

Table of Contents

SUPPLEMENTARY NOTES SAVLEEN & SADHANA..... 2

NOTE 1: SYSTEM IS TWO-OVER-ONE 5533..... 2

NOTE 2: 1 MINOR 2

NOTE 3: 1 MAJOR OPENINGS 2

NOTE 4: 1 NOTRUMP: 15 – 17 4

NOTE 5: 2 CLUB OPENINGS & RESPONSES USING KOKISH RELAY..... 4

NOTE 7: 2♦ 18-19 BALANCED EITHER 4432 OR 4333..... 6

NOTE 8: PRE-EMPTS- 2♥/2♠ 3M/3M 6

NOTE 9: GAMBLING 3NT..... 6

NOTE 10: REVERSES 6

NOTE 11: BOURKE RELAY 6

NOTE 12: SLAM-BIDDING..... 6

NOTE 13: TRANSFER LEBENSOHL 7

NOTE 14 COMPETITIVE AUCTIONS 7

Note 1: System is Two-over-one 5533

Conventions played: Inverted minor GF minor raises, Criss-cross minor suit mixed raises, Forcing 1NT on 1M opening from unpassed hand, 1430 RKCB, 2 way checkback, All 4 suit transfers on 1NT, Stayman/Smolen on 1NT, Muppet Stayman on 2NT opening, Kokish relay on strong 2♣ opening, Re-transfers on 2NT rebid in minors, Reverse Drury, Woolsey Dont on Opponents 1NT, Transfer Lebensohl, Rubensohl lebensohl

UDCA carding, 4th lead in suits & 4th best lead in NT 2nd from 4 rags, Reverse Smith.

Levinthal in Notrump. A & Q for attitude K for count unblock in notrump

- 1s and 2nd Seat openings normal General style aggressive
 - 3rd Seat openings -- can open weak
 - 4th Seat opening – Can be weak Major can be 4 carder, provided it is a solid suit.
 - 1NT opening in all seats is 15-17 could be with a singleton rag
 - Cues by advancer are good raises in partners suit
-

Note 2: 1 minor

Minimum 3 cards

Conventions played: Inverted Minor, Crisscross, Reverse Flannery, 2 way checkback

Inverted minor can be invitational or better, Bourke relay (refer to note 11)

On 1m-1♥-1NT does not deny 4 card major. 1m-1M-2M raise can be with 3 card

Crisscross: Jump in other minors limit or better and 3 of the minor is weak.

1m-1X-2N is a balanced strong hand and we play transfers after this.

Note 3: 1 Major Openings

Generally 5+ cards in the major. Semi forcing 1NT, reverse Drury on 3rd. and 4th seat opening of 1M, Splinters, Fit showing jumps on doubles, Jordan raise on interference mini/ maxi splinter. On 1M-2C is game forcing and can be artificial

Raise to 2 = Constructive, 7-10., Raise to 3 = Pre-emptive., Raise to 4 = Pre-emptive. 1NT is semi forcing

Splinters : 1♥- 3♣ /4♣/4♦ are splinters in ♠ /C/♦ and 1♠- 4♣/D/♥ shows 10 -12 and 4M and bid suit singleton.

1♥ - 3♣ = MR. 6-9 4+suit, 1♥-3 D = limit 10-14 4+suit

1♥-2NT = either 15+ balance or 16-17 unbalanced 4+ suit

1♥-2♠ mini maxi splinter either 7 -9 or 13-15 if 7 then good 7), 1♥-3♣/4♣/4♦ = SPL, 10-12 points 4+ suit

1♠ -4♣/4♦ /4♥= SPL, 10-12

1♠ -3♥-limit 10-14 4 card support

1♠-3♦=mixed 6-9 4 card support

1♠-3♣=either 15+ balance or 16 +unbalanced. 3♦ asks and 3♥ says balanced hand. 4♣/4♦/4♥ are splinters in bid suit

Gazilli

We play Gazilli when opener bids a major and then after 1N by responder bids 2♣. The 2♣ bid is either artificial with 17+ points or natural with club suit. Responder with 8+ points bids 2♦ which is artificial and is a game force sequence. The main bids are given below

1M - 1NT-2♣

Opener	Implication
2♦	8+ any
2♣	Both minors 5/5 invitational short in Major
3♣/3♦	Weak with the bid minor 5+ cards
2NT	Both minors 5/5 weak short in Major
3M	LR
2 M	Natural weak

1M -1NT-2♣-2♦

Opener	Implication
2M	5M 3+ clubs 11-14 or 5M+ 3 D 5332 2N invitational
2OM	5Major+ 4 any 17+ 2N relay opener bids up the line 3♣=5M+4♣, 3♦=5M+4♦,
2NT	6 Major 4 minor 17+ 3♣ relay bid up the line
3♣/3♦/3♥	5/5 in the bid suits 17+
3M	6 card major 17+ unbalanced
3NT	5332 18+

Note 4: 1 Notrump: 15 – 17

Balanced can open with 5/6 card suits or a singleton

We play Stayman, garbage Stayman, extended Stayman, 4 way transfers, Smolen, Texas transfers

Stayman 1NT – 2♣. – 2♦ no 4 card Major, now 2♥ is pass or correct, 2♠ is 5♠ + 4♥ inv., 2NT is inv.. 3♣ is extended Stayman and 3♦ is Both Majors inv. or better, 3♥/S is Smolen, 3NT is to play, 4♣/♦ shows 6/4 in the Majors, 4♥/4♠ to play 4NT is Quant. On Extended Stayman 3♣ – 3♦ shows 1 5 card m 3♥ asks and 3♠ = clubs and 3NT = diamonds. 3♥/3♠ shows 4 4 in the m and bid suit 3 cards and 3NT is to play

1NT – 2♣ – 2♥ (4 card H) – 2♠ is inv., 2NT is inv. with 4 spades, 3♣ is Extended Stayman – 3♦ again shows a 5 card m and 3♥ asks. 3♥ = 4 H + 1 4 card m, 3♠ = 4 S and 3NT is 4 3 3 3.

1NT – 2♣ – 2♠ (4 card S) : 2NT is inv., 3♣ is Extended Stayman – 3♦ same as above, 3♥ = 4♣ + 4♠, 3♠ = 4♠ + 4♦, 3NT = 4 3 3 3

1NT – 2♣- 2NT is 5 card Major 3♣ asks

1NT – 2♣ – 3♣ is 5 Hearts + 4♠pades then 3♦ transfer to hearts and 3♥ to spades

1NT-3♣/3♦ = Bid minor 5 cards and unspecified major 4 cards. Opener bids his 4 card major or 3N

With Both Minors 5 4 1NT = 3♥/S Bid suit singleton 9 cards in the minors.

1NT-3NT responder had game going values and at least 3/3 in each major

1NT-4♣ transfer to 4♥ 1N-4♦ transfer to 4♠

1NT-4♥/4♠ are quanti bids with clubs/ diamonds and show 5 card minor 5332 with 16 HCP

1NT-4NT is quanti with a balanced hand and no 4 card major

4 Suit Transfers: 2♦/H/S/Nt are all Transfer to H/S/C/D. : Super Accept Majors bid 3 level with 15 – 16. With 3 and 17 bid 2Nt otherwise accept bid at two level. In the case of minors accept transfers with honour 3 cards only. Otherwise bid 1 suit lower.

On 1NT-2♣-2NT/3♣ if responder is weak with only clubs he will p/c but with 5/5 minors and better hand he will bid 3♦

On 1NT-2NT-3♣/3♦ If responder is weak with 5/5 minors he will pass with better hand he will bid a new suit to show shortness and is g/f in Diamonds

With Both Majors 5, 5 invitational. 1NT – 2♣ – 2♦ – 3♦. With 5/5 game+ 1NT – 2♥ – 2♠ – 3♥

On interference on our notrump we play Transfer Lebensohl.

On opponents 1NT we play Multi-Landy in immediate seat and DON'T in all other seats

Note 5: 2 CLUB OPENINGS & RESPONSES using KOKISH relay.

Our 2♦ is a waiting bid with at least 1 possible trick and 2♣-2♥ is bust

On 2♣-2♦ Kokish relay as follows:-

2♥ – 2♠ mandatory

2N 22-24 balanced (Muppet Stayman and transfers as after 2NT)

3♣/3♦/3♠ Hearts + second suit

3♥` shows hearts 6 cards

2♣- 2♦ - 2♣ is Natural, 2NT is Clubs, 3♣ is Diamonds and 3♦ is Clubs and Diamonds.
3♥/3S Shows 4 4 4 1 singleton in OM

2♣-3♥/3♠ responder has shortness in bid major

2♣- 2♦ - 3N (28+ balanced) Now 4♣ is stayman , 4♦ transfer to H, 4♥ transfer to S

2♣ - 2♦- 2♥- 2♠ - 3NT (25-27 balanced) treated same as above.

2 CLUB OPENING is 4.5 loser hand

2♣-2♦- direct bid 4 MAJOR by Opener shows 7+ cards approx. 18-20 point.

If opponents interfere over 2♣ opening at the 2 level, then pass by responder shows a good hand and X shows a weaker or bust hand. If opponents bid at the 3 level then double is values/penalty and pass is bust.

Note 6: RESPONSES TO 2NT (20-21) BALANCED USING MUPPET STAYMAN

3♣	Muppet Stayman.
3♦	Transfer to H. 5 Cards.
3♥	Transfer to S. 5 Cards. Better than transfer via 4♥. With 5♠ & 4♥ go via muppet.
3♠	Puppet to 3NT. Maybe to play or to show a hand with minors that is either slam-oriented
3NT	Transfer to Clubs (transfer completion by opener is neutral)
4♣	Transfer to Diamonds (transfer completion by opener is neutral)
4♦	Transfer to Hearts Heart suit. 6+ cards
4♥	Transfer to Spades Spade suit. 6+ cards
4♠	Transfer to better Minor 6/5 in the minors only game
4NT	Quantitative

2NT - 3♣ - 3♦ - one/two four card major - Resp bids 3♥/S -4 cards of OM, 3Nt is none; 4♣/D both M slam/game

2NT-3♣-3♥ - no four card major -Thereafter 3♣ pupp to 3NT to play. Directly 3NT says you have 5♠+4♥ COG

4♣ : 5/5 in the Majors slam 4N is DKC, opener bids 4♦ 5/5 majors game only

4♥ : To play 6♥ +4♠ 4♠ : To play 6♠ + 4♥

4NT is quantitative

3♠ - 5 carder spade suit

3NT -5 card heart suit - P to bid 4♦ to transfer to H

With two suitor minor hands

2NT - 3♣-3NT - Pass to play.

4♣ /D shows(5♦+4♣) / (5♣/4♦) Now 4♥ - like clubs then 4♣ is RKC in clubs. 4♣ says like Diamonds then 5♣ is RKC in Dia and 4NT is sign off

4♥ shows 5 /5 in C and D slam guaranteed and is DKC

4♣ shows 5/5 in C and D and is slam invitational 4NT/5♣/5♦ to play

4NT is both minors 4 4 Quant ;

Note 7: 2♦ 18-19 balanced either 4432 or 4333.

On 2♦ responder bids are as follows

Pass (responder has a weak hand with Diamonds) 2♥/2♠ non forcing must be a 5 card suit, 2N Lebensohl weak minor 5 cards forces 3♣ ,3♠ puppet Stayman, 3 ♦/3♥ transfers,3♠ puppet to 3N.

Note 8: Pre-empts- 2♥/2♠ 3m/3M

2♥/S – weak generally 6 card suit 0-10 on responder's 2N bid we play Ogust

2♥/2♠ Openings on 4th seat 13-15 6 cards With 16+ and 6 card major 3♥ on the 4th seat

3m/3M weak generally 6+ card suit 3-10

On 3m bids at the 3 level are natural

On 3m-4Om is 5/5 in the majors uncontested. (contested Lead directing)

On 3♥/3♠-3NT is 2 card M, 4♥ is 3 card support and 4m is singleton in the suit, 5m is to play

Note 9: Gambling 3NT

Must have a long minor running suit no outside A or K. 4♣ p/c or 5♣ p/c. If opponents double then responder bid 4♣ p/c or 5♣ p/c.

OPPONENTS BID 3N gambling 3N gambling all our bids are natural and double is take out

On 3♥/3♠-3NT is 2 card M, 4♥ is 3 card support and 4m is singleton in the suit, 5m is to play

Note 10: Reverses

After a one-level suit response, opener's reverse (artificial/ natural) is forcing and promises one bid below game. 1C-1X-2D may be artificial reverse.

Note 11: Bourke relay

Comes into play during an uncontested auction when the opener bids a minor, responder responds 1 anything and the opener rebids his minor – 1m:1x:2m.

If the responder has a game forcing hand, he will initiate the Bourke Relay by bidding the lowest unbid suit

Note 12: Slam-bidding

Methods: Roman Key-Card Blackwood (RKCB) When 4NT is KCB the replies are as follows

5♣= 1/ 4 keycards; 5♦=0/3; 5♥= 2 without Q; 5♠=2 with trump Q

After this the cheapest forcing bid by the Blackwood bidder is a trump-queen-ask

if it is below five of the agreed suit, the negative reply is a return to the agreed suit. 5NT is the King asking bid and confirms all KC. If only 1 King we bid that suit and with 2 kings other than the trump king we bid the suit which we don't have the King

When 4NT is 6KCB, the replies are $5\clubsuit=1 / 4$: $5\diamond=0/3$: $5\heartsuit=2/5$ no Q: $5\spadesuit=2+$ lower Q
 $5NT=2+$ Higher Q

Exclusion Blackwood: A jump to a new suit shows a void and asks for KC excluding the bid short suit. The bids are 0,1, 1+Queen, 2, 2+Q

On interference we play DOPI, ROPI(0314 steps)

Note 13: Transfer Lebensohl

We play transfer ILebensohl on 1N interference and a combination of Lebensohl and Rubensohl in the following situations

(2M)-DBL- Lebensohl+ Rubensohl

1m--(2M)- Lebensohl+ Rubensohl

1M-(DBL)-2M- Lebensohl+ Rubensohl

(1M)-1NT-(2M)- Lebensohl+ Rubensohl

(1M)- P- (2M)- DBL- Lebensohl+ Rubensohl

$2\diamond(18/19bal)$)- (2M) Lebensohl+ Rubensohl

1N-($2\diamond/2\heartsuit/2\clubsuit$) Transfer Lebensohl

Note 14 Competitive Auctions

Competing over Opponents' 1 Minor - 1NT

Double is 3 suited takeout. $2\clubsuit$ is both majors 4/4 or 5/4 and $2\diamond$ is 5/5 in majors Passed hand can have less. $2\heartsuit/2\spadesuit$ is natural 5+ cards good suit

Competing over two suits bid by opponents

(1X) P (1Y) Double is take out other 2 suits

1NT unpassed hand on immediate seat natural

1NT passed hand is other 2 suits distributional takeout

Over opponents 1x immediate seat unpassed hand

On ($1\clubsuit/1\diamond$)- $4\clubsuit$ is a single long suit, and $4\diamond$ is both majors

On ($1\clubsuit$)- $4\clubsuit$ - $4\diamond$ relay-overcaller bids his long suit

On ($1\heartsuit/1\spadesuit$)- $4\heartsuit/4\spadesuit$ is 5,5 minors

Over 1NT weak10-13

Cappelletti Dbl penalty, $2\clubsuit$ both majors or 1 long minor, $2\diamond$ long major, $2\heartsuit/2\spadesuit$ bid major+ minor. 2NT is both minors Super Dont bids at the 3 level (similar to Woolsey other than the double)

On Strong Notrump 15-17 we play Multi Landy on immediate seat and DONT on all other seats

Over opponents Precision and strong club

($1\clubsuit$) Dbl is majors, 1NT is minors, all others bids are transfers. Advancer will transfer to the level of the combined trumps

($1\clubsuit$) P ($1\diamond$) – NT is minors: Can be 5-4 , DBL is majors -- Can be 5-4

On ($1\diamond$ precision) $2\diamond$ is natural $2\heartsuit$ is weak Michaels and $3\clubsuit$ is strong Michaels

Def to 2♣ opening by Opponents If strong then our 2NT shows a weak hand with a long giraffe suit forcing partner to bid 3♣ pass/ correct

On Precision 2♣- 3♣= Both majors 5/5 4♣= Diamonds and hearts, 4♦= Diamonds and spade

On 2♦ weak ♦ Double is takeout Rest of the bids are natural

Opponents Intervene (Two Known Suits) - Unusual over Unusual

We play lower for lower higher for higher and 2N is natural with stoppers.

Opponents Intervene (One Known Suit, One Unknown)

Double: Direct double promises at least one honour doubleton in partner's suit/ or 3 card support and general values 8+

Cue bidding their suit = LR+ can be 3 cards, 3♦ = Mixed raise 4 card support. Bidding major at 3 = Weak raise, Jump = Fit with 4 card support. 12+, 2Nt = 5+ C, 3♣ = 5+ D

Pass followed by double is penalty and DBL followed by DBL is t/o
