

**AFTER STRONG 1 NT OPENING**

- \* Double shows either one major and one minor or a good hand with long major suit and 8½ tricks. Dobi Double
- \* 2♣ is Landy
- \* 2♦ and 2M is natural

**DOBI DOUBLE**

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	----	?

- 2♣ : To play Partner's minor
- 2♦ : Asks for major
- 2M : Natural, good six cards
- 2N : Asks for minor, then if 3♥ is bid, invitation in majors
- 3M : Game invitation with good long suit

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	----	2♣
----	?		

- Pass : Shows clubs and a major, not very strong
- 2♦ : Shows diamonds and a major, not very strong
- 2♥ : Shows a very good hand with hearts and diamonds
- 2♠ : Shows a very good hand with spades and diamonds
- 2N : Shows a very good hand with hearts and clubs
- 3♣ : Shows a very good hand with spades and clubs

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	----	2♦
----	?		

- 2♥ : Shows hearts and a minor, not very strong
- 2♠ : Shows spades and a minor, not very strong
- 2N : Shows a very good hand with diamonds and a major
- 3♣ : Shows a very good hand with clubs and a major

- \* Over 2NT, 3♣ asks for the major; 3M is game forcing.
  - \* Over 3♣, 3♦ asks for the major; 3M is game forcing.
- “After 3M, Partner raises to game or returns to the original minor with other major.”

S	W	N	E
1N	X	----	2N
----	3m	----	?

- Pass : To play
- 3♥ : Game invitation with (4-4) majors
- 3♠ : Forcing to game with (4-4) majors  
“Overcaller bids 4♠ or turns to original minor to transfer to hearts”

S	W	N	E
1N	X	----	2N
----	3m	----	3♥
----	?		

- Pass : Minimum with hearts
- 3♠ : Minimum with spades
- 4♥ : Maximum with hearts
- 4m : (Return to original minor) maximum with spades

S	W	N	E
1N	X	----	2♦
----	2M	----	2N* (Invitational relay)
----	?		

- With 5m/4M and a minimum, bid original minor.
- With 5m/4M and a maximum, bid 3NT.
- With 5M and a minimum, rebid major.
- With 5M and maximum, bid other major.

S	W	N	E
1N	X	----	2♦
----	2M	----	3♣* (Choice of minor)
----	?		

- Pass with clubs.
- Bid 3♦ with diamonds.

#### ▪ If Responder Redoubles

S	W	N	E
1N	X	XX	?

- Pass : Shows one long minor
- Others : Unchanged system responses

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	XX	---
---	?		

- 2♣ : Normal bid, to give the Partner a chance to show his minor suit
- 2♦ : Shows long good diamonds and void or singleton club; if the suit is not very good, you must bid 2♣ with singleton club

## COMPETING AND SOLVING PROBLEMS

## ADVANCED

### ▪ If the Third Seat Makes a Natural Call

Advancer's double shows an appropriate distribution to compete, with good honor points. Overcaller should bid his most economical suit up the line. Advancer might use the next most economical bid over this to ask for preference, if he does not have a fit for the suit bid.

### ▪ If the Third Seat Makes a Transfer Call

Advancer should complete the transfer in order to compete. If the transferred suit is a singleton, he should Pass first, and then after the Opener completes the transfer act, he should Double for take-out.

Advancer's Double of the transfer is lead oriented.

### ▪ If the Second Seat Wants to Compete

If the third seat makes a natural or transfer call, Overcaller's Double after Opener makes the transfer bid, shows a competitive hand. In this instance, Advancer may revert back to the other major or may inquire about his Partner's minor through the use of 2NT.

### ▪ Possible Problems and Their Probable Solutions in the Application of Dobi Double

It is possible to find a (4-3) fit after the Double. The only distribution that may create a problem is Advancer's (4-2-5-2) hand with length in one major and one minor. Similar but opposite major suit distribution may exist in the Doubler's hand as it can be with all conventional bids showing two suited hands. Advancer's priority with such a hand should be to end the bidding without being penalized by using 2♣ bid asking Partner's minor.

If Overcaller passes 2♣ and the opponents don't bid, there is no problem. If the opponents Double, Advancer's 2♦ rebid shows five diamonds and a four card major, Redouble shows five spades and four diamonds, 2♥ shows five hearts four diamonds.

If the Advancer rebids 2♦, Overcaller should Pass with two diamonds, or should bid his five card major. If Overcaller has (4-3-1-5) or (3-4-1-5) distribution, he should initially Pass and then, he should force the Advancer to bid his four card major by Redouble, if the opponents Double 2♦.

If the Overcaller rebids 2♦, and opponents Double, Advancer's 2♥ rebid shows five hearts and four plus clubs, his Redouble shows five spades and four plus clubs. In the event that Overcaller has a (4-1-5-3) or (1-4-5-3) distribution, this bid may create a problem.

### AFTER WEAK 1 NT OPENING

- \* Double of weak 1NT is for penalty; passed hand's Double is Dobi Double
- \* If Responder use Stayman or transfer, Double is not lead directional, it just shows strength.
- \* 2♣ is Landy in second seat
- \* 2♣ can be both major or long diamonds in 4th seat
- \* 2M is natural
- \* 2♦ shows four cards major and five cards minor or (5-5) major/minor distribution with bad 5 card major or at least (5-5) major/minor distribution and a very good hand

#### ▪ After Double

##### If the Third Seat Makes a Natural Call

S	W	N	E
1N	X	2X	?

- X : Negative

##### If the Third Seat Makes a Transfer Call

S	W	N	E
1N	X	2X	?

- X : Lead direction or penalty oriented

#### Rules

- \* Over transfer:
  - First Pass then Double is negative
  - Double promise one more bid; and second Double be penalty

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	2X	----
----	?		

- X : Negative

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	2X	----
2Y	?		

- X : Negative

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	2X	----
2Y	----	----	?

- X : Negative

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	----	----
2X	?		

- X : Penalty

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	X	----	----
2X	----	----	?

- X : Penalty

## Rules

\* After penalty Pass or penalty Double, a further Double is also penalty

### ▪ After 2♦ Overcall

**ADVANCED**

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	2♦	----	?

- 2M : Normally shows 3 or 4 card in this suit.  
If Responder has 3 cards in hearts he must first bid 2♥; even if he has 5 card spade suit
- 2N : Asks for the minor
- 3♣ : To play with long suit
- 3♦ : Game invitation with good long suit
- 3M : Game invitation with good long suit

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	2♦	----	2N
----	3m	----	?

- Pass : To play
- 3♥ : Game invitation with (4-4) majors  
"Overcaller bids 3♠ or bids original minor for transfer to spades with maximum
- 3♠ : Forcing to game with (4-4) majors  
"Overcaller bids 4♠ or bids original minor for transfer to hearts

## Rules

\* After 2♦ overcall and Partner's bid 2♥, 2♠ or 2NT, every unusual bid show good hand with (5-5) major/minor distribution

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	2♦	----	2♥
----	?		

- 2♠ : Shows 4 card spade suit and nothing special
- 2N : Transfer to 3♣
- 3♣ : Transfer to 3♦
- 3♥ : Game invitation with good hand and generally with four hearts

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	2♦	----	2♥
----	2♠	----	?

- Pass : To play
- 3♣ : Pass or correct
- 2N : Mild game invitation

<b>S</b>	<b>W</b>	<b>N</b>	<b>E</b>
1N	2♦	----	2♠
----	?		

- 2N : Transfer to 3♣
- 3♣ : Transfer to 3♦
- 3♠ : Game invitation with good hand and generally with four spades

## Rules

### After Minor Transfers

\* Pass is to play

\* Return to major is game try with a very good and at least (5-5) distribution

S	W	N	E
1N	2♦	----	2N
----	?		

- 3m : Shows 5 card minor
- 3M : Shows (5-5) major/minor distribution and a very good hand  
“Over 3M Responder’s 3NT is to play and 4♣ is for Pass or correct”

## RESPONSES TO PARTNER’S NATURAL 2M OVERCALLS

- \* 2♠ over 2♥ is non-forcing with good long suit.
- \* 3♠ over 2♥ is game-invitation with very good long suit.
- \* 2NT is transfer to 3♣, either with very good long suit or for game-invitation in Partner’s major with good club honors.
- \* 3♣ is transfer to 3♦, either with very good long suit or for game-invitation in Partner’s major with good diamond honors.
- \* 3♦ transfer to 3♥ after Partner’s 2♠ overcall, either with very good long suit or for game-invitation in spades with good heart honors.
- \* Transfer to Partner’s major are game-invitations.

S	W	N	E
1N	2♥	----	3♣
----	?		

- 3♦ : Nothing special
- 3♥ : Shortness in Partner’s minor and very good long suit
- 4♦ : Good fit for Partner’s minor with good hand and a shortness
- 4♥ : Solid or semi-solid long suit, suitable hand for Partner’s minor and a shortness

S	W	N	E
1N	2♠	----	3♣
----	3♦	----	?

- Pass : To play
- 3♥ : Game-invitation with six diamonds and five hearts
- 3♠ : Game-invitation with good diamond honors

## Rules

- \* If right hand opponents bids Double or 2♠ over Partner’s 2♥ overcall, all responses will be same.