

PRAGMATIC STANDARD

INTRODUCTION

The fate of every bridge hand depends upon the respective key role properly played or awfully missed by the players occupying their respective seat. Their role is confined to the four main departments of the game, namely, bidding, declarer's play, opening lead & defensive play. Out of them bidding is the beginning move of the battle & that's why said to be twice important over the play of the hand. This book is on bidding & is solely meant for the tournament diehards who are keen to decide their action on every frequently recurring bidding situation.

Their success at bridge has no alternative for a sharp memory with a complete systematic preparation but at the table the prime thing is concentration demanding a calm mind for a continuous process of counting. That is why it said that the name of the game is to think. Thinking at the table is nothing but time to enjoy and honor the beauty of the game turning every deal into a fruitful experience.

Concentration in bridge starts as you take your assigned seat & pick up your first hand from the correct slot. We conclude a bid based on our judgment, which is nothing but an outcome of overall structure of system, close partnership understanding, accurate hand evaluation, logical deductions and experience.

As regards following any specific popular or established bidding system I remember Victor Mollo, one of the great bridge player and writer, who once quoted that "Every bridge player is a system maker" and indeed it is so. Due to the individual experience players like to make a number of changes in a given system. We see that even experts vary in opinions. The main cause for this is the infinite types of bridge hands complicated with entirely different bidding situations. An accurate bid for a given hand as a problem will influence a number of factors such as:

1. Type of bridge session
2. Vulnerability
3. Contested /uncontested auction
4. Bidding sequence
5. Hand evaluation
6. System adopted by both sides
7. Available bidding space
8. Standard of bridge level of partner as well as opponents
9. Psychology of partner and opponents
10. The state of the match

Various factors influencing accurate hand evaluation are given at page 3

After a losing session of bridge the partnership discussion focus on their lapses in the area of bidding. Despite of their limitations in declaring or defending a hand they were otherwise qualifying or some times winning the session had they bid those hands differently or accurately. Unfortunately they never find time to decide their system in depth and build up a close partnership understanding, though they find time to play bridge for another frustrating session, slowly leading to the breakpoint of their partnership.

A foolproof system whether natural or artificial is inconceivable since bidding is not an exact science. The choice between the natural and artificial system is just like choosing chess opening i.e. whether King’s pawn opening or Queen’s pawn opening.

Charles H. Goren who made the game popular has remarked “Artificial system may be theoretically the best but they will give you a hard time”. World majority inclination is towards natural system and that is why there has been max literature developed for the Standard or Acol system, which are basically natural.

The work presented here is an attempt to add practical edge to so called Standard American system. For the sake of completeness the presentation includes the best of today’s evolved system, originated from the time of Culbertson to Robson with my suggestions in the various areas such as opening bids, their requirements, responses, re-bids and further specialized bidding treatment with full developments including some artificial gadgets, which have proved the test of the time, for improving its overall efficiency of on the table. Overall approach is aimed on finding exact degree of trump fit & locating singleton, which has a high frequency. You may not totally agree with me in every area but I hope that my presentation would be useful for confirming the requisite variations for the individual partnership agreement.

The presentation includes part-by-part summary of the system along with explanatory notes & the example hands where specific deviation from Standard American is made. In the example hands voids are rarely considered since they are not frequent as compared to occurrence of singletons & can be revealed through RKCB when occur. The Following table shows general important odds.

UNCONTESTED AUCTION	CONTESTED AUCTION	DEFENSIVE BIDDING
20%	80%	40%
DUMMY PLAY: 25%	DEFENCE: 50%	OPENING LEAD: 25%
Opening Bid %	Take out double: 25%	Overcalls: 75%
1♣/1♦/1♥/1♠: 75%	1NT: 8%	Strong Hands: 4%
Weak two: 8%	Pre-emptive: 4%	Others: 1%

I thought if we were going to lose, we might as well lose it by trying to win
-Allan Bell (1943)

HAND EVALUATION

Milton Work Count i.e. Ace =4, King =3, Queen = 2 & Jack =1 is simple and still a popular method for counting high card points though not very accurate where Aces and Kings are under rated in a suit contract, whereas and Queens Jacks are comparatively over rated. Over the years the experts have already decided a number plus-minus factors for the adjustment of HCP s for evaluating a value for a given hand. Your road to success starts from accurate hand evaluation & is no more beyond your reach.

Initial Stage:

- 1. The presence of intermediate cards forming the body of the hand**
- 2. Picture cards supported or stiff**
- 3. The presence of number of controls (Ace =2,King =1)**
- 4. The trick taking potential of the hand**
 - a. The suit length and HCP combination i.e. quality of the suit i.e. solid, semi solid, ready-made, broken, weak, HCP s in short suits**
 - b. Queen supported by a picture card/ ten-nine/in a 4 card suit**
 - c. Single suited Jack supported by a picture card/ten-eight/in a 5 card suit**
 - d. A six card semi solid suit or solid suit/5-5 or 6-4 hands with concentrated HCP s**
- 5. Overall potential of the hand i.e. offensive or defensive**
- 6. Hand pattern i.e. flat (the worst pattern where we deduct one HCP unless it is compensated by good intermediate cards), balanced, semi-balanced, unbalanced, two suited, three suited or freak (short suit values becomes clear cut at the later stage only)**

Later Stage:

- 1. Who has opened the bidding and in which seat?**
- 2. Contested auction or uncontested auction.**
- 3. Competitive bidding & fit for both sides i.e. 8/9/10 card fit (Law of TNT)**
- 4. The degree of fit and quality of trumps with or without ruffing values (dummy points), double fit, if any & also the minor honors in or outside of partner's suit**
- 5. Pre-emptive bidding**
- 6. Positional value and sandwiched hand**
- 7. Duplication of HCP s/losers/hand pattern**
- 8. Queen-Jack in 10 card fit**
- 9. Wasted values i.e. Queen-Jack in opponents suit when we are likely to declare the contract or the shortness in partner's suit**
- 10. Nuisance values i.e. Queen-Jack in opponents suit/trumps breaking badly for opponents when we are likely to defend**

There is a lot of pressure on one of suit opening when the hand is max requiring a little value with responder to reach game. Similarly there is a lot pressure on 2♣, the demand bid where the HCP values cannot be labeled due to the distributional factor. This is due to the fact that there are some hands, which are in between the one of a suit opening and the demand bid. We will call them as game going hands. In order to cater them all opening bids from 2♦ to 3♥ are designed as multi-color.

The summary of opening bids and the structure of balanced hand bidding will clear the above theme as well as the overall approach to the system.

SUMMARY OF OPENING BIDS

- 1♣ / 1♦: 12 +21- HCP, natural & non-forcing, **min 4 cards (min Qxx i.e.3 cards when balanced min hand i.e.12-15 HCP) (21 HCP for 4333 pattern)**
- 1♥ / 1♠: 12 +21- HCP, natural & non-forcing, min 5 cards **(min Qxxx i.e. 4 cards in some exceptional cases) (21 HCP for 4333 pattern)**
- 1NT: 15 +18- HCP, natural & non-forcing, includes 5 card major when min hand i.e. 15-16 HCP **(18 HCP for 4333 pattern)**
- 2♣: multi, artificial & forcing, balanced 4333/4432/5332 pattern with 23 +25- HCP or 25 +27- HCP or **unbalanced with ♣/♥/♠ as anchor suit with 22+ HCP**
- 2♦: multi, artificial & forcing i.e. weak two in one of the major with 5 +12- HCP or strong balanced 4333/4432/5332 pattern with 21+23- HCP or 27 + HCP **or unbalanced with ♦ as anchor suit with 22 + HCP**
- 2♥: **multi, 18-22 HCP, about 9.5 to10 playing tricks, artificial & forcing, one or two suited in one of the major i.e. 6331/6322 or 5-5 in major & lower ranking suit**
- 2♠/3♣/3♦/3♥: **multi, artificial & forcing i.e. transfer pre-empt to ♣/♦/♥/♠ respectively with 5 +12- HCP or game going hand with ♣/♦/♥/♠ as anchor suit respectively having 6-4 shape with 9.5 to 10 playing tricks or 9 tricks in NT contract based on the length in the anchor suit & stoppers in side suits.**
- 2NT: 10-14/18-20 HCP, both minors 5-5, artificial & forcing, suits min KQxxx/KJ10xx
- 3♠: **9-12 HCP, transfer Gambling No-trump,♣/♦ AKQxxxx, no void i.e. 7222/7321, no out side king or ace.**
- 3NT: **9-12 HCP, artificial i.e. pre-emptive in one of the minor, generally 8 card suit with max two top honors (min KQxxxxx/AJ10xxxxx)**
- 4♣/4♦: **NAMYAT, artificial & forcing, 8 card major suit with about 10 playing tricks in hand**
- 4♥/4♠/5♣/5♦: **natural & pre-emptive, 9-12 HCP**
- 4NT: **specific ace asking, artificial & forcing**

The second important factor of the system is the structure of balanced hand bidding

STRUCTURE OF BALANCED HAND BIDDING

1. 12-14/ 13-15 HCP: 1NT re-bid followed by one of a suit opening
2. 15-17/ 16-18 HCP: Direct 1NT opening bid
3. 18-20 HCP: 2NT jump re-bid followed by one of a suit opening (4432/5332)
4. 19-21 HCP: 3NT jump re-bid followed by one of suit opening (4333)
5. 21-22/22-23 HCP: 2NT re-bid followed by 2♦ opening
6. 23-24/24-25 HCP: 2NT re-bid followed by 2♣ opening
7. 25-26/26-27 HCP: 3NT jump re-bid followed by 2♣ opening
8. 27 HCP & above/28 HCP & above: 3NT jump re-bid followed by 2♦ opening

We have given twin ranges, out of this the former range relates to 4432/5332 hand patterns & the latter range relates to 4333 hand pattern. This is an inbuilt adjustment for 4333 hand pattern.

RANGE STRUCTURE OF ONE OF A SUIT OPENING

1. Min hand: 12+15- HCP (12-13 HCP as min & 14-15 HCP as max)
2. More than min: 15+18- HCP (15-16 HCP as min & 17-18 HCP as max)
3. Max hand: 18+21- HCP (18-19 HCP as min & 20-21 HCP as max)
4. Game invitational hand: 16-17 HCP (after the 1st response)
5. Game forcing hand: 18-20/19-21 HCP (after the 1st response)

Hereafter we will mention them as Min, Med, Max, game invitational, game force hands respectively

RANGE STRUCTURE OF RESPONSES TO OPENING BID OF ONE OF A SUIT

1. Non-game values (non-forcing): 5+9- HCP (5-7 HCP as min & 8-9 HCP as max)
2. Game invitational values: 9+12- HCP (9-10 HCP as min & 11-12 HCP as max)
3. Game force values: 12+15- HCP (12-13 HCP as min & 14-15 HCP as max)
4. Slam invitational values: 15+18- HCP (15-16 HCP as min & 17-18 HCP as max)
5. Slam values: 18+ HCP or more
6. Limit or better values: 9+12- HCP or more

Hereafter we will mention them as non-invitational (non-forcing), invitational, game force, slam-mish & slam-ward values & limit or better respectively.

CHAPTER I: OPENING BID ONE OF A SUIT

REQUIREMENTS FOR MIN VALUES FOR OPENING 1♣/1♦/1♥/1♠

We have grouped together one minor & one major as per their trick value although the rank of each individual suit has its own effect in bidding developments. It is worth noting that the min requirement for all suits is common (at any vulnerability) & varies with respect to the seat.

1st & 2nd seat: Rule of 20 i.e. total of HCP + number of cards in two long suits=20

Exception: Rule of 19 in 1st seat at green vulnerability.

3rd seat: Rule of 17 at green, 18 at equal & 19 at red vulnerable respectively.

4th seat: Rule of 19 + Rule of 15 i.e. HCP+ number of cards in ♠ suit=15

REQUIREMENTS FOR OPENING 1♣/1♦

**Suit quality: min Qxx (alternative to xxxx) when having balanced min hand.
Emphasis on lead direction in 3rd seat i.e. min KJx.**

In Standard American the opening 1♣ is min 3 card suit but 1♦ is mostly a 4 card suit unless 4-4-3-2 dist. It is however more natural to treat both minors equally and therefore the requirement is changed to min xxxx (or Qxx as equivalent to xxxx)

The term better minor is related to length of the suit.

Between both minors with ♦Qxx & ♣xxx open 1♦. With ♦AKQ & ♣Qxx open 1♣, with ♦AKQ & ♣xxxx open 1♣. With ♦xxxx & ♣AKQ open 1♦. With 4-4 in minors open 1♦. With 5-4 in minors open 5card minor, the longer suit.

This change enables to raise the minor suits in semi pre-emptive style at 2,3 or 4level as per the major suits. Secondly the Splinters convention can also be used over minor suit, off course on the premise that opener may have xxxx/Qxx. In 3rd seat the requirement for minor suit is enhanced further to min KJx from lead direction point of view.

With 4333 hand pattern and a min hand: open 4card minor. Where 4card suit is a major suit then open 3card minor with min Qxx. Open 1♣ with 3card suit against 3card better ♦ suit. You are forced to open the 4card major when the minor suits are lacking Qxx.

With a med hand i.e. 15+ & 18- HCP you simply open 1NT. With max hand you can afford to open 4card suit, whether minor or major suit. Example hands

1. ♠ K753 ♥ AJ4 ♦ Q32 ♣ Q74 Pass (Rule of 20 does not allow you to open the hand)	2. ♠ K1053 ♥ AJ4 ♦ Q102 ♣ Q98 Open 1♣, you have good intermediates to justify	3. ♠ K532 ♥ J43 ♦ AKQ ♣ Q98 Open 1♣	4. ♠ K53 ♥ J42 ♦ AKQ ♣ 9842 Open 1♣, interchange the minor suits now open 1♦	5. ♠ KQJ7 ♥ AJ4 ♦ J97 ♣ 984 Open 1♠, improve the ♦ suit to J107 now open 1♦
6. ♠ KQ53 ♥ AJ4 ♦ Q32 ♣ K74 Open 1♣	7. ♠ KQ105 ♥ AJ4 ♦ Q102 ♣ K98 Open 1NT	8. ♠ KQ10 ♥ AQ4 ♦ Q102 ♣ AK98 Open 1♣	9. ♠ KQ105 ♥ AQ4 ♦ Q102 ♣ AK9 Open 1♠	10. ♠ KQ10 ♥ AQ43 ♦ Q102 ♣ AK9 Open 1♥

With 4432 hand pattern and a min hand: open 4card minor. With both majors 4-4 open 3card minor with min Qxx. When 3card minor suit lacks Qxx open 1♥. But with 4-4 in minor open 1♦.

With med hand i.e. 15-17 HCP open 1NT. With max hand open 4card minor suit. But with 4-4 in both majors open 1♥. Example Hands: 11 to 15

11. ♠ KJ53 ♥ AJ4 ♦ 32 ♣ QJ74 Open 1♣	12. ♠ KJ53 ♥ AQ42 ♦ Q32 ♣ 74 Open 1♦	13. ♠ AJ53 ♥ AK42 ♦ 932 ♣ 74 Open 1♥ Add ♣ King (replacing ♣7) Now open 1NT	14. ♠ AJ53 ♥ AK4 ♦ A9 32 ♣ K4 Open 1♦	15. ♠ AJ53 ♥ AK42 ♦ A93 ♣ K4 Open 1♥
---	---	--	--	---

With 4441 hand pattern and any range: Having 4441 distribution open 1♥. Having 4414 distribution open 1♣. Having 4144 distribution open 1♦, Having 1444 distribution open 1♠.
 Example hands: No 16 to 20

16. ♠ KJ53 ♥ Q872 ♦ AK63 ♣ 4 Open 1♥	17. ♠ KJ53 ♥ AJ87 ♦ 8 ♣ AQ96 Open 1♣	18. ♠ KQ53 ♥ 7 ♦ AQJ8 ♣ AK96 Open 1♦	19. ♠ 5 ♥ AKJ7 ♦ 10854 ♣ AK96 Open 1♠	20. ♠ AKJ5 ♥ Q872 ♦ AKQ3 ♣ 4 Open 1♥
---	---	---	--	---

When you have 5 card or longer suit, whether minor or major, your choice becomes obvious. With 5332 hand pattern and min/max hand open 5 card suit, a clear-cut choice. With med hand i.e. 15-17 HCP open 1NT.

With 5431/5440/5422/6331/6322/6421/6430/7222/7321 hand patterns open the long 5/6/7 card suit as the case may be.

With 5521/5530 hand patterns and any range open higher ranking suit **with an exception that having 5-5 in ♣ & ♠ open 1♣ with min hand i.e. 12-15 HCP**

With 6511/6520 hand patterns open 6 card suit with med/max hand open 6 card suit. With min hand i.e. 12-15 HCP treat them as 5521/5530 unless there are 14 HCP in the two long suits where you can reverse i.e. open 6 card lower ranking suit.

The above requirements may look like as too many rules. But they are the firm foundation to the opener's re-bids and subsequent bidding developments. We will meet all these hand patterns again at the time of opener's re-bid. **With or without intervention responder assumes that opener has 4 card minor suit named by him**

REQUIREMENTS FOR OPENING 1♥/1♠

Suit quality: xxxxx i.e. min 5 cards as in Standard American system with an exception of 4 cards i.e. min Qxxx as only given in the example hand No 5, 9, 10, 13, 15, 16 & 20. In 3rd & 4th seat you may be forced to open a 4 card major with min KJxx suit when lacking minor suit as strong as KJx for lead direction purpose.

e. g. Hand No 21: ♠ KJ82 ♥ AQ9 ♦ Q653 ♣ 72. Open 1♠

On studying the 20 example hands, one can find that the frequency of Hand No 5 & 13 very low & provisional. In case of Hand No 9,10 & 15 opening one of a major with 4card suit has an edge over opening 3card minor suit if the hand is passed out one is at least playing in his best suit. Hand No 16 & 20 are true exceptions & a matter of style for avoiding 2NT re-bid with a singleton holding.

With the above considerations your 1♥/1♠ opening becomes “Major suit generally 5 cards but it can be 4 cards as an exception” This is an increased uncertainty to the opponents in addition to your long range of one of suit opening. With or without intervention responder assumes that opener has min 5cards in the major suit named by him. Bear in mind that this is a game of odds & an occasional risk. Any problem about the re-bid due to the above exceptions is taken care of under opener’s re-bids with relative developments (page 37 to 40)

With 5card or longer major suit the respective requirements are already covered on page 8.

CHAPTER II: RESPONSES TO OPENING 1♣/1♦/1♥/1♠

A. CONVENTIONAL RESPONSES

1. WALSH PLUS

1♦ is a conventional & a multi-color response to 1♣ opening. It is forcing (F1) & covers following possible cases:

- Denies major when min i.e. 6-8 HCP with min 4card ♦ suit or
- 5-4 in ♦ & one of the major suit having invitational or better hand or
- Five card ♣ fit & invitational values with non-existent ♦ suit or
- Balanced hand denying 4card major suit with 11-12 HCP.

Example Hands: 1 to 5

1. ♠ 952 ♥ 964 ♦ A872 ♣ Q43 1♣-----1♦	2. ♠ K 952 ♥ J6 ♦ A9762 ♣ Q4 1♣-----1♦	3. ♠ KQ52 ♥ 6 ♦ A9762 ♣ A84 1♣-----1♦	4. ♠ K105 ♥ 863 ♦ A9 ♣ A8742 1♣-----1♦	5. ♠ K52 ♥ Q64 ♦ A972 ♣ Q43 1♣-----1♦
---	--	---	--	---

Note that the Walsh Plus generally promises min 4card♦ suit except under example hand No 4 having min 5card ♣ suit with invitational values.

2. FLAT 3NT*

A response of 3NT denies 4card major & shows 4333 hand pattern with 16-18 HCP. It also shows stopper/s in all suits & is non-forcing. Example Hands: 6 to 10

* Alternatively 3NT can be used for describing void showing Splinter

6. ♠ KJ53 ♥ AK2 ♦ K643 ♣ Q103 1♣-----3NT	7. ♠ QJ2 ♥ KQ8 ♦ KQJ ♣ A983 1♦-----3NT	8. ♠ K43 ♥ AQ10 ♦ AJ8 ♣ K543 1♥-----3NT	9. ♠ K75 ♥ KJ9 ♦ J1094 ♣ AKJ 1♠-----3NT	10. ♠ AJ7 ♥ 1053 ♦ AQJ ♣ AQ54 1♠-----2♣
--	--	---	---	---

B. FIT FINDING RESPONSES

1. ONE OVER ONE SUIT RESPONSE

A major suit as F1 i.e. forcing for one round, min 4 cards, up the line, when both majors are 4-4. With 5-4 in both majors bid 5card major. With 5-5 in both majors bid 1♠.

One over one response needs min 6 HCP but a rock bottom response may be made on the basis of suit length, especially in major:

♠832 ♥KQ985 ♦1043 ♣82 or

♠QJ10952 ♥53 ♦975 ♣106

If there is a 4card fit available in opener's suit & have less than invitational values then finding an alternative fit is not a good idea. Simply raise the opener's suit. With invitational or better values introducing a 4card major when also having a 4card fit in opener's suit can be fruitful since a major suit game is preferred to a minor suit game contract.

Example Hands 11 to 15

11. ♠ AJ87 ♥ A102 ♦ 87 ♣ J543 1♣-----1♠	12. ♠ A1043 ♥ 974 ♦ K6 ♣ 9742 1♣-----2♣	13. ♠ K2 ♥ K10654 ♦ 54 ♣ 9753 1♣-----2♣	14. ♠ 75 ♥ KQ1076 ♦ J1094 ♣ KJ 1♦-----2♥	15. ♠ J762 ♥ K9 ♦ K10432 ♣ 32 1♣-----1♠
---	---	---	--	---

Compare Hand No 11 & 15. One over one response of 1♠ in case of Hand No 11 is constructive whereas in case of Hand No 15 responder is just keeping the bidding open. He should not respond 1♦ since does not possess invitational values. We will meet the Hands No 12 to 14 separately under fit showing responses.

2. TWO OVER ONE RESPONSE

- (a) Over 1♦ opening response of 2♣ shows min good 10 HCP or better values. It denies a 4card major suit & forcing (F1). Responder may not have a 4card ♣ suit when having 5card ♦ fit & invitational hand.
- (b) Over 1♥ opening response of 2♣ & 2♦ shows at least 4card suit & forcing (F1). It denies 4card ♠ suit & is a game force which is cancelled after responder's re-bid in his suit or opener's suit showing 6-3 & 5-3 respectively
- (c) Over 1♠ opening same criterions applies as that of 1♥ opening except that 2♥ response shows min 5card suit

Note: Responder promises a re-bid after his initial two over one response, e.g. 1♠-2♣-3♣-? Responder must re-bid according to his hand since 3♣ is inferentially forcing

Example Hands: No 16 to 20

16. ♠ KQ ♥ AK7 ♦ 43 ♣ AJ987 1♦-----2♣	17. ♠ 1093 ♥ K96 ♦ AJ765 ♣ K3 1♦-----2♣	18. ♠ K2 ♥ K97 ♦ 85 ♣ AJ1052 1♥-----2♣	19. ♠ Q65 ♥ KQ ♦ QJ10932 ♣ 63 1♠-----2♦	20. ♠ J108 ♥ KQJ87 ♦ K104 ♣ 72 1♠-----2♥
--	--	---	--	---

C. THE NON-FORCING ONE NO-TRUMP RESPONSE

This, although an everyday unspoken response, is re-introduced here due to its unique application over 1♣, 1♦ & one major opening bid.

1. Over 1♣ opening response of 1NT shows a balanced hand & 9-11 HCP. It denies 4card major suit & non-forcing. This is an outcome of Walsh Plus convention. Since it also denies 4card ♣ fit it shows min 4card ♦ suit. Example Hand No 21
2. Over 1♦ opening response of 1NT shows a balanced hand & 6-9 (bad 10) HCP
It denies 4card major & 4card ♦ fit & is non-forcing. By inference it shows min 4card ♣ suit. Example Hand No 22
3. Over 1♥ & 1♠ opening response of 1NT shows 6-11 HCP (non-invitational to invitational values) but not necessarily a balanced hand. It is non-forcing if opener has balanced min hand with 4333 or 4432 hand pattern. (Refer opening hands Example No. 5 & 13) No example hands are not given at this stage since separately examined under opener's re-bids

21. ♠ K54 ♥ QJ7 ♦ AJ65 ♣ 942 1♣-----1NT	22. ♠ 973 ♥ 742 ♦ AJ ♣ KJ432 1♦-----1NT	23. ♠ 8 ♥ K753 ♦ 654 ♣ QJ985 1♣-----3♣	24. ♠ 2 ♥ QJ9 ♦ Q109876 ♣ 1084 1♦-----4♦	25. ♠ J10 ♥ Q32 ♦ K1042 ♣ 9742 1♥-----2♥
---	---	--	--	--

D. FIT SHOWING RESPONSES

When you have 4card fit in opener's suit you should tell the good news to him immediately except one over on response of 1♥ & 1♠ with invitational values over minor suit opening where major suit game is possible (Example Hand No 11)

1. TNT RAISES

(a). SINGLE RAISE TO MINOR SUIT OPENING

This shows 4card fit & 5-9 HCP. Responder may have a 4 or 5 card major suit (Example Hand No 12 & 13). This is in effect a semi preemptive response.

(b). JUMP RAISE TO MINOR SUIT OPENING

This shows 5card fit & 5-9 HCP. Responder may have a 4card major suit. (Example Hand No 23: Responder's LHO will have to bid at 3level). An additional card is enough to preempt at 3level.

(c). DOUBLE JUMP RAISE TO MINOR SUIT OPENING

This shows 6card fit & 5-9 HCP. (Example Hand 24). We continue the theme of pre-emption at 4level with less HCP with the protection of TNT (Total Number of trumps)

(d). SINGLE RAISE TO MAJOR SUIT OPENING

This response shows 4card or Qxx (i.e. min one top honor) fit & 5-9 HCP. Example Hands No 25 (responder need not raise with 4card ♠ suit & thee card support with one top honor) & 26. Responder may have a 4 or 5card side major suit while raising opener’s major suit with 4card fit. (Example Hand No 27) While giving raise with 7-9 HCP & 4card fit hand should not contain singleton (Example Hand No 28) In nutshell 5-7 HCP, 6-8 HCP & 7-9 HCP are connected to presence of ruff value.

26. ♠ 5432 ♥ A65 ♦ J1094 ♣ 87 1♠-----2♠	27. ♠ AJ654 ♥ Q108 ♦ 542 ♣ J7 1♥-----2♥	28. ♠ Q76 ♥ J874 ♦ A65 ♣ Q109 1♥-----2♥	29. ♠ Q76 ♥ K874 ♦ A65 ♣ Q103 1♥-----3♥	30. ♠ 1092 ♥ Q853 ♦ AQ432 ♣ 3 1♥-----3♥
---	---	---	---	---

(e). JUMP RAISE TO MAJOR SUIT OPENING

This response shows 4card fit & 7-10 HCP. Example Hand No 29 & 30 are the good examples for the range & the type of 4card fit as compared against single raise.

(f). DOUBLE JUMP RAISE TO MAJOR SUIT OPENING

This response shows 5-9 HCP & 5card fit. This is the continuation of the theme of raising opener’s suit on the basis of total number of trumps. Example Hands 31 & 32

31. ♠ J9854 ♥ A9 ♦ 106543 ♣ 2 1♠-----4♠	32. ♠ AQ7 ♥ K6543 ♦ 987 ♣ 63 1♥-----4♥	33. ♠ K102 ♥ 9 ♦ AJ6 ♣ KJ542 1♣--3♥	34. ♠ A975 ♥ K753 ♦ AKJ5 ♣ 5 1♥-----4♣	35. ♠ K10973 ♥ 8 ♦ AQ43 ♣ QJ9 1♠-----4♥
---	--	---	--	---

3. SPLINERS JUMP

This is a conventional response adopted by most systems. Responder needs singleton or void (percentage of void is comparatively very low), a good trump support (min KJxxx for minor suit & min Qxxx or xxxxx for major suit) at least 12 HCP outside the singleton suit along with at least a King in the side suits (QJ9x is acceptable in one of the side suit provided trump support is at least KQxx or Kxxxx. Example Hand No 33 to 35

4. FIT JUMP

The old jump shift showing 16 HCP+ has already become obsolete. Fit Jump shift in 2M showing 6 card suit & 5-7 HCP has a pre-emptive effect but not worth since 1M responses showing 6 HCP+ might equally work since unlimited. **Fit Jumps are already in use in contested auction & also by the passed hand. My suggestion is to also incorporate them in constructive bidding.**

Fit jump shift in new suit made at 2level shows limit or better hand strength whereas they are forcing to when employed at 3level. Responder may have a 5 or 6card suit with 4 or 5card support to opener's suit. Example hands no 14 & 36 to 40

36. ♠ A5 ♥ KQ1076 ♦ J1094 ♣ KJ 1♦-----2♥	37. ♠ AQ107 ♥ KJ1065 ♦ AJ ♣ 63 1♠-----3♥	38. ♠ 62 ♥ AK654 ♦ 5 ♣ KQ987 1♣--2♥	39. ♠ 32 ♥ Q763 ♦ A ♣ AKJ1065 1♥----3♣	40. ♠ KJ94 ♥ 8 ♦ A96 ♣ AQ543 1♠----3♣
--	--	---	--	---

5. BALANCED FIT JUMP

(a). BALANCED FIT JUMP TO 1♣/1♦ OPENING

Response of 2NT is the balanced fit jump to 1♣/1♦ opening bid. It is a game force showing a min 4card fit & a balanced or semi-balanced hand with stopper in the un-bid suits. It also denies a 4card major. Example Hands No 41 to 45

41. ♠ K4 ♥ Q93 ♦ AK85 ♣ J873 1♣-----2NT	42. ♠ K7 ♥ K10 ♦ AJ653 ♣ J954 1♦-----2NT	43. ♠ Q109 ♥ AJ6 ♦ A32 ♣ Q954 1♣-----2NT	44. ♠ A3 ♥ Q76 ♦ K9876 ♣ A62 1♦-----2NT	45. ♠ K9 ♥ AK2 ♦ KJ65 ♣ K987 1♦-----2NT
---	--	--	---	---

(b). BALANCED FIT JUMP TO 1♥/1♠ OPENING

Requirements for response of 2NT as a balanced fit jump to major suit opening are different since we can stop at 3level. Secondly with 4-4 fit in major 3NT contract is a secondary choice. Thus the 2NT response shows limit or better hand. Example Hands No 46 to 50

46. ♠ K9 ♥ QJ982 ♦ A6 ♣ 10982 1♥-----2NT	47. ♠ K1093 ♥ QJ3 ♦ A1094 ♣ 54 1♠-----2NT	48. ♠ K10 ♥ AJ1098 ♦ 982 ♣ Q95 1♥-----2NT	49. ♠ AJ87 ♥ QJ ♦ KQ97 ♣ A62 1♠-----2NT	50. ♠ J1098 ♥ AKJ ♦ KJ5 ♣ QJ9 1♠-----2NT
--	---	---	---	--

6. TWO WAY DRURY (MULTI) RESPONSES

2♣ & 2♦ are the conventional responses to 1♥/1♠ opening bid made in 3rd or 4th seat. They shows 3card (min Qxx/J10x) or 4card support to opener's major suit respectively & also a highly invitational hand (often called as max pass). This conventional response is also applicable over intervention in a suit up to 2level where a response of 2♦ becomes all-purpose Drury. Example Hand No 51 to 55

51. ♠ 76 ♥ QJ3 ♦ AK64 ♣ J1072 Pass 1♥-----2♣	52. ♠ K762 ♥ QJ3 ♦ 43 ♣ A732 Pass 1♠-----2♦	53. ♠ K1064 ♥ AJ10 ♦ 9 ♣ J9543 Pass 1♥-----2♣	54. ♠ AJ3 ♥ 3 ♦ KQ104 ♣ J8432 Pass 1♠-----2♣	55. ♠ J1098 ♥ AK4 ♦ 742 ♣ QJ9 Pass 1♠-----2♦
---	--	--	---	---

CHAPTER III: RE-BIDS BY 1♣/1♦/1♥/1♠ OPENER

A. RE-BIDS FINDING FIT

1. ONE OVER ONE

One over one re-bid shows 12-17 HCP & at least 4-4 in two suits

Opener	Responder	HCP	Comments	Developments
1♣ 1♠	1♥	6+ 12-17	Natural 4-4 in ♣ & ♠	Two Way Crohurst
Opener	Responder	HCP	Comments	Developments
1♦ 1♠	1♥	6+ 12-17	Natural 4-4 in ♣ & ♠	Two Way Crohurst

Example Hands No 1 to 5

1. ♠ K1094 ♥ 63 ♦ AKJ ♣ Q654 1♣-----1♥ 1♠	2. ♠ K1094 ♥ 63 ♦ AK ♣ Q6543 1♣-----1♥ 1♠	3. ♠ K1094 ♥ 6 ♦ Q654 ♣ AKJ6 1♦-----1♥ 1♠	4. ♠ AK94 ♥ 6 ♦ AK5432 ♣ K6 1♦-----1♥ 1♠	5. ♠ K10943 ♥ AJ ♦ 5 ♣ AK543 1♣-----1♥ 1♠
--	--	--	---	--

Hand No 1 & 3 are the basic examples i.e. 4-4 in two suit as the min information conveyed but opener may have 5422/5431/5440/6421/6430 shape. 5521/5530 is possible when there are two black suits (Example Hand No 5). In Example Hand No 4 opener bids the 4card suit since he can bid it at one level for the last time instead of re-bidding his 6card suit. Thus the re-bid of ♦ suit would have denied ♠ suit.

2. TWO OVER ONE

Two over one re-bid also shows 12-17 HCP but 5-4 in two suits

Opener	Responder	HCP	Comments	Developments
1♦ 2♣	1♥/1♠	6+ 12-17	Natural 5-4 in ♦ & ♣	FSF
Opener	Responder	HCP	Comments	Developments
1♦ 2♣	1NT	6-10 12-17	Natural 5-4 in ♦ & ♣	Natural

Opener	Responder	HCP	Comments	Developments
1♥ 2♣/2♦	1♠	6+ 12-17	Natural 5-4 in ♥ & ♣/♦	FSF
Opener	Responder	HCP	Comments	Developments
1♥ 2♦	1NT	6-10 12-17	Natural 5-4 in ♥ & ♦	Natural
Opener	Responder	HCP	Comments	Developments
1♥ 2♦	2♣	10+ 12-17	Natural 5-4 in ♥ & ♦	FSF

Opener	Responder	HCP	Comments	Developments
1♠ 2♦/2♥	1NT	6-11 12-17	May not have a balanced hand 5-4 in ♠ & ♦/♥	Natural
Opener	Responder	HCP	Comments	Developments
1♠ 2♦/2♥	2♣/2♦	10+ 12-17	Natural 5-4 in ♠ & ♦ or ♠ & ♦/♥	Natural

Example Hands No 6 to 10

6. ♠ Q82 ♥ 4 ♦ AQ1098 ♣ KJ94 1♦-----1♥ 2♣	7. ♠ Q 8 ♥ AQ ♦ KJ1096 ♣ J943 1♥-----1♠ 1NT	8. ♠ AJ975 ♥ K432 ♦ Q4 ♣ A3 1♠-----2♦ 2♥	9. ♠ Q8 ♥ K3 ♦ AK743 ♣ J943 1♦-----1NT 2♣	10. ♠ AQ97 ♥ AKJ ♦ 643 ♣ 972 1♠-----1NT Pass
--	--	---	--	---

Two over one not only promises 5-4 in two suits but also majority of HCP in those two suits (Hand no 6). In Hand No 7 opener decides to re-bid 1NT since his values are distributed. This does not apply to Hand No 3 since 2NT re-bid needs much higher values. In Hand no 9 opener has found the ♣ fit by inference (1NT response has denied 4 cards in any other suit). In Hand No 10 opener is not concerned with whether responder has non- invitational or invitational values since he has limited values & 4333hand pattern.

3. REVERSE

Reverse is forcing for one round & asks preference to his suit at 3level & therefore needs min 16 HCP. The re-bid may be at 2 or 3 level.

Opener	Responder	HCP	Comments	Developments
1♣ 2♦	1♦	6+ 16-20	Walsh Plus 5-4 in ♣ & ♦	Lebensohl
Opener	Responder	HCP	Comments	Developments
1♣ 2♦	1♥/1♠	6+ 16-20	Natural 5-4 in ♣ & ♦	Lebensohl

Opener	Responder	HCP	Comments	Developments
1♦ 2♥	1♠	6+ 16-20	Natural 5-4 in ♦ & ♥	Lebensohl
Opener	Responder	HCP	Comments	Developments
1♦ 2♥/2♠	1NT	6-10 16-20	Natural 5-4 in ♦ & ♥/♠	Lebensohl
Opener	Responder	HCP	Comments	Developments
1♦ 2♠	2♣	10+ 16-20	Natural 5-4 in ♦ & ♥/♠	Relay

Opener	Responder	HCP	Comments	Developments
1♥ 2♠	1NT	6-11 16-20	May not have a balanced hand 5-4 in ♥ & ♠	Lebensohl

Opener	Responder	HCP	Comments	Developments
1♥/1♠ 3♣	2♦	10+ 16-20	Natural 5-4 in M & ♣	FSF
Opener	Responder	HCP	Comments	Developments
1♠ 3♣/3♦	2♥	10+ 16-20	Natural 5-4 in ♠ & m	FSF

Example Hands No 11 to 15

11. ♠ A83 ♥ 9 ♦ KQJ7 ♣ AQ1094 1♣-----1♦ 2♦	12. ♠ K2 ♥ AJ ♦ KQJ7 ♣ AQ1094 1♣-----1♠ 2♦	13. ♠ 4 ♥ KJ105 ♦ AKJ76 ♣ A108 1♦-----1♠ 2♥	14 ♠ AKJ3 ♥ KQ1094 ♦ AK ♣ 52 1♥-----1NT 2♠	15. ♠ KQ1076 ♥ A ♦ AK108 ♣1072 1♠-----2♥ 3♦
--	--	---	--	---

4. JUMP SHIFT

Jump shift belongs to the family of reverse with a difference that it is forcing to game.

Opener	Responder	HCP	Comments	Developments
1♣ 2♥/2♠	1♦	6+ 18-20	Walsh Plus 5-4 in ♣ & ♥/♠	Lebensohl
Opener	Responder	HCP	Comments	Developments
1♣ 2♠	1♥	6+ 18-20	Natural 5-4 in ♣ & ♠	Lebensohl

Opener	Responder	HCP	Comments	Developments
1♦ 2♠	1♥	6+ 18-20	Natural 5-4 in ♦ & ♠	Lebensohl
Opener	Responder	HCP	Comments	Developments
1♦ 3♣	1♠	6+ 18-20	Natural 5-4 in ♦ & ♣	FSF
Opener	Responder	HCP	Comments	Developments
1♦ 3♣	1NT	6-10 18-20	Natural 5-4 in ♦ & ♣	Natural

Opener	Responder	HCP	Comments	Developments
1♥ 3♣/3♦	1♠	6+ 18-20	Natural 5-4 in ♥ & ♣/♦	FSF
Opener	Responder	HCP	Comments	Developments
1♥ 3♣/3♦	1NT	6-11 18-20	May not have a balanced hand 5-4 in ♥& ♣/♦	Natural
Opener	Responder	HCP	Comments	Developments
1♥ 3♦	2♣	10+ 18-20	Natural 5-4 in ♥ & ♦	FSF

Opener	Responder	HCP	Comments	Developments
1♠ 3♣/3♦/3♥	1NT	6-11 18-20	May not have a balanced hand 5-4 in ♠ & ♦/♥	Natural
Opener	Responder	HCP	Comments	Developments
1♠ 3♦/3♥	2♣	10+ 18-20	Natural 5-4 in ♠ & ♦/♥	FSF
Opener	Responder	HCP	Comments	Developments
1♠ 3♥	2♦	10+ 18-20	Natural 5-4 in ♠ & ♥	FSF

Example Hands No 16 to 20

16. ♠ AKJ6 ♥ 3 ♦ KQ ♣ AQJ87	17. ♠ K2 ♥ A6 ♦ KQ1094 ♣ AQJ6	18. ♠ A ♥ KQ987 ♦ QJ1053 ♣ AQ	19. ♠ K ♥ AQ1094 ♦ AJ642 ♣ A2	20. ♠ KQ8762 ♥ AJ94 ♦ A ♣ A7
1♣-----1♦ 2♠	1♦-----1♠ 3♣	1♥-----1NT 3♦	1♥-----2♣ 3♦	1♠-----2♦ 3♥

B. RE-BIDS SHOWING BALANCED HANDS

1. RE-BID OF ONE NO-TRUMP

Opener's 1NT re-bid shows a balanced hand i.e. 4333/5332/4432 pattern, however opener may also have 5422/5431 hand pattern. In a case of 5431 pattern opener will have singleton in responder's suit with the other 4 card being a weak suit. In case of 5422 pattern opener will have a similar reason two justify 1NT re-bid.

Opener	Responder	HCP	Comments	Developments
1♣ 1NT	1♥/1♠	6+ 12-15	Natural Balanced hand	Two Way Crohurst

Opener	Responder	HCP	Comments	Developments
1♦ 1NT	1♥/1♠	6+ 12-15	Natural Balanced hand	Two Way Crohurst

Opener	Responder	HCP	Comments	Developments
1♥ 1NT	1♠	6+ 12-15	Natural Balanced hand	Two Way Crohurst

Example Hands 21 to 25

21. ♠ A73 ♥ 1082 ♦ AJ4 ♣ KJ65 1♣-----1♥ 1NT	22. ♠ K ♥ AQ32 ♦ Q54 ♣ QJ842 1♣-----1♠ 1NT	23. ♠ A8 ♥ 532 ♦ AQ109 ♣ Q432 1♦-----1♥ 1NT	24. ♠ Q7 ♥ A10654 ♦ AK ♣ J752 1♥-----1♠ 1NT	25. ♠ AJ3 ♥ A9865 ♦ A43 ♣ 107 1♥-----1♠ 1NT
--	---	--	--	--

Hand No 21,23 & 25 are the typical examples showing balanced hand but opener may re-bid 1NT with 4441 (singleton in responder's suit) pattern or use his discretion as given in Hand No 17. Opener should never re-bid his 5 card suit with 5332 hand pattern after one level response (Hand No 25, replace ♠J with ♠Q & now A raise of 2♠ is desirable than 1NT re-bid)

2. JUMP RE-BID OF TWO NO-TRUMP

Opener's jump re-bid of 2NT is forcing to game except hand types (b). It shows three types of hands:

- a. Balanced hand with 5332/4432 hand pattern with 18-20 HCP or
- b. **Unbalanced hand with 6331/6322 hand pattern having 16-17 HCP**
Where opener promises at least 3card fit to the responder's suit or
- c. **Unbalanced hand with 6331/6322 hand pattern having 18-20 HCP**

This is a deviation from the Standard American where the jump re-bid of 2NT shows balanced hand with 4333/5332/4432 hand patterns with 18-20 HCP

The advantage of this deviation will be evident in the bidding developments under Wolf Plus convention.

Opener	Responder	HCP	Comments	Developments
1♣ 2NT	1♦	6+ 16-20 18-20	Walsh Plus 6331/6322 or 5332/4432	Wolf Plus

Opener	Responder	HCP	Comments	Developments
1♣/1♦ 2NT	1♥/1♠	6+ 16-20 18-20	Natural 6331/6322 or 5332/4432	Wolf Plus

Opener	Responder	HCP	Comments	Developments
1♥ 2NT	1♠	6+ 16-20 18-20	Natural 6331/6322 or 5332/4432	Wolf Plus

Example Hands No 26 to 230

26. ♠ A98 ♥ KQ ♦ QJ9 ♣ AK765 1♣-----1♦ 2NT	27. ♠ A7 ♥ KQ42 ♦ QJ9 ♣ AK76 1♣-----1♥ 2NT	28. ♠ KQ42 ♥ A7 ♦ AK42 ♣ QJ9 1♦-----1♥ 2NT	29. ♠ Q98 ♥ AK9842 ♦ A9 ♣ A7 1♥-----1♠ 2NT	30. ♠ A ♥ AK9842 ♦ AK4 ♣ Q98 1♥-----1♠ 2NT
---	---	---	---	---

3. JUMP RE-BID OF 3NT

Re-bid of 3NT shows 4333 hand pattern with 19-21 HCP

Opener	Responder	HCP	Comments	Developments
1♣ 3NT	1♦ or 1♥/1♠ or 1NT	6+ 6+ 9-11 19-21	Walsh Plus Natural Balanced hand 4333 hand pattern	Natural

Opener	Responder	HCP	Comments	Developments
1♦ 3NT	1♥/1♠ or 1NT or 2♣*	6+ 6-10 10+ 19-21	Natural 4333 hand pattern Natural	Natural

* 1♦-2♣-3NT may also have 5332/4432 hand patterns as an additional possibility
With 18-20 HCP

Opener	Responder	HCP	Comments	Developments
1♥ 3NT	1♠ or 1NT or 2♣/2♦	6+ 6-11 10+ 19-21	Natural May not have a balanced hand Natural 4333 hand pattern	Natural

Opener	Responder	HCP	Comments	Developments
1♠ 3NT	1NT or 2♣/2♦/2♥	6-11 10+ 19-21	May not have a balanced hand Natural 4333 hand pattern	Natural

Example Hands No 31 to 35

31. ♠ AJ8 ♥ KQ4 ♦ QJ9 ♣ AK76 1♣-----1♦ to 1♠ 3NT	32. ♠ AJ8 ♥ KQ4 ♦ AK76 ♣ QJ9 1♦- 1♥ to 1NT 3NT	33. ♠ AJ8 ♥ A7 ♦ AK765 ♣ QJ9 1♦-----2♣ 3NT	34. ♠ AJ87 ♥ KQ ♦ AK76 ♣ QJ9 1♦-----2♣ 3NT	35. ♠ AJ8 ♥ AK76 ♦ KQ4 ♣ QJ9 1♥-- 1♠ to 2♦ 3NT
---	---	---	---	---

C. RE-BIDS SHOWING SINGLE SUITED HANDS

1. NON-JUMP RE-BID IN OWN SUIT (after one level response*)

*Note: Two over responses are dealt separately under specialized bidding developments

Re-bid in own suit after one level response shows 12-15 HCP & min 6card suit. Do not re-bid the 5card unless you have no alternative (exceptional sequence 1♦-2♣-2♦)

Opener	Responder	HCP	Comments	Developments
1♣	1♦ or 1♥/1♠ or 1NT	6+ 6+ 9-11 12-15	Walsh Plus Natural Balanced hand 6card suit	Natural
2♣				

Opener	Responder	HCP	Comments	Developments
1♦	1♥/1♠ or 1NT or	6+ 6-10 12-15	Natural 4333 hand pattern 6card suit	Natural
2♦				

Opener	Responder	HCP	Comments	Developments
1♥	1♠ or 1NT or	6+ 6-11 12-15	Natural May not have a balanced hand 6card suit	Natural
2♥				

Opener	Responder	HCP	Comments	Developments
1♠	1NT	6-11 12-15	May not have a balanced hand 6card suit	Natural
2♠				

Example Hands No 36 to 40

36. ♠ A5 ♥ K4 ♦ Q83 ♣ AJ9762	37. ♠ A ♥ 983 ♦ AQ5432 ♣ KJ3	38. ♠ J8 ♥ AKJ985 ♦ KQ3 ♣ 62	39. ♠ AQJ873 ♥ K ♦ 753 ♣ QJ6	40. ♠ AKJ7543 ♥ A3 ♦ Q7 ♣ J5
1♣---1♦to1NT 2♣	1♦- 1♥ to 1NT 2♦	1♥-----1♠/1NT 2♥	1♠----- 1NT 2♠	1♠-----1NT 4♠

Hand No 40 is unusual. Opener hopes for 10 tricks with his goodies (unable show otherwise). With a min hand & a broken 7 card suit he should simply re-bid 2♠.

2. JUMP RE-BID IN OWN SUIT

A jump re-bid in own suit by opener shows 16-17 HCP but it denies 3card fit in responder's suit. (Compare jump re-bid of 2NT by the opener who may have 16-17 HCP but min 3card fit in responder's suit). This is a deviation from the Standard American system to distinguish about the precise fit in responder's suit. This distinction is not required after two over response since the bidding is committed to game. Secondly it shows 16-20 HCP & not only invitational values.

Opener	Responder	HCP	Comments	Developments
1♣	1♦ or 1♥/1♠ or 1NT	6+ 6+ 9-11 16-17	Walsh Plus Natural Balanced hand 6card suit But denies 3card fit	Natural
3♣				

Opener	Responder	HCP	Comments	Developments
1♦	1♥/1♠ or 1NT or	6+ 6-10 16-17	Natural 4333 hand pattern 6card suit But denies 3card fit	Natural
3♦				

Opener	Responder	HCP	Comments	Developments
1♥	1♠ or 1NT or	6+ 6-11 16-17	Natural May not have a balanced hand 6card suit But denies 3card fit	Natural
3♥				

Opener	Responder	HCP	Comments	Developments
1♠	1NT	6-11 16-17	May not have a balanced hand 6card suit	Natural
3♠				

Example Hands No 36 to 40

36. ♠ A5 ♥ Q87 ♦ K4 ♣ AK9853 1♣-1♦(to1NT) 3♣	37. ♠ KQJ ♥ 5 ♦ AQJ874 ♣ KJ10 1♦-1♥(to 1NT) 3♦	38. ♠ -Void- ♥ AQJ853 ♦ KQ3 ♣ A2 1♥---1♠(/1NT) 3♥	39. ♠ AQ9753 ♥ K ♦ A53 ♣ QJ6 1♠-----1NT 3♠	40. ♠ AKJ876 ♥ A3 ♦ K7 ♣ 753 1♠-----1NT 3♠
---	---	--	---	---

3. REVERSE JUMP SHIFT

Hands with a good 6card suit having 18-20 cannot be readily described e.g.

♠AJ7 ♥ KQ ♦ K102 ♣AQJ1084 or ♠AJ7 ♥AKJ ♦10 ♣AQJ1084

You open 1♣, partner responds 1♥ & 1♦ respectively. What do you re-bid now? . You have no specific re-bid to describe these hands. This is a small lacuna in Standard American. For this one solution is to use the otherwise idle re-bid of 3♦ as the Reverse Jump Shift. Note that it cannot be the Splinters. Reverse jump shift is a new convention introduced here to describe above kind of hands. It not applicable after 1♦-1♥ or 1♥-1♠ i.e. red suit opening & major suit response where we re-bid 2NT, the general game force. The following sequences shows Reverse jump shift as opener's re-bids showing a single suited hand with a very good 6card suit & 18-20 HCP. It also denies 3 card support to the responder's suit & shows 6331/6322 hand pattern:

Opener	Responder	HCP	Comments	Developments
1♣ 3♦	1♦ or 1♥/1♠ or 1NT	6+ 6+ 9-11 18-20	Walsh Plus Natural Balanced hand 6card ♣ suit but denies 3card fit	Western Cue Bid

Opener	Responder	HCP	Comments	Developments
1♦ 3♥	1♠ or 1NT	6+ 6-11 18-20	Natural Balanced Hand 6card ♦ suit but denies 3card fit	Western Cue Bid

Opener	Responder	HCP	Comments	Developments
1♥ 3♠	1NT	6-11 18-20	May not have a balanced hand 6card ♥ suit	Western Cue Bid

Example Hands No 41 to 45

41. ♠ A ♥ Q87 ♦ KQ10 ♣ AKQ953 1♣-----1♦ 3♦	42. ♠ Q8 ♥ A5 ♦ AKQ953 ♣ KQ10 1♦-----1♥ 2NT	43. ♠ Q87 ♥ A ♦ AKQ953 ♣ KQ10 1♦-----1♠ 3♥	44. ♠ Q87 ♥ AKQ953 ♦ K ♣ AQ10 1♥-----1♠ 2NT	45. ♠ KQ ♥ AKQ953 ♦ A5 ♣ Q87 1♥-----1NT 3♠
--	---	--	---	--

D. FIT SHOWING RE-BIDS

1. SINGLE RAISE (After one level response)

A single raise to responder's suit shows 4card fit & 12-15 HCP but opener may have a 3card fit with at least one top honor when having 5431/6331/6322 hand pattern. This is a matter of showing fit as the 1st priority with pre-emptive effect than re-bidding own suit or bidding another 4card suit.

Opener	Responder	HCP	Comments	Developments
1♣/1♦ 2♥/2♠	1♥/1♠	6+ 12-15	Natural 4432/5422 5431/6331/6322	Robson Plus

Opener	Responder	HCP	Comments	Developments
1♥ 2♠	1♠	6+ 12-15	Natural 4432/5422 5431/6331/6322	Robson Plus

Example Hands No 46 to 50

46. ♠ AJ76 ♥ Q87 ♦ 2 ♣ AJ1086 1♣-----1♥ 2♥	47. ♠ AQ ♥ Q875 ♦ AQ1086 ♣ 32 1♦-----1♥ 2♥	48. ♠ AQ7 ♥ Q87 ♦ AQ108 ♣ 32 1♦-----1♠ 2♠	49. ♠ K87 ♥ AQ9864 ♦ AQ ♣ 32 1♥-----1♠ 2♠	50. ♠ AJ8 ♥ AQ9864 ♦ A109 ♣ 3 1♥-----1♠ 2♠
--	--	---	---	--

2. JUMP RAISE (After one level response)

A jump raise to responder's suit shows invitational hand with 4card fit & 15-16 HCP with 5422/5431 hand pattern & 14-15 HCP & 6421/6430 hand pattern.

Opener	Responder	HCP	Comments	Developments
1♣/1♦ 3♥/3♠	1♥/1♠	6+ 15-16 or 14-15	Natural 5422/5431 6421/6430	Cue bidding

Opener	Responder	HCP	Comments	Developments
1♥ 3♠	1♠	6+ 15-16 or 14-15	Natural 5422/5431 6421/6430	Cue bidding

Example Hands No 46 to 50

46. ♠ AJ76 ♥ K875 ♦ 2 ♣ AK1086	47. ♠ AQ ♥ K875 ♦ AK1086 ♣ 32	48. ♠ A7 ♥ K875 ♦ AKJ865 ♣ 3	49. ♠ K875 ♥ AKJ865 ♦ K97 ♣ -Void-	50. ♠ KJ75 ♥ AKJ865 ♦ A109 ♣ -Void-
1♣-----1♥ 3♥	1♦-----1♥ 3♥	1♦-----1♠ 3♠	1♥-----1♠ 3♠	1♥-----1♠ 4♣

3. SPLINERS JUMP

Splinters jump shows 4card fit & a singleton in the named suit. It commits to game level & needs a good trump support with min 17 HCP outside the singleton suit. In the example Hand No 50 opener poses one HCP less than required but 6430 hand pattern with a good source of tricks.

Opener	Responder	HCP	Comments	Developments
1♣ 3♠/4♦	1♥	6+ 17-20	Natural Splinters	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♣ 4♦/4♥	1♠	6+ 17-20	Natural Splinters Jump	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♦ 3♠/4♣	1♥	6+ 17-20	Natural Splinters Jump	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♦ 4♣/4♥	1♠	6+ 17-20	Natural Splinters Jump	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♥ 4♣/4♦	1♠	6+ 17-20	Natural Splinters Jump	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♥ 4♦/4♥	2♣	10	Natural Splinters Jump	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♥ 4♣/4♥	2♦	10+ 17-20	Natural Splinters Jump	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♠ 4♦/4♥	2♣	10+	Natural Splinters Jump	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♠ 4♣/4♥	2♦	10+ 17-20	Natural Splinters Jump	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♠ 4♣/4♦	2♥	10+ 17-20	Natural Splinters Jump	Cue Bidding

Example Hands No 51 to 55

51. ♠ 2 ♥ A1063 ♦ KQJ ♣ AK982 1♣-----1♥ 3♠	52. ♠ KJ54 ♥ 8 ♦ AKQ6 ♣ AQ93 1♦-----1♠ 4♥	53. ♠ QJ76 ♥ KQJ109 ♦ 4 ♣ AKJ 1♥-----1♠ 4♦	45. ♠-Void- ♥ AQJ987 ♦ KJ76 ♣ AQ2 1♥-----2♦ 4♠	55. ♠ KJ753 ♥ AK73 ♦ AK10 ♣ 3 1♠-----2♥ 4♣
---	--	---	---	---

4. **DOUBLE JUMP IN OWN SUIT (after one level response)**

Opener	Responder	HCP	Comments	Developments
1♣ 4♣	1♥/1♠	6+ 18-20	Natural 6421/6430 pattern	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♦ 4♦	1♥/1♠	6+ 18-20	Natural 6421/6430 pattern	Cue Bidding

Opener	Responder	HCP	Comments	Developments
1♥ 4♥	1♠	6+ 18-20	Natural 6421/6430 pattern	Cue Bidding

Example Hands No 56 to 58

56. ♠ 2 ♥ AJ63 ♦ KQ ♣ AKJ984 1♣-----1♥ 4♣	57. ♠ KJ54 ♥ 8 ♦ AQJ654 ♣ AK 1♦-----1♠ 4♦	58. ♠ AJ76 ♥ KQJ974 ♦ 4 ♣ AK 1♥-----1♠ 4♥	59. ♠ AQ76 ♥ AK1083 ♦ K5 ♣ A4 1♥-----1♠ 4♠	60. ♠ 54 ♥ AJ76 ♦ AK ♣ AKJ32 1♣-----1♥ 4♥
--	--	--	---	--

5. DOUBLE JUMP RAISE.

Opener	Responder	HCP	Comments	Developments
1♣ 4♥/4♠	1♥/1♠	6+ 18-20	Natural 5422 pattern	RKCB

Opener	Responder	HCP	Comments	Developments
1♦ 4♥4♠	1♥/1♠	6+ 18-20	Natural 5422 pattern	RKCB

Opener	Responder	HCP	Comments	Developments
1♥ 4♠	1♠	6+ 18-20	Natural 5422 pattern	RKCB

Example Hands No 59 & 60

E. SPECIALISED RE-BIDS BY OPENER

1. AFTER WALSH PLUS RESPONSE TO 1♣ OPENING.

Opener	Responder	HCP	Comments	Developments
1♣ 1♥/1♠ 1NT	1♦	6+ 12-17 12-15	Walsh Plus 5-4 in ♣ & ♥/♠ Does not deny a major suit	Two Way Crohurst Two Way Crohurst

Example Hands No 61 to 65

61. ♠ 108 ♥ KQ53 ♦ K4 ♣ AK874	62. ♠ KJ54 ♥ Q32 ♦ A ♣ AQJ54	63. ♠ AQ76 ♥ 32 ♦ 6 ♣ AQ1096	64. ♠ A975 ♥ QJ103 ♦ K4 ♣ A43	65. ♠ AJ93 ♥ QJ6 ♦ K4 ♣ A843
1♣-----1♦ 1♥	1♣-----1♦ 1♠	1♣-----1♦ 1♠	1♣-----1♦ 1NT	1♣-----1♦ 1NT

Opener's re-bids are based on the 1st possibility of Walsh Plus response i.e. min hand (6 HCP) denying major suit (See Example Hand No 1 on page No 10). In the Example Hand No 61,62 & 63 opener re-bids his major to describe 5card ♣ suit with 4cards in the named major, a sign of unbalanced hand. In contrast to this opener's re-bid of 1NT showing balanced min in the Example Hands 64 & 65 is the outcome of Walsh Plus convention whereby opener's 1NTre-bid does not deny major.

2. AFTER 1NT RESPONSE TO 1♥/1♠ OPENING:

NOTRUMP SCANNER

Bidding goes 1♦-1♥-1NT: responder has learnt that opener lacks 4card ♥ fit, he has denied 4card ♠. Therefore he has 5332 with 5card ♦ or 4432, second suit being ♣ or 4333 with 4card ♦suit.

This kind of information can be used for exploring minor suit slams. This is not readily possible when opening bid is weak no-trump.

However this facility is not available when bidding goes 1M-1NT. Now there is a thick wall between opener & responder.

Forcing No-trump convention is not a sound one since the re-bid of better minor over 1NT & the developments thereafter are not enough to decide further. (This convention works against Precision 1♥/1♠ opening since opener's hand is limited to 11-15 HCP & 5332 pattern).

Response of 1NT should be passable if opener has a flat hand i.e. 4333 pattern or 4432 pattern with blank 3card minor suit. With such hands & having 12-14 HCP or even 15 HCP without good intermediates we can afford to play in 1NT. The second prime consideration is the negative inference of relative fit showing responses & also the specialized two over one response with the opener's relative specialized re-bids (where the degree of fit is explored in the Pragmatic Standard system). The third consideration is the possible hands where responder may have reasonable fit (Min two or three cards with one top honor or at least three small cards fit) along with at least good 8 HCP to a max of 11 HCP & be able to describe them.

This is a challenging matter & one way is to explore further by some artificial means. For this purpose a new convention is introduced herewith, namely NOTRUMP SCANNER where opener simply re-bids 2♣ treating 1NT as if a forcing response, allowing responder to explain his hand in terms of strength & the precise degree of fit in opener's suit.

After having opened 1♥/1♠ with 5 cards let's look at specific hands where the opener will normally employ the said convention (considering 1♠ opening bid):

1.♠AQJ65 ♥63 ♦KJ7 ♣Q109	2.♠AQ865 ♥A3 ♦KJ ♣K109	3.♠AQ865 ♥AK ♦KJ7 ♣K109	4.♠AQJ653 ♥6 ♦KJ7 ♣Q109	5.♠AQ8653 ♥KJ7 ♦A ♣Q109	6.♠AQ8653 ♥KQ7 ♦AJ7 ♣A
7.♠AQJ653 ♥63 ♦KJ ♣Q109	8.♠AQJ653 ♥A3 ♦KJ ♣Q109	9.♠AQ8653 ♥AK ♦AJ7 ♣Q109	10.♠AQ865 ♥3 ♦AJ7 ♣Q1093	11.♠AQJ65 ♥A ♦KJ7 ♣Q1093	12.♠AQJ65 ♥AK7 ♦A ♣Q1093
13.♠AQ865 ♥63 ♦AJ ♣Q1093	14.♠AQJ65 ♥A6 ♦KJ ♣Q1093	15.♠AQJ65 ♥AK ♦A7 ♣Q1093	16.♠AQ8653 ♥3 ♦AJ ♣Q1093	17.♠AQJ653 ♥A ♦KJ ♣Q1093	18.♠AQJ653 ♥AK ♦A ♣Q1093

The detail developments of No-trump Scanner are as follows:

Sequence I

1♥-----1NT: 6+12- HCP

2♣-----2♦: 6-9 HCP, puppet transfer to 2♥

2♥: invitational values, with a 5card minor suit or 4333/4432 pattern & ♥fit with 3 Small cards Or doubleton fit with one top honor.

2♠: invitational values, 5-5 in both minors.

2NT: invitational values denying ♥ fit (Say void, singleton or doubleton)

3♣/3♦: invitational values, 6card minor suit & ♥fit with 3 small cards Or doubleton fit with one top honor.

3♥: invitational values, 3card fit with one top honor, 4432/4333pattern

Further developments (1)

Opener	Responder	Description
1♥	1NT	6+12- HCP
2♣	2♦	6+9- HCP, puppet transfer to 2♥
2♥*	a. Pass	To play
	b. 2♠	Both minors, 5-5, 6+9- HCP & misfit in ♥ suit
	c. 2NT	Good 5card minor, 8-9 HCP & ♥fit with 3 small cards Or doubleton fit with one top honor.
	d. 3♣/3♦	6card suit, to play & misfit in ♥ suit

* Opener avoids puppet transfer to 2♥ with game values against 6 HCP

Example Hands

1a. ♠ K96 ♥ 53 ♦ K964 ♣ 5432	1b. ♠ 96 ♥ 5 ♦ K9643 ♣ A9432	1c. ♠ 963 ♥ Q3 ♦ AK964 ♣ 432	1d. ♠ J96 ♥ 5 ♦ K98643 ♣ A32
--	--	--	--

Further developments (II)

Opener	Responder	Description
1♥	1NT	6+12- HCP
2♣	2♦	6+9- HCP, puppet transfer to 2♥
2♥	2NT	5card minor, 8-9 HCP, ♥fit, min Qx/xxx
3♣		To play in responder's minor suit
3♦		Asking responder's 5card minor suit
	e. 3♥	♣ Suit, 8-9 HCP, ♥fit, min Qx/xxx
	f. 3♠	♦ Suit, 8-9 HCP, ♥fit, min Qx/xxx
3♥		To play.

Example Hands

1e. ♠ 965 ♥ K3 ♦ 1096 ♣ AQ543	1f. ♠ 965 ♥ 653 ♦ AKJ64 ♣ 54
---	--

Further developments (III)

Opener	Responder	Description
1♥	1NT	6+12- HCP
2♣	2♥	Invitational values, with a 5card minor suit & ♥fit with 3 small cards or doubleton fit with one top honor
2♠ (Relay)	g. 2NT	Invitational values, 4333 pattern, 3 small cards ♥ fit
	h. 3♣	Invitational values, with a good 5card ♣ suit & ♥fit with 3 small cards Or doubleton fit with one top honor
	i. 3♦	Invitational values, with a good 5card ♦ suit & ♥fit with 3 small cards Or doubleton fit with one top honor
	j. 3♥	Invitational values, with 4432 pattern & ♥fit with 3 small cards Or doubleton fit with one top honor

Example Hands

1g.	1h.	1i.	1j.
♠ K65	♠ 965	♠ 965	♠ K6
♥ 653	♥ K3	♥ 653	♥ 653
♦ KJ96	♦ Q109	♦ KQ963	♦ Q963
♣ K105	♣ AQ543	♣ AQ	♣ AQ54

Further developments (IV)

Opener	Responder	Description
1♥	1NT	6+12- HCP
2♣	2♠	Invitational values, 5-5 in both minor
2NT		3♣=♥x or void
*(Relay)		3♦=♠x or void
3♣/3♦		To play in responder's minor suit

* This kind of Relay bid is a regularly applicable after 5-5 or 6-4 in two suits is revealed. This further enables to employ Double RKCB

Further developments (V)

Opener	Responder	Description
1♥	1NT	6+12- HCP
2♣	2NT	Invitational values, may be ♥void, singleton or doubleton
3♣	3♦	♥ Void
(Relay)	3♥	♥ Singleton
*	3♠	♥ Doubleton

*Note: 3♦ Relay asks for the longer minor. Over this 3♥=♣ & 3♠=♦

Sequence (2)

1♠-----1NT: 6+12- HCP

2♣-----2♦: 6-9 HCP, puppet transfer to 2♥

2♥: invitational values, 5-5 in ♣♦/♣♥/♦♥

2♠: invitational values, with a 5card ♣/♦/♥ suit or 4333/4432 pattern & ♠fit with 3 small cards or doubleton fit with one top honor.

2NT: invitational values denying ♥ fit (Say void, singleton or doubleton)

3♣/3♦/3♥: invitational values, 6card suit & ♠fit

With 3small cards or doubleton fit with one top honor.

3♠: invitational values, 3card fit with one top honor, 4333pattern

Further developments (I)

Opener	Responder	Description
1♠	1NT	6+12- HCP
2♣	2♦	6+9- HCP, puppet transfer to 2♥
2♥*	a. Pass	To play, denies doubleton ♠ fit or 6card ♥ suit
	b. 2♠	To play, min 2 or 3card ♠ fit
	c. 2NT	5card ♣/♦/♥, 8-9 HCP, ♠fit, 3small cards Or doubleton fit with one top honor
	d. 3♣/3♦	6card suit, to play, denies doubleton ♠ fit or 7card suit

* Opener avoids puppet transfer to 2♥ with game values against 6 HCP. His 2♠ re-bid shows a good 6card ♠ suit, to play, denying fit in ♥ suit (♥x /xx)

Example Hands

2a.	2b.	2c.	2d.
♠ 65	♠ 65	♠ K6	♠ 5
♥ KJ6532	♥ AJ543	♥ AQ543	♥ 653
♦ K9	♦ 1096	♦ 1096	♦ Q96
♣ 543	♣ Q54	♣ 543	♣ KQ5432

Further developments (II)

Opener	Responder	Description
1♠	1NT	6+12- HCP
2♣	2♦	6+9- HCP, puppet transfer to 2♥
2♥	2NT	5card ♣/♦/♥, 8-9 HCP, ♠fit,
3♣		To play in responder's 5card suit
3♦		Asking responder's 5card suit
	c. 3♥	5card ♥ Suit
	3♠	5card ♦ Suit
	3NT	5card ♣ Suit

Further developments (III)

Opener	Responder	Description
1♠	1NT	6+12- HCP
2♣	2♥	Invitational values, 5-5 in ♣♦/♣♥/♦♥
2♠	e. 2NT	Invitational values, 5-5 in ♣ ♦
	f. 3♣	Invitational values, 5-5 in ♣ ♥
	g. 3♦	Invitational values, 5-5 in ♦ ♥

- Note: 1. After bidding goes, 1♠-1NT-2♣-2♥-2♠-2NT sequence, 3♣/3♥ to play.
 Therefore 3♥= Relay asking short suit (3♠=♥short, 3NT=♠short, 4♠=♥void)
2. After bidding goes, 1♠-1NT-2♣-2♥-2♠-3♣ sequence, pass/3♦ to play.
 Therefore 3♦= Relay, asking short suit (3♥=♦short, 3♠=♠short, 4♠=♦void)
3. After bidding goes, 1♠-1NT-2♣-2♥-2♠-3♦ sequence, pass/3♥ to play.
 Therefore 3♠= Relay, asking short suit (3NT=♣short, 4♣=♠short, 4♠=♣void)

Example Hands

2e. ♠ 65 ♥ 5 ♦ KQ965 ♣ AQ543	2f. ♠ 65 ♥ AJ543 ♦ 10 ♣ AQ543	2g. ♠ 6 ♥ AQ543 ♦ KQ1096 ♣ 54
--	---	---

Further developments (IV)

Opener	Responder	Description
1♠	1NT	6+12- HCP
2♣	2♠	Invitational values, with a 5card ♣/♦/♥ suit & ♠fit with 3 small cards or doubleton fit with one top honor
2NT	h. 3♣	Invitational values, with a good 5card ♣ suit & ♠fit with 3 small cards Or doubleton fit with one top honor
	i. 3♦	Invitational values, with a good 5card ♦ suit & ♠fit with 3 small cards Or doubleton fit with one top honor
	j. 3♥	Invitational values, with a good 5card ♥ suit & ♠fit with 3 small cards Or doubleton fit with one top honor
	k. 3♠	Invitational values, 4333/4432 pattern, ♠fit with 3 small cards Or doubleton fit with one top honor

Example Hands

2h. ♠ K6 ♥ 653 ♦ K96 ♣ KQ543	2i. ♠ 965 ♥ K6 ♦ AQ963 ♣ Q54	2j. ♠ A5 ♥ KQ653 ♦ Q96 ♣ 543	2k. ♠ 965 ♥ K65 ♦ Q96 ♣ AQ54
--	--	--	--

Further developments (V)

Opener	Responder	Description
1♠	1NT	6+12- HCP
2♣	2NT	Invitational values, Invitational values, may be ♠void, singleton or doubleton
3♣	3♦	♠ Void
*	3♥	♠ Singleton
	3♠	♠ Doubleton

Example Hands

2l.	2m.	2n.
♠ 6	♠ 6	♠ 6
♥AQ543	♥ 543	♥ 543
♦ KQ96	♦ KQ1096	♦ KQ10
♣ 543	♣ AQ54	♣ AQ543

*Note: 3♦ Relay asks for the longer suit. Over this 3♥=♥, 3♠=♦ & 3NT=♣

Here is a hand from a local pairs tournament:

♠AK982 ♥A7 ♦A2 ♣AJ43

You open 1 ♠, possessing 20 HCP & soon discover after employing No-trump Scanner that responder has 3 card ♠ fit without a top honor with invitational values (9+12-) Bidding goes:

1♠-----1NT: 6-11HCP

2♣*-----2♥: invitational values, 5-5 in
♣♦/♣♥/♦♥

2♠@-----3♦: ♦♥, 5-5

4♣\$-----4♠: 3550 distribution

6♠

* No-trump Scanner

@ Relay, \$ Relay (3♥/3♠/3NT= to play)

Responder's hand:

♠763 ♥KQJ42 ♦K10932 ♣-Void-

Responder upgraded his hand with 5530 shapes with 3card ♠ fit though he had only 9 HCP. This hand is a good lesson for the point counters. You ruff the opening lead of ♣K on the table, give up an open ♠ trick & claim when ♠ suit behaves to your expectations.

No-trump Scanner convention is easy to remember & has a very good frequency. It has a positive & continuous advantage over the prevailing methods like bidding "better minor"

Change opener's hand to:

♠ AK1042 ♥ A97 ♦53 ♣ Q64

& Responder's hand to:

♠ 8 ♥ J865 ♦KQ742 ♣ 852

1♠-----1NT

2♣-----2♦

2♥-----?

Now you are forced to re-bid in 3♦ & play in 7card fit at 3level. Very sad. A price for not able to pass opening bid of 1♠ (which was possible if playing Precision ♣ system). Playing duplicate bridge a similar bidding problem is posed to your opponents. Therefore this is not the failure of the convention since hands can be set to prove any argument. Bridge is a game of odds & bidding is never an exact science. In long run the convention will help to reach the par contract with an air of confidence.

3. AFTER TWO OVER ONE RESPONSE TO 1♦ OPENING

<p>1♦-----2♣ 2♦: 5 cards, min hand 2♥: Balanced 14-15 HCP Or ♣ fit & short in ♥/♠ With 14 HCP+ Or 18-20 HCP, 2254 2♠: Reverse in major 16 HCP+ 2NT: 12-13 HCP, Balanced min hand 3♣: natural 4432/5422/5431 & Min hand 3♦: natural 6331/6322,16-20 HCP 3♥: 2254, 16-20 HCP, ♥_{xx} 3♠: 2254, 16-20 HCP, ♠_{xx} 3NT: 4333 19-21 HCP or 4432/5332 18-20 HCP 4♣*: 5-5 in ♦ & ♣ & 15-17 HCP</p> <p>*Opening bid of 2NT does not include the range of 15-17 HCP but the same covered in 1♦ opening bid.</p>	<p>Further developments</p> <p>Set I</p> <p>1♦---2♣ 2♥---2♠: Relay bid 2NT: Natural, 14-15 HCP 3♣: 3154 dist. 14-15 HCP 3♦: 1354 dist. 14-15 HCP 3♥: 3154 dist. 16-20 HCP 3♠: 1354 dist. 16-20 HCP 3NT: 2254 dist. 18-20 HCP</p> <p>Set II</p> <p>1♦-----2♣ 2♠-----2NT: Relay bid 3♣: 16-20HCP, ♦ & ♥, 5-4 3♦: 16-20HCP, ♦ & ♠, 5-4 3♥: 16-20HCP, ♦ & ♥, 6-4 3♠: 16-20HCP, ♦ & ♠, 6-4</p>	<p>Note that 2♥, 3♥ & 3♠ are the artificial re-bids intended to distinguish:</p> <p>a. Range of 1NT re-bid i.e. min or max b. To describe 5-4 in ♣♦ with specific range, quality of doubleton holding or the singleton feature</p> <p>Secondly 2♠ is also an artificial bid intended for reverse in major with further auto re-bids describing 5-4 & 6-4 shape</p> <p>Opener's other re-bids are natural. The whole thing becomes a unique set describing every hand opener may hold.</p> <p>Some Example hands No 66 to 75.</p>
--	--	--

<p>66. ♠ 862 ♥ AQ ♦ KJ1093 ♣ Q76</p> <p>1♦-----2♣ 2♦</p>	<p>67. ♠ K1093 ♥ J742 ♦ AJ6 ♣ A8</p> <p>1♦-----2♣ 2NT</p>	<p>68. ♠ Q76 ♥ AJ ♦ AK42 ♣ 10975</p> <p>1♦-----2♣ 3♣</p>	<p>69. ♠ AJ ♥ 53 ♦ KQJ43 ♣ AK75</p> <p>1♦-----2♣ 3♥</p>	<p>70. ♠ A ♥ K65 ♦ KQJ87 ♣ A10987</p> <p>1♦-----2♣ 3♠</p>
--	---	--	---	---

71. ♠ K654 ♥ AJ9 ♦ AJ87 ♣ J4 1♦-----2♣ 2♥-----2♠ 2NT	72. ♠ KQ7 ♥ 2 ♦ AJ874 ♣ K432 1♦-----2♣ 2♥-----2♠ 3♣	73. ♠ A43 ♥ 3 ♦ AKJ76 ♣ AQ54 1♦-----2♣ 2♥-----2♠ 3♥	74. ♠ A9 ♥ K4 ♦ KQJ43 ♣ A1075 1♦-----2♣ 2♥-----2♠ 3NT	75. ♠ AQJ10 ♥ 6 ♦ AQ1097 ♣ AJ9 1♦-----2♣ 2♠-----2NT 3♠
--	---	---	---	--

4. AFTER TWO OVER ONE RESPONSE TO 1♥/1♠ OPENING

Opener	Responder	HCP	Comments	Developments
1♥	2♣	10+	Natural	
2♦		12-17	Natural	F S F
2♥		12-15	4/5/6card ♥ suit	Specialized
2♠		16-20	Reverse	F S F
2NT		17-20	5332 pattern	Natural
3♣		12-15	Natural	Cue Bidding
3♦		18-20	Jump Shift	F S F
3♥		16-20	6331/6322pattern	Cue Bidding
3♠/4♦		17-20	Splinters	Cue Bidding
3NT		19-21	4333 pattern	Natural
4♣		16-20	Natural	Cue Bidding
4♥		12-15	7card ♥ suit	R K C B

Some Example hands No 76 to 85.

76. ♠ K10 ♥ AQ543 ♦ AQ87 ♣ 32 1♥-----2♣ 2♦	77. ♠ A ♥ AKJ32 ♦ AJ108 ♣ K53 1♥-----2♣ 3♦	78. ♠ A32 ♥ AQJ76 ♦ 4 ♣ AK54 1♥-----2♣ 4♦	79. ♠ 65 ♥ KQJ8765 ♦ QJ5 ♣ A 1♥-----2♣ 4♥	80. ♠ AKJ7 ♥ AQJ95 ♦ A ♣ J86 1♥-----2♣ 2♠
---	---	--	--	--

81. ♠ Q105 ♥ AQ543 ♦ AQ8 ♣ K2 1♥-----2♣ 2NT	82. ♠ A43 ♥ AK108 ♦ AJ6 ♣ KJ3 1♥-----2♣ 3NT	83. ♠ AQ2 ♥ AQJ10 ♦ 432 ♣ 987 1♥-----2♣ 2♥	84. ♠1064 ♥AQJ87 ♦QJ5 ♣A4 1♥-----2♣ 2♥	85. ♠ A32 ♥ AJ10954 ♦ A43 ♣ J 1♥-----2♣ 2♥
--	--	---	---	---

Specialized Developments

Opener	Responder	HCP	Comments	Developments
1♥	2♣	10+	Natural	
2♥	2♠	10-11	Mini-Splinters	Natural
	2NT	12+	Game Force	Specialized
	3♣	10-11	6-3 in ♣ & ♥	Natural
	3♦	10-11	Mini-Splinters	Natural
	3♥	10-11	5-3 in ♣ & ♥	Natural

Opener's re-bids after 2NT, the GF by responder

Opener	Responder	HCP	Comments	Developments
1♥	2♣	10+	Natural	
2♥	2NT	12+	Game Force	
3♣			4333/4432 or 5-4 in ♠&♣/♦	
3♦			5332 pattern 5-3 in ♠ & ♥	
3♥			5332 pattern 5-2 in ♠ & ♥	
3♠			6331/6322 pattern 6-3 in ♠ & ♥	
3NT			6331/6322 pattern 6-1/6-2 in ♠ & ♥	

Example Hands No 86 to 89

Opener	Responder	Opener	Responder
86. ♠ AQ2 ♥ AQJ10 ♦ 432 ♣ J87 1♥-----2♣ 2♥-----3♦* 4♥	♠ J109 ♥ K542 ♦ 8 ♣ AQ1043 *Mini Splinters	87. ♠ AQ97 ♥ AK54 ♦ 62 ♣ J43 1♥-----2♣ 2♥-----2NT:GF 3♣*-----3NT	♠ K8 ♥ J54 ♦ AJ9 ♣ A10965 *4333/4432

Opener	Responder	Opener	Responder
88. ♠1064 ♥AQJ87 ♦QJ5 ♣A4 1♥-----2♣ 2♥-----3♥* 3NT	♠ QJ9 ♥ K53 ♦ 84 ♣ KQ1043 *5-3 in ♣ & ♥	89. ♠ A43 ♥ KJ1032 ♦ A87 ♣ 84 1♥-----2♣ 2♥-----2NT:GF 3♥*---4NT: RKCB 5♦-----6♥	♠ KJ10 ♥ A65 ♦ 9 ♣ AK10763 *5332 pattern & 5-2 in ♥ & ♣

Opener	Responder	HCP	Comments	Developments
1♠	2♥	10+	Natural	Specialized
2♠		12-15	4/5/6card ♠ suit Or 5-4in ♠&♣/♦	
2NT		17-20	5332 pattern	Natural
3♣/3♦		16-20	Reverse	FSF
3♥		12-15	5-4 in ♠ & ♥	Cue Bidding
3♠		16-20	6331/6322pattern	Cue Bidding
3NT		19-21	4333 pattern	Natural
4♣/4♦		17-20	Splinters	Cue Bidding
4♥		16-17	5-4 in ♠ & ♥	RKCB
4♠		12-15	7card ♠ suit	RKCB

Specialized Developments

Opener	Responder	HCP	Comments	Developments
1♠	2♥	10+	Natural	Specialized Natural Natural Natural Natural
2♠	2NT	12+	Game Force	
	3♣	10-11	Mini-Splinters	
	3♦	10-11	Mini-Splinters	
	3♥	10-11	6-3 in ♥ & ♦	
	3♠	10-11	5-3 in ♥ & ♦	

Opener's re-bids after 2NT, the GF by responder

Opener	Responder	HCP	Comments	Developments
1♠	2♥	10+	Natural	3♦Relay asks Reply: 3 steps
2♥	2NT	12+	Game Force	
3♣			4333 pattern Or 5 - 4 in ♠ & ♣ / ♦	
3♦			5332 pattern 5-3 in ♥ & ♦	
3♥			5332 pattern 5-2 in ♥ & ♦	
3♠			6331/6322 pattern 6-3 in ♥ & ♦	
3NT			6331/6322 pattern 6-1/6-2 in ♥ & ♦	

Example Hands No 90 to 91

Opener	Responder	Opener	Responder
90. ♠ AJ9852 ♥ A5 ♦ KJ6 ♣ Q3	♠ Q10 ♥ KQJ98 ♦ A7 ♣ A542	91. ♠ AK1087 ♥ 6 ♦ AQ109 ♣ 862	♠ 3 ♥ AQJ98 ♦ K762 ♣ AK10
1♠----2♥ 2♠----2NT: GF 3NT* -4NT:RKCB 5♥---6♠	*6322/6331 pattern 6-2/6-2 in ♠ & ♥	1♠-----2♥ 2♠-----2NT:GF 3♣-----3♦: Relay 3NT*---4♦: RKCB 4NT----6♦	* 5-4 in ♠ & ♦

5. AFTER FIT JUMP.

Opener	Responder	HCP	Comments	Developments
1♣	2♦	10+	Fit Jump 5-4 in ♣ & ♦	Specialized Natural, NF Natural, NF Natural, NF
2♥		16+	Cheapest Relay as Asking Bid & GF	
2NT			Discouraging, outside values, 12+15-	
3♣			8/9card ♣ fit, 12+15-	
3♦			Double fit, min 9card, 12+15-	

Further Developments after opener makes GF by an Asking Bid.

Opener	Responder	HCP	Comments	Developments
1♣	2♦	10+	Fit Jump 5-4 in ♦ & ♣	Cue bidding Cue bidding Relay Bid Relay Bid Cue bidding
2♥	2♠	10+	1354 dist.	
	2NT	10+	2254 dist.	
	3♣	10+	5-5 in ♦ & ♣	
	3♦	10+	6-4 in ♦ & ♣	
	3♥	10+	3154 dist.	

Developments after responder have shown 10cards in two suits.

Next relay (upto4♦ level) bid asks singleton: 1st step = lower ranking suit.

: 2nd step = high-ranking suit.

After knowing 10cards in two suits the above kind of relay is also applicable up to 4♦ levels in every other case, secondly we employ Double RKCB in all such cases when 10cards in two suits are revealed.

Example hands No 92 to 95

Opener	Responder	Opener	Responder
92. ♠ AJ108	♠ Q5	93. ♠ AK7	♠ 643
♥ KQ76	♥ 109	♥ 1084	♥ K
♦ 86	♦ AKQ74	♦ 74	♦ KQ762
♣ Q32	♣ K1086	♣ AK1085	♣ Q984
1♣----2♦		1♣-----2♦	
2NT----3NT		3♣----- Pass	

Opener	Responder	Opener	Responder
94. ♠ J432 ♥ A98 ♦ Q6 ♣ AQ32 1♣---2♦: Fit Jump 2♥@-3♣: 5-5,♣&♦ 3♦@---3♠:♠x 4♣*---4♥: 3Aces 6♣	♠ 3 ♥ Q9 ♦ AKJ74 ♣ KJ1086 @ Relay *Double RKCB	95. ♠ AK7 ♥ 8542 ♦ 4 ♣ AK1085 1♣---2♦: Fit Jump 3♣-- 3♠* 3NT	♠ 64 ♥ AK ♦ KQ762 ♣ Q984 * Western Cue Bid Asking partner to bid 3NT with ♠ stopper

Opener	Responder	HCP	Comments	Developments
1♥ 3♦	3♣	GF	Fit Jump 5-4 in ♣ & ♥ Relay as Asking Bid	Specialized

Further Developments after opener makes Relay as Asking Bid.

Opener	Responder	HCP	Comments	Developments
1♥ 3♦	3♣ 3♥ 3♠ 3NT 4♣ 4♦	GF	Fit Jump 5-4 in ♣ & ♦ 5-5 in ♣ & ♥ 1435 dist. 2425 dist. 6-4 in ♣ & ♥ 3415 dist.	Relay Bid Cue bidding Cue bidding Relay Bid Cue bidding

Example Hands No 96 & 97

Opener	Responder	Opener	Responder
96. ♠ 6432 ♥ AQ943 ♦ AJ9 ♣ A 1♥---3♣: Fit Jump 3♦@-3NT: 2425 4♦*---4NT: RKCB 5♦# --6♥	♠ A7 ♥ K1052 ♦ 63 ♣ KQ1094 @ Relay as Asking bid *Cue bid # 3or 0 Aces	97. ♠ A3 ♥ Q9754 ♦ A654 ♣ KJ 1♥---3♣: Fit Jump 3♦*-4♣: 6-4 in ♣♥ 4♦*---4♥: ♦x 4NT@-5♦: 3 Aces 5♥# -5NT:1 Queen 7♥	♠ J6 ♥ AK103 ♦ 5 ♣ AQ10863 * Relay @Double RKCB # Asking Trump Queen

6. AFTER BALANCED FIT JUMP TO 1♣/1♦ OPENING

Opener	Responder	HCP	Comments	Developments
1♣	2NT	GF	Balanced Fit Jump	Relay Relay Relay 3NT as Relay 4♣: RKCB Double RKCB
3♣		12-15	Singleton somewhere, ♣ being 4/5/6card suit (4441 or 5431/6331)	
3♦		16-17	Semi-balanced hand	
3♥		16-17	Singleton somewhere, ♣ being 4/5/6card suit (4441 or 5431/6331)	
3♠		12-15	7card ♣ suit	
3NT		12-15	Balanced hand, to play.	
4♣		18-20	RKCB	
4♦/4♥/4♠		16-17	Natural (6421/6430 pattern)	

Developments after 3♣ re-bid by opener

Opener	Responder	HCP	Comments	Developments
1♣	2NT 3♦	GF	Balanced Fit Jump	
3♣			Relay	
3♥			Singleton ♥, 5card ♣ suit or 4441 P	
3♠			Singleton ♠, 5card ♣ suit or 4441 P	
3NT			Singleton ♦, 5card ♣ suit or 4441 P	
4♣			Singleton ♠, 6card ♣ suit (6331 P)	
4♦			Singleton ♦, 6card ♣ suit (6331 P)	
4♥			Singleton ♥, 6card ♣ suit (6331 P)	

Example Hands No 98 & 99

Opener	Responder	Opener	Responder
98. ♠ Q95 ♥ AQ73 ♦ 4 ♣ AJ874	♠ K7 ♥ K104 ♦ AQ63 ♣ Q1094	99. ♠ 2 ♥ K98 ♦ A65 ♣ KQ7652	♠ A54 ♥ A103 ♦ QJ10 ♣ A1094
1♣-----2NT: BFJ 3♣*-----3♦: Relay 3NT@-Pass	* Singleton somewhere @ Singleton ♦	1♣----2NT: BFJ 3♣----3♦: Relay 4♣*---4NT: RKCB 5♠@---6♣	* 1336 dist, (♠x) @ 2Aces + ♣Q

Developments after 3♦ re-bid by opener

Opener	Responder	HCP	Comments	Developments
1♣ 3♦ 3♠ 3NT	2NT 3♥	GF 16-17 16-17	Balanced Fit Jump Relay 5422 pattern, 6322 pattern,	

Example Hands No 100 & 101

Opener	Responder	Opener	Responder
100. ♠ K3 ♥ AQ73 ♦ AJ ♣ K6432 1♣-----2NT: BFJ 3♦*-----3♥: Relay 3♠@-4♣: RKCB \$ 4♥#----6♣	♠ Q109 ♥ K10 ♦ K32 ♣ AJ1097 * Semi-bal. , 16-17 @ 5422Pattern \$ But 3NT: to play # 3Aces	101. ♠ 2 ♥ K98 ♦ A65 ♣ KQ7652 1♣----2NT: BFJ 3♣-----3♦: Relay 4♣*---4NT: RKCB 5♠@----6♣	♠ A54 ♥ A103 ♦ QJ10 ♣ A1094 * 1336 dist, (♠x) @ 2Aces + ♣Q

Developments after 3♥ re-bid by opener

Opener	Responder	HCP	Comments	Developments
1♣ 3♥ 3NT 4♣ 4♦ 4♥	2NT 3♠	GF 16-17 16-17 16-17 16-17	Balanced Fit Jump Relay Singleton somewhere, ♣ being 4/5card suit (4441 or 5431) Singleton ♠, 6card ♣ suit (6331 P) Singleton ♦, 6card ♣ suit (6331 P) Singleton ♥, 6card ♣ suit (6331 P)	

Further Developments after 3NT re-bid by opener

Opener	Responder	HCP	Comments	Developments
1♣	2NT	GF	Balanced Fit Jump	
3♥	3♠		Relay	
3NT	4♣		Relay	
4♦		16-17	Singleton ♦, 5card ♣ suit or 4441 P	
4♥		16-17	Singleton ♥, 5card ♣ suit or 4441 P	
4♠		16-17	Singleton ♠, 5card ♣ suit or 4441 P	

Example Hands No 102 & 103

Opener	Responder	Opener	Responder
102. ♠ A32 ♥ A873 ♦ A ♣ KQ432	♠ K10 ♥ K10 ♦ K932 ♣ AJ1097	103. ♠ 2 ♥ KQ8 ♦ AK5 ♣ KQ8765	♠ A54 ♥ A103 ♦ QJ10 ♣ A1094
1♣-----2NT: BFJ 3♥---3♠: Relay 3NT*--4♣: Relay 4♦**--4NT: RKCB 5♣@---5♦: ♣Q? 5♠#----7♣	*4441/5431,16-17 HCP ** ♦x @ 4/1 Aces # Yes	1♣---- 2NT: BFJ 3♥----3♠: Relay 4♣*---4NT: RKCB 5♠@- 7♣	* ♠x @ 2 Aces+ ♣Q

Developments after 3♥ re-bid by opener

Opener	Responder	HCP	Comments	Developments
1♣	2NT	GF	Balanced Fit Jump	
3♥	3♠		Relay	
3NT		16-17	Singleton somewhere, ♣ being 4/5card suit (4441 or 5431)	
4♣		16-17	Singleton ♠, 6card ♣ suit (6331 P)	
4♦		16-17	Singleton ♦, 6card ♣ suit (6331 P)	
4♥		16-17	Singleton ♥, 6card ♣ suit (6331 P)	

Developments after 3♠ re-bid by opener

Opener	Responder	HCP	Comments	Developments
1♣	2NT	GF	Balanced Fit Jump	KBRKCB
3♠	3NT		Relay	
4♣		12-15	7222 pattern min or 6322 P, max	
4♦		12-15	Singleton ♦, 7card ♣ suit (7321 P)	
4♥		12-15	Singleton ♥, 7card ♣ suit (7321 P)	
4♠		12-15	Singleton ♠, card ♣ suit (7321 P)	

Example Hands No 104 & 105

Opener	Responder	Opener	Responder
104. ♠ A9 ♥ K7 ♦ 32 ♣ KJ109432	♠ KJ ♥ AJ10 ♦ KJ54 ♣ A875	105. ♠ 2 ♥ KQ8 ♦ AK5 ♣ KQ8765	♠ A54 ♥ A103 ♦ QJ10 ♣ A1094
1♣----2NT: BFJ 3♠----3NT: Relay 4♣*-4♦:KBRKCB 4NT**--6NT	*7222min/6322max ** 2Aces without Q	1♣---- 2NT: BFJ 3♥----3♠: Relay 4♣*---4NT: RKCB 5♠@- 7♣	* ♠ x @ 2 Aces+ ♣Q

The detail sequences given also work on same lines for 1♦ opening bid with requisite changes. The whole thing becomes a new convention. One may find it a little complicated in the beginning but not without admitting that the earlier response of 2NT was really a crude one. The aim behind this is to explore minor suit games & slams by the effective usage of the idle response of 2NT, showing Game Force, balanced hand with 4card fit.

7. AFTER BALANCED FIT JUMP TO 1♥/1♠ OPENING

There is some difference in developments after BFJ after major suit opening as compared to the BFJ after minor suit opening.

Opener	Responder	HCP	Comments	Developments	
1♥	2NT	10+	Balanced Fit Jump	Relay Relay Relay Relay 3NT as Relay Cue Bidding Relay Double RKCB Double RKCB	
3♣		12-15	Singleton somewhere, ♥ being 4/5/6card suit (4441 or 5431/6331)		
3♦		12-15	No singleton		
3♥		Or	Or		Or
		16+	16-17		Semi-balanced hand/5332 pattern Singleton somewhere, ♥ being 4/5/6card suit (4441 or 5431/6331)
3♠		12-15	7card ♥ suit		
3NT		17-20	Balanced hand, 5332 pattern		
4♣		16-17	Natural (6421/6430/5521/5530 P)		
4♦		16-17	Natural (6421/6430/5521/5530 P)		
4♥(=♠)		16-17	Natural (6421/6430 pattern)		

Dev. After 1♥-2NT -3♣/3♥/3♠ re-bids by opener are on the lines of minor suit developments except that after 1♣-2NT-3♣ responder signs off in 3♥ & that:

Opener	Responder	HCP	Comments	*1♥-2NT
1♥	2NT 3♥	10+	Balanced Fit Jump	3♦-3♠: G F
3♦		10-11	Responder bids 3♠ with 12+ HCP*	3NT: 5422
Pass		12-13	To play	16-17 HCP
3♠		16-17	5422 pattern	4♣: 6322
3NT		16-17	6322 pattern	16-17 HCP
4♣		17-20	5332 pattern	4♦: 5332
4♥		14-15	To play	17-20 HCP
				4♥:12-15 HCP

Opener's re-bids & developments after BFJ to 1♠ opening are on similar to 1♥ opening except that:

Opener	Responder	HCP	Comments	* 1♠-2NT
1♠	2NT 3♥	10+	Balanced Fit Jump	3♦-3♠: 10-11
3♦		12+	Responder bid 3♠ with 10-11 HCP*	Pass: To play
3♠		12-13	Responder can pass 3♠: to play	3NT: 5422
3NT		16-17	5422 pattern	16-17 HCP
		16-17	6322 pattern	4♣: 6322
4♣		17-20	5332 pattern	16-17 HCP
4♦		14-15	To play	4♦: 5332
4♠				17-20 HCP 4♠:14-15 HCP

Example Hands No 106 to 113

Opener	Responder	Opener	Responder
106. ♠ Q95 ♥ AJ874 ♦ 4 ♣ AQ73 1♥-----2NT: BFJ 3♣*-----3♦: Relay 3NT@4NT: RKCB 5♥-----6♥	♠ K7 ♥ Q1094 ♦ AQ63 ♣ K104 * Singleton somewhere @ Singleton ♦	107. ♠ 2 ♥ KQ7652 ♦ A65 ♣ KJ8 1♥---2NT: BFJ 3♦-----3♥: 10-11 4♥---Pass	♠ A103 ♥ A1083 ♦ 54 ♣ Q1073

Opener	Responder	Opener	Responder
108. ♠ K6432 ♥ AQ73 ♦ AJ ♣ K3 1♠-----2NT: BFJ 3♦*-----3♥: Relay 3NT@-4♥: Cue 4NT ---5♣: 1 or 4 6♠	♠ AJ1097 ♥ K10 ♦ K32 ♣ Q109 * Min hand or Semi-bal. , 16-17 @ 5422Pattern	109. ♠ KQ7652 ♥ K98 ♦ A65 ♣ 2 1♠--- 2NT: BFJ 3♣# --3♦: Relay 4♣*---4NT: RKCB 5♠@--6♠	♠ A1094 ♥ A1043 ♦ QJ ♣ A54 # Singleton somewhere * ♣x, min, 6331 P @ 2Aces + ♠Q

Opener	Responder	Opener	Responder
110. ♠ A32 ♥ KQ432 ♦ A ♣ AQ73 1♥-----2NT: BFJ 3♦---3♥: Relay 3NT*--4♣: Relay 4♦**--4NT: RKCB 5♣@---5♦: ♥Q? 5♥# ----7♣	♠ K10 ♥ AJ1097 ♦ K932 ♣ K10 * 16-17 HCP 5431/4441 P ** Singleton ♦ @ 1 or 4 Aces # NO	111. ♠ 2 ♥ KQ8 ♦ AK5 ♣ KQ8765 1♣--- 2NT: BFJ 3♥-----3♠: Relay 4♣*---4NT: RKCB 5♠@- 7♣	♠ A54 ♥ A103 ♦ QJ10 ♣ A1094 * ♠x @ 2 Aces+ ♣Q

Opener	Responder	Opener	Responder
112. ♠ KJ543 ♥ K82 ♦ 54 ♣ AJ7 1♠---2NT: BFJ 3♦*-3♥: Relay 3♠**-Pass	♠ A1082 ♥ A104 ♦ K762 ♣ 43 * Min hand or Semi-bal. , 16-17 **	113. ♠ KQ876 ♥ KJ1097 ♦ AK5 ♣ -Void- 1♠--- 2NT: BFJ 4♥*---4NT: @ 6♦**-6♠	♠ A542 ♥ A53 ♦ 542 ♣ A1094 * 5-5 or 6-4 in ♠♥ @ D'ble RKCB ** Odd No of aces + void

8. AFTER SINGLE RAISE TO 1♥/1♠ OPENING i.e. MULTI-COLOR GAME TRY

Much as been written on this subject from Help Game Try, Short Suit Try, Long Suit Game Try, Combined Long Suit & Short Suit Game Try to Reject Game Try. My effort is Multi-color Game Try, catering for short suit in opener's hand & in absence of this it continue to ask short suit in responder's hand and when responder also denies any short suit the opener reverts to help game try. In addition to this 1-2-3 raise (e.g.1♥-2♥-3♥) is invitational raise showing 14-15 HCP & a good 6card suit & 6322hand pattern. This is pre-emptive in effect & also explores for a probable of 3NT contract if that is the suitable alternative to play from responder's side.

Opener	Responder	HCP	Comments	Developments
1♥	2♥	5-9	Non-forcing, Qxx/xxxx support	
2♠		15-18	Opener denies a short suit	Specialized
2NT		15-18	♠ x, Short Suit Game Try	
3♣		15-18	♣ x, Short Suit Game Try	
3♦		15-18	♦ x, Short Suit Game Try	
3♥		15-17	6card ♥ suit, 6322 Pattern	Western Cue Bid

Opener	Responder	HCP	Comments	Developments
1♥	2♥	5-9	Balanced Fit Jump	
2♠	2NT	5-9	Responder denies a short suit	Specialized
	3♣	5-9	♣ x, Short Suit Game Try	
	3♦	5-9	♦ x, Short Suit Game Try	
	3♥	5-9	♠ x, Short Suit Game Try	

Opener	Responder	HCP	Comments	Developments
1♥	2♥	5-9	Balanced Fit Jump	Specialized
2♠	2NT	5-9	Responder denies a short suit	
3♣		15-18	Help Game Try in ♣ suit	
3♦		15-18	Help Game Try in ♦ suit	
3♥		15-18	Help Game Try in ♠ suit	

Example hands no 114 to 117

Opener	Responder	Opener	Responder
114. ♠ KJ5 ♥ AQ1076 ♦ A3 ♣ K65	♠ A108 ♥ K104 ♦ 109762 ♣ 43	115. ♠ KQ5 ♥ AQ1076 ♦ 3 ♣ KJ10	♠ 42 ♥ J953 ♦ 542 ♣ A984
1♥---2♥: NF 2♠*--2NT: No x 3♣**--4♥	* No singleton ** Help Game Try	1♥---2♥: NF 3♦*--4♥	* Short Suit Game Try

Opener	Responder	Opener	Responder
116. ♠ AK5 ♥ AQ1076 ♦ A3 ♣ 1065	♠ Q1083 ♥ J943 ♦ K976 ♣ 3	117. ♠ AK52 ♥ A764 ♦ K3 ♣ A104	♠ 109743 ♥ KQ5 ♦ 42 ♣ J98
1♥---2♥: NF 2♠*---3♣: ♣ x 4♥	* No singleton	1♥---2♥: NF 2♠--- 2NT 3♠*--4♠	*Opener continue with 3♠, showing 4432 P & leaving choice of contracts to responder i.e. 3NT/4♥/4♠

The Multi-color Game Try after 1♠-2♠ works on the similar lines as that after 1♥-2♥:

Opener	Responder	HCP	Comments	Developments
1♠ 2NT 3♣ 3♦ 3♥ 3♠	2♠	5-9 15-18 15-18 15-18 15-18 15-17	Non-forcing, Qxx/xxxx support Opener denies a short suit ♣ x, Short Suit Game Try ♦ x, Short Suit Game Try ♥ x, Short Suit Game Try 6card ♠ suit, 6322 Pattern	Specialized

Opener	Responder	HCP	Comments	Developments
1♠ 2NT	2♠ 3♣ 3♦ 3♥ 3♠	5-9 5-9 5-9 5-9 5-9	Balanced Fit Jump Responder denies a short suit ♦ x, Short Suit Game Try ♥ x, Short Suit Game Try ♣ x, Short Suit Game Try	Specialized

Opener	Responder	HCP	Comments	Developments
1♠ 2NT 3♦ 3♥ 3♠	2♠ 3♣	5-9 5-9 15-18 15-18 15-18	Balanced Fit Jump Responder denies a short suit Help Game Try in ♦ suit Help Game Try in ♥ suit Help Game Try in ♣ suit	Specialized

9. AFTER SINGLE RAISE TO 1♣/1♦ OPENING i.e. MULTI-COLOR GAME TRY

The theme of Multi-color Game Try is also applicable after single raise to 1♣/1♦ opening bids with certain variations.

Opener	Responder	HCP	Comments	Developments
1♣ 2♦ 2♥ 2♠ 2NT 3♣ 3♦/3♥/3♠	2♣	5-9 18-20 16-20 16-20 18-20 15-17 17-20	Non-forcing, min 4card fit Reject Game Try (Convention Natural, Reverse Natural, Reverse Asking responder to bid unspecified major suit, if any. 6card ♣ suit, 6322 pattern Splinters	Specialized Lebensohl Lebensohl Specialized Western Cue Bid

Opener	Responder	HCP	Comments	Developments
1♣	2♣	5-9	Non-forcing, min 4card support	
2♦	2♥	7-9	♥ Suit values not satisfactory	
	2♠	7-9	♥ Suit OK but ♠ not OK	
	2NT	8-9	Max	
	3♣	5-7	Sorry	
	3♦	7-9	♥♠ OK but ♦ not OK	

Opener	Responder	HCP	Comments	Developments
1♣	2♣	5-9	Non-forcing, min 4card support	
2NT	3♣	5-9	4card ♥ suit	
	3♦	5-9	4card ♠ suit	
	3♥	5-9	5card ♥ suit	
	3♠	5-9	5card ♠ suit	
	3NT	5-9	Denies major Suit	

Opener	Responder	HCP	Comments	Developments
1♦	2♦	5-9	Non-forcing, min 4card fit	Lebensohl Lebensohl Specialized
2♥		16-20	Natural, Reverse	
2♠		16-20	Natural, Reverse	
2NT		18-20	Asking responder to bid unspecified major suit, if any.	Specialized Western Cue Bid
3♣		18-20	Reject Game try	
3♦		15-17	6card ♦ suit, 6322 pattern	
3♥/3♠/4♣		17-20	Splinters	

Opener	Responder	HCP	Comments	Developments
1♦	2♦	5-9	Non-forcing, min 4card support	
2NT	3♣	5-9	4card ♥ suit	
	3♦	5-9	4card ♠ suit	
	3♥	5-9	5card ♥ suit	
	3♠	5-9	5card ♠ suit	
	3NT	5-9	Denies major Suit	

Opener	Responder	HCP	Comments	Developments
1♦	2♦	5-9	Non-forcing, min 4card support	
3♣	3♦	5-7	Sorry	
	3♥	7-9	♥ Suit values not satisfactory	
	3♠	7-9	♥ Suit OK but ♠ not OK	
	3NT	7-9	♥♠ OK but ♣ not OK	
	4♣	8-9	Max	

Example hands No 118 to 121

Opener	Responder	Opener	Responder
118. ♠ 5 ♥ A432 ♦ AQ6 ♣ AK982	♠ A9763 ♥ 8 ♦ J85 ♣ 10654	119. ♠ 3 ♥ AQ ♦ AQJ1097 ♣ A104	♠ 942 ♥ K95 ♦ 5432 ♣ K98
1♣---2♣: NF 2♥---2♠: Nat. 4♣---4♦: 4/1 Aces 5♣---Pass		1♦---2♦: NF 3♠---4♣: Cue 4♦---4♥: 3/0 Aces 6♦*	* 50% slam

Opener	Responder	Opener	Responder
120. ♠ 5 ♥ A432 ♦ AQ6 ♣ AK982	♠ A97 ♥ Q986 ♦ J8 ♣ 10654	121. ♠ Q98 ♥ A7 ♦ AKJ432 ♣ J104	♠ A32 ♥ 875 ♦ 10987 ♣ K98
1♣---2♣: NF 2♥---4♥ Pass		1♦---2♦: NF 3♦---Pass	

10. OPENER'S RE-BIDS AFTER TWO WAY DRURY (MULTI)

a. AFTER THREE CARD DRURY i.e. 2♣ response to 1♥/1♠ opening in 3rd or 4th seat

The original convention is modified to achieve multiple aims through special developments on the lines of Multi-color Game Try after single raise to major opening. The three card Drury needs min one top honor.

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♥	2♣	9-11	3card Drury	
2♦	2♥	9-11		
Pass		8-11	Sub-standard opening	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♥	2♣	9-11	3card Drury	
2♠		12+	No Singleton	
2NT		12+	♠ Singleton	
3♣		12+	♣ Singleton	
3♦		12+	♦ Singleton	
3♥		14-15	6card ♥ suit, 6322 pattern	
3NT			To play	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♥	2♣	9-11	3card Drury	
2♠	2NT	10-11	No Singleton, stopper in ♣♦♠	
	3♣	9-11	♣ Singleton	
	3♦	9-11	♦ Singleton	
	3♥	9-11	♠ Singleton	
	3♠	10-11	No Singleton, lacks stopper in one or two suits	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♠	2♣	9-11	3card Drury	
2♦	2♠	9-11		
Pass		8-11	Sub-standard opening	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♠	2♣	9-11	3card Drury	
2NT		12+	No Singleton	
3♣		12+	♣ Singleton	
3♦		12+	♦ Singleton	
3♥		12+	♥ Singleton	
3♠		14-15	6card ♠ suit, 6322 pattern	
3NT			To play	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♠	2♣	9-11	3card Drury	
2NT	3♣	9-11	No Singleton	
	3♦	9-11	♦ Singleton	
	3♥	9-11	♥ Singleton	
	3♠	9-11	♣ Singleton	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♠	2♣	9-11	3card Drury	
2NT	3♣	9-11	No Singleton	
3♦			Western Cue Bid, lacks ♦ stop	
3♥			Western Cue Bid, lacks ♥ stop	
3♠			Western Cue Bid, lacks ♣ stop	
3NT			To play	
4♠			To play	

Example Hands No 122 to 127

Opener	Responder	Opener	Responder
122. ♠ 52 ♥ AJ1032 ♦ A106 ♣ 986	♠ A75 ♥ Q98 ♦ J8 ♣ K754	123. ♠ AQJ1086 ♥ K10 ♦ Q72 ♣ 104	♠ K73 ♥ 5432 ♦ A64 ♣ QJ8
-----Pass 1♥----2♣: ** 2♦*---2♥: sign off Pass	** 3card Drury *Sub-standard Opening	-----Pass 1♠-----2♣: ** 2NT*---3♣: * 3♠@---3NT	**3card Drury * No Singleton @ Western Cue

Opener	Responder	Opener	Responder
124. ♠ K4 ♥ AQ10864 ♦ QJ6 ♣ K3	♠ AJ5 ♥ K53 ♦ 982 ♣ Q954	125. ♠ AK432 ♥ A109 ♦ Q7 ♣ A43	♠ Q109 ♥ K64 ♦ AJ762 ♣ 9
-----Pass 1♥----2♣: ** 3♥*---3NT	** 3card Drury * 14-15 HCP & 6card ♥	-----Pass: 1♠-----2♣: ** 2NT*--3♠: ♣ x 4♣@--4♦: Cue 6♠	**3card Drury *No Singleton @ Cue bid

Opener	Responder	Opener	Responder
126. ♠ Q53 ♥ AQ432 ♦ AQ6 ♣ 98 -----Pass 1♥---2♣: ** 2♠* --3♠: @ 4♥	♠ AK ♥ KJ7 ♦ 983 ♣ 106542 ** 3card Drury * No Singleton @ Lacks stopper in one/ two suits	127. ♠ KQJ987 ♥ KQJ ♦ A54 ♣ 6 -----Pass: 1♠-----2♣: ** 3♣*---3♦: Cue 3♥# --4NT: RKCB 5♥@----6♠	♠ A63 ♥ A8 ♦ K62 ♣ 96532 **3card Drury * ♣ Singleton # Cue Bid @ 2Aces + ♠Q

b. AFTER FOUR CARD DRURY i.e. 2♦ response to 1♥/1♠ opening in 3rd or 4th seat

Opener	Responder	HCP	Comments	Developments
--- 1♥ 2♥*	Pass 2♦ Pass	Max 11 9-11 9-11	4card Drury * Sub-standard opening	

Opener	Responder	HCP	Comments	Developments
--- 1♥ 2♠ 2NT 3♣ 3♦ 3♥	Pass 2♦	Max 11 9-11 12+ 12+ 12+ 12+ 15-17	4card Drury No Singleton ♠ Singleton ♣ Singleton ♦ Singleton 6card ♥ suit, 6322 pattern	
Opener	Responder	HCP	Comments	Developments
--- 1♥ 2♠	Pass 2♦ 2NT 3♣ 3♦ 3♥ 3♠	Max 11 9-11 10-11 9-11 9-11 9-11 10-11	4card Drury No Singleton, stopper in ♣♦♠ ♣ Singleton ♦ Singleton ♠ Singleton No Singleton, lacks stopper in one or two suits	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♠	2♦	9-11	3card Drury	
2♥*	2♠	9-11		
Pass		8-11	* Sub-standard opening	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♠	2♦	9-11	3card Drury	
2NT		12+	No Singleton	
3♣		12+	♣ Singleton	
3♦		12+	♦ Singleton	
3♥		12+	♥ Singleton	
3♠		15-17	6card ♠ suit, 6322 pattern	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♠	2♦	9-11	3card Drury	
2NT	3♣	9-11	No Singleton	
	3♦	9-11	♦ Singleton	
	3♥	9-11	♥ Singleton	
	3♠	9-11	♣ Singleton	

Opener	Responder	HCP	Comments	Developments
---	Pass	Max 11		
1♠	2♦	9-11	3card Drury	
2NT	3♣	9-11	No Singleton	
3♦			Western Cue Bid, lacks ♦ stop	
3♥			Western Cue Bid, lacks ♥ stop	
3♠			Western Cue Bid, lacks ♣ stop	
3NT			To play	
4♠			To play	

Example Hands No 128 to 133

Opener	Responder	Opener	Responder
<p>128. ♠ K53 ♥ AK32 ♦ J106 ♣ 986</p> <p>-----Pass 1♥---2♦: ** 2♥*-- Pass</p>	<p>♠ Q97 ♥ Q1098 ♦ A843 ♣ K4</p> <p>** 4card Drury *Sub-standard Opening</p>	<p>129. ♠ AKQ54 ♥ AK ♦ QJ108 ♣ 104</p> <p>-----Pass 1♠-----2♦: ** 2NT*---3♣: * 3♠@---3NT: 4♥# -- 5♣: # 5♥\$----6♠</p>	<p>♠ 8732 ♥ Q1097 ♦ A6 ♣ A53</p> <p>**4card Drury * No Singleton @ Western Cue # Cue bid \$ Re-cue bid</p>

Opener	Responder	Opener	Responder
<p>130. ♠ K4 ♥ AK10864 ♦ Q96 ♣ K3</p> <p>-----Pass 1♥---2♦: ** 3♥*---4♥</p>	<p>♠ AQ5 ♥ 7532 ♦ K8 ♣ 7642</p> <p>** 4card Drury * 14-15 HCP & 6card ♥</p>	<p>131. ♠ AK1098 ♥ KJ9 ♦ QJ ♣ A43</p> <p>-----Pass: 1♠-----2♦: ** 2NT*--3♠: ♣ x 4♣@--4♦: @ 4NT#--5♣: \$ 6♠</p>	<p>♠ QJ65 ♥ 10732 ♦ AK53 ♣ 9</p> <p>**4card Drury *No Singleton @ Cue bid # RKCB \$ 1 or 4 Aces</p>

Opener	Responder	Opener	Responder
<p>132. ♠ QJ10 ♥ AQ1097 ♦ A3 ♣ 1086</p> <p>-----Pass 1♥---2♦: ** 2♠* --3♠: @ 4♥</p>	<p>♠ A3 ♥ J985 ♦ 987 ♣ KQ97</p> <p>** 4card Drury * No Singleton @ Lacks stopper in one/ two suits</p>	<p>133. ♠ KQ1096 ♥ AKQ3 ♦ A84 ♣ 6</p> <p>-----Pass: 1♠-----2♦: ** 3♣*---3♠: sign off 4♣@--4♦: @ 4NT\$----5♣: # 6♠</p>	<p>♠ A732 ♥ 42 ♦ K62 ♣ K853</p> <p>** 4card Drury * ♣ Singleton @ Cue bid \$ RKCB # 1 or 4 Aces</p>

11. 2NT RE-BID AFTER 1NT RESPONSE TO 1 OF A MAJOR: Shows 16-17 HCP (Includes good 15 & bad 18 HCP) & 5-5 or 6-4 in two suits:

1♥-1NT 2NT-3♣: Relay 3♦: 5-5 in ♥♦ 3♥: 5-5 in ♥♣* 3♠: 6-4 in ♥♠ 4♣: 6-4 in ♥♣ 4♦: 6-4 in ♥♦	1♠-1NT 2NT-3♣: Relay 3♦: 5-5 in ♠♦ 3♥: 5-5 in ♠♥ 3♠: 5-5 in ♠♣ 4♣: 6-4 in ♠♣ 4♦: 6-4 in ♠♦ 4♥: 6-4 in ♠♥**	Example Hands NO 133 & 134 Hand 133 * ♠ K4 ♥ AKJ98 ♦ 6 ♣ AQ1075	Hand 134 ** ♠ KQJ1054 ♥ AK107 ♦ A ♣ J6
--	---	--	---

12. 2♣ RE-BID AFTER 1♠ RESPONSE TO 1♥ OPENING: This re-bid to be treated like sequence 1♥-1NT-2♣ but forcing like sequence 1♥-1NT-2♣. Opener may have 12-17 with 5-4, 5-5 or 6-4 in ♥♣ or 17-20 HCP with 5332 hand pattern where opener could not open 1NT. After this responder's re-bids are all natural.

1♥-1♠ 2♣-2♦: FSF, limit or better 2♥/2♠/3♣: to play, 6-9 HCP 2NT: invitational, 10-11 HCP 3♥/4♥: to play. 3NT: to play.	Example hands For opener No 134 to 136 Hand 134 ♠ 1043 ♥ A10854 ♦ A ♣ KJ98	Hand 135 ♠ 104 ♥ AK1054 ♦ A ♣ AQ1093	Hand 136 ♠ K104 ♥ AQ1054 ♦ AJ2 ♣ K6
--	---	---	--

CHAPTER IV: RESPONDER’S RE-BIDS

Responder learns from opener’s re-bid about his range of hand i.e. whether 12-15 (non-forcing) or 12-17 or 16-17 (invitational) or 16-20 (forcing for another round) or 18-20 (game force) along with his basic distribution i.e. balanced or unbalanced, who is left with a choice of pass, signing off or taking control of the hand and decide about bidding a game or slam or bidding further by making a forcing bid to know more about the opener’s hand or by making a further descriptive bid so that the opener can decide further about bidding to explore slam, if any.

Up till now we have come across some conventions, namely; Walsh Plus, Splinters, Two Way Drury (multi), Multi-color Game Try, Reverse Jump Shift, No-trump scanner & Western Cue bid. These conventions are complimentary where natural bidding cannot describe effectively. Responder’s re-bids involve further conventions like Splinters (after opener re-bids his suit), Two Way Crohurst, Fourth Suit Forcing, Delayed Jumps, Western Cue Bid, Lebensohl (after Reverse & Jump Shift), Wolf Plus & Robson Plus.

1. ROBSON PLUS: After opener raises responder’s suit Robson Plus is a conventional aid to know more about opener’s hand. The opener has limited his hand to 12+ to 15- by making a single raise to 1♥/1♠ response. Opener may have a 4card fit or at least a 3cards with one top honor. With such a 3card fit he needs 5431/6331/6322 hand pattern. Responder needs invitational or better values to exploit further by using a relay bid

This convention is adopted from the book written by Andrew Robson & Oliver Segal on “Partnership Bidding in Bridge” with a few modifications to suit my overall approach in other areas to achieve harmony, hence named as “Robson Plus”.

Application of “Robson Plus” with some example hands is detailed below:

Opener	Responder	HCP	Comments	Developments
1♣/1♦ 2♥/2♠	1♥/1♠	6+ 12-15	Natural 4432/5422 5431/6331/6322	Robson Plus

Opener	Responder	HCP	Comments	Developments
1♥ 2♠	1♠	6+ 12-15	Natural 4432/5422 5431/6331/6322	Robson Plus

We will consider two example sequences:

Opener	Responder	Comments
1♣	1♥	Relay, F1, limit or better hand ♠x, 5-3 in ♣♥, min 6322/6331, 6-3 in ♣♥ ♦x, 5-3 in ♣♥, min 5422/4432, 4card ♥ fit, min ♠x, 5-4 in ♣♥, max 5422/4432, 4card ♥ fit, max 6-4 in ♣♥, fair hand ♦x, 5-4 in ♣♥, max 5422/4432, 4card ♥ fit, max
2♥	2♠:	
2NT:		
3♣:		
3♦:		
3♥:		
3♠:		
3NT:		
4♣:		
4♦:		
4♥:		

Example Hands 1 to 12:

♠ 3 ♥K54 ♦A976 ♣AJ1096	♠76 ♥KQ10 ♦A5 ♣K109875	♠4 ♥A42 ♦K32 ♣KJ10872	♠KJ52 ♥QJ7 ♦5 ♣AQ543	♠Q43 ♥A874 ♦J7 ♣KQJ5	♠7 ♥K543 ♦A97 ♣AK1065
Hand 1. 1♣--1♥ 2♥--2♠ 2NT	Hand 2. 1♣--1♥ 2♥--2♠ 3♣	Hand 3. 1♣--1♥ 2♥--2♠ 3♣	Hand 4. 1♣--1♥ 2♥--2♠ 3♦	Hand 5. 1♣--1♥ 2♥--2♠ 3♥	Hand 6. 1♣--1♥ 2♥--2♠ 3♠

♠A9 ♥K1063 ♦QJ9 ♣KJ94	♠KJ ♥K874 ♦AJ ♣QJ1098	♠7 ♥KJ93 ♦A10 ♣AQ10854	♠K108 ♥KJ105 ♦6 ♣AQJ43	♠85 ♥A1093 ♦A8 ♣KQJ52	♠A109 ♥KJ107 ♦32 ♣AQ109
Hand 7. 1♣--1♥ 2♥--2♠ 3NT	Hand 8. 1♣--1♥ 2♥--2♠ 3NT	Hand 9. 1♣--1♥ 2♥--2♠ 4♣	Hand 10. 1♣--1♥ 2♥--2♠ 4♦	Hand 11. 1♣--1♥ 2♥--2♠ 4♥	Hand 12. 1♣--1♥ 2♥--2♠ 4♥

Opener	Responder	Comments
1♥	1♠	Relay, F1, Limit or better hand ♣x 5-3 in ♥♠, min ♦x, 5-3 in ♥♠, min 6322/6331, 6-3 in ♥♠ 5422/4432, 4card ♥ fit, min 5422, 4card♥fit, max ♣x, 5-4 in ♥♠, max ♦x, 5-4, in ♥♠, max 6-4 in ♥ & ♠, fair hand 5422, 4card♠ fit, max
2♠	2NT:	
3♣:		
3♦:		
3♥:		
3♠:		
3NT:		
4♣:		
4♦:		
4♥:		
4♠:		

Example hands: 13 to 18

♠QJ93 ♥KQ632 ♦AK ♣43	♠AQJ2 ♥KJ74 ♦1095 ♣Q8	♠AJ97 ♥KJ932 ♦AJ10 ♣3	♠Q108 ♥QJ1098 ♦6 ♣AQJ	♠Q85 ♥KQ10932 ♦A9 ♣KJ	♠A54 ♥KJ9432 ♦3 ♣AJ6
Hand 13	Hand 14	Hand 15	Hand 16	Hand 17	Hand 18
1♥--1♠	1♥--1♠	1♥--1♠	1♥--1♠	1♥--1♠	1♥--1♠
2♠--2NT	2♠--2NT	2♠--2NT	2♠--2NT	2♠--2NT	2♠--2NT
4♠	3♠	4♣	3♦	4♥	3♥

Thus responder gets a blue print of opener's hand. He becomes the captain of the hand to decide a close game or slam or play part score or game contract with confidence.

2. SPLINTERS: After opener re-bids his suit. Example Hand No 19

Opener	Responder
♠A32 ♥109 ♦AQJ763 ♣Q7	♠5 ♥AKJ652 ♦K108 ♣AJ10
1♦	1♥
2♦	3♠: Splinters
4♠: Cue Bid	6♦

3. TWO WAY CROHURST: After opener re-bids 1♥/1♠/1NT. This is a further version of original Crohurst convention.

<p>TWO WAY CROHURST</p> <p>1X – 1Y 1Z - 2♣: transfer to 2♦ showing Invitational Values 2♦: game force Opener should Describe his Hand further</p> <p>X = 1♣/1♦/1♥ Y = 1♦/1♥/1♠ Z = 1♥/1♠/1NT</p>	<p>Example sequences</p> <p>1♦-1♠ 1NT-2♣: transfer to 2♦ 2♦-pass: to play 2♥: ♠♥ 5-4 2♠: 5 card ♠ * 2NT: ♠♣ 5-4 3♣: ♠♣ 5-5 3♦: ♠♦ 5-5 3♥: ♠♥ 5-5 3♠: 6 card ♠</p> <p>1♣-1♥ 1♠-2♣: Transfer to 2♦ Opener bids 2♦ With min hand</p>	<p>But he should cross the 2♦ level With more when having better dist. Or 16-17 HCP, e.g.</p> <p>1♣-1♥ 1♠-2♣ 2♥: 4315 dist. 16-17 HCP 2♠: 5-5 in ♣♠ 12-15 HCP 2NT: 4225 dist. 16-17 HCP 3♣: 6-4 in ♣♠ 12-15 HCP 3♦: 4135 dist. 16-17 HCP</p>	<p>1♦-1♥ 1♠-2♦: GF 2♥: 3card ♥fit 2♠: 6-5 in ♦♠ 2NT: denies ♥ fit 3♣: 4144 dist 3♦: 5-4 in ♦♠</p> <p>Note that all other re-bids by responder are natural & NF</p> <p>E.g. 1♦-1♠ 1NT-2♥/2♠: NF -2NT: Invtl.</p>
---	--	---	---

Example hands 14 to 25

♠ J1043 ♥ 82 ♦ A1085 ♣ AJ9	♠ KQ765 ♥ QJ85 ♦ K7 ♣ 43	♠ AK983 ♥ 1085 ♦ J42 ♣ K7	♠ KJ1098 ♥ 1065 ♦ 6 ♣ AQ32	♠ Q10986 ♥ 32 ♦ A ♣ KJ1087	♠ K9865 ♥ 7 ♦ AJ653 ♣ K7
Hand 14. 1♦--1♠ 1NT--2♣ 2♦--Pass	Hand 15. 1♦--1♠ 1NT--2♣ 2♦--2♥	Hand 16. 1♦--1♠ 1NT--2♣ 2♦--2♠	Hand 17. 1♦--1♠ 1NT--2♣ 2♦--2NT	Hand 18. 1♦--1♠ 1NT--2♣ 2♦--3♣	Hand 19. 1♦--1♠ 1NT--2♣ 2♦--3♦

♠ AJ1085 ♥ K9765 ♦ Q5 ♣ 6	♠ KQ9876 ♥ KQ6 ♦ 109 ♣ 8	♠ A1096 ♥ KJ8 ♦ AJ87 ♣ 53	♠ KJ976 ♥ K ♦ AQ6532 ♣ 7	♠ AK76 ♥ 10 ♦ AQJ87 ♣ 1087	♠ AJ1092 ♥ K1087 ♦ 32 ♣ 94
Hand 20. 1♦--1♠ 1NT--2♣ 2♦--3♥	Hand 21. 1♦--1♠ 1NT--2♣ 2♦--3♠	Hand 22. 1♦--1♥ 1♠--2♦ 2♥	Hand 23. 1♦--1♥ 1♠--2♦ 2♠	Hand 24. 1♦--1♥ 1♠--2♦ 2NT	Hand 25. 1♦--1♠ 1NT--2♥* *Nonforcing

4. FOURTH SUIT FORCING: This is another classic convention. Due to the introduction of Two Way Crohurst the relative applicability of FSF is required to be modified suitably & for this sake the requisite sequences are mentioned below for the sake of partnership agreement.

<p>1♣-1♦ 1♥-1♠</p> <p>This is not FSF but Shows ♠ 5-4 since 1♦= Walsh</p> <p>FSF is applicable only when opener has re-bid his new suit at 2♣ or higher level.</p> <p>The following are the only specific sequences for FSF:</p> <p>1♦-1♥ 2♣-2♠: FSF</p> <p>1♦-1♠ 2♣-2♥: FSF</p> <p>1♥-1♠ 2♣-2♦: FSF</p>	<p>1♥-1♠ 2♦-3♣: FSF</p> <p>1♦-1♥ 3♣-3♠: FSF</p> <p>1♦-1♠ 3♣-3♥: FSF</p> <p>1♥-1♠ 3♣-3♦: FSF</p> <p>1♥-1♠ 3♦-4♣: FSF</p> <p>After FSF opener Is expected to bid On natural lines</p> <p>Example sequence:</p>	<p>1♥-1♠ 2♣-2♦: FSF</p> <p>2♥: 6-4 in ♥♣ 12-14 HCP</p> <p>2♠: 3514 dist. 12-14 HCP</p> <p>2NT:♦stopper 12-14 HCP</p> <p>3♣: 5-5 in ♥♣ 12-14 HCP</p> <p>3♦: 0544 dist. 12-14 HCP</p> <p>3♥: 6-4 in ♥♣ 15-17 HCP</p> <p>3♠: 3514 dist 15-17 HCP</p> <p>3NT:♦stopper 2524 dist. 15-17 HCP</p> <p>4♣: 5-5 in ♥♣ 15-17 HCP</p> <p>4♦: 0544 dist. 15-17 HCP</p>	<p>Another sequence:</p> <p>1♦-1♠ 2♣-2♥: FSF</p> <p>2♠: 3154 dist. 12-14 HCP</p> <p>2NT: 2254 dist. Stopper in ♥ 12-14 HCP</p> <p>3♣: 5-5 in ♦♣ 12-14 HCP</p> <p>3♦: 6-4 in ♦♣ 12-14 HCP</p> <p>3♥: 0454 dist. 12-14 HCP</p> <p>3♠: 3154 dist 15-17 HCP</p> <p>3NT: 2254 dist. 15-17 HCP</p> <p>4♣: 5-5 in ♦♣ 15-15 HCP</p> <p>4♦: 6-4 in ♦♣ 15-17 HCP</p> <p>4♥: 0454 dist. 15-17 HCP</p>
--	--	---	--

Example Hands No 26 to 35:

<p>♠J106 ♥5 ♦KQ974 ♣AJ103</p> <p>Hand 26 1♦-1♠ 2♣-2♥ 2♠</p>	<p>♠ J98 ♥ 3 ♦AK1053 ♣KJ94</p> <p>Hand 27 1♦-1♠ 2♣-2♥ 2NT</p>	<p>♠J8 ♥A ♦KQ1098 ♣J10974</p> <p>Hand 28 1♦-1♠ 2♣-2♥ 3♣</p>	<p>♠Q ♥Q4 ♦KJ10765 ♣AQ84</p> <p>Hand 29 1♦-1♠ 2♣-2♥ 3♦</p>	<p>♠-Void- ♥A872 ♦KQ962 ♣AJ65</p> <p>Hand 30 1♦-1♠ 2♣-2♥ 3♥</p>
---	---	---	--	---

♠J96 ♥5 ♦AKJ43 ♣AQJ6 Hand 31 1♦-1♠ 2♣-2♥ 3♠	♠87 ♥AJ ♦KJ1094 ♣AK103 Hand 32 1♦-1♠ 2♣-2♥ 3NT	♠A ♥107 ♦KQ863 ♣AK965 Hand 33 1♦-1♠ 2♣-2♥ 4♣	♠5 ♥42 ♦AKQ865 ♣AQJ8 Hand 34 1♦-1♠ 2♣-2♥ 4♦	♠-Void- ♥AJ98 ♦AJ962 ♣AK109 Hand 35 1♦-1♠ 2♣-2♥ 4♥
--	---	---	--	---

5. DELAYED JUMPS: After opener bid a new suit at 2level. Example sequences

1♥-1♠ 2♣-2♦: FSF 2♥: May be a False Preference 2♠: To play 2NT: Invitational	3♣: Natural 3♦: 5-5 in ♠♦ 3♥: Delayed Jump Raise Min Qxx 3♠: 6 card suit 3NT: To play	4♣: RKCB 4♦: Splinters 4♥: Delayed Jump Raise Min Qxx 4♠: To play	1♦-1♠ 2♣- 3♦: Delayed Jump Raise Min 4card 1♦-2♣ 2NT-3♦: Delayed Raise Min 5card
---	--	--	---

Example Hands No 36 to 39

♠ AJ97 ♥Q85 ♦KJ ♣10943	Hand 36 1♥-1♠ 2♣-3♥	♠ AQ65 ♥ AJ2 ♦ J5 ♣ Q962	Hand 37 1♥-1♠ 2♣-4♥	♠ KQ84 ♥ AJ2 ♦ J1043 ♣ 65	Hand 38 1♦-1♠ 2♣- 3♦	♠KQ8 ♥J65 ♦KJ654 ♣107	Hand 39 1♦-2♣ 2NT-3♦
---	--	---	--	--	---	--	---

6.WESTERN CUE BID: The typical case for using this convention is when 5 of a minor suit contract is possible but 3NT contract may also be a better spot subject to the stopper available in one of the un-bid suits. The opener may also use this convention when he has similar problem.

Example Hands No 40 & 41

Opener	Responder	Opener	Responder
40. ♠ Q8 ♥ Q3 ♦ AKJ76 ♣ K543 1♦---1♠ 1NT---2♦: GF 3♣---3♥: WCB 3♠---5♣	♠ AK106 ♥ K85 ♦ 32 ♣ AJ86	41. ♠ Q8 ♥ A3 ♦ KQJ76 ♣ K543 1♦---1♠ 1NT---2♦: GF 3♣---3♥: WCB 3NT---Pass	♠ AKJ10 ♥ K85 ♦ 32 ♣ A1086

Note in both cases responder force with 2♦ as game forcing bid of Two Way Crohurst convention. Opener re-bids 3♣ denying 4card by-passed ♥ suit or 3card ♠ fit, ergo opener must have 2254 distribution with some values in major suit . Responder continue with 3♥, the Western Cue bid asking opener to bid 3NT with one stopper. In hand 40 opener denies ♥ stopper (A/Kx/QJx is a stopper where as Qxx/Qx or Jxxx/Jxx is a partial stopper) & responder settles in a safe 5♣ contract. In hand 41, responder settles at 3NT which is not only safe but better scoring contract.

7. LEBENSOHL: After reverse & Jump shift by the opener. Like Cue bid, lebensohl is another classic convention applicable in various bidding situations where natural bidding is not helpful. We will consider the convention after reverse at 2level & Jump Shift at 2level.

REVERSE & LEBENSOHL

Reverse by opener forces responder to give preference at 3level & shows 16-20 HCP. Rule 25 is applicable for min values for reverse i.e. HCP + number of cards in two long suits. There are four different situations after Reverse differentiating non-game values against 16-17 HCP Reverse.

<p>(a) Lebensohl after Walsh response of 1♦ to 1♣ opening bid</p> <p>1♣-1♦: Walsh 2♦-2NT: Lebensohl</p> <p>Any other re-bid shows 9 HCP or more values</p>	<p>(b) Lebensohl after minor suit Reverse 1♣-1♥/1♠ 2♦-2♠/2♥: : Lebensohl</p> <p>Re-bid in major suit shows 5card suit & is non-forcing</p> <p>Any other re-bid shows 9 HCP or more values</p>	<p>(c) Lebensohl after 1♠ response to minor suit opening & Reverse in ♥ suit</p> <p>1♣/1♦-1♠ 2♥----- 2NT: : Lebensohl</p> <p>Re-bid of 2♠ shows 5card suit & is non-forcing</p> <p>Any other re-bid shows 9 HCP or more values</p>	<p>(d). Lebensohl after major suit reverse</p> <p>1♥-1NT 2♠-2NT: shows 9 HCP or more values</p> <p>Any other bid is Lebensohl, i. e. 6-8 HCP</p> <p>Example Hands No 42 to 61</p>
--	---	--	---

<p>♠ 2 ♥ AJ87 ♦ KJ1096 ♣ J43</p> <p>Hand 42 1♣-1♦ 2♦-2♥</p>	<p>♠ AJ87 ♥ 2 ♦ KJ1096 ♣ J43</p> <p>Hand 43 1♣-1♦ 2♦-2♠</p>	<p>♠ 32 ♥ Q87 ♦ KJ109 ♣ AJ43</p> <p>Hand 44 1♣-1♦ 2♦-3♣</p>	<p>♠ AJ8 ♥ 32 ♦ KJ1096 ♣ J43</p> <p>Hand 45 1♣-1♦ 2♦-3♦</p>	<p>♠ K82 ♥ Q87 ♦ J1096 ♣ 1043</p> <p>Hand 46 1♣-1♦ 2♦-2NT 3♣-3♦</p>
---	---	---	---	---

Note: In hand 46, 2NT is Lebensohl asking opener to re-bid 3♣ so that responder can sign off in 3♦. Now opener may bid game on his own values.

<p>♠ Q87 ♥ A8732 ♦ J9 ♣ 1043</p> <p>Hand 47 1♣-1♥ 2♦-2♥</p>	<p>♠ Q873 ♥ A87 ♦ J96 ♣ 1043</p> <p>Hand 48 1♣-1♠ 2♦-2♥ 2NT-3♣</p>	<p>♠ Q87 ♥ 32 ♦ KJ109 ♣ AJ43</p> <p>Hand 49 1♣-1♦ 2♦-3♣</p>	<p>♠ AJ8 ♥ 32 ♦ KJ1096 ♣ J43</p> <p>Hand 50 1♣-1♦ 2♦-3♦</p>	<p>♠ Q87 ♥ K32 ♦ J1096 ♣ A43</p> <p>Hand 51 1♣-1♦ 2♦-3♦ 3♥-3NT</p>
---	--	---	---	--

Note: In hand 48, 2♥ being fourth suit becomes Lebensohl asking opener to bid 2NT so that responder can sign off in 3♣. In hand 51, after responder shows ♦ fit & game values against opener's min hand i.e. 16-17 HCP, opener's 3♥ is Western Cue Bid asking responder to bid 3NT with ♥ stopper.

<p>♠ A8732 ♥ Q87 ♦ J9 ♣ 1043</p> <p>Hand 52 1♣-1♠ 2♥-2♠</p>	<p>♠ A873 ♥ Q87 ♦ J96 ♣ 1043</p> <p>Hand 53 1♣-1♠ 2♥-2NT 3♣-Pass</p>	<p>♠ A8732 ♥ Q873 ♦ J9 ♣ A4</p> <p>Hand 54 1♦-1♠ 2♥-3♥</p>	<p>♠ AJ87 ♥ 32 ♦ KJ109 ♣ J43</p> <p>Hand 55 1♦1♠ 2♥-3♦</p>	<p>♠ AJ873 ♥ Q 3 ♦ 96 ♣ A432</p> <p>Hand 56 1♦-1♠ 2♥-3♣: FSF</p>
---	--	--	--	--

<p>♠ A87 ♥ 87 ♦ A943 ♣ A432</p> <p>Hand 57 1♥-1NT 2♠-2NT 3♣-3♠ 4♠-Pass</p>	<p>♠ 32 ♥ 87 ♦ J963 ♣ AJ1043</p> <p>Hand 58 1♥-1NT 2♠-3♣</p>	<p>♠ 32 ♥ 87 ♦ KJ1063 ♣ K432</p> <p>Hand 59 1♥-1NT 2♠-3♦</p>	<p>♠ AJ8 ♥ Q32 ♦ 963 ♣ 10432</p> <p>Hand 60 1♥-1NT 2♠-3♥</p>	<p>♠ AJ8 ♥ Q 3 2 ♦ 963 ♣ A432</p> <p>Hand 61 1♥-1NT 2♠-2NT 3♣-3♥ 4♥-Pass</p>
--	--	--	--	--

Note: In hand 57 & 61, 2NT is GF. Opener should re-bid 3♣ as a relay allowing responder to describe his hand. In hand 57, opener settles game on 4-3 ft. In hand 61 Opener plays in 5-3 fit. Opener may have 4503 or 4540 distribution. Example Hands 62 & 63

Opener	Responder	Opener	Responder
<p>♠ KQJ10 ♥ AQJ92 ♦ -Void- ♣ KQJ5</p> <p>Hand 62 1♥-1NT 2♠-2NT 3♣-3♠ 4♣-4♦: KBRKCB 4NT*-6♣</p>	<p>♠ A87 ♥ 87 ♦ A943 ♣ A432</p> <p>In hand 62 opener continues with 4♣ As a natural bid showing 4504 dist.</p> <p>KB=Kick Back * 2Acces + ♣Q</p>	<p>♠ KQ102 ♥ AKJ92 ♦ KQJ5 ♣ -Void-</p> <p>Hand 63 1♥-1NT 2♠-2NT 3♣-3♥ 4♦-4NT: RKCB** 5♦*-6♥</p>	<p>♠ AJ8 ♥ Q32 ♦ 963 ♣ A432</p> <p>In hand 63 opener Continues with 4♦ As a natural bid Showing 4540 dist.</p> <p>** 4♥ would become KBRKCB * 2Aces without ♥Q</p>

JUMP SHIFT & LEBENSOHL

This is another application of Lebensohl. There are 4 situations:

1♣-1♦

2♥-2♠/3♥: 5-4 in ♦ & ♠/♥ & invitational or better values
2NT: LEBENSOHL showing min values i.e. 6-9 HCP
3♣/3♦: natural & 10 HCP +

1♣-1♦

2♠-2NT: LEBENSOHL showing min values i.e. 6-9 HCP
3♣: natural & 10 HCP +
3♥/3♠: 5-4 in ♦ & ♥♠ & 10 HCP
3♦: 5+ cards & 10 HCP +

1♣-1♥

2♠-2NT: LEBENSOHL showing min values i.e. 6-9 HCP
3♣: natural & 10 HCP +
3♦/3♠: 5-4 in ♥ & ♦/♠ & 10 HCP+
3♥: 5+ cards & 10 HCP +

1♦-1♥

2♠- 2NT: LEBENSOHL showing min values i.e. 6-9 HCP
3♣/3♦/3♠: 4-4 or 5-4 in ♥ & ♣/♦/♠ & 10 HCP +
3♥: 5+ cards & 10 HCP +

In short 2NT is the weakest re-bid by responder. Opener re-bids 3♣ over 2NT & the bidding continues on natural lines till the game is reached.

8. WOLF PLUS: (After opener makes a jump re-bids 2NT) The original convention is modified for further preciseness. We will deal with each sequence & its development.

Opener	Responder	Comments
1♣	1♦:	Walsh Plus (conventional response)
2NT	3♣:	May have 2/3cards in ♣, no game if opener has 16-17 HCP
	3♦:	Natural, 5card ♦ suit, game values against 16-17 HCP
	3♥:	5-4 in ♦ & ♥, game values against 16-17 HCP
	3♠:	5-4 in ♦ & ♠, game values against 16-17 HCP
	3NT:	♣ Suit, min 4cards & game values against 16-17 HCP
	4♣:	RKCB, ♣ as the key card suit
	4♦:	RKCB, ♦ as the key card suit

Note that 3♣ re-bid is a negative & curtsey re-bid says no game if opener has 16-17 HCP. 3♦/3♥/3♠/3NT(=♣) are natural & positive re-bids, (3NT re-bid =♣ fit leaving choice of contracts to the opener). 4♣ & 4♦ are the conventional re-bid as RKCB.

Example Hand No 64 to 70

♠ 1083 ♥ Q95 ♦ A9762 ♣ 54	♠ 764 ♥ J109 ♦ KJ976 ♣ A5	♠ 74 ♥ KJ103 ♦ KJ976 ♣ K4	♠ AJ74 ♥ Q95 ♦ KJ976 ♣ 4	♠ K64 ♥ Q 9 5 ♦ 963 ♣ AJ54
Hand 64	Hand 65	Hand 66	Hand 67	Hand 68
1♣-1♦ 2NT-3♣	1♣-1♦ 2NT-3♦	1♣-1♦ 2NT-3♥	1♣-1♦ 2NT-3♠	1♣-1♦ 2NT-3NT

♠ 74 ♥ K9 ♦ A9762 ♣ AJ54	♠ K6 ♥ A109 ♦ KJ9763 ♣ J5	♠ AJ4 ♥ K9 ♦ J32 ♣ AKJ1094	♠ K6 ♥ K10 ♦ J32 ♣ AKQJ84	♠ AKJ6 ♥ J9 ♦ KJ9 ♣ AK94
Hand 69	Hand 70	Hand 71	Hand 72	Hand 73
1♣-1♦ 2NT-4♣	1♣-1♦ 2NT-4♦	1♣-1♦ 2NT-3♣ Pass	1♣-1♦ 2NT-3♣ 3♦	1♣-1♦ 2NT-3♣ 3♥

Developments after 3♣ re-bid by responder:

Opener	Responder	Comments
1♣	1♦:	Walsh Plus (conventional response)
2NT	3♣:	May have 2/3 cards in ♣, no game if opener has 16-17 HCP
Pass:		To play
3♦:		Western Cue Bid
3♥:		Western Cue Bid
3♠:		Western Cue Bid
3NT:		To play

After a negative response opener has option to play 3♣, a part score contract or to continue to declare 3NT contract on his own values. Western Cue Bid in ♦/3♥/3♠ is an available tool to check stopper in the respective suit.

Example Hands No 71 to 75

♠ 74 ♥ AQ95 ♦ AJ9 ♣ AKQ5	♠ K4 ♥ K109 ♦ J3 ♣ AKQJ95	♠ K10 ♥ K10 ♦ J32 ♣ AKQ1095	♠ K104 ♥ 9 ♦ AK3 ♣ AKJ954	♠ 4 ♥ KQ9 ♦ AQ3 ♣ AKQ954
Hand 74 1♣-1♦ 2NT-3♣ 3♠	Hand 75 1♣-1♦ 2NT-3♣ 3NT	Hand 76 1♣-1♦ 2NT-3♦ 3NT	Hand 77 1♣-1♦ 2NT-3♦ 4♣	Hand 78 1♣-1♦ 2NT-3♦ 4♦

Developments after 3♦ re-bid by responder

Opener	Responder	Comments
1♣	1♦:	Walsh Plus (conventional response)
2NT	3♦:	Natural, 5 card ♦ suit, game values against 16-17 HCP
3♥:		Western Cue Bid
3♠:		Western Cue Bid
3NT:		To play, 4432/5332 with 18-20 HCP or 6322 with 16-20 HCP
4♣:		3136 distribution with ♥ singleton, 18-20 HCP (lower suit x)
4♦:		1336 distribution with ♠ singleton, 18-20 HCP (higher suit x)

After a natural & positive re-bid of 3♦ from responder 3♥ /3♠/3NT are on same lines. Opener's 4♣/4♦ re-bids are meant for exploring slam provided partner likes the specific singleton shown by the opener. Example Hands No 76 to 78

Opener	Responder	Comments
1♣	1♥:	6 HCP + min 4card suit
2NT	3♣:	May have 2/3cards in ♣, no game if opener has 16-17 HCP
	3♦:	5card ♥ suit, game values against 16-17 HCP
	3♥:	5card ♥ suit, non-forcing
	3♠:	6 HCP +, 5-4 or 4-4 in ♥ & ♠
	3NT:	♣ Suit, min 4cards & game values against 16-17 HCP
	4♣:	RKCB, ♣ as the key card suit
	4♦:	6 HCP +, 5-5 in ♥ & ♦

Re-bid of 3♣ is again a negative re-bid denying 4card ♠ suit or 5card ♥ suit. Responder has already denied 4card ♣ suit so he may have a 4card ♦ suit. Since opener cannot have a 4card ♦ suit, 3♦ re-bid by responder is a positive response

Promising 5card ♥ suit. 3♥ re-bid shows 5card suit but denies game values if opener has 16-17 HCP. 3♠ re-bid is natural bid for locating 4-4 fit in ♠ suit but at same time it does not promise 5cards in ♥ suit. 3NT re-bid shows 4card ♣ fit & an alternative contract to 5♣. 4♣ re-bid is conventional as RKCB in ♣ suit. 4♦ re-bid is natural & shows 5-5 in ♥ & ♦.

Example Hands No 79 to 85

♠ 1092 ♥ Q874 ♦ AJ93 ♣ 96	♠ Q92 ♥ KJ865 ♦ 932 ♣ A5	♠ KJ9 ♥ K8765 ♦ 1092 ♣ 943	♠ QJ92 ♥ K1065 ♦ 1092 ♣ 43	♠ 65 ♥ KQ86 ♦ AJ3 ♣ 10954
Hand 79 1♣-1♥ 2NT-3♣	Hand 80 1♣-1♥ 2NT-3♦	Hand 81 1♣-1♥ 2NT-3♥	Hand 82 1♣-1♥ 2NT-3♠	Hand 83 1♣-1♥ 2NT-3NT

♠ Q92 ♥ Q874 ♦ AJ ♣ AJ96	♠ J2 ♥ KJ865 ♦ Q10985 ♣ 6	♠ KQ ♥ AJ10 ♦ 109 ♣ AQJ987	♠ AQJ ♥ KQ8 ♦ 5 ♣ AKQ987	♠ K2 ♥ KQ102 ♦ AJ3 ♣ AK109
Hand 84 1♣-1♥ 2NT-4♣	Hand 85 1♣-1♥ 2NT-4♦	Hand 86 1♣-1♥ 2NT-3♣ 3♥	Hand 87 1♣-1♥ 2NT-3♣ 4♣	Hand 88 1♣-1♥ 2NT-3♣ 4♥

Developments after 3♣ re-bid by responder:

Opener	Responder	Comments
1♣	1♥:	6 HCP + min 4card suit
2NT	3♣:	May have 2/3cards in ♣, no game if opener has 16-17 HCP
3♦:		4-3 or 5-3 in ♣ & ♥, 18-20 HCP (4432 or 5332 pattern)
3♥:		6-3 in ♣ & ♥, 16-17 HCP (6322/6331 pattern)
3♠:		6-3 in ♣ & ♥, 18-20 HCP (6322/6331 pattern)
3NT:		To play, 4432/5332/6322 pattern, 18-20 HCP, denies 3card ♥
4♥:		4432 pattern showing 4-4 in ♣ & ♥, 18-20 HCP

3♥ re-bid is a sign off, whereas 3♦ & 3♠ re-bids are forcing to game in 3NT or 4♥ (on 3card fit). 3NT re-bid to play there. We have already seen 4♣ & 4♦ re-bids. 4♥ re-bid shows 4card ♥ fit to play there. It also shows 4432, the balanced hand pattern.

Example Hands No 86 to 88

Developments after 3♦ re-bid by responder are on similar lines as after 3♣ re-bid by responder.

Opener	Responder	Comments
1♣	1♥:	6 HCP + min card suit
2NT	3♦:	5card ♥ suit, game values against 16-17 HCP
3♥: *		6-3 in ♣ & ♥, 16-17 HCP, 6331/6322 pattern or
		5-3 in ♣ & ♥, 18-20 HCP with 5332 pattern
3♠: **		6322 pattern, 6-3 in ♣ & ♥, 18-20 HCP
3NT:		To play (4432/5332 pattern)
4♣:		3316 distribution, 18-20 HCP (lower suit singleton)
4♦:		1336 distribution, 18-20 HCP (higher suit singleton)
4♥:		4432 pattern, 4-4 in ♣ & ♥, 18-20 HCP

* Same major,
** Other major

Opener	Responder	Comments
1♣	1♠:	6 HCP + min 4card suit
2NT	3♣:	May have 2/3cards in ♣, no game if opener has 16-17 HCP
	3♦:	5card ♠ suit, game values against 16-17 HCP
	3♥:	6 HCP +, 5-4 in ♠ & ♥ suit
	3♠:	5card ♠ suit, non-forcing
	3NT:	♣ Suit, min 4cards & game values against 16-17 HCP
	4♣:	RKCB, ♣ as the key card suit
	4♦/4♥:	6 HCP +, 5-5 in ♠ & ♦/♥

Responder's re-bids are on similar lines as those after 1♣-1♥-2NT sequence.

Developments after 3♣ re-bid by responder on similar lines as those after 1♣-1♥-2NT-3♣ sequence.

Opener	Responder	Comments
1♣	1♠:	6 HCP + min 4card suit
2NT	3♣:	May have 2/3cards in ♣, no game if opener has 16-17 HCP
3♦:		4-3 or 5-3 in ♣ & ♠, 18-20 HCP, 4432 or 5332 pattern
3♥:		6-3 in ♣ & ♠, 18-20 HCP with 6331/6322 pattern
3♠:		6-3 in ♣ & ♠, 16-17 HCP with 6331/6322 pattern
3NT:		To play
4♠:		4432 pattern, 4-4 in ♣ & ♥, 18-20 HCP

Developments after 3♦ re-bid by responder are also on similar lines as those after 1♣-1♥-2NT-3♦ sequence.

Opener	Responder	Comments
1♣	1♠:	6 HCP + min card suit
2NT	3♦:	5card ♠ suit, game values against 16-17 HCP
3♥: **		6322 pattern, 6-3 in ♣ & ♠, 18-20 HCP or 5332 pattern, 5-3 in ♣ & ♠, 18-20 HCP
3♠: *		6-3 in ♣ & ♠, 16-17 HCP (6332/6331 pattern) or 5332 pattern, 5-3 in ♣ & ♠, 18-20 HCP
3NT:		To play (4432/5332 pattern)
4♣:		3316 distribution, 18-20 HCP (lower suit singleton)
4♦:		3136 distribution, 18-20 HCP (higher suit singleton)
4♠:		4-4 in ♣ & ♠, 18-20 HCP

* Other major. ** Same major

Opener	Responder	Comments
1♦	1♥:	6 HCP + min 4card suit
2NT	3♣:	5card ♥ suit, game values against 16-17 HCP
	3♦:	May have 2/3cards in ♦, no game if opener has 16-17 HCP
	3♥:	5card ♥ suit, non-forcing
	3♠:	6 HCP +, 5-4 or 4-4 in ♥ & ♠
	3NT:	♦ Suit, min 4cards & game values against 16-17 HCP
	4♣:	6 HCP +, 5-5 in ♥ & ♣
	4♦:	RKCB, ♦ as the key card suit

Responder's re-bids are on similar line as those after 1♣-1♥-2NT sequence.

Developments after 3♣ re-bid by responder are on similar line as those after 1♣-1♥-2NT-3♦ sequence.

Opener	Responder	Comments
1♦	1♥:	6 HCP + min 4card suit
2NT	3♣:	5card ♥ suit, game values against 16-17 HCP
3♦:		4432 or 5332 pattern, 4-3 or 5-3 in ♦ & ♥, 18-20 HCP
3♥:		6322/6331 pattern, 6-3 in ♦ & ♥, 16-17 HCP
3♠:		6322 pattern, 6-3 in ♦ & ♥, 18-20 HCP
3NT:		To play, 4432/5332 pattern or 3163 distribution, 18-20 HCP
4♣:		3361 distribution, 18-20 HCP (lower suit singleton)
4♦:		1363 distribution, 18-20 HCP (higher suit singleton)
4♥:		4432 pattern, 4-4 in ♦ & ♥, 18-20 HCP

Developments after 3♦ re-bid by responder are also on similar lines as those after 1♣-1♥-2NT-3♦ sequence.

Opener	Responder	Comments
1♦	1♥:	6 HCP + min 4card suit
2NT	3♦:	May have 2/3cards in ♦, no game if opener has 16-17 HCP
3♥:		6322/6331 pattern, 6-3 in ♦ & ♥, 16-17 HCP
3♠:		6322/6331 pattern, 6-3 in ♦ & ♥, 18-20 HCP
3NT:		To play, 4432/5332/6322 pattern or 3163 dist., 18-20 HCP
4♥:		4432 pattern, 4-4 in ♣ & ♥, 18-20 HCP

Opener	Responder	Comments
1♦	1♠:	6 HCP + min 4card suit
2NT	3♣:	5card ♠ suit, game values against 16-17 HCP
	3♦:	May have 2/3cards in ♦, no game if opener has 16-17 HCP
	3♥:	6 HCP +, 5-4 in ♠ & ♥
	3♠:	5card ♠ suit, non-forcing
	3NT:	♦ Suit, min 4cards & game values against 16-17 HCP
	4♣:	6 HCP +, 5-5 in ♠ & ♣
	4♦:	RKCB, ♦ as the key card suit
	4♥:	6 HCP +, 5-5 in ♠ & ♥

Developments after 3♣ re-bid by responder are on similar line as those after 1♣-1♥-2NT-3♦ sequence.

Opener	Responder	Comments
1♦	1♠:	6 HCP + min 4card suit
2NT	3♣:	5card ♠ suit, game values against 16-17 HCP
3♦:		4432 or 5332 pattern, 4-3 or 5-3 in ♦ & ♠, 18-20 HCP
3♥:		6322 pattern, 6-3 in ♦ & ♠, 18-20 HCP
3♠:		6322 pattern, 6-3 in ♦ & ♠, 16-17 HCP
3NT:		To play, 4432/5332 pattern or 18-20 HCP
4♣:		3361 distribution, 18-20 HCP (lower suit singleton)
4♦:		3163 distribution, 18-20 HCP (higher suit singleton)
4♠:		4432 pattern, 4-4 in ♦ & ♠, 18-20 HCP

Developments after 3♦ re-bid by responder are also on similar lines as those after 1♣-1♥-2NT-3♦ sequence.

Opener	Responder	Comments
1♦	1♠:	6 HCP + min 4card suit
2NT	3♦:	May have 2/3cards in ♦, no game if opener has 16-17 HCP
3♥:		6322/6331 pattern, 6-3 in ♦ & ♠, 18-20 HCP
3♠:		6322/6331 pattern, 6-3 in ♦ & ♠, 16-17 HCP
3NT:		To play, 4432/5332 pattern or 18-20 HCP
4♠:		4432 pattern, 4-4 in ♦ & ♠, 18-20 HCP

Opener	Responder	Comments
1♥	1♠:	6 HCP + min 4card suit
2NT	3♣:	No game if opener has 16-17 HCP
	3♦:	5card ♠ suit, game values against 16-17 HCP
	3♥:	3card ♥ fit, non-forcing
	3♠:	5card ♠ suit, non-forcing
	3NT:	♥ Suit, min 3cards & game values against 16-17 HCP
	4♣:	6 HCP +, 5-5 in ♠ & ♣
	4♦:	6 HCP +, 5-5 in ♠ & ♦

Developments after 3♣ re-bid by responder are on similar line as those after 1♣-1♥-2NT-3♦ sequence.

Opener	Responder	Comments
1♥	1♠:	6 HCP + min 4card suit
2NT	3♣:	No game if opener has 16-17 HCP
3♦:		4432 or 5332 pattern, 4-3 or 5-3 in ♥ & ♠, 18-20 HCP
3♥:		6322/6331 pattern, 6-3 in ♥ & ♠, 18-20 HCP
3♠:		6322/6331 pattern, 6-3 in ♥ & ♠, 16-17 HCP
3NT:		To play, 4432/5332 pattern or 1633 distribution, 18-20 HCP
4♠:		4432 pattern, 4-4 in ♥ & ♠, 18-20 HCP

Developments after 3♦ re-bid by responder are also on similar lines as those after 1♣-1♥-2NT-3♦ sequence.

Opener	Responder	Comments
1♥	1♠:	6 HCP + min 4card suit
2NT	3♦:	5card ♠ suit, game values against 16-17 HCP
3♥:		6322 pattern, 6-3 in ♥ & ♠, 18-20 HCP
3♠:		6322 pattern, 6-3 in ♥ & ♠, 16-17 HCP
3NT:		To play, 4432/5332 pattern or 1633 distribution, 18-20 HCP
4♣:		3631 distribution, 18-20 HCP (lower suit singleton)
4♦:		3613 distribution, 18-20 HCP (higher suit singleton)
4♠:		4432 pattern, 4-4 in ♥ & ♠, 18-20 HCP

All above said sequences are for the sake of presentation but in practice you don't have memories them. All you have to remember that:

1. After 2NT re-bid by 1♣ opener 3♣ re-bid by responder says that "I don't enough values for game if you have 16-17 HCP" Whereas 3♦, the new minor says that "I have a 5cards in original suit & sufficient values to reach game against 16-17 HCP"

2. After 1♦ opening the same theme is continued i.e. after 2NT re-bid by 1♦ opener 3♦ Re-bid by responder says that "I don't enough values for game if you have 16-17 HCP" Whereas 3♣, the new minor says that "I have 5cards in the original suit & sufficient values to reach game against 16-17 HCP"

3. After 2NT re-bid by 1♥ opener 3♣, the lower minor, re-bid by responder says that says that "I don't enough values for game if you have 16-17 HCP" Whereas 3♦, the higher minor says that "I have 5card ♠ suit & sufficient values to reach game against 16-17 HCP"

4. In all cases 3NT re-bid shows 4card fit against minor opening bid & 3card fit against 1♥ opening bid & thereby leaving choice of contracts.

5. All remaining re-bids by responder are natural with the exception of 4♣/4♦ when intended as RKCB in own or opener's suit.

6. Opener's re-bids describe his hand as per his strength & distribution enabling responder to decide & conclude the final contract.

The whole idea is to explore best part score, game or slam contract, which is the primary aim of constructive bidding.

CHAPTER V

CONTESTED AUCTIONS AFTER PARTNER OPENS 1 OF A SUIT

So far we have discussed the bidding developments where opponents being silent. This is defined as constructive bidding, which occurs 20 % of the time. The rest of the bidding falls under contested auction. One has to be thorough in the constructive bidding before he faces the problems in contested auction. This is of course tougher but strangely the text is hardly 20% of constructive bidding! **Most of the ideas are adopted from the book, namely, Partnership Bidding at Bridge by Andrew Robson & Oliver Segal**

NEGATIVE DOUBLE

Responder's action		e.g.	Opener's action
<p>A</p> <p>1♣-1♦-d'ble = -ve This double shows min 4-4 in ♥&♠ Therefore 1♣-1♦-1♥/1♠ shows four card ♥/♠ (ignoring 1♦ overcall)</p>	<p>6 HCP+ at 1 level 8 HCP+ at 2 level 10 HCP+ at 3 level Min out side Ace +King at 4+ level Note (1) Negative Double at 3+ level does not promise any specific number of cards but shows values (2) Values mentioned for the negative double are exclusive of queens or jacks in opponents suit.</p>	<p>1♣-1♥-double-pass 1♠: opener may have 3cards 1NT: natural & denies 3card ♠ Thus 1♣-1♥-double-pass 2♠: 4card ♠ & 16 HCP+</p>	<p>A</p> <p>1♦-pass-1♥-1♠ Double = -ve Shows 14 HCP+, 4card ♣ suit (we play 4th suit as SUPPORT DOUBLE)& also denies 3card ♥ fit</p>
<p>B</p> <p>1♣/1♦-1♥/1♠-d'ble = -ve, shows 4card ♠/♥</p>	<p>D</p> <p>After a negative double opener is expected to bid the other major at same or next level even with a 3card lower ranking suit as a better alternative to 1NT</p>	<p>E</p> <p>Negative Double followed by new suit is non forcing & shows a good six card suit e.g. 1♣-1♠-double-pass 1NT-pass-2♦/2♥</p>	<p>B</p> <p>Another example sequence: 1♦-pass-1♥-double Redouble = 14 HCP+ (we play 1NT as SUPPORT DOUBLE) ♣ suit & also denies 3card ♥ fit</p>
<p>C</p> <p>Strength for negative double (excluding queen/jack in their suit) =</p>			

	Re-bid		
--	---------------	--	--

SUPPORT DOUBLE: We use this convention in a new way as follows:

<p>Support Double is used by the opener & Is applicable up to two level There are two distinct situations</p> <p>A. 4th suit as support double, e.g.</p>	<p>1♣-pass-1♥-1♠ Pass = natural or waiting Double = negative I.e. denies 3card ♥ fit, 14 HCP+ & ♦ suit 1NT = not applicable</p>	<p>2♦ = as a support double 2♥ = 4card ♥ fit 2♠ = 16 HCP+ Defensive raise 3♥ = 16 HCP+ offensive raise</p> <p>B. 1NT as support double e.g.</p>	<p>1♦-pass-1♥-double Pass = natural or waiting 1♠ = N.A. 1NT = support double showing 3card ♥ support Redouble = 14 HCP+ denies 3card ♥ fit</p>
---	---	---	---

PENALTY DOUBLE v/s TAKE OUT DOUBLE

<p>A. 1 suit-1NT-double = Penalty double but when opponents run away to their suit double is for take out. Partner may convert your take out double into a penalty double</p> <p>B. There is no penalty double in direct seat unless your side has tried to find fit or has found a fit or our hands have proved to be misfit</p> <p>C. When opponents</p>	<p>Pre-empt negative (i.e. takeout) double up to 5♥ level</p> <p>D. Higher the level of your take out double more likely that partner is likely to leave it in.</p> <p>E. When you have no fit in sight pass on a borderline hand.</p> <p>You double for take out with a shape. Thus any length in opponents suit is case for an obvious pass</p> <p>F. Normally there is no point in looking for another fit.</p>	<p>Now double is a clear-cut penalty double. Some example cases:</p> <ol style="list-style-type: none"> 1. After partner has responded to you take out double & opponents persist 2. When partner has made WJO at 2 or 3 level 3. The opponents re-open (try to protect) double by opener/ responder is for penalty 4. When your side protects & opponents persist 5. Your side has 	<p>Already made a penalty double or penalty pass [exception case (A)]</p> <ol style="list-style-type: none"> 6. Most delayed doubles i.e. you pass initially & opponents persist 7. Partner made a negative double & RHO bids a new suit 8. RHO bids a new suit opposite a Pre-empt 9. Partner has fully described his hand <p>E.g. 1♣-double-re-d'ble 2♣-2♦-double or Pass-2♦-double is for penalty</p>
--	--	--	--

OPTIONAL DOUBLE	COMPETITIVE DOUBLE	EXTENDED RESPONSIVE DOUBLE	FREE BIDS BY RESPONDER
<p>1♥-1♠-Pass-4♠ Double = optional Double</p> <p>Compare 4♠-double = Optional double</p> <p>Both shows 16 HCP+</p> <p>1st sequence hand: ♠ 5 ♥ AK873 ♦ AQ9 ♣ KJ 105</p> <p>2nd sequence hand: ♠ 5 ♥ AK87 ♦ AQ93 ♣ KJ105</p>	<p>1♦-1♥-d'ble-2♥ 2♠-3♥-double = Competitive d'ble</p> <p>This double shows appropriate values to play at higher level but doubleton ♥ & Total ♠ = 4+4</p> <p>Responder's hand: ♠ J952 ♥ 65 ♦ K94 ♣ AJ93</p> <p>Opener can now take appropriate View & Decide</p>	<p>1♣-1♠-d'ble-2♠ Double</p> <p>This double shows values to compete further</p> <p>With 4 card ♥ & limited values Opener bids: 1♣-1♠-d'ble-2♠ 3♥ = 4card ♥ suit but competitive</p> <p>Thus ERD enables responder to take appropriate decision</p>	<p>At 1 level = F1 At 2 level = F1 At 3 level = GF</p> <p>OPENER'S FREE BIDS (Assuming partner Had kept the bidding opened)</p> <p>Up to two level does not show any extra values e.g.</p> <p>1♣-x-xx-1♦ 2♣: 6card but min pass = 4432/4333 But forcing</p> <p>See next convention GOOD BAD NOTRUMP For opener's free bid at 3 level</p>

<p>GOOD BAD NOTRUMP</p> <p>Opener's min hand Would be 12-15 HCP</p> <p>Situation (A) Responder being active</p> <p>1♦-1♠-d'ble-2♠ D'ble = penalty (You have heard Responder) 2NT = Good Bad No-trump. It works on the concept of LEBENSÖHL i.e. Min hand responder must bid 3♣ with no 3card fit opener's suit i.e.♦ when he lacks game values On the other hand a free bid by opener at 3 level shows 16 HCP+ Another sequence 1♦-pass-1♥-2♠ D'ble = take out 2NT = Good-Bad No-trump Free bid = natural & 16 HCP+</p>	<p>Situation (B) Responder being silent</p> <p>1♦-2♠-pass-pass D'ble = take out 2NT = Good Bad No-trump Free bid = 16 HCP+</p> <p>FIT SHOWING BIDS BY RESPONDER</p> <p>When you have a fit of any kind you must reveal it immediately so that opener can re-evaluate his hand & take appropriate decision</p> <p>a. Raises: TNT</p> <p>Same as per Constructive bidding with a change that range 1HCP & 2HCP on lower side against overcall & take out double respectively These raises are termed as pre-emptive & semi pre-emptive</p>	<p>b. Cue bid</p> <p>Limit or better When made at 2 level & 3 level Game values+ when made at 4 Level. All shows defensive values Fit min Qxx at 2 or 3 level & 4card at 4 Level. A delayed cue bid is a No-trump probe</p> <p>c. Jump or non jump 2NT bid against major suit opening shows an offensive hand limit or better with min 4card fit But against minor suit opening a natural & invitational with min Qxx fit</p> <p>d. Jump in over-caller's suit as Splinters bid</p> <p>e. Fit jump showing 5-4, 5-5 or 6-4</p> <p>Same as per constructive bidding but to its limit at 3 level & limit or better at 4 level</p>	<p>HCP min 8-10 at 3 level & 10 + at 4 level in two suits Fit non jump by the passed hand No Fit Jump above opener's suit at game level e.g. 1♥-2♣-4♠/5♦: to play</p> <p>RESPONDER'S ACTION IN OTHER BIDDING SITUATIONS</p> <p>a. Partner opens 1M & RHO makes take out double Example sequence 1♥-double-?</p> <p>Redouble: Business 10 HCP+ max 3card ♥ fit 1♠: natural min 4 card suit, ignoring TOD & F1 1NT: transfer to 2♣ 2♣: transfer to 2♦ 2♦: transfer to 2♥ 7HCP+ min Ace + King 2♥: onwards as if RHO overcalled But no Splinters jump</p>
---	---	--	--

<p>b. Partner opens 1m & RHO makes take out double Example sequence 1♣-double-?</p> <p>Redouble: Business 10 HCP + max 3card ♣ fit Other actions: as if RHO overcalled</p> <p>c. Partner opens 1M & RHO bids 1NT = 15-17 HCP Example sequence 1♥-1NT-?</p> <p>Double: penalty oriented 2♣: ♥ fit, high card raise, forcing 2♦: ♠ suit, forcing 2♥: non-forcing 2♠: non-forcing Fit jumps: at 3 level Raises: semi preemptive</p>	<p>c. Partner opens 1M & RHO overcalls 2NT as Unusual: both m Example sequence 1♥-2NT-?</p> <p>Double: penalty oriented 3♣: ♥ fit, high card raise, forcing 3♦: ♠ suit, forcing 3♠: non-forcing 4♣/4♦: Splinters bid Raises: TNT, N.F. Semi preemptive</p> <p>e. Partner opens 1M & RHO makes Michel's Cue bid Example sequence 1♥-2♥-?</p> <p>Double: penalty oriented 2♠: 4card raise Limit or better Defensive values</p>	<p>2NT: minor suit, single suited hand 3♣/3♦: Fit non Jump (FNJ) 3♥/4♥: TNT raise Semi-preemptive 3♠/4♣/4♦: Splinters bid</p> <p>FORCING PASS</p> <p>After a fit showing bid (FSB) by responder opponents will persist with their suit Example sequence 1♥-2♣-FSB-4♣?</p> <p>Pass: forcing Double: penalty</p> <p>Forcing pass is however not applicable on every fit showing bid</p>	<p>CASES WHERE FORCING PASS IS APPLICABLE</p> <p>a. Fit jump at 4 level b. Cue bid at 3 level as raise to at four level c. Limit or better when opponents competed at 5 level</p> <p>CASES WHERE FORCING PASS IS NOT APPLICABLE</p> <p>a. Fit jump at 3 level b. Cue bid at 2 level c. Limit or better d. All TNT raises</p> <p>1suit-WJO-?</p> <p>D'ble: take out Pass: forcing 2NT:good-bad NT New suit: game Force Cue bid: game Force</p>
--	--	--	--

FORCING PASS: CASES WHERE FIT IS NOT IN SIGHT

<p>a. Partner has made a 2 over 1 response Or any other kind of response which Forces partnership up to 2NT & above</p> <p>1♥-pass-2♣-2♦ to 5♦level overcall Pass: forcing i.e. responder must Bid or double</p> <p>b. Partner has made a business redouble</p> <p>1♥-double-redouble-2♣ Pass: forcing</p>	<p>c. 1♥-1NT-double-2♣ Pass: forcing</p> <p>d. 1NT-double- 2♣-pass: forcing</p> <p>WHEN PASS IS FORCING DOUBLE IS FOR PENALTY EXCEPT OVER SEQUENCE © & (d)</p> <p><i>In sequence © & (d) double is meant for take out. Partner may convert it in to penalty. Similarly after an initial forcing pass you expect partner to double so that you would convert it in o penalty</i></p>
--	---

CHAPTER VI

OPENING 1 NOTRUMP

Before going through the opening 1NT let us see the structure of balanced hands & its arrangement vis-à-vis various ranges in overall the system:

1. 12-14/ 13-15 HCP: 1NT re-bid after one of a suit opening
2. 15-17/ 16-18 HCP: Direct 1NT opening bid
3. 18-20 HCP: 2NT jump re-bid after one of a suit opening
4. 19-21 HCP: 3NT jump re-bid after one of suit opening
5. 21-22/22-23 HCP: 2NT re-bid after 2♦ opening
6. 23-24/24-25 HCP: 2NT re-bid after 2♣ opening
7. 25-26/26-27 HCP: 3NT jump re-bid after 2♣ opening
8. 27+/28+ HCP: 3NT jump re-bid after 2♦ opening

We have given twin ranges, out of this the former range relates to 4432/5332 hand patterns & the latter range relates to 4333 hand pattern. This is an inbuilt hand evaluation.

According to above the range of 1NT opening bid becomes 15-18 HCP. It includes 5card major suit provided the hand is min i.e. 15-16 HCP

RESPONSES TO OPENING 1NT *(all specialized developments)*

<p>1NT-2♣: PUPPET STAYMAN 2♦/2♥/2♠/2NT: transfer bids to 2♥/2♠/3♣/3♦ Respectively 3♣: both minors 5-5 but not forcing To game (3♥ asks short suit) 3♦: both minors 5-5, game force (do) 3♥/3♠: 5-4 in minors either way & Singleton ♥/♠ suit Respectively 3NT: to play 4♣/4♦: transfer to 4♥/4♠ respectively Mild slam ambition 4♥/4♠: to play, no slam ambition 4NT: quantitative raise</p>	<p>DEV. AFTER PUPPET STAYMAN</p> <p>OPENER'S RE-BIDS AFTER PUPPET STAYMAN</p> <p>1NT-2♣ 2♦: denies 5card major but may have a 4card major 2♥/2♠: respective 5card major 2NT: both majors 4-4,min (Development: transfer bid) 3NT: both majors 4-4,max (Development: transfer bid)</p>
---	---

**DEV. AFTER OPENER DENIES
5CARD MAJOR**

1NT-2♣: PUPPET STAYMAN

- 2♦ 2♥: 4card ♠ suit, denies other M
- 2♠: 4card ♥ suit, denies other M
- 2NT: invitational
- 3♣: major suit enquiry
- 3♦: minor suit enquiry
- 3♥: both M, 5-5
- 3♠: both M, 6-5 either way
- 3NT: both M, 4-4

**FURTHER
DEVELOPMENTS**

a. 1NT-2♣: PUPPET STAYMAN

- 2♦ 2♥/2♠: 4card ♠/♥
- 2NT: denies 4card ♠/♥
- 2♠/3♥: 4card suit, min
- 3♠/4♥: 4card suit, max

b. 1NT-2♣: PUPPET STAYMAN

- 2♦ 3♣: major suit enquiry
- 3♦: 4/5card ♦ + may have ♣ denies M*
- 3♥: 4card♥ + may have 4card ♣/♦*
- 3♠: 4card ♠ + may have 4card ♣/♦*
- 3NT: 4/5card ♣ i.e. 4333/5332 pattern

* Relay will describe exact hand by step

Responses: 1NT-2♣

2♦ -3♣

3♦ -3♥

3♠: 4/5 card ♦

3NT: ♦♣ 4-4

In any case 3NT by responder: to play & not a relay bid

c. 1NT-2♣: PUPPET STAYMAN

- 2♦ 3♦: minor suit enquiry
- 3♥: 4card ♣ suit
- (4333/5332/4432,♣+another 4card suit)*
- 3♠: 4card ♦ suit
- (4333/5332/4432,♦+♥/♠)*

3NT: denies minor suit (3433/4333)*

*Relay will describe exact hand by steps

1NT-2♣-2♦-3♦-3♥-3♠

3NT: 4333, 4card ♣

4♣: 5332, 5card ♣

4♦: 4-4 in ♣ & ♦

4♥: 4-4 in ♣ & ♥

4♠: 4-4 in ♣ & ♠

d. 1NT-2♣: PUPPET STAYMAN

- 2♦ 3♥: 5-5 IN ♥-♠
- 3♠ 3NT: ♣ short (lower suit)
- 4♣: ♦ short (higher suit)
- 4♥/4♠: to play

**DEV. AFTER PARTNER SHOWS
5CARD MAJOR**

a. 1NT-2♣

2♥ 2♠: Relay

2NT: 2533

3♣: 3532

3♦: 3523

b. 1NT-2♣

2♠ 3♣: Relay (2NT: to play)

3♦: 5323

3♥: 5233

3♠: 5332

DEV. AFTER TRANSFER BID

a. 1NT-2♦

2♥: 2/3card in ♥ suit

* 2♠/3♣/3♦: 4card ♥, 2card ♠/♣/♦, max

*2NT: 4333, 4card ♥, max

* 3NT: 5332, 5 card ♥, max

3♥: 4/5 card ♥, min

* Re-transfer applies

b. 1NT-2♦

2♥: pass to play

2♠/3♣/3♦: another suit, forcing up to 3♥

2NT: 5332, invitational, 5card ♥ suit

3♥: 6card ♥, invitational

3♠/4♣/4♦: Splinters bid

3NT: 5332, 5card ♥ suit

4♥: mild slam ambition

c. 1NT-2♥: dev. On the lines of 1NT-2♦

d. 1NT-2♠

3♣: as directed to bid

3♦/3♠/3♣: 4card ♣, 2card ♦/♥/♠, max

2NT: 4333, 4card ♣, max

3NT: 5332, 5card ♣, max

e. 1NT-2♠

3♣ pass: to play

3♦/3♥/3♠: another suit

3NT: mild slam ambition

4♣: RKCB

f. 1NT-2NT: dev. on the lines of

1NT-2♠ except that

2NT re-bid is not available

therefore 3NT re-bid shows 4333/5332

& A max hand, responder may pass with

min, no re-transfer after minor transfer

bid, 4♣ = RKCB

g. 1NT-3♥/3♠

4♣/4♦: RKCB

4♥/4♠: asks partner to bid his 5card m

5♣/5♦: to play

h. Opponents double Stayman enquiry

1NT-pass-2♣-double

Pass: ♣ length, denies 5card M & min

Redouble: to play, max, no major

2♦/2♥/2♠/2NT: neglects double

i. Opponents double transfer bid

1NT-pass-2♦-double

Pass=2 card fit, 2♥=3card fit, 3♥=4card

Fit, redouble=4 card fit & max hand,

3♦=5card fit & max hand

CHAPTER VII

CONTESTED AUCTION AFTER 1NT OPENING

<p>RHO DOUBLES</p> <p>It is not advisable To double strong NT but you can't stop opponents</p> <p>1NT- double-?</p> <p>Pass= to play/4333 Redouble=single suited hand Opener bids 2♣ Which responder may pass/ correct to play there 2♣= ♣ & a suit 2♦= ♦ & a major 2♥= both majors (2♣/2♦/2♥ works on the lines of DON'T)</p> <p>1NT-P-P-Double ? Same re-bids as per above</p> <p>1NT-2♣ 2♦ -2NT: invtl. 3♣ -3♦: ♥ & ♠ -3♥: ♣ 4/5 -3♠: ♦ 4/5 -3NT: ♣ & ♦</p>	<p>RHO OVERCALLS 2♣/2♦/2♥/2♠ (NATURAL) 1NT- 2 of a suit?</p> <p>Pass: natural (Opener will re-open with take out double if max hand) Double: take out All suit bids at two level: to play i.e. non forcing All three level suit bids shows 5card suit & are forcing to game Immediate cue Bid: Stayman & denies stopper Immediate 3NT: to play if opener has stopper & denies stopper 2NT= Lebensohl As puppet to 3♣</p> <p>Responder's re-bids over 3♣: a. Pass: to play b. New suit Below opponents Suit: To play c. New suit above opponent's suit Is invitational</p>	<p>d. Cue bid: Stayman & Shows stopper Not available After 2♣ Overcall Solution: TOD e. 3NT: to play & Shows stopper</p> <p>Note: In general all direct bids denies stopper & all bids via LEBENSOHL shows stopper</p> <p>RHO OVERCALLS 3♣/3♦/3♥/3♠ (PREEMPTIVE)</p> <p>1NT- 3 of a suit- ? Pass: natural (Opener will re-open with a take out double if max hand) Double: take out New suit: game force</p> <p>Direct 3NT denies stopper & 3NT via Take out double shows stopper Direct game bid: to play</p>	<p>Cue bid in inor suit: Styaman</p> <p>RHO MAKES CONVENTIONAL OVERCALL a. Where both suits are known: Landy, Brozel etc. Lebensohl concept continues plus you have two additional cue bids available Lower suit cue bid: invitational values Higher suit cue bid: Game force. Secondly double is penalty oriented bid. Over 1NT-2NT-Puppet Stayman & transfer bids for major suits. b. Where one suit is known: Don't etc. Negative Double + Lebensohl</p> <p>SCRAMBLING 1NT-pass-pass-2♠ D'ble/pass-pass-?</p> <p>1. Pass: penalty 2. 3♣/3♦/3♥: to play 3. 2NT: Scrambling i.e. two 4card suits. Now Opener is expected to bid his 4card suit up the line.</p>
---	--	---	--

CHAPTER VIII

OPENING 2♣

1. ♠AKQ106 ♥AKQ97 ♦J4 ♣2	2. ♠AKQ1065 ♥2 ♦AKJ ♣KQ9	3 ♠A97 ♥AKQ1065 ♦KQ ♣K2	4. ♠AKQ9 ♥AKQJ65 ♦J4 ♣2	5. ♠K6 ♥AKQJ65 ♦A43 ♣AK2
6. ♠AKJ10 ♥Q97 ♦KQ4 ♣AQJ	7. ♠AKQ10 ♥AQ65 ♦A4 ♣AKQ	8. ♠A10 ♥Q65 ♦AKJ1098 ♣AK	9. ♠AQ ♥2 ♦AKQ97 ♣AKQ106	10. ♠J4 ♥2 ♦AKQ97 ♣AKQ106

You may shock to find that we do not include any of above hand under 2♣ opening. These hands are difficult to describe expressly after 2♣ opening. In fact the present opening bid of 2♣ is overloaded which has demanded specialized responses & re-bids. Ultimately it requires expertise handling & in the firework opener or responder are likely to shoot each other leading to overbidding or underbidding their contracts & ending with trial before the team mates or change in the system or partner! A strange hand comes & compels to wear a new thinking cap. Outcome is simply another effort. Inventions in this area are still going on with increasing artificialities

HAND TYPES UNDER 2♣ OPENING

1. Game in hand with ♣/♥/♠ as the anchor suit. Includes 4441. In case 5440 the 5card suit cannot be the ♦ suit. (It has its place in 2♦ opening) (In case of ♣ suit forcing up to 4♣)
2. Balanced hands 4333/4432/5332 with 23-25 or 25-27 HCP

RESPONSES TO 2♣ OPENING

There is only one response i.e. 2♦ as a waiting bid

RE-BIDS BY 2♣ OPENER & DEVELOPMENTS THEREAFTER

<p>a. 2♣-2♦: Waiting 2♥/2♠: Natural & Forcing 2NT: 23 + 25- HCP, balanced 3♣: ♣ & ♦/♥/♠ 5431/5422 3♦: ♣ single Suited hand 3♥/3♠: readymade ♥/♠ Single Suited hand 10/11 tricks 3NT: 25 +27- HCP, balanced 4♣: RKCB, ready- Made ♣ suit Single suited Hand, 11 tricks</p> <p>FURTHER DEVELOPMENTS</p> <p>b. 2♣-2♦: Waiting 2♥-2♠: Waiting 2NT: 7 HCP + ♣ Suit 3♣: 7 HCP + ♦ Suit 3♦: 4 HCP + ♥ Fit 3♥: 7 HCP + ♠ Suit 4♥: to play 0-3 HCP</p> <p>c. 2♣-2♦: Waiting 2♥-2♠: Waiting</p>	<p>2NT: 4441 P 3♣: ♥ ♣ 5-4 3♦: ♥ ♦ 5-4 3♥: ♥ ♠ 5-4</p> <p>d. 2♣-2♦: Waiting 2♠-2NT: Waiting 3♣: 7 HCP + ♦ Suit 3♦: 7 HCP + ♥ Suit 3♥: 4 HCP + ♠ Fit 3♠: 7 HCP + ♣ Suit 4♠: To play</p> <p>e. 2♣-2♦: Waiting 2♠-2NT: Waiting 3♣: 4441 P 3♦: ♠ ♦ 5-4 3♥: ♠ ♥ 5-4 3♠: ♠ ♣ 5-4</p> <p>f. 2♣-2♦ 2NT-3♣: PUPPET STAYMAN 3♦/3♥/4♣/4♦/4♥: Transfer bids 3♠:Both minors 4-4,5-4,5-5 3NT:Transfer to 4♣ (♣ suit)</p> <p>g. 2♣-2♦ 2NT-3♣ 3♦: denies 5card Major</p>	<p>3♥/3♠: 5card suit 3NT:both majors</p> <p>f. 2♣-2♦ 2NT-3♣: 3♦-3♥: 4card ♥ (May have also 4 card ♠ suit) 3♠: 4 card ♥ (Denies ♠) 3NT: to play 4♣:♣-♠ 5-4 4♦:♦-♠ 5-4 4♥:♥-♠ 5-5</p> <p>h. 2♣-2♦ 2NT-3♣ 3♥-3♠: ♥ fit Slam mish 3NT: to play 4♣: ♣-♠ 5-4 4♦: ♦-♠ 5-4 4♥: to play</p> <p>i. 2♣-2♦ 2NT-3♣ 3♠-3NT: to play 4♣: ♣-♠ 5-4 4♦: ♦-♠ 5-4 4♥: ♠ fit Slam mish 4♠: to play</p> <p>j. 2♣-2♦ 2NT-3♣ 3NT-4♣: ♣/♦-♠ 5-4 4♦: transfer 4♥: transfer</p>	<p>k. 2♣-2♦ 2NT-3♣ 3 NT-4♣ 4♦ -4♥: ♣-♠ 5-4 4♠: ♦-♠ 5-4</p> <p>l. 2♣-2♦ 2NT-3♦: transfer 3♥- pass: to play 3♠: puppet to 3NT 3NT: 5332 4♣: ♣-♥ 5-4 4♦: ♦-♥ 5-4 4♥: to play</p> <p>m. 2♣-2♦ 2NT-3♦: Transfer 3♥-3♠: Puppet To 3NT 3NT- 4♣:♣-♥ 4-5 4♦: ♦-♥4-5 4♥:♥-♠ 5-4</p> <p>n. 2♣-2♦ 2NT-3♥: transfer 3♠- pass: to play 3NT: 5332 4♣: ♠ ♣ 5-4 4♦: ♠ ♦ 5-4 4♥: ♠ ♥ 5-4 4♠: To play</p> <p>o. 2♣-2♦ 2NT-3♠: minors 3NT-4♣: 4-4 ♣♦ 4♦: 5-5 ♣♦ 4♥:♥x, minors 5-4 either way</p>
--	--	--	--

<p>4♠:♠x, minors 5-4 either way 4NT: 2254/2245</p> <p>o. 2♣-2♦ 2NT-3NT:transfer 4♣-pass: to play 4♦/4♥/4♥: x 5♣: to play</p> <p>p. 2♣-2♦ 2NT-4♣: Transfer 4♦-pass: to play 4♥/4♠/5♣: x 5♦: to play</p> <p>q. 2♣-2♦ 2NT-4♦ 4♥-pass: to play 4♠/5♣/5♦: x 5♥: invitational</p> <p>p. 2♣-2♦ 2NT-4♥ 4♠- pass: to play 5♣/5♦/5♥: x 5♠: invitational</p> <p>q. 2♣-2♦ 3♣-3♦: Waiting 3♥: 7 HCP + ♠ Suit 3♠: 7 HCP + ♥ Suit 3NT: 7 HCP + ♦ Suit</p> <p>s. 2♣-2♦ 3♣-3♦: Waiting</p>	<p>3♥/3♠/3NT: 5-4 ♣ & ♥/♠/♦ Respectively</p> <p>t. 2♣-2♦ 3♦-3♥=♥ Stopper 3♠= ♠ Stopper 3NT= ♦Stopper 4♣/5♣: To play 4♦= ♥ Suit 4♥= ♠ Suit 4♠= ♦ Suit 4NT= RKCB</p> <p>u. 2♣-2♦ 3♥-3♠/4♣/4♦: Respective Ace 3NT: denies Ace But promises Singleton/King 4♥: to play</p> <p>v. 2♣-2♦ 3♥-3NT 4♣-4♦, ♦ x/K 4♥, ♣ x/K 4♠, ♠ x/K</p> <p>Over this Further Relay asks about X/K,step responses</p> <p>w. 2♣-2♦ 3♠-4♣/4♦/4♥: Respective ace 3NT: denies Ace But promises King/singleton 4♠: to play</p>	<p>x. 2♣-2♦ 3♥-3NT 4♣-4♦, ♦ x/K 4♥, ♣ x/K 4♠, ♠ x/K</p> <p>Over this Further Relay asks about X/K,step responses</p> <p>y. 2♣-2♦ 3NT-4♣: Baron 4♦/4♥:transfer 4♠: minors 4NT:Roman Blackwood</p> <p>z. 2♣-2♦ 3NT-4♠: minors 4NT-5♣: ♣ suit -5♦: ♦ suit</p> <p>ON INERVENTION:</p> <ol style="list-style-type: none"> 1. Negative double Up to 5♥ level 2. Forcing pass up To 5♥ level <p>The detail sequences of 2♣ opening have Increased due to the 2NT re-bid These details will be utilized in same way over 2NT re- bid followed by 2♦ opening</p>	<p>Back to the ten hands which are not included in 2♣ opening:</p> <p>Hands 1to 3 are opened under 2♥ As Acol type 2 M Opening but about 9.5 to 10 tricks in hand</p> <p>Hands 4 & 5 are opened under 3♦ opening</p> <p>Hands 6 to 9 are opened under 2♦ opening Hand 10 is opened under 2NT opening</p> <p>We will meet these hands again in the respective opening bids. This is nothing but an effort of putting the eggs in the different baskets.</p> <p>Dev for 3suited hands 2♣-2♦-2♥-2♠ 2NT-3♣-3♦: 4441 3♥: 1444</p> <p>2♣-2♦-2♠-2NT 3♣-3♦-3♥: 4414 3♠: 4144</p>
---	---	---	--

CHAPTER IX OPENING 2♦ (MULTI)

1. ♠ AJ10943 ♥ 43 ♦ 9743 ♣ 2	2. ♠ 43 ♥ QJ10652 ♦ AJ9 ♣ Q94	3. ♠ KQJ108 ♥ 4 ♦ KQ73 ♣ 942	4. ♠ AQ10965 ♥ Q ♦ K97 ♣ J942	5. ♠ AQ10976 ♥ 10652 ♦ 7 ♣ 94
6. ♠ AKJ10 ♥ Q97 ♦ KQ4 ♣ AQJ	7. ♠ AKQ10 ♥ AQ65 ♦ A4 ♣ AKQ	8. ♠ A10 ♥ Q65 ♦ AKJ1098 ♣ AK	9. ♠ AQ ♥ 2 ♦ AKQ97 ♣ AKQ106	10. ♠ KQJ10 ♥ 6 ♦ AKJ104 ♣ AK

2♦ opening includes all above kind of hands. We will discuss about them soon

HAND TYPES UNDER 2♦ OPENING

1. Weak two in one of the major 5-12 HCP or
2. Strong balanced hand 4333/4432/5332 with 21-23 HCP or 27-29 HCP +
3. **Min 10 tricks in hand in hand with ♦ as the anchor suit, 21 HCP+**

I have given 5 example hands (Hand 1 to 5) for weak two. There is no similarity in these hands. The range is also very wide like opening bid of one of a suit. All this is known today as “Pressure Bidding” i.e. you deliberately make unsound bids, which are wide ranging & posses, an element of surprise. In this area you cannot be always purist since your aim is to see that opponents either overbid or underbid. They go for a wrong strain or defeated by an unlikely lead or misplay, believing your action

This is a partnership agreement. We should not double cross & bid one less and also be prepared to shallow an occasional debacle. The important thing is that opponents are alerted of this.

According to the above we take liberties at green vulnerability & open 2♦ with hand No. 5 in third seat. You may open 2♦ with hand No. 1 at equal vulnerability in 1st seat. You cannot do such mischief in 2nd seat where hand No. 4 is recommended. Hand No.3 you have a 5card suit but you have some compensation. Your suit is solid beside you expect to win 5 tricks. Hand No. 2 is a standard example of weak two except in 2nd seat at red vulnerability. The pressure bidding has an advantage if you happen to play against the known experts. (Be cautious against underdogs) You should be cautious at red vulnerability & also avoid overdoing pressure bidding.

Hand No. 6 & 7 are the examples for the balanced hands. You open 2♦ & re-bid 2NT & 3NT respectively.

Hand No. 8 is the simplest example .You open 2♦ & re-bid 3♦. With hand No. 9 You open 2♦ & re-bid 4♣. Hand No. 10 is typical Where the 4card suit may be even ♣ or ♥. We will meet this again at the time of opener's re-bids

RESPONSES TO 2♦ OPENING

- 2♦--2♥: responder does not see game in case partner has weak two opening bid in ♥ suit
- 2♠: responder does not see a game in case partner has weak two opening bid in ♠ suit
- 2NT: limit or better i.e. ability to play at three or higher level against weak two
- 3♣/3♦:two suited 5-5, game values. 3♣: ♣ & another suit, 3♦: ♦ & major
- 3♥/4♥: to play (correctable) as pre-emptive/semi preemptive, showing fit in both Major suits
- 3♠: GF & asking about the no of cards held in other major
- 3NT: 6 card minor suit, game values against known weak two, 2236/2263 (passable)
- 4♣: 3316, slam-mish (opener bids his major with min or bids 4♦ with fit & max)
- 4♦: 3361, slam-mish (opener bids his major with min or bids 4NT as RKCB with fit & Max)

OPENER' RE-BIDS

<p>a. 2♦-2♥ Pass: to play 2♠: weak two in ♠ Suit 2NT: 21-22 HCP 4432/5332 or 22-23 HCP 4333 pattern 3♣: 5-4 in ♦&♣ 21 HCP+ F1 3♦:min 6331/6322 21 HCP+ 3♥/3♠: 5-4 in ♦&♥/♠ 3NT: 27-28 HCP+ 4432/5332 or 28-29 HCP+ 4333 pattern 4♣: 5-5 in ♦&♣ 21 HCP+ 4♦:RKCB, solid ♦</p>	<p>b. 2♦-2♠ Pass: to play 2NT:same as (a) 3♣/3♦/3♠/3NT 4♣/4♦: same As (a) 3♥: weak two 4♥: 5-4 in ♦ &♥ 21 HCP+</p> <p>c. 2♦-2NT 3♣: weak two in♥ Min hand 3♦: weak two in ♠ Min hand 3♥: weak two in ♥ Max hand 3♠: weak two in ♠ Max hand 3NT:strong Balanced hand</p>	<p>4♣: 5-5 in ♦ & ♣ 21HCP+ 4♦:RKCB, solid ♦ 4♥/4♠/4NT: 5-4 in ♦ & ♥/♠/♣</p> <p>The 2♦ opening has colorful advantages: 1. Diamond being the anchor suit, the strong hand never becomes dummy. 2. Direct weak two opening bids of 2♥/2♠ are easier to defend as compared to the 2♦(multi) 3. 2NT re-bid showing 21-23HCP</p>	<p>Has released 2NTopening bid for the purpose of both minors 4. It can describe the rare range of 27-29 HCP</p> <p>Caution: The response of 2NT As limit or better should not be misused. You need min 3card good fit in major suits plus 2 Aces & overall Min 13 HCP, e.g. ♠A105 ♥A93 ♦ KQ432 ♣32 Do not take undue risk or overstate Your values</p>
---	---	---	---

<p>d. 2♦-3♣: 5-5 3♦ - 3♥: ♣♥ 5-5 3♠: ♣♠ 5-5 3NT: ♣♦ 5-5</p> <p>e. 2♦-3♦: 5-5 3♥ - 3♠: ♦♥ 5-5 3NT: ♦♠ 5-5</p>	<p>g. 2♦-3♠ 3NT: singleton 4♣: doubleton/singleton top honor 4♦: 3cards/ doubleton top honor 4♥: 4cards/3card fit with one top honor</p> <p>h. 2♦-3NT 4♣: to play in Responder's Suit 4♦: fit in minors Better hand Pass: to play</p>	<p>Note: d, e, f, g & h are the provisional bids where responder is not interested in Partner's possible weak two opening. He has game values & wish to investigate fit in his suit</p>	<p>The development After 2♦-2♥/2♠- 2NT/3NT are exactly as per 2♣- 2♦-2NT/3NT as already detailed on page 37 under 2♣ opening bid</p>
---	---	---	---

ON INTERVENTION

<p>Normally there would be no intervention if opener has strong hand. When opponents are active it is sign that partner has weak two</p>	<p>2♦- double -? *</p> <ol style="list-style-type: none"> 1. Pass: natural or Waiting 2. Redouble: 10 HCP + & ability to compete up to 3 level in partner's Major suit 	<p>3. 3♥/4♥: preemptive Raise (partner to correct if his suit is Spade suit)</p>	<p>2♦ - overcall -? Double: penalty 3♥/4♥: preemptive Raise (partner to correct if his suit is Spade suit)</p>
--	--	--	---

* Responder should confirm the meaning of double, which may be showing ♦ suit for lead directional or natural overcall or a transfer bid & decide his action

CHAPTER X

OPENING 2♥(MULTI)

This opening bid has only 3 kinds of hand types

1. 5-5 in a major & another lower ranking suit
2. 6331 with 6card major
3. 6322 with 6card major

1. ♠AKQ106 ♥AKQ97 ♦J4 ♣2	2. ♠AKQ1065 ♥2 ♦AKJ ♣KQ9	3. ♠A97 ♥AKQ1065 ♦KQ ♣K2
---	---	---

The HCP requirement is about 18-22 HCP

These are intermediate hands capable of producing about 9 tricks single handed with a reasonable fit. The risk is justified since a useful king or queen in addition to a reasonable fit can produce game where as if you open 1♥ or 1♠ partner may not be able to keep the bidding open resulting in loss of game. Even if partner responds you cannot express your wealth precisely

2♥ is designed as multicolor to relieve 2♠ bid for an another specialized opening bid

<p>This opening has only one response i.e. a relay bid of 2♠</p> <p>a. 2♥-2♠ 2NT: 6331/6322 In ♥/♠ 3♣: ♥ & ♣ 5-5 3♦: ♥ & ♦ 5-5 3♥: ♠ & ♥ 5-5 3♠: ♠ & ♦ 5-5 3NT: ♠ & ♣ 5-5</p> <p>3♠ & 3NT Needs addl. Values</p>	<p>A word about Requirements:</p> <p>AKQxx in two suits</p> <p>A missing ace should be compensated by an another outside ace +A Jack for solidity</p> <p>♠2 ♥AKQ106 ♦AKQ97 ♣J4</p> <p>Alternative hand:</p>	<p>♠2 ♥KQJ106 ♦AKQ97 ♣A4</p> <p>A missing king should be compensated by Outside ace</p> <p>♠2 ♥AQJ106 ♦AKQ97 ♣A4</p>	<p>A missing queen Should be compensated by an Outside king-queen or an ace</p> <p>♠2 ♥AK1065 ♦AKQ97 ♣KQ</p> <p>With ♠K ♥KJ972 ♦AKQ97 ♣K4 Open 1♥</p>
---	--	---	--

<p>♠AKQ1065 ♥2 ♦AK2 ♣KQ9 Change the hand to ♠KQ9654 ♥K ♦AKJ ♣AJ9</p> <p>Now 1♠ opening is Appropriate (If you wish shoot or behind you may have your discretion depending upon opponents etc.)</p>	<p>b. 2♥-2♠ 2NT-3♣: relay 3♦: ♠ suit 6331 3♥: ♥ suit 6331 3♠: ♠ suit 6322 3NT: ♥ suit 6332</p> <p>3NT re-bid needs addl. Values</p> <p>FURTHER DEV.</p> <p>c. 2♥-2♠: relay 2NT-3♣: relay 3♦ 3♥: relay ? 3♠: ♦ singleton 3NT: ♥ singleton 4♣: ♣ singleton</p>	<p>d. 2♥-2♠ 2NT 3♣ 3♥ 3♠ 3NT: ♠ singleton 4♣: ♣ singleton 4♦: ♦ singleton</p> <p>e. 2♥-2♠ 2NT 3♣ 3♠ 4♣ (3NT:play) 4♦: ♦ triple ton 4♥: ♥ triple ton 4♠: ♠ triple ton</p> <p>f. 2♥-2♠ 2NT 3♣ 3NT 4♣ 4♦: ♦ triple ton 4♥: ♣ triple ton 4♠: ♠ triple ton</p>	<p>g. After knowing 5-5 next relay (excluding partner's suit& also except 3NT) asks Short suit. On this 1st step = lower suit 2n step=higher suit</p> <p>Responder can sign off conveniently 2♥-2♠-2NT-3♣-3♦-3♠: to play</p>
--	--	---	---

ON INTERVENTION

It less likely that there would be frequent intervention after 2♥ opening. As usual there are two bids available: DOUBLE = NEGATIVE & PASS = FORCING/NAT.

CHAPTER XI

OPENING 2NT

1. ♠J4 ♥2 ♦KQ973 ♣KJ1065	2. ♠J4 ♥2 ♦AQJ73 ♣KQ654	3. ♠J4 ♥2 ♦AKQ97 ♣AKQ106
-----------------------------------	----------------------------------	-----------------------------------

Many partnerships have adopted Two NT opening showing both minors 5-5, mostly for preemptive purpose. In addition to this I recommend to include the min & max ranges i.e. 12-14 & 18-20 HCP with good suits as per the above three example hands 15-17 range is not included since you can describe it without losing any tempo

The lower range is now 10-14 HCP. The range of 18-20 HCP is readily described 1♦-1Y-3♣: 18-20 HCP 5-4 in ♦ & ♣. Previously you were compelled to cross 3NT

DEVELOPMENTS AFTER 2NT OPENING

After 2NT partner should bid 3♣/3♦/4♣/4♦/3NT: to play. Response of 4♣/4♦ is preemptive. 3♥ is a positive relay asking range

2NT-3♥

3♠: 10-11 HCP,

3NT: 12-14 HCP

4♣: 18-20 HCP

After Knowing the range responder can ask the short suit by making another relay

E.g.

2NT-3♥

4♣-4♦

4♥: lower suit being the short suit

4♠: higher suit being the short suit

CHAPTER XII

OPENING 2♠/3♣/3♦/3♥:transfer preempt/6-4:18-22HCP/9tricks in NT

1. ♠4 ♥KQ6 ♦953 ♣KQJ1097	2. ♠4 ♥652 ♦AK109843 ♣J97	3. ♠KQ107432 ♥AJ ♦J95 ♣2	4. ♠AKQ9 ♥AKQJ65 ♦J4 ♣2	5. ♠K6 ♥AKQJ65 ♦A43 ♣AK2
-----------------------------------	------------------------------------	-----------------------------------	----------------------------------	-----------------------------------

The pressure bidding, already introduced in chapter viii, is applicable to the three level preempts on similar lines. The bidding for each hand is illustrated below:

1. 2♠-3♣ Pass: to play	2. 3♣-3♦ Pass: to play	3. 3♥-3♠ Pass: to play	5. 3♦-3♥ 3♠: 6-4 ♥-♠ 18-22 HCP	6. 3♦-3♥ 3NT: to play
---------------------------	---------------------------	---------------------------	--------------------------------------	--------------------------

OPENER'S RE-BIDS

1. 2♠-3♣ Pass: to play 3♦: 6-4 in ♣-♦ 3♥: 6-4 in ♣-♥ 3♠: 6-4 in ♣-♠ 3NT: 9 tricks ♣ As anchor Suit	2. 3♣-3♦ Pass: to play 3♥: 6-4 in ♦-♥ 3♠: 6-4 in ♦-♠ 3NT: 9 tricks ♦ As anchor Suit 4♣: 6-4 in ♦-♣	3. 3♦-3♥ Pass: to play 3♠: 6-4 in ♥-♠ 3NT: 9 tricks ♥ As anchor Suit 4♣: 6-4 in ♥-♣ 4♦: 6-4 in ♥-♦	4. 3♥-3♠ Pass: to play 3NT: 9 tricks ♠ As anchor Suit 4♣: 6-4 in ♠-♣ 4♦: 6-4 in ♠-♦ 4♥: 6-4 in ♠-♥
---	---	---	---

The detail developments for each opening:

<p>1. 2♠-3♦: relay 3♥:♥x 3♠:♠x 3NT:♦x 4♣: no singleton</p> <p>2♠-2NT 3♣-3NT: to play</p> <p>2♠-4♣/5♣: to play</p> <p>2♠-3♥/3♠: LD**</p> <p>* Asking singleton</p>	<p>2. 3♣-3♥: relay 3♠:♠ singleton 3NT:♥ singleton 4♣:♣ singleton 4♦: no singleton</p> <p>3♣-3NT: to play</p> <p>3♣-4♦/5♦: to play</p> <p>3♣-3♠/4♣: LD**</p> <p>** Lead directing Bid</p>	<p>3. 3♦-3♠: relay 3NT:♠x 4♣:♣x 4♦:♦x 4♥: no singleton</p> <p>3♦-3NT: to play</p> <p>3♦-4♥: to play</p> <p>3♦-4♣/4♦: LD**</p>	<p>4. 3♥-3NT:relay 4♣:♣x 4♦:♦x 4♥:♥x 4♠: no singleton</p> <p>3♥-4♠: to play</p> <p>3♥-4♣/4♦: LD**</p> <p>Note: In case of ♠ preempt you cannot play 3NT</p>
--	--	---	---

After 3♦/3♥ opening a raise of 5♥/5♠ asks partner to bid slam with at the most one loser in the trump suit

CHAPTER XIII

OTHER OPENING BIDS: 3♠, 3NT, 4♣/4♦, 4♥/4♠, 5♣/5♦, & 4NT

OPENING 3♠(TRANSFER GAMBLING NO-TRUMP)

The transfer bids have changed bridge radically since their introduction. Transfer preempts have released 3♠ for an ideal purpose of GAMBLING 3NT which is optional to responder who can declare 3NT with edge from his side. Opener needs min AKQxxxx in one of the minor suits with 9-12 HCP, not containing an outside king. The risk may not prove to be worth at red vulnerability especially in 1st & 2nd seat.

DEVELOPMENTS AFTER 3♠ (TRANSFER GAMBLING NT)

3♠-3NT: to play, doubled or un-doubled
4♣/5♣: to play in partner's minor suit
4♦: slam ambition & asking singleton, if any.
4♥/4♠: to play

OPENER'S ACTION AFTER 4♦ ENQUIRIES

3♠-4♦
4♥: ♥ singleton
4♠: ♠ singleton
4NT: no singleton, 7222 pattern
5♣: singleton in the other minor
5♦: singleton in the other minor

OPENING 3NT

Due to the employment of TRANSFER GAMBLING NOTRUMP & NAMYAT 4♣/4♦ opening bids the opening bid of 3NT is available for minor suit preempt

A small advantage is that partner can occasionally pass to play the 3NT contract where in the other room bidding has started with 4♣/4♦

You need a solid suit like KQJ109xx or a broken 8card suit with at least two of top honors with 9-12 HCP. There are other factors like your seat, vulnerability, opponents, the state of your match etc.

DEVELOPMENTS AFTER 3NT OPENING

3NT-pass to play doubled or un-doubled

4♣/5♣: to play in partner's minor suit

4♦: asks singleton, if any (over this same responses are applicable as per Transfer Gambling No-trump)

4♥/4♠: to play

OPENING 4♣/4♦: NAMYATS

You need about 10 playing tricks in major suit with 8card suit & less than 17 HCP
4♣ & 4♦ opening shows ♥ & ♠ suits respectively.

DEVELOPMENTS AFTER 4♣/4♦: NAMYATS

4♣-4♦: ASKING BID 4♥: to play 4NT: RKCB	4♦-4♥: ASKING BID 4♠: to play 4NT: RKCB
4♣-4♦ 4♥: imperfect NAMYATS I.e. worthless doubleton in side suit 4♠/5♣/5♦: perfect NAMYATS I.e. respective singleton	4♦-4♥ 4♠: imperfect NAMYATS I.e. worthless doubleton in side suit 5♣/5♦/5♥: perfect NAMYATS I.e. respective singleton

OPENING 4♥/4♠/5♣/5♦

These are the classic preempts testing the nerves. You can ask singleton after 4♥/4♠ opening bids. A relay bid of 4♠/4NT asks partner to name singleton if any. 4NT/5♣ are the respective RKCB enquiries

4♥-4♠: relay bid asking singleton 4NT: ♠ singleton 5♣/5♦: respective singleton 5♥: no singleton	4♠-4NT: asking singleton 5♣/5♦/5♥: respective singleton 5♠: no singleton
--	--

OPENING 4NT: THE DIRECT ACE ASKING OPENING BID

The frequency of occurrence of opening bids 3♠ & onwards is comparatively very low. These bids are like an arsenal in the armory.

RESPONSES TO OPENING 4NT

- 4NT-5♣: no ace
- 5♦/5♥/5♠/6♣: ace in the named suit
- 5NT: any two aces

CHAPTER XIV

SLAM CONVENTIONS

The agonizing efforts towards the constructive bidding cannot have a full stop without slam conventions.

RKCB (ROMAN KEY CARD BLACKWOOD)

We will use this convention for major suits though occasionally you may have to use it for minor suits in exceptional cases where there is no other resort. More about minor suits later on. RKCB accounts for 5 aces. The fifth ace is being the trump king.

RKCB: MAJOR SUIT SLAMS

<p>4NT-5♣: 0 or 3aces 5♦: 1 or 4 aces 5♥: 5 or 2 aces Without trump Q 5♠: 5 or 2 aces With trump Q 5NT: 0/ 2/4 aces + void 6♣: 1/3/5 aces + void</p> <p>The mnemonics for quick memorization:</p> <p>0314-520-52Q-EV-OV</p> <p>0314 = Old Scale 520 = without queen 52Q = with queen EV = even void OV = odd void</p> <p>-----</p> <p>Exclusion Blackwood: Instead of 4NT a jump to 5level in a suit asks partner to ignore the ace in that suit if he has it & respond the RKCB considering other suits.</p>	<p>After knowing about the aces trump queen enquiry is made to explore G.S.</p> <p>Queen enquiry after 5♣</p> <p>4NT-5♣ 5♦ 5♥:no 5♠: yes</p> <p>Queen enquiry after 5♦</p> <p>4NT-5♦ 5♥ 5♠: yes * 5NT: no *</p> <p>* Reversed for convenience as an exception so that you can continue with 5NT (After 5♠ response) asking for kings up the line. The purpose of this exception would be clear In GS investigation explained next</p>	<p>Queen enquiry after 5NT</p> <p>4NT-5NT 6♣-6♦: no 6♥: yes</p> <p>Queen enquiry after 6♣</p> <p>4NT-6♣ 6♦ 6♥: no 6♠: yes</p> <p>Note (1) I have always said about the singleton but not a void since frequency of void is much less & comparatively infrequent in associated with GS. Secondly RKCB caters it. (2) The queen enquiry becomes less important in a known 10card trump fit (3) After 4NT-5♦-5♥ is not meant to stop at 5♥ (with ♥ as trumps) since one Ace is enough to ask further since Cue Bidding was an available option</p>
---	---	---

FURTHER INVESTIGATIONS i.e. KING/QUEEN IN SIDE SUITS

To decide a small slam normally checking controls i.e. 5 aces including trump king would be sufficient. Your further interest is making enquiries about trump queen & King /Queen in the side suits is for the grand slam. This is tough but rewarding. We were using various grand slam forces, viz. Josephine. The RKCB has a unique advantage that it caters for every enquiry you normally mean to make

After checking the trump queen 5NT asks for kings in the side suit up the line in a skip scan fashion

4NT-5♦: 1 or 4 aces

5♥* 5♠: Yes, I have the queen of trumps

5NT 6♣: ♣ king (king are shown up the line)

6♦: O. K. but I need ♦ king

-6♥: no

Bidding 7♥/7♠: says yes

Example case: ♠ being the trump suit

5NT 6♦: I am skipping 6♣ bids. I do not have ♣ king

6♥: O.K. but I need ♥king

-6♠: I do not have the ♥king

Bidding 7♠: says: yes

Sometimes you need specific queen in the side suit. In such case you simply skip 5NT enquiry

4NT-5♠: 52Q

6♣: I have skipped 5NT level & not interested in the side suit kings but interested in the side suit queen/s

-6♦: I do not have ♣ queen but having ♦ queen

Bidding 7♥/7♠: says: yes

6♦: I do not need ♣ queen but need ♦ queen

-6♥: I do not have ♦ queen

Bidding 7♥/7♠ says: yes

* You may skip for the queen enquiry if not required & directly ask side suit king or queen

RKCB: MINOR SUIT SLAMS

In pairs game it said that it will not too bad to bid a minor suit slam & go down than to bid minor suit game & make it or score 12 tricks when majority of players have bid 3NT & made 5NT for a sharing top. In IMP we have to be safe. At the same time we are exploring minor suit slam for the better rewards without the hazard of getting a minus score

I have already mentioned that one may have to use 4NT as RKCB in exceptional cases where there is no other resort. Another alternative is to use KICK BACK RKCB. 4♦ for ♣ suit & 4♥ for ♦ suit when you feel partner might take it as sign off or competitive. All Voluntary jumps to 4♣/4♦ as the respective RKCB for the agreed minor

Sometimes opponents may force you to use 4NT as RKCB

1♣-1♠-3♣-4♠
4NT: RKCB

In all other cases we will play 4♣ as RKCB for ♣ suit & 4♦ as RKCB for ♦ suit with the following clear-cut exceptional cases:

1. 1♣-1♠-3♣-3♠
?

Responder has limited his hand. Opponents are competing with their boss suit
Now 4♣ = competitive & 4♦ as KICK BACK RKCB & double for penalty

2. 1♦ (1♠) 2♦ 3♠
Pass Pass 4♦

Now 4♦ bid is a clear cut competitive. Responder has already limited his hand

3. 1♣ 1♠ 3♣ pass
3NT d'ble pass pass
4♣

4. 1♣ pass 3♣ pass
3♠ pass 4♣: a sign off & not a RKCB enquiry

Opener was taking a chance of playing 3NT, un-doubled. 4♣ is reversion to a safe contract & not a RKCB enquiry

There is no change up to asking trump queen. We have mentioned the responses in the form of mnemonics

<p>4♣-4♦: 03 4♥: 14 4♠: 520 4NT: 52Q 5♣: EV 5♦: OV 4♦ enquiry will end with 5♥: OV</p>	<p>4♣- 4♦: 0/3 4♥-4♠: NO - 4NT: Yes 4♣-4♥: 1/4 4♠-4NT: NO -5♣: Yes After the queen enquiry The next enquiry is about the control in named side suit as Epsilon enquiry Epsilon scale:</p>	<p>1st step: Queen or xx 2nd step: Kxx (x) 3rd step: Kx 4th step: KQ (x) Trump suit at slam level i.e. 6♣/6♦: xxx/xxxx Jump in trump suit at slam level: singleton Provided the space permits</p>
---	---	--

DOUBLE RKCB

When 5-5 or 6-4 in two suits are known/revealed in partnership the asking bid of 4NT becomes **DOUBLE RKCB** where total number aces are six. The trump kings in the two key suits are the 5th- 6th aces.

4NT-5♣: 036
5♦: 14
5♥: 250
5♠: 251Q
5NT: 252Q
6♣: EV
6♦: OV

ON INTERVENTION

The time has proved that **DEPO/REPO** is a superior choice where:
D = double showing **E** = even number of aces i.e. 0/2/4 (**R** =redouble)
P = pass showing **O** = odd number of aces i.e. 1/3/5

Some times opponents will try to outbid you before you try **RKCB**. Now the alternatives left are **FORCING PASS** & **WARNING DOUBLE** in light of quick loser/s in opponents suit

CUE BIDDING

Blackwood is not the all time answer or a solution to each slam. Partner has an ace but you don't need any ace. You need a specific ace. The cue bidding is way to find it out. I have given a list of rules for style of cue bidding I prefer:

- 1. When Blackwood is ineffective owing to the two quick losers in one of side suit we start with our 1st cue bid immediately below that suit. Thus the 1st cue bid denies control in the immediate suit above it.**
- 2. Normally the 1st cue bid may be made with an ace or king. A known weak hand may start with singleton as a cue bid, the only feature he is expected to have. This is an exception to the rule**
- 3. 3NT in the cue bidding sequence is not to play but shows trump ace**
- 4. One may make an advanced cue bid when the trump suit is agreed by inference**
- 5. After a cue bidding sequence aces are reconfirmed through RKCB**
- 6. A weaker hand may make a cue bid en-route to the game level e.g. 5♣ as a cue bid When diamond is the agreed trump suit.**
- 7. A re- cue bid in earlier cue bid suit shows 1st or 2nd round control**
- 8. Trump suit at game level shows inability to take control & is a sign off from that side**
- 9. A cue bid crossing 4NT level shows 1st round control. This may be an ace or void**
- 10. During the cue bidding a raise in partner's suit asks partner to bid slam with control in the immediate higher ranking suit (In absence of cue bidding raise in trump suit asks partner to bid slam with good trumps)**

**WITH THIS WE END OUR CONSTRUCTIVE BIDDING
UNCONTESTED OR CONTESTED AUCTIONS**

CHAPER XV

DEFENSIVE BIDDING: INTRODUCTION

Defensive bidding presented here is already established. Some of the ideas are based on a book, namely “ PATNERSHIP BIDDING AT BRIDGE” by Andrew Robson & Oliver Segal

♠Q32 ♥Q9762 ♦AQ5 ♣Q4. You have 12 high card points. You are Vulnerable against Non-vulnerable opponents. RHO opens 1NT, 15-17 HCP what is your action?

**There are 13 HCP combined with RHO & your partner. Your best action is to PASS since there is defense written on your hand. This is the 1st lesson of defensive bidding. It is wiser action @ 6.25% to PASS on certain hands.
(Rest of the time i.e. 18.75% you have a natural pass)**

When opponents have already availed the advantage opening the bidding it is the 1st glow & any bidding for your side is called as defensive bidding.

We will take 2nd seat. LHO has opened the bidding. You have available with three actions:

- 1. Take out double**
- 2. Overcall**
- 3. Pass**

**We have already seen the 3rd action. You need a hand ♠Q32 ♥KJ1076 ♦AQ5 ♣43
For an overcall of 2♥HCP is not the only criterion. ♠32 ♥KJ10876 ♦ AQ5 ♣43 is also sufficient**

CHAPTER XVI

RHO BIDS ONE OF SUIT: NATURAL

TAKE OUT DOUBLE (YOUR ACTION IN NEXT SEAT)

REQUIREMENTS

You need min 12 HCP & shortness in RHO' s suit. An ideal distribution for this is 4441. The rest distributions are 4432 or 5431, provided your 5card suit is comparatively very weak which you cannot mention at one level. With 3 or more cards in RHO' s suit your best action is "PASS" unless you have 15 HCP plus a stopper qualifying for 1NT overcall. One possibility is that you have 19 HCP now you double & then bid your hand by naming your suit or calling no-trump at the required level.

RESPONSES TO TAKE OUT DOUBLE

- 1. Pass: does not arise unless you have length & strength in their suit & that there is no 4card suit available.**
- 2. Non-jump best suit: 0-7 HCP. You may choose a 4card major to a 5card minor. Sometimes you may have to bid your 3card lower major with 4333 or 4432. (This also desirable if RHO redoubles for business)**
- 3. 1NT: 8-10 HCP, 2NT: 11-12 HCP, 3NT: 13-14 HCP**
- 4. Jump in a new suit: 8-10 HCP with even a 4card suit.**
- 5. Double jump in a new suit: 5-7 HCP with a 6card suit**
- 6. Cue bid: 11 HCP+**
- 7. When RHO raises: Responsive double 8 HCP+ at 2level, 11 HCP+ at higher level**
- 9. When RHO bids a new suit: cue bid in lower suit shows 10-11 HCP & in higher suit shows 12 HCP+**

REBIDS BY TAKE OUT DOUBLER

- 1. Pass: min hand, 12-15 HCP**
- 2. Raise: 16-18 HCP**
- 3. Jump raise: 19-21 HCP**
- 4. No-trump bid: 19-21 HCP**
- 5. New suit: 19 HCP+**
- 6. Cue bid: highly invitational showing fit & asking description**
- 7. Repeated cue bid when LHO bids & partner being silent**

CHAPTER XVII

RHO BIDS ONE OF SUIT: NATURAL

OVERCALLS (YOUR ACTION IN NEXT SEAT)

REQUIREMENTS

1. One over one: 8-18 HCP, 5card suit (exception: 4card suit min KJ10x with min 12HCP)
2. Two over one: exclusive: 9-18 HCP, non exclusive: 11-18 HCP, both with 6card suit (exception: 5card suit, min Akxxx/AQJxx/KQJ108 with min13 HCP)
3. Jump overcalls: weak (WJO): 2level Good 6card suit with no defensive side values. 3level: preemptive, good 7 card suit. These are the standard requirements but we recall the pressure bidding already introduced for weak two /three level opening. According to them you can take some liberty at equal & green vulnerability but not in 3rd & 4th seat (more stringent in 3rd seat)
4. 1NT: 15-18 HCP as per opening bid showing stopper, (Responses: cue bid = forcing, Others: natural, jumps: invitational)
5. 2NT: UNUSUAL i.e. both minors or two un-bid suits with min 5-5 & min 9 HCP in two suits
6. 3NT: long minor plus stopper
7. Cue bid: MICHELS cue bids, min 5-5 & 9-14/18-20 HCP in two suits*
8. Jump cue bid: long minor & asking partner to bid 3NT with stopper
9. Four level overcalls are made as better preempts (assuming 7 HCP with partner) With at the most one loser 7card suit & no defensive values

*Responses: 2NT: asks minor

RESPONSES TO NATURAL OVERCALLS

A. RHO PASSES

1. New suit: good suit, denies 3card fit & non-forcing
2. Direct raises TNT, preemptive or semi preemptive, 2level 3card fit, 3 level 4 card fit, 4 level 5 card fit With 4-8 HCP
3. 1NT: stopper, two card fit 8-10 HCP
4. Cue bid: sound 3card raise, 9 HCP +
5. Jump cue: sound 4 card mixed raise (offensive & defensive values), 9 HCP+
6. Double jump cue as SPLINTER BID
7. Fit jumps: to their limit (FNJ by the passed hand)
8. 2NT: jump or non-jump against major as limit or better showing offensive values
Natural bid with invitational values against minor suit with min fit of Qxx
9. 3NT: to play
10. Pass: natural

B. RHO MAKES A NEGATIVE DOUBLE

Most of the bids same as per (A) except that:

11. Non-jump 2NT bid is a mixed raise, 9 HCP+
12. New suit: FNJ
13. Redouble = 3card raise with promising ace or king or Qxx (A raise denies Ace or king or Queen)
(Rosencraz Redouble)

Most of the bids same as per (B) except that

14. Double = negative
15. FNJ even at 4level below opponents suit

D. RHO BIDS A NEW SUIT AT ONE LEVEL

Most of the bids same as per © except that

16. We have two cue bids available showing ability to play at the indicated level

Example sequence: 1♣ - 1♥ - 1♠ -?

1. **2♣**: sound 3card raise 9-11 HCP
2. **2♠**: sound 4card raise 9-11 HCP
3. **1NT**: not applicable
4. **New suit**: non-forcing
5. **Raise**: 3card fit without ace or king
6. **Double**: 3 card raise promising ace or king (Rosencraz Double)
7. **Jump raise**: TNT raise (pre-emptive)

E. RHO BIDS 1NT

Most of the bids same as per (D) except that

17. 1 of a minor 1♥ 1NT ?

1. **2♣**: artificial, 3card raise, 7-9 HCP
2. **2♦**: artificial, 4card raise, 7-9 HCP
3. **2♥**: preemptive or semi preemptive, 3card raise, 4-8 HCP
4. **2♠**: natural
5. **1NT**: not applicable
6. **3♦**: artificial, 4card stronger raise, 9-11 HCP
7. **3♥**: preemptive or semi preemptive, 4card raise, 4-8 HCP

F. RHO MAKES A FIT JUMP

1. **Double**: shows support plus lead direction for the 4th suit
2. **New suit**: fit non-jump (FNJ)

SETTING UP FORCING PASS BY THE OVERCALLER

Refer page no. 29. The same conditions apply i.e. as per responder's forcing pass to An opening bid plus the following:

1. **FNJ** never sets a forcing pass
2. **Mixed raise** does not set a forcing pass

CHAPTER XVIII

WE MOVE TO THE 4TH SEAT

LHO OPENS ONE OF A SUIT: NATURAL, RHO RESPONDS & PARTNER BEING SILENT

<p>a. 1♣-pass-1♦-?</p> <ol style="list-style-type: none">1. Double: 4-4 in ♥ ♠ 15-17 HCP2. 1♥/1♠: 5card suit, 8-18 HCP3. 1NT: 5-5 in majors4. 2♣: 5-4 in ♥ ♠5. 2♦: 5-4 in ♠ ♥6. 2♥/2♠: WJO7. 2NT: 6-5 in majors8. 3♣: 6-4 in ♥ ♠9. 3♦: 6-4 in ♠ ♥10. 3♥/3♠: preemptive11. 3NT: to play	<p>b. 1♣-pass-1♥-?</p> <ol style="list-style-type: none">1. Double: 4-4 in ♦ ♠, 15-17 HCP2. 1♠: 5card suit, 8-18 HCP3. 1NT: min good 5card ♥, 14-16 HCP4. 2♣: 5-4 in ♦ ♠5. 2♦: natural, 6card suit, 11-18 HCP6. 2♥: MICHEL'S CUE BID7. 2♠: WJO8. 2NT: 6-5 in ♦ ♠, either way9. 3♣: 6-4 in ♦ ♠10. 3♥: 6-4 in ♠ ♦11. 3♠: preemptive12. 3NT:to play
<p>c. 1♣-pass-1♠-?</p> <ol style="list-style-type: none">1. Double: 4-4 in ♦ ♥, 15-17 HCP2. 1NT:min good 5card ♠, 14-16 HCP3. 2♣: 5-4 in ♦ ♥4. 2♦/2♥: natural, 6card suit, 11-18 HCP5. 2♠: MICHEL'S CUE BID6. 2NT: 6-5 in ♦ ♥, either way7. 3♣: 6-4 in ♦ ♥8. 3♦/3♥: preemptive9. 3NT: to play	<p>d. 1♦-pass-1♥-?</p> <ol style="list-style-type: none">1. Double; 4-4 in♣ ♠, 15-17 HCP2. 1♠: natural, 5card suit3. 1NT:min 5card ♥, 14-16 HCP4. 2♣: natural, 6card suit, 11-18 HCP5. 2♦: 6-4 in ♣ ♠6. 2♥: 6-4 in ♠ ♣7. 2♠: WJO8. 2NT: 6-5 in ♣ ♠ either way9. 3NT: to play

<p>d. 1♦-pass-1♠- ?</p> <ol style="list-style-type: none"> 1. Double 4-4 in ♣ ♥ 15-17 HCP 2. 1NT: min 5card ♠ suit 14-16 HCP 3. 2♣/2♥: natural, 6card suit, 11-18 HCP 4. 2♦: 6-4 in ♥ ♣ 5. 2♠: 6-4 in ♣ ♥ 6. 2NT: 6-5 in ♣ ♥ either way 7. 3NT: to play 	<p>e. 1♥-pass-1♠-?</p> <ol style="list-style-type: none"> 1. Double: 5-5 in ♣ ♦ 2. 1NT: min 5card ♠ suit, 14-16 HCP 3. 2♣/2♦: natural, 6card suit, 11-18 HCP 4. 2♥: 6-4 in ♣ ♦ 5. 2♠: 6-4 in ♦ ♣ 6. 2NT: 6-5 in ♣ ♦ either way 7. 3♣/3♦: preemptive 8. 3NT: to play
<p>f. 1minor-pass-1NT-?</p> <ol style="list-style-type: none"> 1. Double: 5-5 in majors 2. 2♣: 5-4 in ♥ ♠ 3. 2♦: 5-4 in ♠ ♥ 4. 2♥/2♠: natural, 6card suit, 11-18 HCP 5. 2NT: 5-5 in minors 6. 3♣: 6-4 in ♥ ♠ 7. 3♦: 6-4 in ♠ ♥ 8. 3NT: to play 	<p>g. 1♥-pass-1NT-?</p> <ol style="list-style-type: none"> 1. Double: single suited hand, ♣/♦/6card suit 11-18 HCP * 2. 2♣: 5-4 in ♣ ♦ 3. 2♦: 5-4 in ♦ ♣ 4. 2♥: MICHEL’S CUE BID 5. 2♠: natural, 6card suit, 11-14 HCP 6. 2NT: 5-5 in minors 7. 3♣: 6-4 in ♣-♦ 8. 3♦: 6-4 in ♦ ♣ 9. 3♥: long minor, needs ♥ stopper 10. 3♠/4♣/4♦/4♠: preemptive 11. 3NT: long minor with ♥ stopper
<p>h. 1♠-pass-1NT-?</p> <ol style="list-style-type: none"> 1. Double: single suited hand, ♣/♦/♥ * 2. 2♣: 5-4 in ♣ ♦ 3. 2♦: 5-4 in ♦ ♣ 4. 2♥: natural, 6 card suit, 11-14 HCP 5. 2♠: MICHEL’S CUE BID 	<ol style="list-style-type: none"> 6. 2NT: 5-5 in minors 7. 3♣: 6-4 in ♣ ♦ 8. 3♦: 6-4 in ♦ ♣ 9. 3♥: preemptive 10. 3♠: long minor, needs ♠ stopper 11. 3NT: long minor, with ♠ control 12. 4♣/4♦/4♥: preemptive
<p>* 1M-pass-1NT-Double Pass-2♣-pass- other major: 15-18 HCP</p>	<p>Whenever 2NT shows 6-5 in two suit either way: e. g. 1♣-pass-1♦-2NT D’ble-pass-pass-redouble = 6-5 ♥♠ & 3♣ = 6-5 ♠♥</p>

CHAPTER XIX

BACK TO THE 2ND SEAT

<p>RHO OPENS 1♣: ARTIFICIAL, 16HCP/17HCP +/18HCP+</p> <p>1♣-?</p> <p>Double: majors, 5-5 1♦/1♥/1♠/2♣: natural 1NT: ♣ & major 2♦: ♦ & major 2♥/2♠: WJO 2NT: minors, 5-5 Others; preemptive</p>	<p>RHO OPENS 1NT: MINI/WEAK/ STRONG</p> <p>1NT-?</p> <p>Double: penalty if weak 10-12/12-14 and 5-4 in m & M if strong 2♣: Landy, both majors 2♦: transfer (over-caller Bids 2♠ which cancels The initial transfer) 2♥: ♥ & minor 2♠: ♠ & lower suit 2NT: both minors Others: preemptive</p>	<p>RHO BIDS 2♣: PRECISION STYLE</p> <p>2♣-?</p> <p>Double: take out 2♦/2♥/2♠: natural 2NT: 16-18 HCP 3♣: both majors 3♦/3♥/3♠: preemptive 3NT: to play 4♦/4♥/4♠: preemptive</p>
--	--	--

<p>RHO OPENS 2♦: MULTI</p> <p>2♦-?</p> <p>Double: take out double Promises min 4card ♥ suit 2♥: take out double Promises min 4 card ♠ Suit* 2♠: balanced 16-18 HCP* 2NT: both minors, 5-5 Others: natural</p> <p>* Responses: LEBENSOHL</p>	<p>RHO OPENS 2♦: WEAK</p> <p>2♦-?</p> <p>Double: take out * 2♥/2♠/2NT**/3♣: natural 3♦: both majors 3♥: ♥ & ♣ 5-5 3♠: ♠ & ♣ 5-5 3NT: to play</p> <p>*Responses: LEBENSOHL</p> <p>**Responses: 3♦forcing Others: natural: to play</p>	<p>RHO OPENS 2♥: WEAK</p> <p>2♥-?</p> <p>Double: take out * 2♠/2NT**/3♣/3♦: natural 3♥: both minors, 5-5 3♠: N.A. 3NT: to play 4♣: ♣ & ♠ 5-5 4♦: ♦ & ♠ 5-5</p> <p>* Responses: Lebensohl **Responses: 3♥ forcing Others: Natural: to play</p>
---	---	---

<p>RHO OPENS 2♠: WEAK</p> <p>2♠-?</p> <p>Double: take out * 2NT**/3♣/3♦/3♥: natural 3♣: both minors, 5-5 3NT: to play 4♣: ♣ & ♥, 5-5 4♦: ♦ & ♥, 5-5</p> <p>* Responses: Lebensohl ** Responses: 3♠: forcing Others: natural: to play</p>	<p>RHO OPENS 3♣: PREEMPTIVE</p> <p>3♣-?</p> <p>Double: take out (16HCP+) 3♦/3♥/3♠; natural (12-18 HCP) 3NT: to play (18-20 HCP) 4♣: both majors, 5-5</p> <p>Note: against preempts Assume min 7 HCP With the responder</p>	<p>RHO OPENS 3♦: PREEMPTIVE</p> <p>3♦-?</p> <p>Double: take out (16 HCP+) 3♥/3♠/4♣: natural (12-18 HCP)(14-18 HCP) 3NT: 18-20 HCP 4♦: both majors 5-5</p>
---	---	--

<p>RHO OPENS 3♥: PREEMPTIVE</p> <p>3♥-?</p> <p>Double: take out (16 HCP+) 3♠/4♣/4♦: natural (12-18 HCP) (14-18 HCP) 3NT: to play (18-20 HCP) 4♥: both minors, 5-5</p>	<p>RHO OPENS 3♠: PREEMPTIVE</p> <p>3♠-?</p> <p>Double: take out (16 HCP+) 3NT: to play (18-20 HCP) 4♣/4♦/4♥: natural (14-18 HCP) 4♠: both minors, 5-5</p>	<p>RHO OPENS 3NT: GAMBLING</p> <p>3NT-?</p> <p>Double: penalty 4♣: ♥ suit 4♦: ♠ suit 4♥: both majors, 5-5</p>
--	--	--

RHO OPENS 4♣: PREEMPTIVE 4♣-? Double: take out 4♦/4♥/4♠: natural	RHO OPENS 4♦: PREEMPTIVE 4♦-? Double: take out 4♥/4♠/5♣: natural	RHO OPENS 4♥: PREEMPTIVE 4♥-? Double: take out 4♠/5♣/5♦: natural	RHO OPENS 4♠: PREEMPTIVE 4♠-? Double: optional 4NT: take out 5♣/5♦/5♥: natural
--	--	--	--

BACK TO THE 4TH SEAT

After Precision 1♣-PASS-1♦-? Double: both majors, 5-5 1♥/1♠/2♣/2♦: natural 2♥/2♠/: WJO 3♣/3♦/3♥/3♠: preemptive 1NT: both minors, 5-5 2NT: 6-5 in minors	After Precision 2♣-pass-2♦-? Double: both majors, 5-5 2♥/2♠: natural 2NT: both majors, 6-5 either way 3♣: 6-4 in ♥ & ♠ 3♦: 6-4 in ♠ & ♥ 3♥/3♠: preemptive 3NT: long ♦ with ♣ stopper
--	---

After multi 2♦-pass-2♥-? Double: take out double, min 4 card ♠* 2♠: take out double: min 4 card ♥* 2NT onwards: natural * Responses: Lebensohl	After multi 2♦-pass-2♠-? Double: take out double, min 4card ♥* 2NT onwards: natural * Responses: Lebensohl
---	---

After 1NT-pass-pass-? Double: penalty oriented 2♣: Landy (Responses: 2♦/2♥: transfer) 2♦/2♥/2♠: natural 2NT: both minors, 5-5 3♣ onwards pre-emptive	After 1NT-pass-2♦/2♥(transfer)-? Double: lead directing ♦/♥ 2♥/2♠: take out double Pass & double subsequent 2♥/2♠ transferred bids: PENALTY i.e. stacked with ♥/♠ plus values to defend
---	--

CHAPTER XX

BALANCING

Balancing is also called as reopening the bidding. This is nothing but taking account of the HCP distribution over the table. Your decision to bid anything will alive the table otherwise the bidding will die at this point. It is rather easy to balance against the precision 1♦/1♥/1♠ opening than Standard one of a suit opening. Assuming Precision 1♥ opening, bidding goes:

1♥-pass-pass-?

Your hand: ♠Q842 ♥A5 ♦K765 ♣Q103

Partner is marked with about 10 HCP. What can be his hand? He failed to double or overcall. Whatever it is your hand points out for a take out double.

Note that your action in the 4th seat will not vary but your HCP requirements are slightly relaxed by say about a queen less in comparison to the 2nd seat

<p>1x-pass-pass -?</p> <p>Double: take out, 10 HCP+</p> <p>Suit Overcall: one over one: 7-15 HCP Two over one: 9-15 HCP</p> <p>1NT overcall: over minor: 13-15 HCP Over major: 11-15 HCP</p> <p>Jump overcall: at 2 level: 16 HCP+ At 3 level: 12-15 HCP At 4 level: 16-18 HCP</p> <p>Cue bid: MICHEL'S CUE BID</p> <p>Jump in 3NT: to play</p> <p>Re-bids by take out doubler:</p> <p>1NT: 16-18 HCP Jump in 2NT: 19-21 HCP Single raise: 15-16 HCP Jump raise: 17-18 HCP Cue bid: 19 HCP+</p>	<p>1♥-pass-2♥-pass Pass-? Or</p> <p>1♠-pass-2♠-pass Pass-?</p> <p>There can be various other bidding sequences similarly ending two level part score contract. Now balancing is not without risk of -300 or -500. You enter the dragon with the aim of pushing them. Note your partnership may not have good suit by failure to overcall or make OBAR overcall or a take out double. (OBAR = opponents bid and raise) Now an overcall will show a 5card suit & a take out double denies a 5card suit & asks partner to bid his 5card suit, if any. In absence of this partner is supposed to bid 2NT as SCRAMBLING 2NT (Note that it cannot be our old friend Lebensohl) asking to bid a 4card suit up the line to find 4-4 fit to compete</p>
---	--

- What about:**
- 1. Precision 2♣- pass-pass-?**
 - 2. Weak 2♥/2♥-pass-pass-?**
 - 3. Preemptive 3♣/3♦/3♥/3♠-pass-pass-?**
 - 4. Gambling 3NT-pass-pass-?**
 - 5. Preemptive 4♣/4♦/4♥/4♠-pass-pass-?**

On all above sequences you need 2 HCP less in comparison to the 2nd seat for all those similar basic actions i.e. a take out double or an overcall

CHAPTER XXI

CONVENTIONAL BIDDING

OBAR BIDS i.e. OBAR DOUBLE & OBAR OVERCALLS

1♥-pass-2♥-?

Or

1♠-pass-2♠-?

OBAR = opponents bid and raised. Now a take out double or an overcall is not without risk. Now immediate double = OBAR take out double & an overcall = OBAR overcall. LEBENSOHL applies.

LIGHTNER SLAM DOUBLE

Normally it does not pay big returns to double a voluntary bid slam. You double it for an unusual lead without which their slam is otherwise making. You are asking partner to observe the following “don’ts”:

3. Do not lead the trump suit
4. Do not lead our suit
5. Do not lead the un-bid suit

& Lead Dummy’s 1st suit bid in natural or artificial sense

**In case dummy has not bid any suit then declarer’s 1st suit
Bid in natural or artificial sense**

GOOD BAD NOTRUMP

We have already met this convention. It applies to the over-caller in a similar way who wish to distinguish between additional values & mere competitive

1♠--2♥--2♠--pass

Pass-2NT = Good Bad No-trump

Free bid = additional values

LEAD DIRECTING DOUBLES

- A. We would be choosey in doubling after:
1. Styaman: 2♣
 2. Transfer bids
 3. Blackwood responses
- B. Double of Splinter bid asks for the lower ranking of the two un-bid suits
(It is useless to ask for their short suit by doubling the Splinter bid)
- C. Double of No-trump contract:
1. Asks partner's suit
 2. If both have bid a suit then it asks partner's suit
(Pass invites own suit, as curtsey)
 3. When both have not bid a suit then it asks
Dummy's 1st suit
 4. When there is no indication (1NT-3NT)
Then it asks for the short major suit

NO PENALTY DOUBLE

When we are sacrificing it is impossible to double opponents voluntarily bid high-level contract. Thus the convention is named as "No Penalty Double"

1♥-3♠-4♥-4♠

5♥-double = I don't see any defense to 5♥. Let us sacrifice

-Pass = Partner we have some defense including your possible trick
Let us defend their contract, naturally un-doubled.

ROSENCRAZ DOUBLE & REDOUBLE

We have already met this convention at page 58 & 59

DOUBLE IN COMPETITIVE SITUATIONS

1♥-1♠-2♥-2♠

?

Double = invitational

3♥ = competitive bid

1♥-1♠-2♥-2♠

3♥-Double = invitational

-3♠ = competitive bid

1♠-2♥-2♠-Double = invitational

- 3♥ = competitive bid

SAVE SUGGESTING DOUBLES, PUSH BIDS etc.

1. SAVE SUGGESTING DOUBLE:

1♥ 2♠ 3♥/4♥ ?

Double = I think, partner we can sacrifice. On the other hand:

3♠/4♠ = Partner, I have pushed them. But we need not sacrifice further

New suit = lead directing showing a good fit

2. 1♥-3♣-Double*-?

* Negative Double

Now 3NT = save suggesting

4♣ = push bid

RESPONSIVE DOUBLE

The responder or advancer uses this double. It is same as negative double & is applicable up to 5♥ level

1♠-4♥-Double

1♦-Double-3♦-Double

1♥-1♠-5♥-Double

*You may not agree with my every suggestion but at least we
Have touched & discussed almost every bread & butter situation
Where partnership needs agreement to play a confident session*

APPENDIX (A): DEFENSIVE CARDING
OPENING LEADS: NO-TRUMP CONTRACT

LEAD	DESCRIPTION	HOLDING	EXCEPTIONS	SIGNAL
Ace	Promises king, min 5cards With Akxx lead 4 th best	Akxxx AKJxx AK10xx	When bidding is based on long suit & you want to see dummy or you are leading partner's suit	Attitude
King	Denies Ace	KQJ(xx) KQ10(xx) KQ9/KQx	AKJ10(x) Asks to unblock Queen	Attitude
Queen	Two or zero	AKQ10xx AKQxxx QJ9(xx)	KQ109 Asks to unblock Jack	Attitude
Jack	Denies higher honor	J108(xx)	-----	Attitude
10	Two or zero	AJ10/KJ10/1097 With length	-----	Attitude *
9 **	Two or zero	A109/K109/Q109 With length/974/95 9865	-----	Attitude *
8 **	Top of nothing, promises 7	87xx	KJ98/KQ98/AJ98/AQ98/ AK98	Attitude *
7	Top of nothing	75/753/7632	AK97/QJ87/Q1087 etc 97532 (9 = valuable)	Attitude *
Low spot card	4 th best, promises honor 9(Rule of 11)	J983	Top of nothing 65/642/6532/7632	Attitude *

*Attitude: When dummy wins with Ace/King, but **count** if dummy wins with Queen or Lower card & unable to cover

** With length needs 98xx/87xx otherwise 2nd best 97xx/ 86xx

Exception to above: Lead 4th best or lowest from 3 small cards in Partner's suit, which you have not raised

OPENING LEADS: SUIT CONTRACT

LEAD	DESCRIPTION	HOLDING	EXCEPTIONS	SIGNAL
Ace	Denies king (Leader has a good reason to lead Ace)	Ax(xxx)	AK doubleton	Attitude
King	Promises A/Q (Assume Ace unless you see the Ace)	AKx(x)/AKJ(x) AK10(x)/KQ10(x) KQ9(x)/KQ	Lead Ace from AKxxxxx If partner is likely to ruff your king	Attitude
Queen	Two or zero	AKQ(x)/QJ9(x)/QJ	-----	Count
Jack	Denies higher honor	J109(x)/J108(x)/J10	-----	Count *
10	Two or zero	KJ10/1097 With length or 109	-----	Count*
9 **	Two or zero	K109/Q109With length/986/98/9x	97x/	Count*
8 **	Top of nothing, promises 7	87xx/86x/8x	-----	Count *
7/6/5 **	Top of nothing	7xxx/6xxx/5xxx 7xx/6xx/5xx 7x/6x/5x	-----	Count*
Low spot card 2 to 7	3 rd best from Even no of cards Lowest from odd number of cards Promises honor	Q964: lead 6 Q96: lead 6 Q9642: lead 2 3 rd best: Rule of 12 5 th best: Rue of 10	KJ92/KJ83; lead 4 th best Since 9/8 may be valuable	Count*

* When dummy wins with queen or lower & unable to cover give **count** but if dummy wins with ace/king give **attitude**

**Lead your top card when lacks honor card irrespective of number of cards. Partner should be able to work out your doubleton

GENERAL SIGNALLING ORDER: 1. ATTITUDE, 2. COUNT, 3. SPS

1. ATTITUDE: Up side down: low = encouraging, high = discouraging.

A discouraging signal asks for **aggressive shift**. If you do not intend an **aggressive shift** then give a false encouragement

2. COUNT: Up side down: When attitude is known or irrelevant signal count

Count situations: (I) when you are marked with almost Yarborough

(II) Queen lead against suit contract

(III) When dummy wins with queen or lower card and unable to cover. (If dummy wins with Ace or King then signal attitude)

(IV) Declarer establishing a long suit in dummy has no entry

I.e. hold up guide

(V) King against suit contract & dummy having Qxx

3. SUIT PREFERENCE: Applicable only when attitude/count is known

Or irrelevant. A high card asks for higher-ranking suit & a low card asks for lower Ranking suit. Situations:

(I) When opening lead has established a lot of winners for the declarer

(II) Alarm clock lead when you are holding a (known) long suit & expecting partner To ruff

(III) When partner has lead his singleton

(IV) You lead queen in partner's suit, raised by you & it wins, leader's partner gives SPS

(V) Low card lead by partner in the suit raised by him & you are having option to play From ace or king. Now SPS applies

(VI) You lead ace from AQxxx & continue that suit, which is ruffed by the declarer. Now The remaining cards can be used as SPS

(VII) After 3rd/5th best lead, after regaining the lead the remaining cards can be used as SPS

(VII) When declarer shows out a suit, the cards in that suit can be used as SPS

(VIII) When partner leads Ace/King in your long suit & the continuation is obviously not Desirable SPS applies. However a middle card asks continuation.

(IX) After making a negative i.e. upside down discard, the remaining cards in that suit are Available for SPS purpose

OTHER SIGNALS: NOTRUMP CONTRACT:

4. SMITH ECHO: When you lead a suit against no-trump, you expect partner to return your suit but when you don't want partner to return your suit you should echo to attract your attention. On the other hand your partner should Smith echo if he wants to encourage continuation of suit you have lead. (Smith echo is also known as Smith Peter)

OTHER SIGNALS: SUIT CONTRACT:

5. TRUMP ECHO: An echo in trump suit (also known as Trump Peter) shows desire to ruff. In most cases it is obvious that ruffing situation does not exist. In such case SPS applies. High trump asks for higher-ranking suit & low trump for lower ranking suit.

DISCARDS

1. Your safest discard is from a 5 card suit, especially when dummy has 4 or 3 of them & off course when declarer has not shown 5 of them.
2. A discard of king/queen/jack promises queen/jack 10 respectively

SPS DISCARDS: In No-trump contract it is possible for the case of an urgent shift. (Normally you do not reduce your length in a suit of your interest) Thus a discard of low card shows stopper or quick entry in that suit & a high card is up side down signal showing no interest in that suit. In suit contract we also play up side down discard i.e. a low card = Interest & a high card = no interest in that suit.

GUARDING THE SUITS WHILE DISCARDING

1. Keep the length of suit in parity with dummy
2. Do not alternate your discards without justification
Against a contract of 6♥ you lead ♠6 (third best) from:
:♠Q964 ♥5 ♦K1072 ♣K1053. Dummy appears:
♠ K73 ♥74 ♦Q85 ♣KJ972. Declarer draws trumps.
On the 2nd round of trumps you must discard ♠4
3. While discarding from a worthless hand you must
Guide partner by discarding from the suit with no
Honor e.g. from ♠Jxx ♣xxxx discard a top club
So that partner can save ♣ suit & decide to discard
From ♠Qxx

UNBLOCKING & AVOIDING UNBLOCKING

1. From KQx you lead K & follow with Queen. This asks not to un-block Ace.
2. From KQJx you lead King & follow with Jack. This asks to unblock Ace.

SUBSEQUENT LEADS

Subsequent leads are same as per the opening leads except that

1. When returning partner's suit (A) With original odd number of cards return the highest card you can afford. (B) With original even number of cards return your lowest card.
2. A low card shows a crucial card expecting partner to finesse/return that suit
3. A high card discourage partner from ducking/returning the suit

In the middle of the hand lead the card that will be most helpful for the partner to decide

Dummy AJX	Dummy K10x
K109x	Q98xx
Lead 10	Lead 9

APPENDIX B

TIPS FOR COUNTING, BIDDING & DEFENCE AT BRIDGE

A. Counting: HCP/Dist	Counting: Opening lead	Bidding tips
<ol style="list-style-type: none"> 1. Opener: 1 of a suit has min 12 HCP (Precision: 11-15) 4/5 card major Min cards if 1m 2. 1NT opener: range 3. Take out doublers 4. Over-callers: one over one /two over one 5. Preemptors hint about bad breaks & gives up the HCP position 6. Raises 7. Weak two & WJO 8. Two suited overcall 9. Responder not able to 2keep the bidding opened 10. Negative responses to strong 1♣/2♣ 11. Non-forcing bids 12. A passed hand shows 9/10/11 HCP 13. Note the HCP shown by an opponent up to that point 14. Opponents shift With low /high card 	<ol style="list-style-type: none"> 1. Opening bidder or Over-caller does not lead his suit: Unlikely to have Ace –King 2. Singleton leads 3. Doubleton lead 4. 3rd/4th/5th best leads 5. Lead from three card worthless suit 6. Leads from AK/KQ/QJ/Qx/Jx/ Q or J singleton 7. Disinterested leads 8. Different opening lead opponents bid & raise 9. Trump lead 10. Unexpected lead when opponents have bid & raised 11. Possible alternative lead e.g. AK/KQ combination 	<ol style="list-style-type: none"> 1. TOD v/s overcall 2. Bidding with air of confidence 3. Preempt on one card less at third seat at green vulnerability 4. Rule of 7 against the preempts 5. Preempting with 4cards side major is poor idea. 6. Rule of 1-2-3 for preempts has become invalid especially in 1st & 3rd seat. In 3rd seat you have a license to kill 7. If you are playing pairs game bidding Close games or slams is a poor idea but in case of IMP game you may bid every close game or slam 8. Bid aggressively but play safe

B. Counting Distribution	Defense tips	Other tips for hand play
<ol style="list-style-type: none"> 1. Opponent shows off: dist. 2-6/6-2 2. Suit breaking evenly 	<ol style="list-style-type: none"> 1. You play A/K from AK combination & partner plays Queen. This shows Jack & asks to continue with a low card if that is the important defensive play. It is a suggestion & not a command to continue with low. 	<ol style="list-style-type: none"> 1. Plan at trick one before touching the dummy 2. Principle of restricted choice. Q/J appears on 1st round. Think of finesse in light of bidding, distribution & HCP revealed 3. When there is threat for over-ruff Think of loser on loser play. 4. Outstanding even number of cards will be divided unevenly Whereas outstanding odd number of cards will be divided evenly.

B. Counting Distribution	Defense tips	Other tips for hand play
<p>3. Opponent shows off: dist. 2-6/6-2</p> <p>4. Suit breaking evenly</p>	<p>1. You play A/K from AK combination & partner plays Queen. This shows Jack & asks to continue with a low card if that is the important defensive play. It is a suggestion & not a command to continue with low.</p>	<p>4. Plan at trick one before touching the dummy</p> <p>5. Principle of restricted choice. Q/J appears on 1st round. Think of finesse in light of bidding, distribution & HCP revealed</p> <p>6. When there is threat for over-ruff Think of loser on loser play.</p> <p>4. Outstanding even number of cards will be divided unevenly Whereas outstanding odd number of cards will be divided evenly.</p>

PLAY APPENDIX C: NEMONIC FOR HAND PLAY

NEMONIC: HAND PLAY AT NO-TRUMP CONTRACT	NEMONIC: HAND PLAY AT SUIT CONTRACT	WITHHELDING TRUMPS
<p>Mr. HELDFAST SET PC</p> <p>H=Hold Up E=Entry: Communication L= Long Suit D= Deception F= Finesse A=Avoidance S=Safety Play T=Tempo: Time Factor</p> <p>S=Squeeze E= Elimination T= Throw In</p> <p>P=Percentage C=Coups</p>	<p>Dr. WELDFAST SET PC</p> <p>D=Drawing Trumps R=Ruff/s</p> <p>W=With-holding E= Entry L=Long Suit/ Loser on Loser</p> <p>D=Deception F=Finesse A=Avoidance S=Safety Play T=tempo/Trump Control</p> <p>S=Squeeze E=elimination T=Throw In</p> <p>P=Percentage C=Coups</p>	<p>Miss DWELTRECT</p> <p>D=Discarding Losers W=Weak trumps E=Entry through Trumps L=Long Suit Establishing T=Trump Control R=Ruffs in Hand/Dummy E=Elimination C=Counting T=Throw In trump Suit</p>

Opening	Nature	HCP	Min cards	Gen. Responses	Raises	On interven
1♣	Natural	12-21	Qxx/xxxx With both minors 4-4 open 1♦	1♦ = Walsh Plus 1NT: 9-11 HCP Fit jumps & Bal. Fit Jump (2NT)	2 level: 5-9 HCP, 4cards 3 level: 5-9 HCP, 5cards 4 level: 5-9 HCP, 6cards	Common for 1♣ Negative Doubl
1♦	-Do—	--Do-	---DO—Do— With both minors 3 card Qxx or better open 1♣	1NT: 6-9 HCP 2♣: 10 + HCP Fit Jump & Bal. Fit Jump (2NT)	--Do—Do—Do---	Promises M at (values for –ve of Q/J in oppon Promises value Negative doubl good suit is no No penalty in d opener/respond tried our fit/mi 2NT over M (ju +offensive raise overcall (jump 2NT over mino Nat. & invitatic Cue bid over m Defensive raise Delayed Cue: N Fit Jump: to its passed hand. In competitive ; by opener is fo Raises: Require 1 HCP after ov after take out d Good bad no-tr Scrambling No Take out doubl 1NT-2♣ 2♦-3♦: minor ; 3♥: 4/5card♣ s 3♠: 4/5card ♦ ; 3NT: denies mi
1♥/1♠	-Do—	--Do-	5card, Exception: Qxxx if 4432/4333 With 18-20/19-21 HCP or 4441 12-20 HCP or 12-15 HCP when minor suit lacks tripleton Qxx or in 3 rd /4 th seat with min KJxx When minor suit lacks lead direction	1NT: 6-9 HCP (over this 2♣: for correction) 2 over 1: Game Force but cancelled after re-bid in 2NT /own/partner's suit Fit Jump & Bal. Fit Jump (2NT)	2 level: 5-9 HCP, 3/4cards 3 level: 7-11 HCP, 4 cards 4 level: 5-9 HCP, 5cards <div style="border: 1px solid black; padding: 5px; width: fit-content;">1M-D'ble-Transfers up to partner' suit 1♥-1NT-2♣= 5-3 ♠♥ -2♦= transfer 1♥-2NT-3♣=♥suitGF -3♦=♠suitGF</div>	
1NT	4333 4432 or 5332	16-18 15-17	Includes 5card major 1NT-2♣ 2♦: no 5card major 2♥/2♠: 5cards 2NT: both majors 4-4	Puppet Stayman & 4 suit transfers 1NT-2♣ 2♦-2♥= ♠ 2♠= ♥ 2NT: invtl. 3♣: M suit ? 3♦: m suit ? 3♥: 5-5 ♥♠ 3♠: 6-5 ♥♠ Either-way 3NT: both M 4-4	1NT-2♣ 2♦- 2NT 3♣- 3♦: both majors 3♥: ♣ suit 3♠: ♦ suit 3NT: both minors 1NT-2♣ 2♦-3♣: major suite? 3♦: denies major 4/5 card ♦/4-4 ♦♣ 3♥: 4-4 ♥ & m 3♠: 4-4 ♠ & m 3NT: denies major 4/5 card ♣	

Opening	Nature	HCP	Min cards	Gen. Responses	Conventions	Defen
2♣	Artificial	G.F. Except 2NT Re-bid	Bal.23-25/ 25-27 HCP or Strong ♣/♥/♠: anchor suit	2♦ = Waiting Next round: transfer bids & 2♠/3♠= Waiting	1. Walsh Plus GF at 3L 2. Fit Jumps: limit or better 3. Bal. Fit Jump-2NT GF over minor & Invitational + over major 4. Fourth Suit Forcing 5. Double Barrel Crohurst 6. Double Reverse Drury 2♣=3cards, 2♦=4cards 7. Splinters 8. Game try: multi 9. Slam bidding: D'ble RKCB 4NT: RKCB 1430 (major) 4♣/4♦: RKCB 1430 (minor) On intervention: DOPE & ROPE, (Forcing Pass & penalty Double when RKCB is not available) Cue Bidding: worry in next suit (style) 10. Lebensohl Applications. 12. Support Double: e. g. 1♦-P-1♠-2♥ 3♣= support double 1♦-P-1♠-d'ble 1NT= support double	1. Tak Cue b HCP, With l New s HCP 2. Ove HCP, HCP), (If 5 c Respo New s partne Cue b Jump Doubl 3. WJ o/calls 4. 1NT Respo Forcir 5. RH Doubl 1♦/1♥ 1NT: c 2NT: r Other RHO Doubl 5-4 in Landy transf to play Major both n Conve & con 2. Lel 3. Goc 4. OB. 5. No j 6. Ligl 7. Lea 8. Mic 9. Ros
2♦(multi) (2♦-2♥-P/2♠: to play 2/3NT/3♦: Nat.)	--DO--	5-11/ 21-23/ 27-29 Bal. / ♦ GF	Weak two in ♥/♠ or Bal. 21-23 / 27-29 HCP Or strong ♦ suit	2♥: no game if ♥ 2♠: no game if ♠ 2NT: F1 over this 3♣/3♦: ♥♠ max & 3♥/3♠: min		
2♥	Artificial	18-22 HCP	6331/6322 in ♥/♠or 5-5 M & lower suit 9/10 tricks in hand	2♠= relay		
2NT	Artificial	10-14/ 18-20 HCP	Both minors 5-5	Preference to m At 3/4/5 level & 3♥: forcing relay		
2♠/3♣/3♦/3♥	Artificial	5-11/ 18-20 HCP	Transfer pre-empt Or 6-4, 18-22 HCP Or 9 tricks in NT	3 or higher level pre-empt/relay Asking singleton		
3♠ (4♦ asks x: 4♥/4♠:♥/♠ x 4NT: no x 5♣/5♦: Nat & ♦/♣: singleton	Artificial	9-12 HCP	Transfer Gambling NT 7 card minor AKQxxxx	3NT: to play 4♣/5♣: to play in Partner's minor 4♥/4♠: to play		
3NT (4♦ asks x: 4♥/4♠:♥/♠ x 4NT: no x 5♣/5♦: Nat & ♦/♣: singleton	Artificial	9-12 HCP	Minor suit pre- empt, suit: 7 card With AKJ/ 8card with min AJ/AQ	Pass: to play 4♣/5♣: to play in partner's minor 4♥/4♠: to play		
4♣/4♦	Namyats	15-17 HCP	8 card solid major	4♥/4♠: to play 4♦/4♥: asks, over this 4♥/4♠: 2		
4♥/4♠/5♣/5♦	Preemptive	9-12 HCP	7 card major / 8card minor OVER 4♥/4♠ 4♣/4NT: asks x	quick losers in a suit, others: x suit		
4NT: specific Ace asking	Artificial	----	5♣= 0, 5NT=2 aces	5♦/5♥/5♠/6♣=ace In the named suit	Jack: denies higher honor Signals & Discards: UP SIDE DOWN & SPS <hr/> Balancing 1. Overcall requirements Relaxed by 2 HCP, 2. Jump Overcall: 16+ HCP, 3. 1NT: 13-15 over m, 11-15 over M, 4. Double & then 1NT: 16- 18 & 2NT: 19-21 HCP	

