitational with 6+♣s and good 12+HCP, no second suit
- 3♠ Slam Invitational with 6+♦s and good 12+HCP, no second suit
- 3NT Slam Invitational with 5♣s + 5♦s and good 13 to 15HCP
- 4♣ Slam Force with 5♣s + 5♦s and good 16+HCP on which 4♦ agrees ♦s and 4♥/4♠ are cue bids agreeing ♣s. 4NT no interest on which responder passes or responds DRKC answers with no Q, lower Q, higher Q, both Queens.

**\*11 3♠ Puppet to 3NT to Play OR to show all two suiter hands with longer minor**

Continuations after accepting Puppet

- Pass to Play
- 4♣ 5Cards in ♣s and 4 cards any, 4♦ asks:- Continuations
  - a. 4♥/4♠/4NT shows 4 cards in ♥/♠/♦
    - i. 4NT no interest, other suits well stopped on which Responder passes OR bids to appropriate level in his/her suits OR responds with DKC with all queens (responses exclude his/her suits)
    - ii. Support one of Responder's suits on which Responder passes OR responds with DKC
    - iii. Cue bid of any other suit is DKC (lower for lower and higher for higher)
- 4♦ shows 5Cards in ♦s and 4 cards in ♣s on which, opener bids
  - a. 4♥/4♠ for DKC in ♣/♦
  - b. 4NT no interest on which Responder passes OR bids to appropriate level in his/her suits OR responds with DKC with all queens (responses exclude his/her suits)
  - c. 5♣/5♦ to play on which Responder passes OR responds with DKC
- 4♥ shows 5Cards in ♦s and 4 cards in ♥s on which, opener bids
  - a. Supports one of the suits with fit on which Responder passes OR responds with DKC
  - b. 4NT no interest on which Responder passes OR bids to appropriate level in his/her suits OR responds with DKC with all queens (responses exclude his/her suits)
  - c. Cue bid of any other suit is DKC (lower for lower and higher for higher)
- 4♠ shows 5Cards in ♦s and 4 cards in ♠s on which, opener bids
  - a. Supports one of the suits with fit on which Responder passes OR responds with DKC
  - b. 4NT no interest on which Responder passes OR bids to appropriate level in his/her suits OR responds with DKC with all queens (responses exclude his/her suits)
  - c. Cue bid of any other suit is DKC (lower for lower and higher for higher)
- 4NT shows 5-5 minors with Slam interest, on which, opener bids
  - a. Pass to play with very bad hand
  - b. Supports one of the suits with fit on which Responder passes OR responds with DKC
  - c. Cue bid of any other suit is DKC (lower for lower and higher for higher)
- 5♣ onwards are DRKC Both Queens steps with both minors which is forcing to 6/7 of minor

**\*12 Continuations after Puppet Stayman Over 2NT**

- 3♦ denies 4/5 Card ♥ and also denies 5 Card ♠. Continuations:-
  - a. 3♥ asks for 4 card ♠ on which 3♠ shows 4 cards in ♠ and 3NT denies 4 cards in ♠
  - b. 3♠ shows 5♠s + 4♥s on which 4♣/4♦/4♥ are cue bids in support of ♠
    - i. If opener bids 3NT, 4♥ shows 6♠s + 5♥s to play
    - ii. If opener bids 3NT, 4♠ shows 6♠s + 5♥s DKC both queens
  - c. 3NT to Play
  - d. 4♣ puppets 4♦ to shows 6 – 4 in Majors (self DKC)
  - e. 4♦ shows both Majors 5-5 either game only OR to be followed by DKC
  - f. 4♥/4♠ 6 cards in bid Major + 4 cards in other Major with slam interest
- 3♥ shows 4/5 ♥s on which 3♠ is relay for finding 4/5 cards and 4♣/4♦ are Cues
- 3♠ shows 5 cards on which 4♣/4♦/4♥ are Cues
- 3NT shows 4-4 in both Majors. Continuations:-
  - a. 4♣/4♦ show fit for ♥/♠ with either game only OR RKC followup
  - b. 4♥/4♠ show slam interest in the bid Major



## Defence to Our Multi 2D

How to Bid against MULTI 2D Opening by opponents :

1. DBL = Either a H suit overcall or balanced 15-17 .  
Depending on subsequent bidding by opponents OR partner – may or may not bid again.  
Mostly the responder will have an idea what to expect and bid accordingly.  
He/She can JUST BID 2H ( at least 2/3 cards in H ) with NO interest in going to a higher level to startwith .  
Can bid 3H to Invite game if T/O Dbl includes a Normal H suit overcall .  
Can bid 2NT as General invite , can bid 2S/3C/3D as Natural and forcing .  
When you don't want to play in 2H( one or Zero H ) but have some balanced values with 3/4 /5 Diamonds or some bad hand  
--- PASS because quite likely the opener will BID his/her Major anyway .  
Whenever the T/O double is based on 15-17 balanced --- he/she bids appropriate number of NT ( 2NT or 3NT )  
or rebids H or bids a second suit to describe.
2. 2H === it is a TRANSFER overcall to 2S --- may or may not bid again , depending on subsequent bidding.  
Responder bids 2S ( at least 1/2 cards in S ) with NO interest in going HIGHER or bids natural new suit  
OR NT with values.
3. 2S = Transfer overcall of 3C === may have second suit ( 4-card D/H/S ) – can be 5/4 or 6/4 type hand  
or even 6/5 but reasonable values because you are expecting partner to play at 3-level even with POOR hand .  
Here also the responder bids ONLY 3C with NO interest - can have 1/2/3 cards in Club but non working hand.  
Otherwise bid natural as forward going . Overcaller can introduce second suit with better hands and better Dist.
4. 2NT - Balanced 18-19/20 === PLAY the System ON – OR at least Stayman and 3/4 level Transfers to keep it simple  
– decide your COMFORT level .
5. 3C = Shows D suit – may have H/S as second suit with 5/4 or 6/4 or even 6/5 distr. with reasonable values.  
Again the responder bids 3D with No interest for the time being. If Overcaller has a good hand and some  
second suit – can bid again. This way the Major FIT can be found
6. 3D = Shows D suit and second suit with C --- can be 5-4 / 5-5/6-4 etc with LONGER D or equal with C
7. 3H/3S – 6+ cards and goodish hand ( about 8 trick hand )
8. 3NT = TO Play
9. 4C = TRF to 4H --- you want partner to play to protect her values.
10. 4D – TRF to 4S --- SAME reason
11. 4H/4S == You want to play