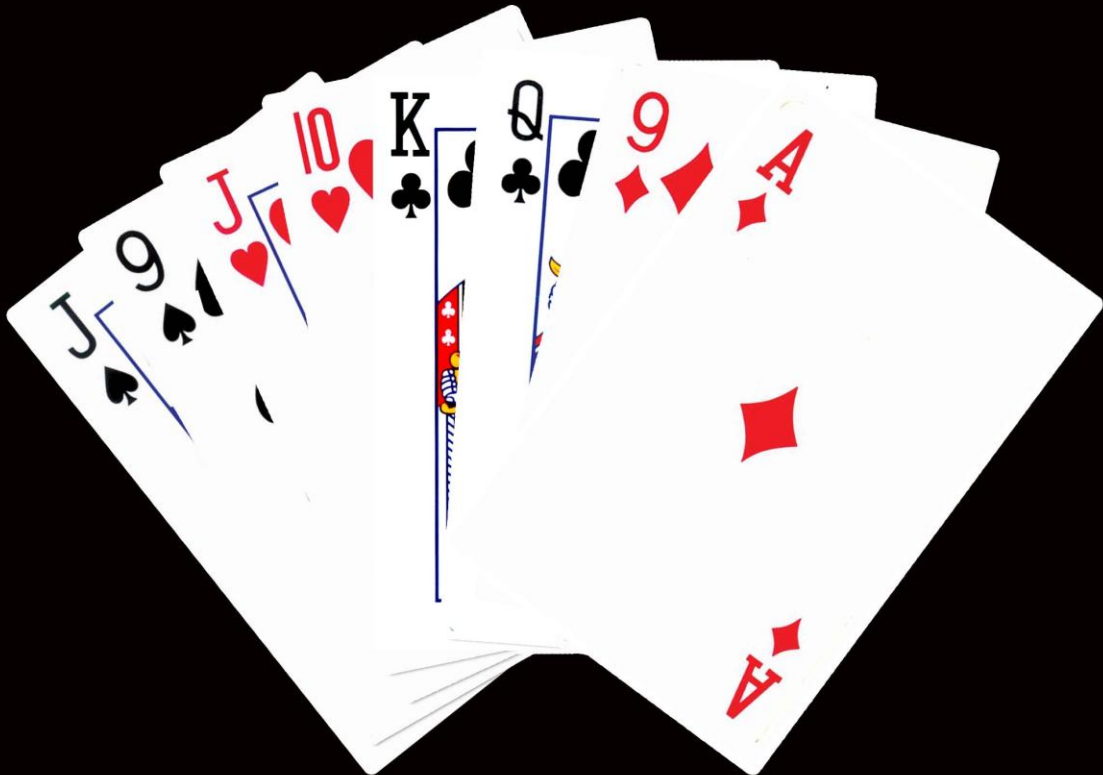


56

A MALAYALI CARD GAME

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PREFACE

The origin of the card game commonly known as 56 (sometimes called support) is not known. It is a popular game in all parts of Kerala, India, and in other areas of the world where Malayali migration has taken place. I have played this game in various clubs and tournaments at different settings in Kerala and North America. I had friendly games with Malayalies from Hong Kong, Malaysia, Singapore, Middle east, UK and some European countries. In my opinion, it is one of the best card games; second only to perhaps Contract Bridge; yet, I cannot find a book explaining the game and its rules. Some information and basic instructions about the game are available from the website “56 cards.com”. A website “gamesonlinecorner.com” has recently been opened where the game can be played and it is getting popular..

56 is a difficult game to master. One of the issues I observed is that the bidding rules vary slightly from club to club, tournament to tournament and location to location. It appears that various groups/clubs have introduced different rules and guidelines to make the bidding easier or more challenging for that group; yet, this has resulted in more complications when the players do not understand the meaning of various bids. In addition, these differences create an uneven playing field when the meaning of some of these bidding terms is an understanding between the partners and not known to the opposing team.

Fortunately, the rules for playing the cards after the bidding are the same throughout the world.

In this booklet I am attempting to describe the game and consolidate it into a set of common rules and practices that can be used by all groups. The two predominant bidding rules (Kerala Tournament rules and North American International Tournament rules) and associated bidding guidelines and practices are presented. In addition, a set of Standard rules that is a consolidation of the Kerala and International rules and practices which I believe are the best combinations employed by the various groups are also presented. It is hoped that by adopting a common set of bidding rules and practices, the game can be played on the same basis everywhere in the world. This will hopefully facilitate a world championship of 56 sometime in the future. Established partnerships may of course use different bidding treatments from that presented in this book; provided the meaning of such bids are explained to the opposition at the time the bid is made.

I invite constructive criticism and suggestions for improvement of the format and content of this document.

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DEDICATION

This booklet is dedicated to the memory of my father Mr. James Tharayil, and my father-in-law Mr. P.L Joseph Parel, both of them were part of the founding members of the Catholic Club at Kottayam, India. My father got me started on the 56 game at an early age and my father-in-law instilled me the fine points of this game later in my life.

ACKNOWLEDGEMENT

I frequently participate in club games at the Catholic Club in Kottayam and the Lotus Club at Kochi whenever I visit Kerala and wish to thank these clubs and all its members who freely relinquish their seats at the table in my favour. In addition, the reviews and comments provided by Messers Jason Jose of the Catholic Club and Jolly Jacob of the Lotus Club are appreciated.

I also wish to thank my wife Kunjumol who supported and encouraged me to take up this endeavour; without her continued support, this work would not have been completed.

I apologize for any mistakes, omissions or inconsistencies in this book. Please let me know these deficiencies and I will attempt to correct these in the next edition.

TABLE OF CONTENTS

	Page no.
Chapter 1 – INTRODUCTION	5
1.1. RANKING OF THE CARDS	
1.2. STARTING THE GAME	
1.3. GAME OBJECTIVE	
1.4. TOURNAMENT FORMAT	
Chapter 2 – BIDDING	7
2.1. BIDDING RULES	
2.2. BIDDING TERMS AND DEFINITIONS	
2.3. BIDDING STRATEGIES	
Chapter 3 - PLAYING OF THE HAND	9
Chapter 4 - IRREGULARITIES AND ASSOCIATED PENALTIES	10
Chapter 5 - BIDDING FUNDAMENTALS	11
Chapter 6 - PLAYING FUNDAMENTALS	11
6.1. PLAYING STRATEGY	
6.2. RECONCILIATION	
Chapter 7 – NOS CALLS EXPLAINED	11
Chapter 8 – ONLINE 56 WEBSITE	12
<u>List of Appendices</u>	
Appendix A – Comparison of three sets of rules	14
Appendix B – Bidding Rules, North American International Tournament	17
Appendix C – Bidding Rules, Kerala Tournament	23
Appendix D – Bidding Rules, 56 Standards	28
Appendix E – Bidding Guidelines, International Rules	33
Appendix F – Bidding Guidelines, Kerala Rules	39
Appendix G – Bidding Guidelines, 56 Standard Rules	44
Appendix H – Sample deals, Bid and Play	47
Appendix I – Summary of bidding strategy- International rules	57
Appendix J – Summary of bidding Strategy – Kerala Tournament rules	59
Appendix K – Summary of bidding strategy – Standard rules	61
Appendix L – NOS calls, International Convention	63
Appendix M– NOS calls, Kerala Convention	67
Appendix N – NOS calls, Standard Convention	71
Appendix O - Irregularities and associated penalties	75

CHAPTER 1 INTRODUCTION

1.1. THE GAME

56 (sometimes called support) is a card game played with 2 decks of cards where two teams compete each other for stake points. The teams may be made up of 2, 3, or 4 players in each team. The rules are the same regardless of the number of people playing; however, the winning strategy may be different. The most popular and common in tournament play is 3 people to a team. The team may have an extra person as a potential substitute; but only 3 people play at a time. The strategies described in this book are those related to 3 person teams.

1.2. RANKING OF CARDS

The following “Playing cards” from two decks **only** are used. Rank and “rank points” are allocated as given below:

Rank	Card	Rank Points
1	Jack	3
2	nine (9)	2
3	Ace	1
4	ten (10)	1
5	King	0
6	Queen	0

Total rank points per suit per deck =7; total rank points per dec = 28

Total rank points for 2 decs = 56

The above listed cards from each suit are the playing cards. Cards 8 and below to 2 and the jokers are NOT used. Thus the total number of playing cards used is 48.

All suits are of equal rank in bidding or play

1.3. STARTING THE GAME

The teams are decided and alternate members from each team are seated around the table and the dealer for the first deal is selected (see note below). The 48 playing cards are thoroughly mixed (shuffled) and the entire lot is placed face down on the table. Each player then takes a card and the person who picks the highest ranked card (see above) becomes the first dealer.

Note: The process of deciding the teams and selecting the dealer to be agreed by the players.

The dealer shuffles the 48 playing cards and offers to the opposition player on the left to cut. The cards are then dealt face down to each player on the table in groups of 4 (in groups of 3 for 8 people game) in the counter-clockwise direction. Thus each player gets 8 cards (6 cards for 8 people game, 12 cards for 4 people game). If a miss deal (wrong dealer, incorrect number of cards dealt, exposed card, etc.), the person sitting on the right hand side of the dealer may ask for a re-deal, or, rectification of the mistake and continuance of play. However, each player must have the required number of cards before the start of bidding. It is recommended that no player pick up the cards until the dealing is completed and the dealer picked up his/her cards. If a person pre-maturely picks up the dealt cards, and; if a miss-deal has occurred, the only option is a re-deal. Each player is responsible to ensure that he/she starts with the correct number of cards and no card is exposed to others while in their possession. The set of cards dealt to each person is called “Hand”.

After everybody look at their own hand, the 1st phase of the game – **bidding** (see Chapter 2) begins. Once the bidding is completed, the 2nd phase of the hand – **playing** (see chapter 3) starts.

After a hand is completed its play, the next player to the dealer’s right hand becomes the dealer for the next hand.

1.4. GAME OBJECTIVE

The object of the game is to bid and make contracts. The lowest contract is 28 rank points and the highest contract is 56 rank points. The team that bids the higher rank points “buys” the contract for the particular hand with the named suit as trump (or no trump) as specified in the last contract bid. See chapter 2 for details of bidding. Once the bidding is completed, the person who started the bidding for that hand – i.e. the person to the immediate right hand of the dealer – places any card he holds face up on the table. This is called “opening lead”. See chapter 3 for details of playing the hand. Typically, a match will consist of any even number of deals, or, time limit as agreed between the two teams, or as defined by the tournament rules.

At the completion of each hand, “stake points” are awarded to the winners of the hand as follows:

Contract Bid	Stake Points					
	Undoubled		Doubled		Redoubled	
	Made	Defeated	Made	Defeated	Made	Defeated
28 to 39	1	2	2	4	3	6
40 to 47	2	3	4	6	6	9
48 to 55	3	4	6	8	9	12
56	4	5	8	10	12	15

The team with the higher stake points at the end of the match is the winner of the match.

Note: In some tournaments, double and redouble adds only one point each to the undoubled stake points. In some others, redouble is awarded 4 times the undoubled contract.

1.5. TOURNAMENT FORMAT

The tournament format may vary depending on the number of participants and the duration of the tournament. Typically, a large tournament will consist of a round robin that qualifies the top teams into a knockout phase of Pre-quarter (16 teams), Quarter Finals (8 teams), Semi-finals (4 teams) and Finals (2 teams). Pre-quarter, Quarter finals and Semi-finals may be omitted for smaller tournaments.

Typical tournament format and duration are given below:

Event	Number of hands Per match	Typical match time
Round Robin	12	45 minutes
Round Robin	18	1 hour
Pre-quarter	18	1 hour
Quarter Finals	24	1.5 hrs
Semi finals	30	2 hrs
Finals	see note below	see note below

Note: Best of 3 games. Winner of a game is the team that reaches 21 stake points with a difference of 2. Typical duration for the finals is 3 hrs.

CHAPTER 2 BIDDING

Bidding (sometimes referred to as calling) is the most critical part of the 56 game. The person to the right of the dealer starts the bidding of the hand. Each contract bid will consist of a number 28 to 56 and naming of the trump suit - clubs, diamonds, hearts or Spades. One may bid the contract in No Trump also by using the terms NOS or “No Trumps”.

The bidding proceeds in the counter-clockwise direction until ALL players pass consecutively and the last contract bidder buys the contract.

2.1. BIDDING RULES

The bidding rules may vary from club to club and tournament; and, location to location. It appears that various groups/clubs have introduced different rules and guidelines to make the bidding easier or more challenging for that group; yet, this has resulted in more complications when the players do not have a common understanding of the meaning of various bids. In addition, these differences create an uneven playing field when the meaning of some of these bidding terms is an agreement between the partners and not known to the opposing team. For example: (i) under the Kerala Tournament Convention (see below), some established partnerships make a bid of 28 NOS to show 3 Jacks (the normally understood meaning) where as 8 NOS will mean 2 Jacks. (ii) under the International convention, some established partnerships use the term “Plus suit” to indicate Jack and one or 2 cards (the normally understood meaning) where as “one plus nos” specifically shows Jack and 2 other cards. This issue was clearly evident during the development of the “online” game and the website is currently set up to choose a set of rules applicable to that table.

There are 3 different rule sets commonly used.

International rules – invoked in the Annual North American International tournament. See Appendix B for details

Kerala Tournament rules – invoked in most of the tournaments in Kerala. See Appendix C for details

56 Standard rules – suggested in this book and recommended as common for all. See Appendix D for details

1.1 A comparison of these three sets of bidding rules are given in Appendix A. The following additional governing rules apply to all:

- A bid including pass shall only be made at the player’s turn to bid.
- Naming a trump suit without holding at least one card in the named suit (void) is not allowed
- If all cards a person holds are the same suit, that deal shall not be contracted in that suit. The contract may be declared in another suit or No Trumps. In addition, the person who holds all cards in the same suit may elect to cancel the deal at his/her first opportunity to bid and a re-deal will be done.
- If one team holds all 12 cards in a suit, a contract cannot be declared in that suit. The contract may be declared in any other suit or in No Trumps. If the contract is declared in a suit and if it is discovered during the play that the team holds all 12 cards in the suit, the deal shall be cancelled and a re-deal shall be done.
- Indications by words or jesters of any sort, to prompt, to discourage or otherwise give directions for bidding in a particular manner are prohibited.
- Minimum contract bid number is 28 and every subsequent contract bid must be at least one number higher than the previous contract bid.
- The highest contract bid number is 56.
- The bidding for a deal is completed when 6 consecutive passes occur.

2.2. BIDDING TERMS AND DEFINITIONS

Allowable bidding terms vary for each of the three sets of bidding rules. Terms that are accepted in all the three sets of rules are listed below. Refer to Appendix B, C and D for additional terms allowed in each of the rule sets.

Pass - To indicate no contract bid

Contract bid Number: 28 to 56

Trump suit: club, Diamond, Heart or Spade named as part of a bid

No Trump (Not allowed in Kerala rules): if the contract is to be played without trump

NOS: An all purpose call to keep the bidding open; typically to indicate a void in the previously bid suit. If all subsequent players “pass” the contract will be played in No Trump. *Under Kerala Rules, NOS is also used to indicate a contract in No Trump.*

Double – A challenge to defeat the contract

Redouble – A challenge to fulfill (make) the doubled contract

Note: Pass, double and redouble DO NOT change the contract value.

2.2.1. NOS and No Trumps

A bid of contract number followed by the term No trump indicates a proposed contract without a trump suit. A bid of contract number followed by the term NOS may be used for many purposes; but, the hand will be played as “no trumps” if all subsequent players pass.

Under Kerala rules, the term “NO Trump” is not permitted. NOS is also used to indicate a contract in No Trump

2.2.2. Double and Redouble.

Double and redouble may be made only at the player’s turn to bid and these are considered as his/her bid for that particular round of bidding. Double and redouble do not increase the value of the contract bid.

2.2.3. Compulsory bid

Under International tournament rules, it is compulsory for the opening leader (the player who sits at the immediate right of the dealer) to make a contract bid. 28 Pass by this player is treated as a contract bid of 28 No Trump. Under Kerala Tournament rules, it is compulsory for the last player on the opening leader’s team to make a contract bid if all the previous players on both teams passed at their turn. Pass by this player is treated as a contract bid of 28 No Trump.

Under the standard bidding rules proposed herein, there is no compulsory bid. A hand may be passed out if all players pass their first turn to bid. In the event of pass out, the deal shall be considered as complete; but no stake points will be awarded to either team.

2.2.4. Self- raise

When 5 consecutive passes have occurred after a bid, the person who made the last call is allowed to increase the number of the contract in the same denomination (Suit or no trump) to obtain more stake points. (typically to 40,48 or 56). This is called “self- raise”. One is allowed to self- raise only in the denomination in which the contract already bought. Only one self raise is permitted. Double and Redouble are the only bids permitted after a self- raise.

2.3. BIDDING STRATEGY

There are various bidding strategies and conventions that can be employed by a team. It is important that all three players on the team have the same understanding and if requested by the opposition, a team member other than the person who made the bid must disclose the meaning of the specific bid. **Bidding strategies may depend on the allowable bidding rules for a specific tournament/club and should be agreed to between the partners.**

See Appendix B, C and D for suggested bidding guidelines related to the three predominant sets of bidding rules (International, Kerala and Standard). **It should be emphasized that the bidding strategies presented in this book are intended to be for random partnerships. Established partnerships may use other strategies.** The following guidelines may be used in conjunction with all three bidding rules. .

- Bidding is the form of communication between partners to show the features and value of the hand one holds and to reach the best probable contract. A team should bid to a contract level that has a high statistical probability for success and limit it to the lowest contract number that yields the same stake points
- Avoid overbidding. The objective should be NOT to fail in a contract that has been bought.
- Double a contract only if there is a reasonable probability of defeating the contract. DO NOT double if the opponents have another contract spot they can safely move to.
- Do not take chances and stretch the contract to a higher number to obtain more stake points unless the team is significantly behind in the latter part of a match.
- The first priority in bidding is to indicate the appropriate support for a bid previously made by a partner.
- If partners bid two different suits in the same round, and you hold support for both suits, normally show the support for the first bid suit first and show support for the other suit at your next turn to bid if needed and opportunity is available.
- If six tricks (see chapter 3) can be won, a contract of 40 will likely succeed; if 7 tricks can be won, a contract of 48 will likely succeed provided at least 6 jacks are with the team that made the contract bid.
- If there are 10 trumps collectively held by a team, it is likely that the opponent's trumps can be drawn in 1 trick. If the number of trumps held by the team is 9, the opponents trumps can likely be drawn in 2 rounds and 3 rounds will likely be required if the team holds only 7 trumps.
- The bidding strategies will vary depending on whether or not the team holds the opening lead.
- The likely play of the hand (see chapter 7) should be considered during the bidding.
- In a non-competitive situation, when partners are bidding past a **playable** 40 contract, they are looking for a contract of 48 or 56. Show your willingness to co-operate by making an appropriate bid one number higher. i.e. show a *Jack* that was not previously shown; show the extra trump not previously shown; show a void if possible; show the ruffing value if 3 or more trumps are held.

CHAPTER 3 PLAYING OF THE HAND

Once the bidding is completed, the person who started the bidding (the player to the immediate right of the dealer) selects a card from his hand and places it face up on the table. This person is called the opening leader. The next player (the person to the immediate right of the opening leader) then plays a card face up; then the next player and so on until all players play a card. This is called a trick. The number of tricks available for a hand is the same as the number of cards available for a hand – 12 tricks for a 4 person game; 8 tricks for a 6 person game and 6 tricks for an 8 person game. At the end of the play to the first trick, the person that won the trick (see playing rules) takes all eight cards played to that trick and keeps it face down on the table. This is called “closing” or “folding” or “collecting” a trick. The player who wins the trick becomes the leader for the next trick and so on until all cards are played by all the players. Each trick shall be kept separate until the outcome of the deal is agreed to by both teams. Once the play of the deal is completed (i.e. all tricks have been played) the players who gathered the tricks count the number of rank points each team collected and determines whether or not the contract was made or defeated. Stake points are then awarded to the winning team. The total number of rank points available in a deal is 56 and therefore the total of rank points collected by both teams must total to 56.

Note: It is important to remember the bidding, the sequence of tricks played and the cards played by each player. Play should be compatible with the bidding to achieve optimum result.

3.1. PLAYING RULES

The playing rules are the same regardless of the different bidding rules.

The lead determines the suit for that trick. The leader may select any card from his hand as the lead unless restricted by penalties (see chapter 4). All the remaining players are required to play a card of the same suit as the

lead card to that trick at their turn. If a card in the led suit is **not** available, any card of choice including a trump may be played. Playing of a trump card is called “ruffing” or “trumping” or “cutting”. Playing of a card other than the suit led or a trump is called “sluffing” or “discarding”. The highest rank card in the suit led wins the trick unless the trick includes a trump card. If two cards of equal rank are played to the same trick, and they are the highest ranked cards, the first one played will win the trick. Notwithstanding the above, the highest ranked trump card defeats all other cards and wins the trick. A sluffed card cannot win the trick. The only one card that is guaranteed to win a trick in a suit contract is the first legally played Jack of the trump suit. In a NO TRUMP contract, the first played highest card of the led suit wins the trick.

3.1.1. Opening lead

The person on the right of the dealer must make the lead for the first trick of a hand.

3.1.2. Subsequent leads

The winner of the first trick must make the lead for the second trick; the winner of the second trick must make the lead for the third trick and so on.

3.1.3. Following the suit

A player must play a card of the suit led if one is available among the cards he/she holds at that time. If a card in the led suit is not available, any card in the hand may be played. All players must play a card to each trick at their turn to play.

3.1.4. Retrieval of a played card

A **legal** card once played cannot be taken back and replaced with another card

3.1.5. Closing of a trick

When all six players have played a card each to a trick, the winner of the trick will collect the cards played to that trick. Each collected trick shall be kept separate for possible review until reconciliation (see chapter 6) of the deal is made.

3.1.6. Re-opening of a closed trick

A closed trick cannot be re-opened except for confirmation of a revoke. See chapter 4.

3.1.7. Prompting

Indications by words or gestures of any sort, to prompt, discourage or otherwise give directions during the playing of the hand is prohibited.

3.1.8. Reconciliation

At the end of the hand, the two teams shall count the total rank points obtained by each team and agree whether or not the contract for the deal was made or defeated **before** the closed tricks are mixed together.

CHAPTER 4 IRREGULARITIES AND ASSOCIATED PENALTIES

Some of the common irregularities that may occur and suggested penalties for these infractions are given in Appendix O. These should be treated as guidelines and other penalties agreed to by both teams may be imposed. It should be noted that almost all of these irregularities will not occur in the online play (see chapter 8) since the software is programmed to prevent the infractions.

CHAPTER 5 BIDDING FUNDAMENTALS

Guidelines for good bidding associated with each of the 3 sets of bidding rules are provided in Appendices B, C and D. Appendix I, J and K are summaries of bidding strategies used by expert players.

- Appendix B - Bidding guidelines associated with International tournament rules
- Appendix C - Bidding guidelines associated with Kerala Tournament rules
- Appendix D - Bidding guidelines associated with Standard Bidding rules
- Appendix I - Summary of bidding strategy- International rules
- Appendix J - Summary of bidding Strategy – Kerala Tournament rules
- Appendix K - Summary of bidding strategy – Standard rules

See Appendix H for typical bidding and play of sample hands using each of the three bidding conventions and rules. The final contract may vary depending on the convention being used.

CHAPTER 6 PLAYING FUNDAMENTALS

6.1. PLAYING STRATEGY

See chapter 3 for the governing rules controlling the play of a hand.

The strategy for playing a hand is given below and should be treated as guidelines.

- All players are expected to wait for their turn before playing the card to a trick.
- All players are expected to observe the card played by each player to avoid review of the trick.
- All players should keep track of the rank point count in the current trick and the previous tricks won and lost. In addition, all players should keep track of the cards already played. This type of information is retained for the private use of the individual only and shall NOT be passed on to the team mates or opponents.
- A contract is made or not made. No additional stake points are given for fulfilling the contract at a higher number than the contract value or defeating a contract by two or more numbers than the contract value.
- Play the highest legal card in your hand to a trick potentially to be won by your team unless that card is required for winning a later trick. Conversely, play the lowest legal card to a trick potentially to be lost.
- Every player should be on the look out for possible infractions during play particularly revoke. If a revoke is suspected, a request should be made to set aside that trick to be reopened at the end of the hand.
- Bidding should be kept in mind during the play of a hand and the opening lead and subsequent leads should be made to maximize the chance of fulfilling/defeating the contract bid.

See Appendix H for examples of bidding and play of some typical hands. Some variations in play may occur because of the differences in the bidding.

6.2. RECONCILIATION

After all the eight tricks are played, each team shall count the total rank points obtained by each team for that hand and shall agree if the contract had been fulfilled or defeated and stake points will be awarded in accordance with Chapter 1. The closed tricks shall only be mixed together after this agreement and the game proceeds to the next hand.

CHAPTER 7 NOS CALLS EXPLAINED

One of the most challenging aspects of the 56 game bidding is making the proper use of the NOS calls. This is especially true under the Kerala Tournament Convention. Some experts are of the opinion that there should not be any hard and fast rules for the NOS bids, and, the meaning should vary depending on the situation and the specific

meaning in a specific situation should be an understanding between the partners and this enhances the versatility of the game.

The generally accepted meaning and Structure of NOS calls under the three different bidding conventions are given in Appendix L, M and N. There are some minor differences between these depending on the circumstances. It is hoped that these defined treatments will help the new comers, non-experts and the default understandings for the random partnerships.

Appendix L - NOS calls, International Convention

Appendix M - NOS calls, Kerala Convention

Appendix N - NOS calls, Standard Convention

The following basics apply for the NOS calls regardless or the bidding convention.

- Except in a forced situation, and if our team has the opening lead, DO NOT make a NOS call to indicate void in partner's suit unless you have something to offer in the next round of bidding
- If the opposition has the opening lead; and, except for setting the final contract, a NOS bid demands partners to make a bid

CHAPTER 8 ONLINE 56 WEBSITE

8.1. Registration and Software Installation

Website www.gamesonlinecorner.com

You need to download "playsoft" on to your computer (3 minutes)

Go to: www.gamesonlinecorner.com

Db1 click: "Download" from Top Bar > "Download" on left in orange

Click: "Open" (not save for easier Uninstall/updates later)

Click: "Allow" (if blocked by your computer's security system)

Db1 click: "Playsoft setup" >Setup >Run>next>Next>Next

Click: "Yes" >close > click out (x)

A butterfly Icon will appear on your desktop identified as "playsoft"

Db1 click the butterfly Icon to open

Click: "Don't have an account"

Fill in the required information on the screen

Select "free option", enter a 5 letter user I.D., Password of your choice and your e-mail address.

Click: "close"

A code will be e-mailed to you to sign in the first time. Make a note of this code.

Click the butterfly Icon and sign in the first time; enter the code and password

Check "remember Password" and "Sign in"; you are now ready to play 56 online.

8.2. When ready to Play

Click on the butterfly Icon on your desktop and click "sign in"

Db1 click on a vacant seat and a table with 6 chairs will appear

Your name will be on the seat u selected.

Need Help? For assistance, Contact Volunteers Promoting the Game

Phone: U.S. 214-293-9926/972-636-1266; Canada 204-415-1095

e-mail: 56help@my56online.net; visit: www.my56online.net

No charge for Registration or online playing.
Site is open for playing 24 hrs; 7 days a week

Six people from anywhere in the world can play 56

Site is for the people who already know how to play the game. You can also play 28 and Chess on the same site. Minor variations of the above process may be required for the periodic random update of the "playsoft" software

8.3. Online Web Features

1. You select the chair u want and your user ID will be displayed on the chair.
2. Six person game only is programmed. 3 Blue chairs (#1,#3,#5) and 3 Red chairs(#2,#4,#6) placed around the table in the anticlockwise direction.
3. Chair1 is the moderator and chooses International or Kerala Rules (settings block)
4. Game rules are enforced thru the software- illegal bid, insufficient bid, out of turn bid, illegal card play, out of turn card play etc. are blocked by the system
5. The system will automatically deal the first hand and all subsequent hands when the 8th trick of the previous hand is closed
6. Your hand is presented to you only - 8 cards are shown in actual size and colour.
7. The opening leader of each hand is identified and visible throughout the bidding and play of that hand.
8. Bidding is done by clicking the mouse and the following buttons are available and they need to be clicked in the order u want to display your bid.
 - Contract Numbers: 28 to 56
 - Contract denomination: Spades, Hearts, Diamonds, Clubs, NT, NS, Pass
 - Bid features: +,+1,+2,+3, +4,+5,+6,+7,+8, X(double), XX(redouble)
9. Opportunity to check/correct the bid before it is displayed. Once the bid is displayed, it cannot be changed
10. Bid made by each chair is displayed and only one round of bidding is visible. i.e. when a player makes a new bid, it is displayed; but that player's previous bid will disappear.
11. After 6 consecutive passes, the system will terminate the bidding and the last contract bid will be displayed and is visible until the play of the hand is completed
12. The computer will "ping" when it is the player's turn to action – bid or play
13. Continuous pinging will occur if the action is not taken within 10 seconds.
14. Card to a trick is played by clicking on the card u want to play. Opportunity exists to confirm your selection before play. Each card played to a trick will remain on the table in front of the person who played the card until the trick is closed.
15. A card played cannot be retrieved and illegal card play is blocked by the system
16. The winner of the trick must fold/close each trick; Not possible to review a closed trick
17. A chat window visible to all players is available for chatting between the players.
18. An observer can view the game table and the hand of any one player; but cannot see other player's hands and blocked for using the chat window
19. The point count for each trick and the game is automatically kept by the system; and, a settable option exists for displaying the point count after each trick.
20. The system terminates the hand once the contract is won or lost
21. The base points is automatically tracked and displayed by the computer.
22. For the International convention (Plus bids, reverse bids, and NT), the only difference from the North American Tournament rules is the number of base points for double and redouble which are twice and 3 times respectively. This is the same as the Kerala rules.
23. A game log of all the hands played in a session is stored for post-mortem purposes. This includes display of all the hands, bidding and play by each player.

APPENDIX A - 56 Card game; Bidding rules comparison

Definitions:

Rules are the rules of the game. Violation of rules may be subject to penalties.

Conventions are those bids that have a defined meaning and the same understanding by ALL.

Treatments are understandings between partners that must be disclosed to opponents if requested.

Any player may falsify conventions or treatment provided it does not violate the rules.

See the written guidelines for suggested conventions and treatments for bidding under the different rule sets.

Rules Comparison Notes:

- (1) The team with the opening lead has significant advantage; and losing that advantage is their choice
- (2) Makes the bidding more challenging
- (3) Both NT and Nos are just like any other contract bid and therefore the allowable format should be the same.
- (4) The use of the term "Plus" and reverse bid distorts the bid format and dilute the bidding challenge
- (5) The format for a contract bid should always be the same (may use number followed by Nos to keep the bidding open)
- (6) The person who makes a fake dbl should face its consequences
- (7) Avoid confusion and inadvertent bidding; online game continuously shows one round of bidding
- (8) see detail written rules (Appendix B,C, D).
- (9) Provides better opportunity for losing team in a match to catch up

Rule Set	56 International Tournament			Kerala Tournament			56 Standard (see notes for justification)
A. Stake Points	bid	made	not made	bid	made	not made	same as Kerala (9)
	28-39	1	-2	28-39	1	-2	
	28-39 dbl	2	-3	28-39 dbl	2	-4	
	28-39 rdbl	3	-4	28-39 rdbl	3	-6	
	40-47	2	-3	40-47	2	-3	
	40-47 dbl	3	-4	40-47 dbl	4	-6	
	40-47 rdbl	4	-5	40-47 rdbl	6	-9	
	48-55	3	-4	48-55	3	-4	
	48-55 dbl	4	-5	48-55 dbl	6	-8	
	48-55 rdbl	5	-6	48-55 rdbl	9	-12	
	56	4	-5	56	4	-5	
	56 dbl	5	-6	56 dbl	8	-10	
	56 rdl	6	-7	56 rdl	12	-15	
B. Deal							
B1. incorrect deal	redeal			same			same
B2. deal, bid and play direction	counter clockwise			same			same
C. Bidding							
C1. Opening Bidder	right to the dealer (position 1)			same			same
C2. compulsory bid	1st position; 28 pass allowed			5th position (3rd person on the team)			No compulsory bid (1)
C3. normal bid format							

Rule Set	56 International Tournament	Kerala Tournament	56 Standard (see notes for justification)
suit bid	a number 28 to 56 and a suit in either order i.e. reverse bid allowed	a number 28 to 56 FOLLOWED BY a suit.. i.e. reverse bid NOT allowed	same as Kerala i.e. reverse bid not allowed (2)
No Trump bid	a number 28 - 56 followed by NOS or NT	The Term NT not allowed	same as international (3)
Plus bids	Plus and a suit in either order; eg: plus Clubs or clubs plus. Plus 1, plus 2 etc and a suit in either Order; eg: plus 2 Clubs or clubs plus 2. Plus 1, plus 2 etc. followed by Nos; Eg. Plus 1 NOS. Reverse NOS bid not allowed	The term plus NOT allowed	same as Kerala (4)
C4. Number and Pass.	number followed by "Pass" allowed; eg. 28 Pass	Number followed by Pass not allowed	same as Kerala (5)
C5. Self- raise	one self raise allowed	same	same
C6. Bidding after self - raise	Pass, Dbl and Rdl only are allowed at the person's turn to bid	Same	Same
C7. Double	at the person's turn to bid only	same	same
C8. Bid after the dbl	all other 5 people are allowed to make any legal bid at their turn EXCEPT RDL only is allowed after the dbl of self raise	same	same
C9. Redouble -RDBL	only at the persons turn	same	same
C10. Bid after the RDBL	no further contract bid allowed.	all other 5 people are allowed to make any legal contract bid	same as international (6)
C11. previous bid review	none allowed	2 previous contract bids excluding intervening passes	last bid by each person (7)
C12. opening lead confirmation	at the person's turn to bid only	same	same
C13. Penalties for infractions during bidding	to be agreed between the teams	same	prescribed (8)
D. Play			
D1. opening lead	person at 1st position	same	same
D2. subsequent leads	person who won the previous trick	same	same

Rule Set	56 International Tournament	Kerala Tournament	56 Standard (see notes for justification)
D3. closing of the trick	any team member winning the trick	same	The person who won the trick
D4. reopening of a closed trick	not allowed except to review	same	same
D5. keeping count	each person by mental only	same	same
D6. claim	allowed	same	same
D7. concede	allowed	same	same
D8. Penalties for infractions during play			
false claim	lose the hand	same	same
concede defeat	anybody	same	same
false ruff	lose the hand and up to 3 additional stake points	same	Prescribed (8)
false discard	lose the deal	same	Prescribed (8)
retrieving of card played	not allowed except for false ruff or false discard before the next person plays; follow on process not clear	same	Prescribed (8)
E. Other rules			
E1. Bid a void	not allowed	same	same
E2. Hand with all 8 cards the same suit	re-deal	allowed	Redeal or play allowed in a NT contract
E3. All 12 cards in a suit with the same team	suit contract not allowed	same	same

Appendix B - BIDDING GUIDELINES RELATED TO NORTH AMERICAN INTERNATIONAL TOURNAMENT RULES

Bidding strategies should be agreed between the partners and may depend on the allowable bidding rules for a specific tournament. Notes provided herein shall be considered as *guidelines* and these assume that the bidding terms listed below are permitted:

Compulsory contract bid: 1st position player of the team with opening lead

Allowable bids:

Pass - To indicate no contract bid

Contract bid Number: 28 to 56

Trump suit: club, Diamond, Heart or Spade

No Trump: if the contract is to be played without trump

NOS: An all purpose bid to keep the bidding open; normally to indicate a void in the previously bid suit. If all subsequent 5 players "pass" the contract will be played in No Trump.

Double: A challenge to defeat the contract

Redouble: A challenge to fulfill (make) the doubled contract

Plus: Indicates highest card in sequence in the suit and at least one additional card in the same suit. The contract number increase by 1.

Plus followed by numbers 1 to 7: Indicates the number of highest cards held in sequence in the suit. The proposed contract is increased by the number indicated by the bid.

Notes:

(a) The above terms may be used in any order to indicate different meanings.

For example: suit plus = at least 2 cards in the suit WITHOUT the highest card in sequence

(b) Pass, double and redouble DO NOT change the contract value.

B1. General

B1.1 Bidding is the form of communication between partners to show the value of the hand one holds and facilitates to reach the optimum contract for the deal. A team should bid to a contract level that has a high statistical probability of success. Avoid overbidding.

B1.2. The allowable bidding terms used in different order may be used to indicate different meaning. For example:

Contract number followed by mentioning of the suit (eg. 28Clubs) indicates holding the next higher card in the suit in sequence

Suit followed by contract number (reverse bid; eg. Clubs 28)) indicates a suit without the next highest card in the suit in sequence

B1.3. In a non-competitive situation, limit the contract to the lowest contract number possible that yields the same stake points

B1.4. First priority in bidding is always to indicate the applicable support for the partner's bid.

B1.5. If partner bids a suit, increase the bid by the appropriate number to indicate the number of cards in sequence you hold and prefix or suffix it with the term "Plus" as required if needed to limit the total number of cards in the suit.

B1.6. Direct NOS bid (increase the contract by 1) indicates void in the last bid suit. This applies to both ours and opponent's suit.

B1.7. A jump bid in the agreed trump suit in later rounds of bidding indicate the number of **additional** cards held in that suit that has **not** been previously shown.

B1.8. If two suits are bid in the same round, and you hold support for both suits, normally show the support for the first bid suit first and show support for the other suit at the next round

B1.9. When a player had bid 3 different suits and subsequently bids NOS; it indicates a void in the 4th suit.

B1.10. In a non-forcing situation, bid and /or compete only with good hands. The objective should be NOT to go down in a bid contract.

B1.11. Double a contract only when the defeat is assured. DO NOT double if the opponents have another spot they can safely move to.

B1.12. Do not take chances unless your team is significantly behind in the latter part of a match.

B1.13. Plus 1 NOS indicates void in the suit that was bid before the last suit bid.

Note: Make NOS or Plus 1NOS bids only if you feel partners need to know the situation; or, to continue the bidding; or, to assist subsequent bidding and play. See Appendix L for more information on NOS calls.

B2. Additional guidelines when OUR team has the opening lead

B2.1: General

B2.1.1. Make an appropriate contract bid with all reasonable hands at the earliest opportunity.

B2.1.2. Show support or non-support for partners with an appropriate bid at the earliest opportunity.

B2.1.3. In a non-competitive situation, when partners are bidding above a **playable** 40 contract, they are looking for 48 or 56. Co-operate by making an appropriate bid - show a *Jack* that was not previously shown; show the extra trump not previously shown; show a void if possible; show the roughing value if 3 or more trumps are held; show willingness to co-operate by increasing the contract value by 1 if your card to be played to the anticipated losing trick is a King or Queen.

B2.1.4. Use the Plus bids and reverse bids as applicable and needed. Plus suit bid indicates that you hold the next higher card in sequence with limited support. Reverse bid of partner's suit indicates that you hold significant support (3/4 cards in partners suit without the next highest card in the suit bid. Reverse bid of a suit of your own indicates significant length in the suit without the highest card in sequence. See examples below:

Example	Partner's bid	Your hand	your bid
1	28 Diamond or Plus Diamond	<i>singleton DJ</i>	<i>+1 Diamond</i>
		<i>DJ and D9</i>	<i>+2 Diamond</i>
		<i>DJ and D99</i>	<i>+3 Diamonds</i>
		<i>DJ and one other</i>	<i>+Diamond</i>
		<i>DJ and 2 others</i>	<i>29 Diamond</i>
		<i>3 Diamonds</i>	
		<i>Without jack</i>	<i>Diamond plus(1)</i>
		<i>Diamond void 29NOS (2)</i>	

Example	Partner's bid	Your hand	your bid
2	Diamond 28 or Diamond Plus	<i>singleton DJ</i>	<i>+1 Diamond</i>
		<i>DJ and D9</i>	<i>+Diamond</i>
		<i>DJ and D99</i>	<i>29 Diamonds</i>
		<i>DJ and one other</i>	<i>+Diamond</i>
		<i>DJ and 2 others</i>	<i>29 Diamond</i>
		<i>Both D Jacks only</i>	<i>+2Diamond</i>
		<i>Both D Jacks and</i>	
		<i>At least one other</i>	
		<i>Diamond</i>	<i>30Diamond</i>
		<i>Diamond void 29NOS(2)</i>	

(1) Use this bid only if u want a chance to bid in the next round.

(2) DO NOT bid NOS to indicate a void in partners suit without a good hand

B2.2. First round, 1st position (compulsory contract bid)

Hand content	Bid
2 jacks in different suits	28NOS
3 Jacks	28 NT
4 or more Jacks	29 NT
4 or more cards in a suit with Jack and another Jack	28 Suit
4 or more cards in a suit with both jacks	29 suit
4 or more cards with both jacks and a 9	30 suit
4 or more cards with both jacks and both 9s	31suit
3 cards in a suit with both jacks and without another Jack	+2 suit
Holding 4 cards with Jack and no other jacks	Plus suit
A good suit with 5 or more cards without jack	Suit 28
All other hands	28 Pass

B2.3. First round, 2nd position

B2.3.1. **If the opening bid in 1st position was 28 pass**; simply pass in second position unless you meet the opening bid criteria in para.B2.2. Making a contract bid in the non-forcing situations always shows a good hand.

B2.3.2. **If the opening bid in first position was a suit bid**; first priority is always support the opening bidder if possible.

Increase the bid by the appropriate number to indicate the number of cards **in sequence** you hold in the suit called by partner. Prefix the call by the term “Plus” to indicate the number of cards in sequence you have and to limit the number of total cards held is one or 2. If you hold three or more cards in the suit **with** at least one next higher card in sequence, make the suit bid by appropriate increase the contract number.

For example: using Spades as the suit bid by the 1st position player:

1 st position bid	2 nd position hand				2 nd position bid
	S	H	D	C	
28S	J	any	any	any	+1S (29)
	J9	any	any	any	+2S(30)
	Jx	any	any	any	+S(29)
	J99	any	any	any	+3S(31)
	Jxx	any	any	any	29S
	Jxxx	any	any	any	29S
29S	9	any	any	any	+1S (30)
	99	any	any	any	+2S(31)
	9x	any	any	any	+S(30)
	99A	any	any	any	+3S(31)
	9xx	any	any	any	30S
	9xxx	any	any	any	30S
	99x	any	any	any	31S
	99xx	any	any	any	31S

If you do not have the next higher card in sequence of the bid suit; but, hold a “good” hand, you may make a NOS bid(indicate void),or; make a reverse bid the same suit and prefix it with the term “Plus” as needed.

For example: using Spades as the suit bid by the 1st position player:

1 st position bid	2 nd position hand				2 nd position bid
	S	H	D	C	
28S	void	J9xx	Jxx	any	29NOS
	x	J9x	Jxx	x	S+1(29)
	xx	J9x	Jxx	void	S+2(30)
	9xx	J9xx	x	void	S+(29)
	9xx	J9x	xx	void	S+(29)
	9xxx	any	any	any	S29
	xxxx	Jxx	x	void	S29
	xxxx	xx	x	x	pass
29S	void	J9xx	Jxx	any	30NOS
	x	J9x	Jxx	x	S+1(30)
	xx	J9x	Jxx	void	S+2(31)
	xxx	J9xx	x	void	S+(30)
	xxx	J9x	xx	void	S+(30)
	xxxx	any	any	any	S30
	xxx	xxx	x	x	pass

Introduce a new suit only with a **very good** hand in that suit and opener may pass with a minimum opening bid.

B2.2.3. If the opening bid in 1st position was NT or NOS, first priority is to show a 4 card suit with Jack. 2nd priority is to make an increased contract NOS bid by the number of jacks held. 3rd priority is to make a Plus suit bid with jack and 2 other cards in the suit. 3rd priority is to make a reverse bid (suit +) with a 4 card strong suit without Jack. Pass with all other hands.

B2.3. First round, 3rd position

B2.3.1. First priority is to support partner's bids. If both partners passed (i.e. Your turn to bid after 28 Pass by 1st position) make an appropriate bid that best describes your hand (see B2.1) **except** the following:

- Plus suit may be a 3 card suit with Jack
- Suit Plus may be a 4 card suit without Jack
- 29NS=2 Jacks; and, no 3 card suit with Jack

Simple pass is NOT an option; therefore if there is no appropriate contract bid; bid "29 Pass".

B2.4. Bidding in 2nd round and subsequent.

Consider the following priority for the 2nd round bids

- Clarify any ambiguous bid made in the previous round
- Indicate appropriate support
- Introduce new suit

In a non-forcing situation, all bids in the second or subsequent rounds **except** direct support and clarification of the previous bid, indicates a willingness to try for a contract of 40 or more.

B3. Opposition team has the opening lead

The following guidelines for bidding apply when the opposition has the opening lead.

- Open a suit bid only with a very good suit.
- Make appropriate support bids with only good hands
- Avoid bidding of a suit with one jack only in the 6th position
- Make an artificial NOS bid if you want partners to bid

- dbl the 28 Pass bid with 3 jacks. (1)

(1) If a “28 Pass” bid by opponents is doubled, the opponents shall NOT be allowed to buy another contract “without” a dbl. If the opponent’s contract bid is not doubled, the player in the pass out seat should make a bid in an attempt to buy the hand.

B4. Opposition Interference

If the opponents interfere in the bidding, apply your judgement on how to proceed. The following guidelines may be used.

- Pass with all weak hands and all weak hands without direct support
- If the opening bid in 1st or 2nd position was a suit, provide direct support if it can be made under a contract bid of 40; or, bid NOS if you are void in the opponents suit and holds at least cards in partner’s suit if the NOS bid can be made under 40
- Bid your own strong suit
- Double if you hold length and strength in Opponents suit

B5. Hand Evaluation

The following guidelines may be used to evaluate the potential of a hand in a 6 person game. The bidding strategy in the early rounds of bidding should include the ability to evaluate this potential. If the combined hands of a team can win all the 8 tricks, the contract may be bid to 56.

If the combined hands of a team can win 7 tricks, the contract may be bid to 48 provided the opponents cannot collect any more than 8 rank points in the one losing trick. This is sometimes difficult to determine and the risk of losing outweighs the potential gain.

If the combined hands of a team can win 6 tricks, the contract may be bid to 40.

1.1.a.1 If the combined hands of a team can win 5 tricks, the contract is probably safe up to 35. In non-competitive situations, the strategy is to limit the contract to the lowest number for the same stake points. In a non-competitive situation, when partners are bidding past a **playable** 40 contract, they are looking for 48 or 56. Co-operate by making an appropriate bid - show a *Jack* that was not previously shown; show the extra trump not previously shown; show a void if possible; show the roughing value if 3 or more trumps are held, show willingness to co-operate by increasing the contract value by 1 if your card to be played to the anticipated losing trick is a King or Queen.

B6. Additional bidding treatments used by some experts

When a team has the opening lead, it is important to determine whether or not the team has the potential to bid and make a contract of 40 or more as early as possible and; if not, limit the contract to the lowest level best contract without getting doubled or let the opponents buy the contract. With this in mind, some experts employ the following conventional bids in the first round of bidding

B6.1. Plus one (+1) Suit by 1st position

This bid indicates a strong suit with one Jack (may have another outside Jack also) that has the potential of making 40 in the suit if either of the partners holds the other jack or appropriate support in the suit with outside jacks

Or

A 4 card suit with one jack and 2 other jacks

Partners must keep the bidding open for the next round and are expected to show their support or non-support for the suit as the priority; opener will rebid the suit if it is the former holding; but will bid a different suit with Jack to show the latter holding. Partners SHALL NOT INTRODUCE A NEW SUIT IN THE FIRST ROUND. Bidding will proceed as required from there depending on the 1st round bids by partners.

B6.2. Plus one (+1) suit in 2nd position after 28 Pass by 1st position

Same as +1 suit by 1st position (see above)

B6.3. +1 suit in 3rd position after 28 Pass in 1st position and Pass by 2nd position

Same as +1 suit by 1st position (see above)

B6.4. 29NOS in 1st position

This bid indicates a 2 suited hand - 4/4 or 5/3 and both suits headed by one Jack only (not 6/2 or both jacks in either suit). Partners are to bid appropriately to find the best suit and level of contract.

B6.5. 30NOS in second position after 28 Pass in 1st position

Same as 29 NOS in 1st position (see above)

B6.6. 30NOS in 3rd position after 28 Pass in 1st Position and Pass in second Position

Same as 29 NOS in 1st position (see above)

B6.7. Bump NOS

In a non-forcing situation and with our opening lead, after partner has opened the bidding in a suit, a Jump NOS indicates the number of Jacks held **other than that of the opening bid suit**. The contract number is increased by the number of jacks held. If 2 jacks are held increase the contract by 2; if 3 Jacks are held, increase the contract by 3 and so on. This action denies holding the next highest card in the suit bid by partner. Remember, the first responsibility is to support Partner's bid. If a strong suit is held with one jack only you may pass or make a bid that requests partner to keep the bidding open.

Note: This treatment does not apply with an intervening bid

B6.8. Open 29 Suit with only 1 Jack (*recommended only for established partnerships with prior agreement*)

This applies under the following conditions

Our opening lead

Opening leader bid 28 Pass and Pass by the 2nd position Partner

You hold a strong suit with 1 Jack and a had good enough to contract for

34/35 with minimal support from Partner

If you receive support from partner(s) you must bid NOS to the suit that the original bid was made with 1 Jack only.

APPENDIX C – BIDDING GUIDELINES RELATED TO KERALA TOURNAMENT BIDDING RULES

Bidding strategies should be agreed between the partners and may depend on the allowable bidding rules for a specific tournament. Notes provided herein shall be considered as *guidelines* and these assume that the bidding terms listed below are permitted:

Compulsory Contract bid: 3rd position player of the team with opening lead

Allowable bids:

Pass - To indicate no contract bid

Contract bid Number - 28 to 56

Trump suit- club, Diamond, Heart or Spade

No Trump – This term is NOT permitted

NOS – An all purpose bid to keep the bidding open; normally to indicate a void in the previously bid suit. If all subsequent 5 players “pass” the contract will be played in No Trump.

Double – A challenge to defeat the contract

Redouble – A challenge to fulfill (make) the doubled contract

Notes:

All contract bids must begin with a contract number **followed** by naming the denomination (Spades, Hearts, Diamonds, Clubs or NOS)

Pass, double and redouble DO NOT change the contract value.

Bids such as No Trumps, Plus, reverse bids etc. (allowed in the International North American Tournament rules) are considered illegal and if made will be subject to penalties.

C1. General

C1.1 Bidding is the form of communication between partners to show the value of the hand one holds and facilitates to reach the optimum contract for the deal. A team should bid to a contract level that has a high statistical probability of success. Avoid overbidding.

C1.2. All contract bids must begin with a contract number followed by mentioning of the denomination. (Spades, Hearts, Diamonds, Clubs or NOS). Suit followed by contract number (reverse bid; eg. Clubs 28) or a contract number followed by the term Pass (eg. 28 Pass) are NOT allowed.

C1.3. In a non-competitive situation, limit the contract to the lowest contract number possible that yields the same stake points.

C1.4. First priority in bidding is always to indicate the applicable support for the partner’s bid.

C1.5. If partner bids a suit, increase the bid by the appropriate number to indicate the number of cards of the bid suit in sequence you hold.

C1.6. Direct NOS bid (increase the contract by 1) indicates void in the last bid suit. This applies to both ours and opponent’s suit.

C1.7. A jump bid in the agreed trump suit in later rounds of bidding indicate the number of **additional** cards held in that suit that has **not** been previously shown.

C1.8. If two suits are bid in the same round, and you hold support for both suits, normally show the support for the first bid suit first and show support for the other suit at the next round

C1.9. When a player had bid 3 different suits and subsequently bids NOS; it indicates a void in the 4th suit.

C1.10. In a non-forcing situation, bid and /or compete only with good hands. The objective should be NOT to go down in a bid contract.

C1.11. Double a contract only when the defeat is assured. DO NOT double if the opponents have another spot they can safely move to.

C1.12. Do not take chances unless your team is significantly behind in the latter part of a match.

Note: Make NOS bids only if you feel partners need to know the situation; or, to continue the bidding; or, to assist subsequent bidding and play. See Appendix M for more information on NOS calls

C2. Additional guidelines when OUR team has the opening lead

C2.1. General:

C2.1.1. Make an appropriate contract bid with all reasonable hands at the earliest opportunity.

C2.1.2. Show support or non-support for partners with an appropriate bid at the earliest opportunity.

- If you hold a singleton next highest card in the suit bid by partner, increase the bid by one in the suit and bid NOS to the same suit in the next round to indicate singleton.
- If you hold significant support for partner's suit (3/4 cards in partners suit without the next highest card in the suit bid), bid NOS and in the next round bid the same suit to indicate that the previous support for the suit was made without the next highest card in sequence.
- If you hold a void in partner's suit, but otherwise a good hand, bid NOS and in the next round bid the suit you hold.
- If you hold at least 2 jacks other than in partner's suit; and, NOT void in the partner's suit, make a "jump NOS" (increase the contract number by 2), and show the specific jacks in the following rounds if needed. However, a jump NOS after an intervening bid will indicate a void in partners suit.

C2.2. 1st round, 1st position

Open the bidding with the following hands

Hand content	Bid
3 Jacks	28 NOS
4 Jacks	29 NOS
4 or more cards in a suit with Jack	28 suit
4 or more cards in a suit with both jacks	29 suit
4 or more cards with both jacks and a 9	30 suit
4 or more cards with both jacks and both 9s	31 suit
A good suit with 5 or more cards <i>without</i> jack	28 suit(1)
All other hands	Pass

(1) Bid NOS in the next round to indicate the bid was without Jack

C2.3. 1st round, 2nd position

C2.3.1. If the opening bid was pass; simply pass in second position unless you meet the opening bid criteria in para. C2.2.

C2.3.2. Bidding in a non-forcing situation always shows a good hand.

C2.3.3. If the opening bid in 1st position was a suit, 1st priority is always to support the opening bidder if possible.

- Increase the bid by the number of "next highest" cards you hold in partner's suit. i.e. If the opening bid was 28 of a suit, bid 29 with one jack; 30 with jack and 9 or both Jacks, 31 with jack and two nines etc.
- Never introduce a new suit if opening bid by partner is 29 or more suit. You may introduce a new suit over a 28 bid only with a **very good** hand in the suit. **Opener may pass with a minimum opening bid.** If you hold a good supporting hand, for at least two other suits, you may bid 29 NOS (implies void in partner's suit) if you want a chance to bid again.

C2.3.4. If the opening bid was 28NOS (indicating 3 Jacks); Priorities are:

- 1st priority is to bid a 4 card or longer suit with Jack(s)
- 2nd priority is to indicate the number of Jacks you hold by increasing the bidding in NOS by the number of jacks. i.e. if u hold one Jack, bid 29NS; holding 2 Jacks bid 30 NS. Bid 31NS with 3 Jacks.
- Do not introduce a suit WITHOUT jack at this point
- .Pass all hands without a Jack or holding a singleton Jack

C2.4. 1st round, 3rd position

Always support the 1st or 2nd position bids if possible.

In the **forced** situation; - i.e. both partners passed and therefore you are in a compulsory contract bid situation, bidding guidelines are the same as that of the first position **except:**

- opening bid of 28 suit may be made with
 - a 3 card suit with jack
 - 4 card suit without jack
- opening bid of 28NOS is default and shows “nothing to bid” at this time
- bid 29NOS with 3 jacks and 30 NOS with 4 jacks.

In the **forced** situation of **28/29 NOS** by the 1st position and Pass by the 2nd position partner 29 NOS by u will indicate nothing to bid. i.e.

- no 2+ card suit with Jack
- no 4+card suit without Jack
- Make a jump NOS bid with 2 or more jacks (see C6.5.)

In the **non-forced** situation - i.e. 28 suit bid by 1st or 2nd position partners to you – pass with all weak hands. Over a double, do not try to rescue partner. **Partner can rescue himself. You may of course remove the dbl with a very good suit or redbl with good supporting hand.**

Bid NOS to indicate a void in partner’s suit or to show significant support without jack, if you want a chance to bid again.

C2.5. Bidding in 2nd round and subsequent.

C2.5.1. Consider the following priority for the 2nd round bids

- Clarify any ambiguous bid made in the previous round
- Indicate appropriate support
- Introduce new suit

C2.5.2. In a **non-forcing** situation, all bids in the second or subsequent rounds **except** direct support and clarification of the previous bid, indicates a willingness to try for a contract of 40 or more.

C2.5.3. If partner opens 28 suit in 3rd position (compulsory bid) it may be prudent NOT to show the support for his bid because he may have opened without the Jack. With 2 jacks, increase the contract bid by 2; however, if J and 9 are held, increase the contract by only 1.

C2.5.4. In a non-competitive situation, when partners are bidding past a **playable** 40 contract, they are looking for 48 or 56. Co-operate by making an appropriate bid - show a *Jack* that was not previously shown; show the extra trump not previously shown; show a void if possible; show the roughing value if 3 or more trumps are held; show willingness to compete to 48 if your card to be played to the anticipated losing trick is a King or Queen.

C.3. Bidding when the opposition has the opening lead

Allow the opponents to make their compulsory bid first and then bid only with exceptionally good hands .

Bid with only one Jack in a suit if you are prepared to bid 40 if either partner shows the second Jack unless you are SURE to make the contract.

Bid NOS if you can support all the other three suits.

If the opponents bid 28NOS in the compulsory 3rd position and if u hold 3 or more jacks and does not have a good suit of your own, your bid is “double” to indicate such a hand.

C.4. Opposition Interference

If the opponents interfere in the bidding, apply your judgement on how to proceed. The following guidelines may be used.

- Pass with all weak hands and all weak hands without direct support
- If the opening bid was in 1st or 2nd position, show direct support if it can be made under a contract bid of 40
- If the opening bid was in 1st or 2nd position, bid NOS if you are void in the opponents suit and holds at least 2 cards in partner's suit if the NOS bid can be made under 40
- Bid your own strong suit
- Double if you hold length and strength in Opponents suit

C.5. Hand Evaluation

The following guidelines may be used to evaluate the potential of a hand in a 6 person game. The bidding strategy in the early rounds of bidding should include the ability to evaluate this potential.

-If the combined hands of a team can win all the 8 tricks, the contract should be bid to 56.

-If the combined hands of a team can win 7 tricks, the contract may be bid to 48 provided the opponents cannot collect any more than 8 rank points in the one losing trick. This is sometimes difficult to determine and the risk of losing outweighs the potential gain.

-If the combined hands of a team can win 6 tricks, the contract may be bid to 40.

-If the combined hands of a team can win 5 tricks, the contract is probably safe up to 35. ---In **non-competitive** situations, the strategy is to limit the contract to the lowest number possible for the same stake points..

-In a **non-competitive** situation, when partners are bidding past a **playable** 40 contract, they are looking for 48 or 56. Co-operate by making an appropriate bid - show a *Jack* that was not previously shown; show the extra trump not previously shown; show a void if possible; show the roughing value if 3 or more trumps are held, bid one number higher NOS if willing to cop-operate for a 48 contract.

C.6. Additional bidding treatments used by some experts

When a team has the opening lead, it is important to determine whether or not the team has the potential to bid and make a contract of 40 or more as early as possible and; if not, limit the contract to the lowest level without getting doubled or let the opponents buy the contract. With this in mind, some experts employ the following conventional bids in the first round of bidding

C6.1. 29NOS in 1st position (recommended only for established partnerships with prior agreement)

This bid indicates a 2 suited hand - 4/4 or 5/3 and both suits headed by one Jack only (not 6/2 or both jacks in either suit). Partners are to bid appropriately to find the best suit and level of contract. If this treatment is used, opening bid of 28NS= 3 or **more** Jacks

C6.2. 29NOS in second position after Pass in 1st position (recommended only for established partnerships with prior agreement) Same as that in 1st position C6.1

C6.3. 29NOS in 3rd position after Pass in 1st Position and Pass in second Position

Shows 3 Jacks;

C6.4. Strategic Pass in 1st position (recommended only for established partnerships with prior agreement)

Pass in 1st position if the hand is good enough to explore the possibility of 40 in a suit contract. However, if this exploration possibility requires direct support from partner(s), open the suit bid. Also, if the hand is good enough to self-raise to 40, open the suit. Here are some examples:

1. J9xx, Jx, xx, void Pass
2. JAKQQ, Jx, x, void Pass
3. JKQQ, J9x, x, void Pass
4. J9AAKQ, x, J, void open 28 suit since the hand is good enough to self raise t40

5. JAxXX, xx, x, void - open 28 suit since u needs the support of the other J to make 40
6. JAxX, xx,x, x Open 28 suit
7. JAxX, JX, x, x Open 28 suit

In the 2nd round, when the opening leader (1st position) introduces the suit after the initial pass, partner should make appropriate bids to explore for 40

Strategic Pass does NOT apply by the 2nd position after pass by the 1st position.

C6.5. Bump NOS

In a non-forcing situation and with our opening lead, after partner has opened the bidding in a suit, a Jump NOS indicates the number of Jacks held **other than that of the opening bid suit**. The contract number is increased by the number of jacks held. If 2 jacks are held increase the contract by 2; if 3 Jacks are held, increase the contract by 3 and so on. This action denies holding the next highest card in the suit bid by partner. Remember, the first responsibility is to support Partner's bid. If a strong suit is held with one jack only you may pass or make a bid that requests partner to keep the bidding open.

Note: This treatment does not apply with an intervening bid.

After partner opened with a 28 NOS bid in 1st or 2nd seat, a Jump NOS indicates the number of jacks held. If 1 jack is held, increase the contract by 1; If 2 jacks are held increase the contract by 2; if 3 Jacks are held, increase the contract by 3 and so on.

-this treatment denies holding a 4 card suit with Jack

C6.6. Open 29 Suit with only 1 Jack (recommended only for established partnerships with prior agreement)

This applies under the following conditions

Our opening lead

Pass by the Opening leader and Pass by the 2nd position Partner

You hold a strong suit with 1 Jack and a hand good enough to contract

for 34/35 with minimal support from Partner(s)

If you receive support from partner(s) you must bid NOS to the suit to indicate that the original bid was made with 1 Jack only.

APPENDIX D – BIDDING GUIDELINES RELATED TO 56 STANDARD BIDDING RULES

Bidding strategies should be agreed between the partners and may depend on the allowable bidding rules for a specific tournament. Notes provided herein shall be considered as *guidelines* and these assume that the bidding terms listed below are permitted:

Compulsory bid: None; Pass- out of a deal is permitted

Allowable bids:

Pass - To indicate no contract bid

Contract bid Number - 28 to 56

Trump suit- club, Diamond, Heart or Spade

No Trump – if the contract is to be played without trump

NOS – An all purpose bid to keep the bidding open; normally to indicate a void in the previously bid suit. If all subsequent 5 players “pass” the contract will be played in No Trump.

Double – A challenge to defeat the contract

Redouble – A challenge to fulfill (make) the doubled contract

Notes:

All contract bids must begin with a contract number **followed** by naming the denomination (Spades, Hearts, Diamonds, Clubs, No Trump or NOS)

Pass, double and redouble DO NOT change the contract value.

Bids such as Plus and reverse bids –that are allowed in the International North American Tournament rules- are considered illegal and if made will be subject to penalties.

D1. General

D1.1 Bidding is the form of communication between partners to show the value of the hand one holds and facilitates to reach the optimum contract for the deal. A team should bid to a contract level that has a high statistical probability of success. Avoid overbidding.

D1.2. All contract bids must begin with a contract number followed by mentioning of the denomination. (Spades, Hearts, Diamonds, Clubs No Trumps or NOS). Suit followed by contract number (reverse bid; eg. Clubs 28) or a contract number followed by the term Pass (eg. 28 Pass) are NOT allowed.

D1.3. In a non-competitive situation, limit the contract to the lowest contract number possible that yields the same stake points.

D1.4. First priority in bidding is always to indicate the applicable support for the partner’s bid.

D1.5. If partner bids a suit, increase the bid by the appropriate number to indicate the number of cards of the bid suit in sequence you hold.

D1.6. Direct NOS bid (increase the contract by 1) indicates void in the last bid suit. This applies to both ours and opponent’s suit.

D1.7. A jump bid in the agreed trump suit in later rounds of bidding indicate the number of **additional** cards held in that suit that has **not** been previously shown.

D1.8. If two suits are bid in the same round, and you hold support for both suits, normally show the support for the first bid suit first and show support for the other suit at the next round

D1.9. When a player had bid 3 different suits and subsequently bids NOS; it indicates a void in the 4th suit.

D1.10. In a non-forcing situation bid and /or compete only with good hands. The objective should be NOT to go down in a bid contract.

D1.11. Double a contract only when the defeat is assured. DO NOT double if the opponents have another spot they can safely move to.

D1.12. Do not take chances unless your team is significantly behind in the latter part of a match.

Note: Make NOS bids only if you feel partners need to know the situation; or, to continue the bidding; or, to assist subsequent bidding and play. See Appendix N for more information on NOS calls

D2. Additional guidelines when OUR team has the opening lead

D2.1. General:

D2.1.1. Make an appropriate contract bid with all reasonable hands at the earliest opportunity.

D2.1.2. Show support or non-support for partners with an appropriate bid at the earliest opportunity.

-If you hold a singleton next highest card in the suit bid by partner, increase the bid by one in the suit and bid NOS to the same suit in the next round to indicate singleton.

- If you hold significant support for partner's suit (3/4 cards in partners suit without the next highest card in the suit bid), bid NOS and in the next round bid the same suit to indicate that the previous support for the suit was made without the next highest card in sequence.

- If you hold a void in partner's suit, but otherwise a good hand, bid NOS and in the next round bid the suit you hold.

- If you hold at least 2 jacks other than in partner's suit; and, NOT void in the partner's suit, make a "jump NOS" (increase the contract number by 2), and show the specific jacks in the following rounds if needed. However, a jump NOS after an intervening bid will indicate a void in partners suit.

D2.2. 1st round, 1st position

Open the bidding with the following hands

Hand content	Bid
2 Jacks	28NOS
3 Jacks	28 NT
4 Jacks	29 NT
4 or more cards in a suit with Jack	28 suit
4 or more cards in a suit with both jacks	29 suit
4 or more cards with both jacks and a 9	30 suit
4 or more cards with both jacks and both 9s	31suit
A good suit with 5 or more cards <i>without</i> jack	28 suit(1)
All other hands	Pass

(1) Bid NOS in the next round to indicate the bid was without Jack

D2.3. 1st round, 2nd position

D2.3.1. If the opening bid was pass; simply pass in second position unless you meet the opening bid criteria in para. D2.2.

D2.3.2. Bidding in a non-forcing situation always shows a good hand.

D2.3.3. If the opening bid in 1st position was a suit, 1st priority is always to support the opening bidder if possible.

-Increase the bid by the number of "next highest" cards you hold in partner's suit. i.e. If the opening bid was 28 of a suit, bid 29 with one jack; 30 with jack and 9 or both Jacks, 31 with jack and two nines etc.

-Never introduce a new suit if opening bid by partner is 29 or more suit. You may introduce a new suit over a 28 bid only with a **very good** hand in the suit. **Opener may pass with a minimum opening bid.** If you hold a good supporting hand, for at least two other suits, you may bid 29 NOS (implies void in partner's suit) if you want a chance to bid again.

D2.3.4. If the opening bid was No Trump (indicating 3 Jacks); priorities are::

-1st priority is to bid a 4 card or longer suit with Jack(s)

-2nd priority is to indicate the number of Jacks you hold by increasing the bidding in No Trump by the number of jacks. i.e. if the 1st position bid was 28NT and u hold one Jack, bid 29NS; holding 2 Jacks bid 30 NS. Bid 29NT with 3 Jacks

- Do NOT introduce a suit WITHOUT Jack at this point
- Pass all hands without a Jack or holding a singleton Jack

D2.3.5. If the opening bid was 28NOS (indicating 2 Jacks); Priorities are:

- 1st priority is to bid a 4 card or longer suit with Jack(s)
- 2nd priority is to indicate the number of Jacks you hold by increasing the bidding in NOS by the number of jacks. i.e. if the 1st position bid was 28NOS and u hold one Jack, bid 29NS; holding 2 Jacks bid 30 NS. Bid 29NT with 3 Jacks
- Do not introduce a suit WITHOUT jack at this point
- Pass all hands without a Jack or holding a singleton Jack

D2.4. 1st round, 3rd position

D2.4.1. Always support the 1st or 2nd position bids if possible.

D2.4.2. In the **forced** situation of **28/29 NT or 28NS** by the 1st position and Pass by the 2nd position partner; 29 NOS by u will indicate nothing to bid. i.e.

- no 2+ card suit with Jack
- no 4+card suit without Jack
- Make a jump NOS bid with 2 or more jacks (see D6.5.)

D2.4.3. In the **non-forced** situation of pass by both partners to you; the opening bid requirements of D2.2. applies.

D2.4.4. In the **non-forced** situation of. 28 suit bid by 1st or 2nd position partners to you;

- pass with all weak hands.
- Over a double, do not try to rescue partner. **Partner can rescue himself. You may of course remove the dbl with a very good suit or redbl with good supporting hand.**
- Bid 1 number higher NOS to indicate any of the following:
 - a void in partner's suit; or,
 - to show significant support without jack, or,
 - if u hold a good hand (at least 2 Jacks) WITHOUT a good suit. and Partners must keep the bidding open to allow u to bid in the next round

D2.5. Bidding in 2nd round and subsequent.

D2.5.1. Consider the following priority for the 2nd round bids

- Clarify any ambiguous bid made in the previous round
- Indicate appropriate support
- Introduce new suit

D2.5.2. In a **non-forcing** situation, all bids in the second or subsequent rounds **except** direct support and clarification of the previous bid, indicates a willingness to try for a contract of 40 or more.

D2.5.3. If partner opens 28 suit in 3rd position (compulsory bid) it may be prudent NOT to show the support for his bid because he may have opened without the Jack. With 2 jacks, increase the contract bid by 2; however, if J and 9 are held, increase the contract by only 1.

D2.5.4. In a non-competitive situation, when partners are bidding past a **playable** 40 contract, they are looking for 48 or 56. Co-operate by making an appropriate bid - show a *Jack* that was not previously shown; show the extra trump not previously shown; show a void if possible; show the roughing value if 3 or more trumps are held; show willingness to compete to 48 if your card to be played to the anticipated losing trick is a King or Queen.

D.3. Bidding when the opposition has the opening lead

Bid only with exceptionally good hands.

Bid with only one Jack in a suit if you are prepared to bid 40 if either partner shows the second Jack unless you are SURE to make the contract.

Bid NOS if you can support all the other three suits.

If the opponents bid 28NOS in the compulsory 3rd position and if u hold 3 or more jacks and does not have a good suit of your own, your bid is “double” to indicate such a hand.

D.4. Opposition Interference

If the opponents interfere in the bidding, apply your judgement on how to proceed. The following guidelines may be used.

- Pass with all weak hands and all weak hands without direct support
- If the opening bid was in 1st or 2nd position, show direct support if it can be made under a contract bid of 40
- If the opening bid was in 1st or 2nd position, bid NOS if you are void in the opponents suit and holds at least 2 cards in partner’s suit if the NOS bid can be made under 40
- Bid your own strong suit
- Double if you hold length and strength in Opponents suit

D.5. Hand Evaluation

The following guidelines may be used to evaluate the potential of a hand in a 6 person game. The bidding strategy in the early rounds of bidding should include the ability to evaluate this potential.

- If the combined hands of a team can win all the 8 tricks, the contract should be bid to 56.
- If the combined hands of a team can win 7 tricks, the contract may be bid to 48 provided the opponents cannot collect any more than 8 rank points in the one losing trick. This is sometimes difficult to determine and the risk of losing outweighs the potential gain.
- If the combined hands of a team can win 6 tricks, the contract may be bid to 40.

1.1.a.2 If the combined hands of a team can win 5 tricks, the contract is probably safe up to 35. ---In **non-competitive** situations, the strategy is to limit the contract to the lowest number possible for the same stake points..

- In a **non-competitive** situation, when partners are bidding past a **playable** 40 contract, they are looking for 48 or 56. Co-operate by making an appropriate bid - show a *Jack* that was not previously shown; show the extra trump not previously shown; show a void if possible; show the roughing value if 3 or more trumps are held, bid one number higher NOS if willing to cop-operate for a 48 contract.

D6. Additional bidding treatments used by some experts

When a team has the opening lead, it is important to determine whether or not the team has the potential to bid and make a contract of 40 or more as early as possible and; if not, limit the contract to the lowest level without getting doubled or let the opponents buy the contract. With this in mind, some experts employ the following conventional bids in the first round of bidding

D6.1. 29NOS in 1st position (recommended only for established partnerships with prior agreement)

This bid indicates a 2 suited hand - 4/4 or 5/3 and both suits headed by one Jack only (not 6/2 or both jacks in either suit). Partners are to bid appropriately to find the best suit and level of contract. If this treatment is used, opening bid of 28NS= 3 or **more** Jacks

D6.2. 29NOS in second position after Pass in 1st position (recommended only for established partnerships with prior agreement) Same as that in 1st position C6.1

D6.3. 29NOS in 3rd position after Pass in 1st Position and Pass in second Position sho

Shows 3 Jacks;

D6.4. Strategic Pass in 1st position (recommended only for established partnerships with prior agreement)

Pass in 1st position if the hand is good enough to explore the possibility of 40 in a suit contract. However, if this exploration possibility requires direct support from partner(s), open the suit bid. Also, if the hand is good enough to self-raise to 40, open the suit. Here are some examples:

- | | | |
|-----|--------------------|------|
| 8. | J9xx, Jx, xx, void | Pass |
| 9. | JAKQQ, Jx, x, void | Pass |
| 10. | JKQQ, J9x. x, void | Pass |

11. J9AAKQ, x, J, void open 28 suit since the hand is good enough to self raise to 40
12. JAxxx, xx, x, void - open 28 suit since u need the support of the other J to make 40
13. JAxx, xx,x, x Open 28 suit
14. JAxx, JX, x, x Open 28 suit

In the 2nd round, when the opening leader (1st position) introduces the suit after the initial pass, partner should make appropriate bids to explore for 40
Strategic Pass does NOT apply by the 2nd position after pass by the 1st position.

D6.5. Bump NOS

In a non-forcing situation and with our opening lead, after partner has opened the bidding in a suit, a Jump NOS indicates the number of Jacks held **other than that of the opening bid suit**. The contract number is increased by the number of jacks held. If 2 jacks are held increase the contract by 2; if 3 Jacks are held, increase the contract by 3 and so on. This action denies holding the next highest card in the suit bid by partner. Remember, the first responsibility is to support Partner's bid. If a strong suit is held with one jack only you may pass or make a bid that requests partner to keep the bidding open.]

Note: This treatment does not apply with an intervening bid.

After partner opened with a 28 NOS bid in 1st or 2nd seat, a Jump NOS indicates the number of jacks held. If 1 jack is held, increase the contract by 1; If 2 jacks are held increase the contract by 2; if 3 Jacks are held, increase the contract by 3 and so on. This treatment denies holding a 4 card suit with Jack

D6.6. Open 29 Suit with only 1 Jack (recommended only for established partnerships with prior agreement)

This applies under the following conditions

Our opening lead

Pass by the Opening leader and Pass by the 2nd position Partner

You hold a strong suit with 1 Jack and a hand good enough to contract for 34/35 with minimal support from Partner(s)

If you receive support from partner(s) you must bid NOS to the suit to indicate that the original bid was made with 1 Jack only.

Appendix E - 56 Bidding guidelines - North American International Tournament rules

PRIORITY IS ALWAYS PROVIDE APPROPRIATE SUPPORT FOR A BID SUIT BY PARTNER WHERE APPLICABLE

(Direct Support= J and at least 2 more cards; Plus Suit = Jack and another card; Plus 1 suit= singleton Jack etc.)

Various scenarios OTHER THAN direct support are listed below:

1ST ROUND BIDDING - OUR OPENING LEAD; No interference from the opposing team

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
1	28 PASS		
1.1.	<p>28 pass ; Does not have: 4 cd suit with Jack; or, 2 Jacks May have 3 cd suit with Jack</p>	<p>Pass (same as 1st position) Does not have: 4 cd suit with Jack; or, 2 Jacks May have 3 cd suit with Jack</p>	<p>3rd position bids in this sequence only is shown in the priority order bid priority</p> <ol style="list-style-type: none"> 1) Plus 1 suit (strong suit with Jack; or, 4 card suit with Jack and 2 other jacks) 2) 29NT(3 Jacks) 3) 30 suit (4 cd suit with both jacks) 4) 30 NS (2 suited hand; both with Jacks) 5) Plus 2 Suit (2 or 3 cd suit with both Jacks) 6) Plus suit (3 cd suit with Jack) 7) suit 29 (minimum 4 cd suit without Jack) 8) Suit + (minimum 4 cd suit without Jack) 9) 29NS (2 Jacks; No three cd suit with J) 10) 29 Pass (all other hands) <p>SEE NOTE 1</p>
1.2.	28 Pass	29NS(2 Jacks; No 4 cd suit with Jack)	<p>30 suit (4 cd suit with Jack; may have other jacks) Plus suit (3 cd suit with Jack; no other jack) 30 NS (1 Jack; may be singleton) 31NS(2 Jacks) 30NT(3 Jacks) suit + (minimum of 4 cd suit without Jack; 31 suit (4 cd suit with both jacks; may have other jack(s)) Plus 2 Suit (2 or 3 cd suit with both Jacks) Plus 1 suit (strong suit with 1 Jack; may</p>

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
			Have other Jacks Pass (none of the above)
1.3.	28 Pass	29NT (3 Jacks)	same as that for 1.2.
1.4.	28 Pass	Plus suit (4 card suit with jack; no other jacks)	bid suit plus (3 cards to 9; or 4 cd support) 30NS (void in the suit bid; must have a Good hand 30NT (3 jacks) bid suit +1 or + 2 (have a good hand) pass (none of the above) Do not introduce new suit at this turn
1.5	28 Pass	29 suit (4 cd suit with J and another J)	same as for 1.4.
1..6	28 Pass	Plus 1 suit (strong suit with 1 Jack; or, 4 card suit with Jack and 2 other jacks)	same as for 1.4.
1.7.	28 Pass	Plus 2 suit (3 card suit with both Jacks)	same as for 1.4.
1.8.	28 Pass	30 suit (4 cd suit with both Jacks)	same as 1.4.
1.9.	28 Pass	Sut 29(5 cd suit without Jack)	same as for 1.4. except may introduce a new 4+cd strong suit
2	28NS (2 Jacks; no 4 cd suit with Jack)		
2.1.	28NS	29NS (1 Jack; no 4 cd suit with Jack)	30NS (1 Jack; no 4 cd suit with Jack) 31NS (2 Jacks; no 4 cd suit with Jack) 29NT (3 Jacks; no 4 cd suit with Jack) plus suit (4 cd suit with Jack; no other Jack) 30 Suit (4 cd suit with J; and at least one Other Jack Suit 30 (5 cd suit without jack) suit +(4cd suit without J) +2 suit (both jacks only) 31 suit (3+cd suit with both jacks) +1 suit (strong suit with 1Jack; may have other jacks Pass (none of the above)
2.2.	28NS	30NS (2 Jacks; no 4 cd suit with Jack)	31NS (1 Jack; no 4 cd suit with Jack) 32NS (2 Jacks; no 4 cd suit with Jack) 31NT (3 Jacks; no 4 cd suit with Jack)

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
			<p>plus suit (3+ cd suit with Jack; no other Jacks)</p> <p>31 suit (4 cd suit with jack; and at least One other Jack)</p> <p>suit 31 (5 cd suit without J)</p> <p>Suit + (4 cd suit without J)</p> <p>Plus 1 suit (strong suit with 1 Jack; may have other jack(s))</p> <p>Pass (none of the above)</p>
2.3.	28NS	29NT (3 Jacks)	same as for 2.1.
2.4.	28NS	Plus suit (3 card suit with Jack; does not have another Jack))	<p>bid suit plus (3 cards to 9; or 4 cd support)</p> <p>30NS (void in the suit bid; must have a good hand)</p> <p>bid suit +1 or + 2 (have another suit)</p> <p>pass (none of the above)</p> <p>31NS (2 Jacks)</p> <p>Do not introduce new suit at this turn</p>
2.5.	28NS	<p>29 suit (4 cd suit with Jack; may have other jack)</p> <p>Plus 1 suit (strong suit with 1 Jack)</p> <p>Plus 2 suit (both Jacks only)</p> <p>30 suit (3cd suit with both Jacks)</p>	same as for 2.4.
2.6.	28NS	Suit 29 (5 cd suit without J; or, 4 cd strong suit without Jack)	same as for 2.3. except a strong suit with jack may be introduced
3	28NT (3 Jacks)		
3.1.	28NT	same as for 2.1. thru 2.6	Same as for 2.1. thru 2.6.
4	29NT (4 or more Jacks)		
4.1.	29NT	same as for 2.1. thru 2.6. with appropriate increased contract number	same as for 2.1. thru 2.6with appropriate increased contract number
5	29NS (2 suited hand; both suits headed by 1 Jack)		

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
	<i>This bid should only be used after previous discussion and agreement with partners</i>		
5.2.	29NS	plus suit (may be 2 cd suit) 30 suit (3+ cd suit with Jack) DO NOT MAKE A REVERSE BID	Pass
5.3	29NS	Pass (all other hands)	plus suit (may be 2 cd suit) 30 suit (3+ cd suit with Jack) Suit + longest suit without Jack
6	Plus suit (4 cd suit with Jack; no other J)		
6.1.	Plus suit (28)	29 NS (void in the suit bid; must have a good hand; otherwise pass) Do not introduce new suit at this turn	30NS (void in the suit bid; must have good hand) Plus new suit (3 cd suit with Jack) 30 newsuit (4 cd suit with Jack) 31 new suit (4cd suit with both jacks) 31NS (2 Jacks; no 3cd or 4 cd suit) Plus 2 Suit (2 or 3 cd suit with both jacks) Suit 30 (5 cd suit without Jack) Suit + (4 cd suit without Jack) Pass (all other hands)
6.2.	Plus suit (28)	bid suit +(29) (3 cards to 9; or 4 cd support may have other jacks and suits) Do not introduce new suit at this turn	bid suit +(30)- 3 cards to 9; or 4 cd support) 30 NS (void in the suit bid; must have a good hand) Plus new suit (3 cd suit with J) 30 newsuit (4 cd suit with Jack) 31 new suit (4cd suit with both jacks) Plus 2 Suit (2 or 3 cd suit with both jacks) 31NS (2 Jacks) 30NT (3 or more Jacks) Pass (all other hands)
6.3.	Plus suit (28)	bid suit +1 or +2 (have a good hand)	same as for 6.2 with appropriate increase in contract number
6.4.	Plus suit (28)	29NT (3 Jacks)	same as for 6.2 with appropriate increased contract number

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
6.5.	Plus suit (28)	Pass (all other hands)	29 NS (void in the suit bid; must have a good hand) 30 NS (2 Jacks) 29NT (3 Jacks) 29 new suit (a good 4+ cd suit with Jack) +2 new Suit (30)- 2 or 3+ cd suit with both Jacks 30 new suit (4+ cd suit with both Jacks) Pass (all other hands)
7	28 Suit (5+cd suit with J; or, 4 cd suit with J and at least one other jack)		
7.1.	28 Suit	same as for 6.1 thru 6.5	same as for 6.1 thru 6.5
7.2.	28 Suit	Pass	29 NS (void in the bid suit) 30NS 29NT (3 Jacks) Plus new suit (3 cd suit with jack; or weak 4 cd suit with Jack) 29 new suit (a good 4+ cd suit) Pass (all other hands)
8	Plus 1 suit (strong suit with 1 Jack; may have 1 other jack; OR, 4 + cd suit with 1 Jack and 2 other jacks)	<i>Do not introduce a new suit at this turn</i>	<i>Do not introduce a new suit at this turn</i>
8.1.	Plus 1 suit (28)	29NS (void in the suit bid)	30 NS (void in the suit bid) suit +1; suit +2 (must have another Jack) suit + (3 cd support) Pass (all other hands)
8..2	Plus 1 suit (28)	suit +1; suit +2 (must have another Jack)	suit +1; suit +2 (must have another Jack) next higher number NOS (void in the suit bid) suit + (3 cd support) Pass (all other hands)
8.3.	Plus 1 suit (28)	suit + (29) - 3 cd support	suit +1; suit +2 (must have another Jack) 30NS (void in the suit bid) suit + (3 cd support) Pass (all other hands)
8..4	Plus 1 suit (28)	Pass (none of the above)	must make an appropriate call to keep the bidding open
9	29 Suit (4 cd suit with both jacks)		
9.1.	29 suit	pass (nothing to bid) Do not introduce new suit at this turn	30 NS (void in the suit bid; must have a at least 1 Jack) 31 NS (2 Jacks) 30NT (3 Jacks) Plus new suit (3 cd suit with Jack)

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
			bid suit +1, +2 (one or 2 cd support and at least 1 Jack) bid suit + (3 cd support) New suit (4+ cd suit with Jack) Pass (all other hands)
9.2.	29 suit	bid suit + (3 cd support)	same as for 9.1 with increased contract number.
9.3.	29 suit	bid suit +1, +2 (one or 2 cd support; at least one other J)	same as for 9.1. with increased contract number
9.4.	29 suit	30NS (void in the suit bid; at least 1 Jack)	same as for 9.1. with increased contract number
9.5.	29 suit	30NT (3 Jacks)	same as for 9.1. with increased contract number
9.6.	29 Suit	31 NS (2 Jacks)	same as for 9.1. with increased contract number
10	30 or higher suit at least 4 cd suit with both jacks and 1 or both 9s		
10.1.	30 or higher suit	same as for 9.1. thru 9.7 with increased contract number	same as for 9.1. thru 9.7 with increased contract number
11	Plus 3 suit (30) - 3 cd suit; both jacks and one 9		
11.1.	Plus 3 suit	same as for 9.1. thru 9.7 with increased contract number;	same as for 9.1. thru 9.6 with increased contract number or; reverse bid new suit without Jack

2nd and subsequent rounds bidding - OUR OPENING LEAD

consider the following priorities:

Clarify any ambiguous bidding made in the previous round

Provide support for partners bids in the previous round if applicable

Introduce new suit if it is likely stronger than the suits bid by partners in the previous round

Make bids that are likely to give guidance to partners for the play of the hand.

use nos bids, plus bids, reverse bids and reverse plus bids if u want a chance to bid again;

partners must make appropriate bids .

to keep the bidding open for you.

OPENING LEAD BELONGS TO THE OPPOSITION: See Appendix B

INTERFERENCE FROM OPPONENTS: See Appendix B

Appendix F - Bidding Guidelines for 56 - Kerala Tournament Convention

PRIORITY IS ALWAYS PROVIDE APPROPRIATE SUPPORT FOR A SUIT BID BY PARTNER WHERE APPLICABLE

Direct support shows the next highest card(s) in rank of the bid suit.

Without the next highest ranked card; but, holding good support, bid NOS and call the suit in the next round.

Various scenarios OTHER THAN DIRECT SUPPORT are listed below.

1ST ROUND BIDDING - OUR OPENING LEAD; No interference from the opposing team

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
1	PASS		
1.1.	pass Does not have 4 card suit: with Jack; or, 3 Jacks May have 3 cd suit with Jack May have a long suit without Jack	28 suit (3 card suit with Jack) or suit without Jack 30NS(4 or more Jacks) 29 suit (3 + cd suit with both jack 30 suit (3+ cd suit with both jack 28NS (none of the above) Pass (same as 1st position) Does not have 4 card suit with Jack; or, 3 Jacks May have 3 cd suit with Jack May have a long suit without jack	29NS (3 Jacks)
1.2.	Pass	28NS(3 Jacks)	29 suit (4 cd suit with jack; no other jack) 29NS (1 jack; no 4 cd suit with Jack) 30 NS (2Jacks; no 4 cd suit with jack) 31NS(3 Jacks; no 4 cd suit with jack) Pass (none of the above)
1.3.	Pass	28 suit (4 cd suit with J)	29 NS (good hand; may or may not be void in the bid suit) 30 NS (2 jacks) 31 NS (3 jacks) Pass (none of the above) DO NOT INTRODUCE A NEW SUIT
1.4	Pass	29NS (2 Jacks)	same as 1.2., but one number higher
1..5	Pass	29NS (4 Jacks)	same as 1.2., but one number higher
1.6	Pass	29 suit (4 cd suit with both Jacks)	same as 1.3. but, one number higher
2	28NS (3 jacks)		
2.1.	28NS	29 suit (4 cd suit with Jack)	30 NS (good hand; may or may not be void in the bid suit) 31 NS (2 Jacks) 32NS (3 Jacks) Pass (all other hands) DO NOT INTRODUCE A NEW SUIT
2.2.	28NS	29NS (1 Jack; no 4 cd suit with Jack)	30NS (1 Jack; no 4 cd suit with Jack)

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
			31NS (2 Jacks; no 4 cd suit with Jack) 32NS (3 Jacks; no 4 cd suit with Jack) 30 Suit (4 cd suit with Jack) 31 Suit (4 cd suit with both jacks) Pass (none of the above)
2.3	28NS	30NS (2 Jacks; no 4 cd suit with Jack)	31NS (1 Jack; no 4 cd suit with Jack) 32NS (2 Jacks; no 4 cd suit with Jack) 33NS (3 Jacks; no 4 cd suit with Jack) 31 suit (4 cd suit with jack; may have other) 32 Suit (4 cd suit with both jacks) Pass (none of the above)
2.4.	28 NS	31NS (3 Jacks; no 4 cd suit with Jack)	same as 2.3.; but, one number higher
2.5	28NS	30 suit (4 cd suit with both jacks)	same as for 2.1., but, one number higher
2.6.	28 NS	Pass (all other hands)	29 Suit (3+ cd suit with Jack or 4+cd suit without J) 30 Suit (3+ cd suit with both Jacks) 30 NS (2 Jacks; no 3+ cd suit with jack) 29 NS (all other hands)
3.1.	28 Suit	Pass (nothing to bid) DO NOT INTRODUCE A NEW SUIT	29 NS (good hand, may or ay not be void in the bid suit) 29 new Suit (4 + cd suit with jack) 30 NS (2 Jacks) 31NS (3 jacks) Pass (all other hands)
3.2.	28 Suit	29 NS (good hand; may or may not be void in the suit bid)	30 NS (good hand; may or may not be void in the bid suit) 30 new Suit (4 + cd suit with jack; or , shortage in partner's suit and strong new suit without jack) 31 NS (2 Jacks) 32NS (3 Jacks) Pass (all other hands)
3.3.	28 Suit	30 NS (2 Jacks)	31 NS (good hand may or may not be void in the bid suit) 32 NS (2 Jacks) 33NS (3 Jacks) 31 New Suit (4+ cds with Jack) Pass (all other hands)
3.4.	28Suit	31 NS (3 Jacks)	same as 3.3. but one number higher
4	29NS (4 Jacks)		
4.1.	29NS	same as 2.1. thru 2.6.; but one number higher	same as 2.1. thru 2.6.; but one number higher

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
5	29 Suit (4 cd suit with both jacks)		
5.1.	29 Suit	pass (nothing to bid) Do not introduce a new suit	same as 3.1.; but one number higher
5.2.	29 suit	30 NS (good hand;	same as 3.2. but, one number higher
5.3.	29 Suit	31NS (2 Jacks)	same as 3.3. but, one number higher
5.4.	29 Suit	32 NS (3 Jacks)	same as 3.4.. but one number higher
6	30NS (at least 5 tricks including 4 Jacks)		
6.1.	30 NS	same as 2.1. thru 2.6.; but two numbers higher	same as 2.1 thru 2.6.; but 2 numbers higher
7.	30 or higher suit (at least 3 cd suit with both Jacks and 1 or both 9s)	7.	30 or higher suit (at least 3 cd suit with both Jacks and 1 or both 9s)
7.1.	30 or higher suit	same as 5.1. thru 5.4; but one number higher	same as 5.1. thru 5.4; but one number higher
1	PASS		
1.1.	pass Does not have 4 card suit: with Jack; or, 3 Jacks May have 3 cd suit with Jack May have a long suit without Jack	Pass (same as 1st position) Does not have 4 card suit with Jack; or, 3 Jacks May have 3 cd suit with Jack May have a long suit without jack	29NS (3 Jacks) 28 suit (3 card suit with Jack) or 5+cd suit without Jack 30NS(4 or more Jacks) 29 suit (3 + cd suit with both jacks) 30 suit (3+ cd suit with both jacks and 9) 28NS (none of the above)
1.2.	Pass	28NS(3 Jacks)	29 suit (4 cd suit with jack; no other jack) 29NS (1 jack; no 4 cd suit with Jack) 30 NS (2Jacks; no 4 cd suit with jack) 31NS(3 Jacks; no 4 cd suit with jack) Pass (none of the above)
1.3.	Pass	28 suit (4 cd suit with J)	29 NS (good hand; may or may not be void in the bid suit) 30 NS (2 jacks) 31 NS (3 jacks) Pass (none of the above) DO NOT INTRODUCE A NEW SUIT
1.4	Pass	29NS (2 Jacks)	same as 1.2., but one number higher
1..5	Pass	29NS (4 Jacks)	same as 1.2., but one number higher
1.6	Pass	29 suit (4 cd suit with both Jacks)	same as 1.3. but, one number higher
2	28NS (3 jacks)		
2.1.	28NS	29 suit (4 cd suit with Jack)	30 NS (good hand; may or may not be void in the bid suit) 31 NS (2 Jacks) 32NS (3 Jacks) Pass (all other hands) DO NOT INTRODUCE A NEW SUIT

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
2.2.	28NS	29NS (1 Jack; no 4 cd suit with Jack)	30NS (1 Jack; no 4 cd suit with Jack) 31NS (2 Jacks; no 4 cd suit with Jack) 32NS (3 Jacks; no 4 cd suit with Jack) 30 Suit (4 cd suit with Jack) 31 Suit (4 cd suit with both jacks) Pass (none of the above)
2.4.	28 NS	31NS (3 Jacks; no 4 cd suit with Jack)	same as 2.3.; but, one number higher
2.5	28NS	30 suit (4 cd suit with both Js	same as for 2.1., but, one number higher
2.6.	28 NS	Pass (all other hands)	29 Suit (3+ cd suit with Jack or 4+cd suit without J) 30 Suit (3+ cd suit with both Jacks) 30 NS (2 Jacks; no 3+ cd suit with jack) 29 NS (all other hands)
3.1.	28 Suit	Pass (nothing to bid) DO NOT INTRODUCE A NEW SUIT	29 NS (good hand, may or ay not be void in the bid suit) 29 new Suit (4 + cd suit with jack) 30 NS (2 Jacks) 31NS (3 jacks) Pass (all other hands)
3.2.	28 Suit	29 NS (good hand; may or may not be void in the suit bid)	30 NS (good hand; may or may not be void in the bid suit) 31 NS (2 Jacks) 32NS (3 Jacks) Pass (all other hands)
3.3.	28 Suit	30 NS (2 Jacks)	31 NS (good hand may or may not be void in the bid suit) 32 NS (2 Jacks) 33NS (3 Jacks) 31 New Suit (4+ cds with Jack) Pass (all other hands)
3.4.	28Suit	31 NS (3 Jacks)	same as 3.3. but one number higher
4	29NS (4 Jacks)		
4.1.	29NS	same as 2.1. thru 2.6.; but one number higher	same as 2.1. thru 2.6.; but one number higher
5	29 Suit (4 cd suit with both jacks)		
5.1.	29 Suit	pass (nothing to bid) Do not introduce a new suit	same as 3.1.; but one number higher
5.2.	29 suit	30 NS (good hand;	same as 3.2. but, one number higher

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
5.3.	29 Suit	31NS (2 Jacks)	same as 3.3. but, one number higher
	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
5.4.	29 Suit	32 NS (3 Jacks)	same as 3.4.. but one number higher
6	30NS (at least 5 tricks including 4 Jacks)		
6.1.	30 NS	same as 2.1. thru 2.6.; but two numbers higher	same as 2.1 thru 2.6.; but 2 numbers higher
7.	30 or higher suit (at least 3 cd suit with both Jacks and 1 or both 9s)		30 or higher suit (at least 3 cd suit with both Jacks and 1 or both 9s)
7.1.	30 or higher suit	same as 5.1. thru 5.4; but one number higher	same as 5.1. thru 5.4; but one number higher

2ND AND SUBSEQUENT ROUNDS - our lead (All positions)

Consider the following priority for the 2nd round bids

- Clarify any ambiguous bidding made in the previous round if there is a chance for a contract of 40 or more
- Provide support for partners bids in the previous round if applicable
- Introduce new suit if it is likely stronger than the suits bid by partners in the previous round
- Make bids that are likely to give guidance to partners for the play of the hand.
- Use NOS bids, if u want a chance to bid again; partners must make appropriate bid to keep the bidding open
- If the bid of 28NS is made by the compulsory bidder, a suit bid by the next Player shows 3 card suit with Jack or a long suit (4+ cd) without Jack. This applies with or without intervening double by opponent

INTERFERENCE FROM OPPONENTS - See Appendix C

OPENING LEAD BELONGS TO OPPONENTS

Compulsory bid for the opposing team. Therefore, do not make a contract bid until the opposing team had made a contract call.

See Appendix C for other suggestions.

INTERFERENCE FROM OPPONENTS - See Appendix C

Appendix G - Bidding Guidelines for 56 - Standard Convention

PRIORITY IS ALWAYS PROVIDE APPROPRIATE SUPPORT FOR A SUIT BID BY PARTNER WHERE APPLICABLE

Direct support shows the next highest card(s) in rank of the bid suit.

Without the next highest ranked card; but, holding good support, bid NOS and call the suit in the next round.

Various scenarios OTHER THAN DIRECT SUPPORT are listed below.

Both No Trump and NOS bids are allowed; but, Plus bids and reverse bids are NOT allowed

1ST ROUND BIDDING - OUR OPENING LEAD- No interference from the opposing team

	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
1	PASS		
1.1.	pass Does not have 4 card suit: with Jack; or, 3 Jacks May have 3 cd suit with Jack May have a long suit without Jack	Pass (same as 1st position) Does not have 4 card suit with : Jack; or, 3 Jacks May have 3 cd suit with Jack May have a long suit without jack	29NS (3 Jacks) 28 suit (3 card suit with Jack) or 5+cd suit without Jack 30NS(4 or more Jacks) 29 suit (3 + cd suit with both jacks) 30 suit (3+ cd suit with both jacks and 9) 28NS (none of the above)
1.2.	Pass	28NS(3 Jacks)	29 suit (4 cd suit with jack; no other jack) 29NS (1 jack; no 4 cd suit with Jack) 30 NS (2Jacks; no 4 cd suit with jack) 31NS(3 Jacks; no 4 cd suit with jack) Pass (none of the above)
1.3.	Pass	28 suit (4 cd suit with J)	29 NS (good hand; may or may not be void in the bid suit) 30 NS (2 jacks) 31 NS (3 jacks) Pass (none of the above) DO NOT INTRODUCE A NEW SUIT
1.4	Pass	29NS (2 Jacks)	same as 1.2., but one number higher
1..5	Pass	29NS (4 Jacks)	same as 1.2., but one number higher
1..6	Pass	29 suit (4 cd suit with both Jacks)	same as 1.3. but, one number higher
2	28NS (3 jacks)		
2.1.	28NS	29 suit (4 cd suit with Jack)	30 NS (good hand; may or may not be void) 31 NS (2 Jacks) 32NS (3 Jacks) Pass (all other hands) DO NOT INTRODUCE A NEW SUIT
2.2.	28NS	29NS (1 Jack; no 4 cd suit with Jack)	30NS (1 Jack; no 4 cd suit with Jack) 31NS (2 Jacks; no 4 cd suit with Jack) 32NS (3 Jacks; no 4 cd suit with Jack) 30 Suit (4 cd suit with Jack) 31 Suit (4 cd suit with both jacks)

			Pass (none of the above)
	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
2.3	28NS	30NS (2 Jacks; no 4 cd suit with Jack)	31NS (1 Jack; no 4 cd suit with Jack) 33NS (3 Jacks; no 4 cd suit with Jack) 31 suit (4 cd suit with jack; may have other) 32 Suit (4 cd suit with both jacks) Pass (none of the above)
2.5	28NS	30 suit (4 cd suit with both jacks)	same as for 2.1., but, one number higher
2.6.	28 NS	Pass (all other hands)	29 Suit (3+ cd suit with Jack or 4+cd suit with Jack) 30 Suit (3+ cd suit with both Jacks) 30 NS (2 Jacks; no 3+ cd suit with jack) 29 NS (all other hands)
3.1.	28 Suit	Pass (nothing to bid) DO NOT INTRODUCE A NEW SUIT	29 NS (good hand, may or may not be void in the bid suit) 29 new Suit (4 + cd suit with jack) 30 NS (2 Jacks) 31NS (3 jacks) Pass (all other hands)
3.2.	28 Suit	29 NS (good hand; may or may not be void in the suit bid)	30 NS (good hand; may or may not be void in the bid suit) 30 new Suit (4 + cd suit with jack; or , shortage in partner's suit and strong new suit without jack) 31 NS (2 Jacks) 32NS (3 Jacks) Pass (all other hands)
3.3.	28 Suit	30 NS (2 Jacks)	31 NS (good hand may or may not be void in the bid suit) 32 NS (2 Jacks) 33NS (3 Jacks) 31 New Suit (4+ cds with Jack) Pass (all other hands)
3.4.	28Suit	31 NS (3 Jacks)	same as 3.3. but one number higher
4	29NS (4 Jacks)		
4.1.	29NS	same as 2.1. thru 2.6.; but one number higher	same as 2.1. thru 2.6.; but one number higher
5	29 Suit (4 cd suit with both jacks)		
5.1.	29 Suit	pass (nothing to bid) Do not introduce a new suit	same as 3.1.; but one number higher

5.2.	29 suit	30 NS (good hand;	same as 3.2. but, one number higher
5.3.	29 Suit	31NS (2 Jacks)	same as 3.3. but, one number higher
	1st seat (opening leader)	3rd seat (Team mate)	5th seat (team mate)
5.4.	29 Suit	32 NS (3 Jacks)	same as 3.4.. but one number higher
6	30NS (at least 5 tricks including 4 Jacks)		
6.1.	30 NS	same as 2.1. thru 2.6.; but two numbers higher	same as 2.1 thru 2.6.; but 2 numbers higher
7.	30 or higher suit (at least 3 cd suit with both Jacks and 1 or both 9s)		30 or higher suit (at least 3 cd suit with both Jacks and 1 or both 9s)
7.1.	30 or higher suit	same as 5.1. thru 5.4; but one number higher	same as 5.1. thru 5.4; but one number higher

2ND AND SUBSEQUENT ROUNDS - our lead (All positions)

Consider the following priority for the 2nd round bids

- Clarify any ambiguous bidding made in the previous round if there is a chance for a contract of 40 or more
- Provide support for partners bids in the previous round if applicable
- Introduce new suit if it is likely stronger than the suits bid by partners in the previous round
- Make bids that are likely to give guidance to partners for the play of the hand.
- Use NOS bids, if u want a chance to bid again; partners must make appropriate bid to keep the bidding open
- If the bid of 28NS is made by the compulsory bidder, a suit bid by the next partner shows a 3 card suit with Jack or a long suit (4+ cd) without Jack. This applies with or without intervening double by opponent

INTERFERENCE FROM OPPONENTS - See Appendix C

OPENING LEAD BELONGS TO OPPONENTS

Compulsory bid for the opposing team. Therefore, do not make a contract bid until the opposing team had made a contract call.

See Appendix C for other suggestions.

INTERFERENCE FROM OPPONENTS - See Appendix C

APPENDIX H -SAMPLE HANDS BIDDING AND PLAY																			
Bidding								Play								trick		com	
Deal	Opening			Table Position				Trick		Table Position					pts.		pts.		
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm	
															A	B	A	B	
1	B2	S	TQ	9A	-	JAK	9KQ	JT											
		H	9AA	J	TKQ	KQ	J9	T											
		C	9K	-	JTQ	JA	T	9AKQ											
		D	A	JTTKQ	JQ	9	9K	A											
Bidding - International Rules								Opening Lead for each trick is highlighted											
Round																			
1					28NS	pass	29NS	1	CK	HJ	CQ	CJ	CT	C9	0	9	0	9	
2			pass	30D	pass	Pass	pass	C+(31)	2	HA	S9	HQ	HK	HJ	HT	0	7	0	16
3			pass	32NS	pass	+C(33)	pass	+S(34)	3	DA	DJ	DQ	D9	DK	DA	0	7	0	23
4			pass	35D	pass	36S	pass	Pass	4	HA	D10	DJ	SJ	D9	CK	0	10	0	33
5			pass	Pass	pass	pass	pass		5	H9	D10	HK	HQ	H9	SJ	0	8	0	41
Final contract bid: 36S by position B2								6	ST	SA	CT	CA	S9	DQ	6	0	6	41	
Winner of the Hand: Team B								7	SQ	DK	HT	SA	SQ	ST	0	3	6	44	
									8	C9	DQ	CJ	SK	SK	CA	6	0	12	44
Bidding - Kerala Rules								Opening Lead for each trick is highlighted											
Round																			
1					pass	pass	pass		1	DA	DJ	DQ	D9	DK	DA	0	7	0	7
2			pass	28D	pass	30NS	pass	31NS	2	HA	HJ	HQ	HK	H9	HT	0	7	0	14
4			pass	32D	pass	33S	pass	34S	3	H9	DQ	DJ	HQ	D9	CQ	7	0	7	14
5			Pass	35S	pass	36C	pass	pass	4	C9	DT	CJ	CA	CT	CK	0	8	7	22
6			Pass	37D	Pass	Pass	Pass	Pass	5	SQ	S9	HK	SA	SQ	SJ	0	6	7	28
7			Pass	Pass					6	ST	SA	CQ	SJ	SK	ST	0	6	7	34
Final contract: 34D by position B1								7	CK	DK	CT	SK	S9	CA	0	4	7	38	
Winner of the hand: Team B								8	HA	DT	HT	CJ	HJ	C9	0	11	7	49	
Bidding - 56 Standard Rules								Opening Lead for each trick is highlighted											
Round																			
1					28NS	pass	29NS		1	DA	DJ	DQ	D9	DK	DA	0	7	0	7
2			pass	30D	pass	31S	pass	32S	2	HA	HJ	HQ	HK	H9	HT	0	7	0	14
3			pass	33S	pass	34C	pass	Pass	3	H9	DQ	DJ	HQ	D9	CQ	7	0	7	14
4			Pass	35NS	Pass	Pass	Pass	36C	4	C9	DT	CJ	CA	CT	CK	0	8	7	22
5			Pass	37D	Pass	Pass	pass	Pass	5	SQ	S9	HK	SA	SQ	SJ	0	6	7	28
Final contract 37D by position B1								6	ST	SA	CQ	SJ	SK	ST	0	6	7	34	
Winner of the Hand Team B								7	CK	DK	CT	SK	S9	CA	0	4	7	38	
									8	HA	DT	HT	CJ	HJ	C9	0	11	7	49

APPENDIX H -SAMPLE HANDS BIDDING AND PLAY																			
Bidding									Play										
Deal	Opening			Table Position				Trick		Table Position					trick pts		com.pts		
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm	
															A	B	A	B	
2	B1	S	TKQ	A	JJK	AQ	99T	-											
		H	9	JAK	JT	9Q	T	AKQ											
		C	T	TKQ	K	9	9AQ	JJA											
		D	TKQ	Q	JJ	9AK	T	9A											
Bidding - International rules									Opening Lead for each trick is highlighted										
Round																			
1			28Pass	X	Pass	Pass	+2C(30)	1	H9	HJ	HT	H9	HT	HA	0	10	0	10	
2			Pass	Pass	Pass	Pass	X	Pass	2	ST	HA	HJ	HQ	DT	HK	6	0	6	10
3			Pass	Pass	Pass	Pass	Pass		3	SQ	CQ	CK	C9	CQ	CA	0	3	6	13
Final Contract: 30CX by B1									4	SK	SA	SK	SA	S9	CJ	0	7	6	20
Winner of the hand: Team A									5	CT	HK	SJ	SQ	S9	HQ	6	0	12	20
									6	DT	CT	DJ	D9	CA	DA	9	0	21	20
									7	DQ	CK	SJ	DA	ST	CJ	0	8	21	28
									8	DK	DQ	DJ	DK	C9	D9	7	0	28	28
Bidding - Kerala Rules									Opening Lead for each trick is highlighted										
Round																			
1			pass	pass	pass	pass	29C	1	H9	HJ	HT	H9	HT	HA	0	10	0	10	
2			pass	30H	pass	31C	pass	Pass	2	CT	CT	CK	C9	CQ	CJ	0	7	0	17
3			pass	Pass	32NS	Pass	pass	Pass	3	ST	HK	HJ	HQ	DT	HK	5	0	5	17
4			33NS	Pass	34S	Pass	pass	Pass	4	SQ	SA	SJ	SQ	S9	HQ	6	0	11	17
5			pass	Pass	pass				5	SK	DQ	SJ	SA	ST	CA	6	0	17	17
Final Contract: 34S by A2									6	DT	CQ	DJ	DK	C9	DA	7	0	24	17
Winner of the hand: Team A									7	DK	HQ	DJ	DA	CA	C9	7	0	31	17
									8	DQ	HA	SK	D9	S9	CJ	8	0	39	17
Bidding - Standard Rules									Opening Lead for each trick is highlighted										
Round																			
1			pass	pass	pass	pass	29C	1	H9	HJ	HT	H9	HT	HA	0	10	0	10	
2			pass	30H	pass	31C	pass	Pass	2	CT	CT	CK	C9	CQ	CJ	0	7	0	17
3			pass	Pass	32NS	Pass	pass	Pass	3	ST	HK	HJ	HQ	DT	HK	5	0	5	17
4			33NS	Pass	34S	Pass	pass	Pass	4	SQ	SA	SJ	SQ	S9	HQ	6	0	11	17
5			pass	Pass	pass				5	SK	DQ	SJ	SA	ST	CA	6	0	17	17
									6	DT	CQ	DJ	DK	C9	DA	7	0	24	17
Final Contract: 34S by A2									7	DK	HQ	DJ	DA	CA	C9	7	0	31	17
Winner of the hand: Team A									8	DQ	HA	SK	D9	S9	CJ	8	0	39	17
Note: the bidding and play of the hand is identical for Kerala and Standard Convention																			

APPENDIX H -SAMPLE HANDS BIDDING AND PLAY																			
Bidding									Play										
Deal	Opening			Table Position				Trick		Table Position					trick pts		com.pts		
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm	
															A	B	A	B	
4	A3	S	9KQ	JAQ	T	-	JAK	9T											
		H	9	T	K	JTQ	AK	9AQ											
		C	J9	TK	9TQ	AKQ	J	A											
		D	AK	9Q	JAQ	T	9T	JK											
Bidding - International Rules									Opening Lead for each trick is highlighted										
Round																			
1	A3		29NS	Pass	30D	32H	28NS	Pass	1	C9	CK	C9	CQ	CJ	CA	8	0	8	0
2			Pass	Pass	Pass	34H	Pass	33H	2	S9	SQ	ST	HQ	SJ	ST	0	7	8	7
3			Pass	Pass	Pass	Pass	Pass	Pass	3	DK	D9	DQ	DT	DT	DJ	0	7	8	14
Final Contract: 34H byB2									4	H9	HT	HK	HJ	HK	HQ	0	6	8	20
Winner of the Hand: Team B									5	CJ	CT	CT	CK	HA	H9	0	8	8	28
									6	DA	DQ	DJ	HJ	D9	DK	0	9	8	37
									7	SQ	SJ	CQ	CA	SK	HA	0	5	8	42
									8	SK	SA	DA	HT	SA	S9	0	6	8	48
Bidding -Kerala Rules									Opening Lead for each trick is highlighted										
Round																			
1	A3		Pass	Pass	28D	30H	Pass	Pass	1	C9	CK	C9	CQ	CJ	CA	8	0	8	0
2			Pass	Pass	Pass	32H	Pass	31H	2	S9	SQ	ST	HQ	SJ	ST	0	7	8	7
3			Pass	Pass	Pass	Pass	Pass	Pass	3	DK	D9	DQ	DT	DT	DJ	0	7	8	14
Final Contract: 34H byB2									4	H9	HT	HK	HJ	HK	HQ	0	6	8	20
Winner of the Hand: Team B									5	CJ	CT	CT	CK	HA	H9	0	8	8	28
									6	DA	DQ	DJ	HJ	D9	DK	0	9	8	37
									7	SQ	SJ	CQ	CA	SK	HA	0	5	8	42
									8	SK	SA	DA	HT	SA	S9	0	6	8	48
Bidding -Standard Rules									Opening Lead for each trick is highlighted										
Round																			
1	A3		29NS	Pass	30D	32H	28NS	Pass	1	C9	CK	C9	CQ	CJ	CA	8	0	8	0
2			Pass	Pass	Pass	34H	Pass	33H	2	S9	SQ	ST	HQ	SJ	ST	0	7	8	7
3			Pass	Pass	Pass	Pass	Pass	Pass	3	DK	D9	DQ	DT	DT	DJ	0	7	8	14
Final Contract: 34H byB2									4	H9	HT	HK	HJ	HK	HQ	0	6	8	20
Winner of the Hand: Team B									5	CJ	CT	CT	CK	HA	H9	0	8	8	28
									6	DA	DQ	DJ	HJ	D9	DK	0	9	8	37
									7	SQ	SJ	CQ	CA	SK	HA	0	5	8	42
									8	SK	SA	DA	HT	SA	S9	0	6	8	48

APPENDIX H -SAMPLE HANDS BIDDING AND PLAY

Bidding								Playing													
Deal	Opening			Table Position				51	Trick		Table Position				trick pts		com.pts				
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm			
								Opening Lead for each trick is highlighted													
																		A	B	A	B
5	A1	S	JAQ	9	J9ATQ	K	K	T													
		H	J9	JTKQ	Q	AK	-	9AT													
		C	9T	K	-	J9TQ	AAQ	JK													
		D	J	AK	AQ	K	JTTQ	99													
Bidding - International Rules								Opening Lead for each trick is highlighted													
Round																					
1			28NT	Pass	29S	pass	s+1	Pass	1	DJ	DK	DQ	DK	DQ	D9	5	0	5	0		
2			30S	Pass	32S	pass	33D	Pass	2	SJ	S9	SQ	SK	SK	ST	6	0	11	0		
3			+1D (34)	Pass	H+1(35)	pass	36NS	Pass	3	HJ	HQ	HQ	HK	CQ	HT	4	0	15	0		
4			+H(37)	Pass	D+(38)	pass	Pass	Pass	4	SA	HK	S9	CQ	CA	D9	6	0	21	0		
5			39NT	Pass	56NT	pass	Pass	Pass	5	SQ	DK	SJ	CT	CA	HA	6	0	27	0		
6			Pass	Pass	Pass				6	CT	DA	SA	C9	DT	H9	8	0	35	0		
Final Contract 56NT by A2								7	C9	HT	ST	HA	DT	CK	6	0	41	0			
Winner of the Hand: Team A								8	H9	HJ	DA	CJ	DJ	CJ	15	0	56	0			
Bidding - Kerala Rules								Opening Lead for each trick is highlighted													
Round																					
1			28NS	Pass	29S	pass	Pass	Pass	1	DJ	DK	DQ	DK	DQ	D9	5	0	5	0		
2			30S	Pass	32S	pass	33D	Pass	2	SJ	S9	SQ	SK	SK	ST	6	0	11	0		
3			34D	Pass	35S	pass	Pass	Pass	3	HJ	HQ	HQ	HK	CQ	HT	4	0	15	0		
4			37NS	Pass	39D	pass	Pass	Pass	4	SA	HK	S9	CQ	CA	D9	6	0	21	0		
5			40S	Pass	56NT	pass	Pass	Pass	5	SQ	DK	SJ	CT	CA	HA	6	0	27	0		
6			Pass	Pass	Pass				6	CT	DA	SA	C9	DT	H9	8	0	35	0		
Final Contract 56NT by A2								7	C9	HT	ST	HA	DT	CK	6	0	41	0			
Winner of the Hand: Team A								8	H9	HJ	DA	CJ	DJ	CJ	15	0	56	0			
Bidding -Standard Rules								Opening Lead for each trick is highlighted													
Round																					
1			28NT	Pass	29S	pass	Pass	Pass	1	DJ	DK	DQ	DK	DQ	D9	5	0	5	0		
2			30S	Pass	32S	pass	33D	Pass	2	SJ	S9	SQ	SK	SK	ST	6	0	11	0		
3			34D	Pass	35S	pass	Pass	Pass	3	HJ	HQ	HQ	HK	CQ	HT	4	0	15	0		
4			37NS	Pass	39D	pass	Pass	Pass	4	SA	HK	S9	CQ	CA	D9	6	0	21	0		
5			40S	Pass	56NT	pass	Pass	Pass	5	SQ	DK	SJ	CT	CA	HA	6	0	27	0		
6			Pass	Pass	Pass				6	CT	DA	SA	C9	DT	H9	8	0	35	0		
Final Contract 56NT by A2								7	C9	HT	ST	HA	DT	CK	6	0	41	0			
Winner of the Hand: Team A								8	H9	HJ	DA	CJ	DJ	CJ	15	0	56	0			

APPENDIX H -SAMPLE HANDS BIDDING AND PLAY																			
Bidding									Play										
Deal	Opening			Table Position					Trick		Table Position					trick pts		com.pts	
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm	
															A	B	A	B	
6	A1	S	9KQ	JTAQ		AK	JT	9											
		H	9	T	K	JJTQ	AK	9AQ											
		C	J9	TK	9TQ		JAK	AQ											
		D	AK	Q	J9AQ	9T	K	JT											
Bidding: International rules									Opening Lead for each trick is highlighted										
Round																			
	A1		28 Pass	Pass	+D(29)	Pass	31NS	Pass	1	CJ	CK	CQ	SK	CK	CQ	3	0	3	0
1			+C(32)	Pass	Pass	Pass	33C	Pass	2	C9	CT	CT	SA	CJ	CA	9	0	12	0
2			Pass	Pass	34C	Pass	+S(35)	Pass	3	S9	SQ	HK	HQ	SJ	S9	7	0	19	0
3			Pass	Pass	36NS	Pass	D+1(37)	Pass	4	SK	SA	C9	HT	ST	HQ	5	0	24	0
4			Pass	Pass	40C	Pass	Pass	Pass	5	DA	DQ	DJ	DT	DK	DT	6	0	30	0
5			Pass	Pass	Pass				6	DK	HT	D9	D9	CA	DJ	9	0	39	0
Final Contract: 40C by A2									7	H9	ST	DQ	HJ	HA	H9	0	9	39	9
Winner of the Hand: Team B									8	SQ	SJ	DA	HJ	HK	HA	0	8	39	17
Bidding: Kerala rules									Opening Lead for each trick is highlighted										
Round																			
	A1								1	CJ	CK	CQ	SK	CK	CQ	3	0	3	0
1			Pass	Pass	28D	Pass	30NS	Pass	2	C9	CT	CT	SA	CJ	CA	9	0	12	0
2			31C	Pass	Pass	Pass	32C	Pass	3	S9	SQ	HK	HQ	SJ	S9	7	0	19	0
3			Pass	Pass	33C	Pass	34S	Pass	4	SK	SA	C9	HT	ST	HQ	5	0	24	0
4			Pass	Pass	35NS	Pass	36C	Pass	5	DA	DQ	DJ	DT	DK	DT	6	0	30	0
5			Pass	Pass	Pass	Pass	Pass		6	DK	HT	D9	D9	CA	DJ	9	0	39	0
Final Contract: 36C by A3									7	H9	ST	DQ	HJ	HA	H9	0	9	39	9
Winner of the Hand: Team A									8	SQ	SJ	DA	HJ	HK	HA	0	8	39	17
Bidding: Standard rules									Opening Lead for each trick is highlighted										
Round																			
	A1		Pass	Pass	28D	Pass	30NS	Pass	1	CJ	CK	CQ	SK	CK	CQ	3	0	3	0
1			31C	Pass	Pass	Pass	32C	Pass	2	C9	CT	CT	SA	CJ	CA	9	0	12	0
2			Pass	Pass	33C	Pass	34S	Pass	3	S9	SQ	HK	HQ	SJ	S9	7	0	19	0
3			Pass	Pass	35NS	Pass	36C	Pass	4	SK	SA	C9	HT	ST	HQ	5	0	24	0
4			Pass	Pass	Pass	Pass	Pass		5	DA	DQ	DJ	DT	DK	DT	6	0	30	0
Final Contract: 36C by A3									6	DK	HT	D9	D9	CA	DJ	9	0	39	0
Winner of the Hand: Team A									7	H9	ST	DQ	HJ	HA	H9	0	9	39	9
									8	SQ	SJ	DA	HJ	HK	HA	0	8	39	17

APPENDIX H -SAMPLE HANDS BIDDING AND PLAY																				
Bidding										Play										
Deal	Opening			Table Position				Trick		Table Position					trick pts		com.pts			
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm		
															A	B	A	B		
7	A1	S	J9K	Q	9A	A	JTQ	TK												
		H	9	TK		JJ9TQ	AK	AQ												
		C	J9	9TK	TQ	J	AK	AQ												
		D	AK	TQ	J9AQ	T	J	9K												
Bidding: International rules										Opening Lead for each trick is highlighted										
Round																				
1	A1	28 NS	Pass	29D	Pass	+1D(30)	Pass	1	CJ	CK	CQ	CJ	CK	CQ	6	0	6	0		
2		+S(31)	Pass	33D	39H	40S	Pass	2	C9	CT	CT	HJ	CA	CA	9	0	15	0		
3		42S	Pass	43S	Pass	Pass	Pass	3	DK	DQ	DQ	DT	DJ	DK	4	0	19	0		
4		D+2(45)	Pass	c+(46)	Pass	Pass	Pass	4	SK	SQ	ST	SA	SJ	SK	5	0	24	0		
5		+C(47)	Pass	56NS	Pass	Pass	Pass	5	S9	HK	S9	HQ	ST	ST	6	0	30	0		
6		Pass	Pass	Pass				6	SJ	HT	DA	HT	SQ	HA	7	0	37	0		
Final Contract: 56NS by A2										7	DA	DT	D9	H9	HK	D9	8	0	45	0
Winner of the Hand: Team A										8	H9	C9	DJ	HJ	HA	HQ	11	0	56	0
Bidding: Kerala rules										Opening Lead for each trick is highlighted										
Round																				
1	A1	Pass	Pass	28D	Pass	29D	Pass	1	CJ	CK	CQ	CJ	CK	CQ	6	0	6	0		
2		31NS	Pass	33D	39H	41NS	Pass	2	C9	CT	CT	HJ	CA	CA	9	0	15	0		
3		42S	Pass	43D	Pass	43S	Pass	3	DK	DQ	DQ	DT	DJ	DK	4	0	19	0		
4		44C	Pass	Pass	Pass	45S	Pass	4	SK	SQ	ST	SA	SJ	SK	5	0	24	0		
5		47D	Pass	56NS	Pass	Pass	Pass	5	S9	HK	S9	HQ	ST	ST	6	0	30	0		
6		Pass	Pass	Pass				6	SJ	HT	DA	HT	SQ	HA	7	0	37	0		
Final Contract: 56NS by A2										7	DA	DT	D9	H9	HK	D9	8	0	45	0
Winner of the Hand: Team A										8	H9	C9	DJ	HJ	HA	HQ	11	0	56	0
Note: Identical contract and play as the International																				
Bidding: Standard rules										Opening Lead for each trick is highlighted										
Round																				
1	A1	28 NS	Pass	29D	Pass	30D	Pass	1	CJ	CK	CQ	CJ	CK	CQ	6	0	6	0		
2		Pass	Pass	32D	39H	41NS	Pass	2	C9	CT	CT	HJ	CA	CA	9	0	15	0		
3		42S	Pass	43D	Pass	43S	Pass	3	DK	DQ	DQ	DT	DJ	DK	4	0	19	0		
4		44C	Pass	Pass	Pass	45S	Pass	4	SK	SQ	ST	SA	SJ	SK	5	0	24	0		
		47D	Pass	56NS	Pass	Pass	Pass	5	S9	HK	S9	HQ	ST	ST	6	0	30	0		
		Pass	Pass	Pass				6	SJ	HT	DA	HT	SQ	HA	7	0	37	0		
Final Contract: 36C by A3										7	DA	DT	D9	H9	HK	D9	8	0	45	0
Winner of the Hand: Team A										8	H9	C9	DJ	HJ	HA	HQ	11	0	56	0

APPENDIX H -SAMPLE HANDS BIDDING AND PLAY																			
Bidding									Play										
Deal	Opening			Table Position				Trick		Table Position					trick pts		com.pts		
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm	
															A	B	A	B	
8	A1	S K	Q	JJ9	A	9ATQ	TK												
		H 9K	TK		JJ9TQ	A	AQ												
		C J9	9TK	JTQ		AK	AQ												
		D JAK	TQ	JQ	AT	9	9K												
Bidding: International rules									Opening Lead for each trick is highlighted										
Round																			
1	A1	28 NS	Pass	30NT	39H	pass	Pass	1	SK	SQ	S9	SA	SQ	SK	3	0	3	0	
2		Pass	Pass	+3S(42)	Pass	43S	Pass	2	HK	HK	SJ	HJ	ST	ST	8	0	11	0	
3		+C(44)	Pass	45C	Pass	46S	Pass	3	H9	HT	SJ	H9	SA	HQ	9	0	20	0	
4		+1C(47)	Pass	Pass	Pass	56S	Pass	4	CJ	CK	CQ	HQ	CK	CQ	3	0	23	0	
5		Pass	Pass	Pass	Pass	Pass		5	DJ	DQ	DQ	DT	D9	DQ	6	0	29	0	
								6	C9	CT	CJ	HT	CA	CA	9	0	38	0	
Final Contract: 56NS by A3									7	DK	DT	DJ	DA	HA	D9	8	0	46	0
Winner of the Hand: Team A									8	DA	C9	DT	HJ	S9	HA	10	0	56	0
Bidding: Kerala rules									Opening Lead for each trick is highlighted										
Round																			
1	A1	Pass	Pass	29NS	Pass	Pass	Pass	1	SK	SQ	S9	SA	SQ	SK	3	0	3	0	
2		31NS	Pass	33S	39H	43S	Pass	2	HK	HK	SJ	HJ	ST	ST	8	0	11	0	
3		44D	Pass	45D	Pass	Pass	Pass	3	H9	HT	SJ	H9	SA	HQ	9	0	20	0	
4		46C	Pass	47C	Pass	49C	Pass	4	CJ	CK	CQ	HQ	CK	CQ	3	0	23	0	
5		50S	Pass	Pass	Pass	56S	Pass	5	DJ	DQ	DQ	DT	D9	DQ	6	0	29	0	
		Pass	Pass	Pass	Pass	Pass		6	C9	CT	CJ	HT	CA	CA	9	0	38	0	
Final Contract: 56NS by A2									7	DK	DT	DJ	DA	HA	D9	8	0	46	0
Winner of the Hand: Team A									8	DA	C9	DT	HJ	S9	HA	10	0	56	0
Note: identical contract and play																			
Bidding: Standard rules									Opening Lead for each trick is highlighted										
Round																			
1	A1	Pass	Pass	29NT	Pass	Pass	Pass	1	SK	SQ	S9	SA	SQ	SK	3	0	3	0	
2		31NS	Pass	33S	39H	43S	Pass	2	HK	HK	SJ	HJ	ST	ST	8	0	11	0	
3		44D	Pass	45D	Pass	Pass	Pass	3	H9	HT	SJ	H9	SA	HQ	9	0	20	0	
4		46C	Pass	47C	Pass	49C	Pass	4	CJ	CK	CQ	HQ	CK	CQ	3	0	23	0	
5		50S	Pass	Pass	Pass	56S	Pass	5	DJ	DQ	DQ	DT	D9	DQ	6	0	29	0	
6		Pass	Pass	Pass	Pass	Pass		6	C9	CT	CJ	HT	CA	CA	9	0	38	0	
Final Contract: 36C by A3									7	DK	DT	DJ	DA	HA	D9	8	0	46	0
Winner of the Hand: Team A									8	DA	C9	DT	HJ	S9	HA	10	0	56	0

APPENDIX H -SAMPLE HANDS BIDDING AND PLAY																			
Bidding									Play										
Deal	Opening			Table Position				Trick		Table Position					trick pts		com.pts		
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm	
															A	B	A	B	
9	A1	S	A	JTK	JAQ	TK	Q	99											
		H	J9TTK	A		J9	A	KQQ											
		C	J	9K	JAKQ		TQ	9AT											
		D	K	AQ	J	ATTQ	J99K												
Bidding: International rules									Opening Lead for each trick is highlighted										
Round																			
1	A1	28H	Pass	29NS	Pass	30D	Pass	1	HJ	HA	DJ	H9	HA	HQ	10	0	10	0	
2		31H	Pass	+1D(32)	Pass	35D	Pass	2	CJ	CK	CQ	SK	CQ	CT	4	0	14	0	
3		Pass	Pass	36C	Pass	Pass	Pass	3	DK	DQ	SQ	DQ	D9	HQ	2	0	16	0	
4		+1C(37)	Pass	38S	Pass	C+2(40)	Pass	4	SA	DA	SA	DT	D9	HK	6	0	22	0	
5		Pass	Pass	41NT	Pass	42NT	Pass	5	HK	SK	CK	DT	DJ	H9	6	0	28	0	
6		43NT	Pass	56NT	Pass	Pass	Pass	6	HT	C9	CJ	DA	CT	CA	9	0	37	0	
7		Pass	Pass	Pass				7	HT	ST	SJ	ST	SQ	S9	8	0	45	0	
Final Contract: 56NT by A2: Winner of the Hand: Team B									8	H9	SJ	CA	HJ	DK	C9	0	11	45	11
Bidding: Kerala rules									Opening Lead for each trick is highlighted										
Round																			
1	A1	28H	Pass	29NS	Pass	30D	Pass	1	HJ	HA	DJ	H9	HA	HQ	10	0	10	0	
2		31H	Pass	32D	Pass	35D	Pass	2	CJ	CK	CQ	SK	CQ	CT	4	0	14	0	
3		Pass	Pass	36NS	Pass	Pass	Pass	3	DK	DQ	SQ	DQ	D9	HQ	2	0	16	0	
4		37H	Pass	38C	Pass	Pass	Pass	4	SA	DA	SA	DT	D9	HK	6	0	22	0	
5		39C	Pass	40S	Pass	Pass	Pass	5	H9	SK	CA	DT	DJ	H9	9	0	31	0	
6		41D	Pass	42C	Pass	Pass	Pass	6	HT	C9	CJ	DA	CT	CA	9	0	40	0	
7		43NS	pass	Pass	Pass	45C	Pass	7	HT	ST	SJ	ST	SQ	S9	8	0	48	0	
8		pass	Pass	46NS	Pass	48NS	Pass	8	Hk	SJ	CK	HJ	DK	C9	0	8	48	8	
9		Pass	Pass	Pass	Pass	Pass													
Final Contract: 48NT by A1: Winner of the Hand: Team A																			
Bidding: Standard rules									Opening Lead for each trick is highlighted										
Round																			
1	A1	28H	Pass	29NS	Pass	30D	Pass	1	DK	DQ	DJ	DQ	DK	HQ	3	0	3	0	
2		31H	Pass	32D	Pass	35D	Pass	2	SA	SK	SJ	SK	SQ	S9	6	0	9	0	
3		Pass	Pass	36NS	Pass	Pass	Pass	3	H9	ST	SA	ST	D9	S9	9	0	18	0	
4		37H	Pass	38C	Pass	Pass	Pass	4	HT	DA	CA	DT	D9	HQ	5	0	23	0	
5		39C	Pass	40S	Pass	Pass	Pass	5	HT	CK	CJ	DT	DJ	HK	8	0	31	0	
6		41D	Pass	Pass	Pass	Pass	Pass	6	CJ	C9	CA	DA	CT	CT	0	9	31	9	
7		Pass						7	HK	HA	CQ	HJ	HA	C9	0	7	31	16	
8	Final Contract: 41D by A1: Winner of the Hand: Team B							8	HJ	SJ	CK	H9	CQ	CA	9	0	40	16	

Appendix H- Sample Hands Bidding and Play																			
Bidding									Play										
Deal	Opening			Table Position				Trick			Table Position			trick pts		com.pts			
No	Leader	A1	B1	A2	B2	A3	B3	No	A1	B1	A2	B2	A3	B3	Tm	Tm	Tm	Tm	
															A	B	A	B	
10	A1	S	JTQ	TK	J9AKQ		9A												
		H	T	J9Q	KQ	JA	A	9TK											
		C	J9Q	K	Q	9A	T	JATK											
		D	K	JQ		9TTQ	9AAK	J											
Bidding: International rules									Opening Lead for each trick is highlighted										
Round																			
1			28NS	Pass	29S	Pass	Pass	Pass	1	SJ	SK	SQ	DQ	SA	CK	4	0	4	0
2			30S	Pass	32S	Pass	+2S(34)	Pass	2	CJ	CK	CQ	CA	CT	CT	6	0	10	0
3			35C	Pass	C+1(36)	Pass	C+1(37)	Pass	3	CQ	CJ	SK	C9	HA	CA	7	0	17	0
4			Pass	Pass	H+(38)	Pass	H+1(39)	Pass	4	HT	HQ	HQ	HJ	S9	HK	6	0	23	0
5			H+1(40)	Pass	+5S(45)	Pass	Pass	Pass	5	DK	DQ	SA	DT	DK	DJ	5	0	28	0
6			+3S(48)	Pass	56S	Pass	Pass	Pass	6	ST	HJ	HK	HA	DA	HT	7	0	35	0
7			Pass	Pass	Pass				7	SQ	ST	SJ	DT	DA	CJ	9	0	44	0
									8	C9	DJ	S9	D9	D9	H9	12	0	56	0
Final Contract: 56S by A2: Winner of the Hand: Team A																			
Bidding: Kerala rules									Opening Lead for each trick is highlighted										
Round																			
1			Pass	Pass	28S	Pass	Pass	Pass	1	SQ	SK	SQ	DQ	S9	CK	2	0	2	0
2			29S	Pass	31S	Pass	33S	Pass	2	SJ	ST	SK	DT	SA	HK	6	0	8	0
3			36C	Pass	37S	Pass	Pass	Pass	3	CJ	CK	CQ	CA	CT	CT	6	0	14	0
4			39S	Pass	40S	Pass	Pass	Pass	4	CQ	HQ	SA	C9	HA	CA	5	0	19	0
5			Pass	Pass	Pass				5	HT	H9	HK	HJ	DK	H9	0	8	19	8
6									6	DK	DJ	S9	D9	DA	DJ	11	0	30	8
Final Contract: 40S by A2: Winner of the Hand: Team A																			
									7	ST	HJ	HQ	HA	DA	HT	7	0	37	8
									8	C9	DQ	SJ	DT	D9	CJ	11	0	48	8
Bidding: Standard rules									Opening Lead for each trick is highlighted										
Round																			
1			28NS	Pass	29S	Pass	Pass	Pass	1	SQ	SK	SQ	DQ	S9	CK	2	0	2	0
2			30S	Pass	32S	Pass	34S	Pass	2	SJ	ST	SK	DT	SA	HK	6	0	8	0
3			35C	Pass	36S	Pass	Pass	Pass	3	CJ	CK	CQ	CA	CT	CT	6	0	14	0
4			38S	Pass	39S	Pass	Pass	Pass	4	CQ	HQ	SA	C9	HA	CA	5	0	19	0
5			40S	Pass	Pass	Pass	Pass	Pass	5	HT	H9	HK	HJ	DK	H9	0	8	19	8
6			Pass	Pass					6	DK	DJ	S9	D9	DA	DJ	11	0	30	8
Final Contract: 40S by A1																			
Winner of the Hand: Team A																			
									7	ST	HJ	HQ	HA	DA	HT	7	0	37	8
									8	C9	DQ	SJ	DT	D9	CJ	11	0	48	8

APPENDIX I -SUMMARY OF BIDDING STRATEGY –INTERNATIONAL RULES

I1.Our Opening Lead, 1st round bidding

Open the bidding only with all hands as listed below

First responsibility is to indicate support of a call made by partner

Try not to introduce a new suit in the non-forcing situation.

Make reverse bids if you do not hold the next higher card in sequence

I1.1. 1st position

28NS=2Jacks; 28NT=3 Jacks; 29 NS= 2 suited hand; 29NT=4 or more Jacks; 28 Suit=4card suit **and** another Jack or 5 card suit without another Jack; Plus suit=4 card suit **without** another Jack; Plus 1 suit= strong suit with 1 Jack or 4 card suit with 2 additional jacks.
All other hands = PASS

I1.2. 2nd Position

Same as 1st position after 28Pass by 1st position except 1 number higher

I1.3. 3rd Position

I1.3.1. 28 pass and pass by 1st and 2nd position respectively

The above sequence is the most troublesome. The 3rd position player already knows that neither partner has two Jacks or a 4 card suit with Jack. Therefore, the plan should be to either locate the possibility of 40 or more with a good hand OR get out with the lowest (not necessarily the best) contract as early as possible without getting doubled. Priorities for the 3rd position bids in this situation are given above. This is also the position where some "lieing "is ok; Partners must bid accordingly.

Plus 1 suit - strong suit with Jack; or, 4 card suit with Jack and 2 other jacks

29NT- 3 Jacks; no 4 card suit with Jack

30 Suit – 4 card suit with both jacks

30 NS - 2 suited hand

29 suit – 4 card suit with jack; additional jack NOT reqd.

Plus 2 suit – 2 or 3 card suit with both jacks

Plus suit – 3 card suit with Jack – 4 cards not reqd.

Suit Plus – 4 card suit without jack – 5 cards NOT reqd

29NS – 2 Jacks; no 3 card suit with Jack

29 Pass – all other hands

I1.3.2. 1st or 2nd position opened a suit bid

Bump NOS - 2 Jacks other than the bid suit

Direct support – shows 3 cards with the next higher card in sequence

Plus support – shows 2 cards with the next higher card in sequence

Reverse support – shows 4 cards **without** the next higher card in sequen

I1.3.3. 1st or 2nd position opened a NS bid (2Jacks); or NT (3 Jacks)

Suit bid – 4 cards with jack

Plus suit – 3 cards with jack

Non forcing position NS – shows the number of jacks
 i.e. increase the number by 1 = 1 jack; increase the number by 2 =2 jacks
 increase the bid by 1 and call NT =-3 JACKS

I1.3.4. 1st, or 2 or 3rd position opened Plus 1 Suit

Always “Pass” in the non-forcing position
 Do not introduce a new suit - wait for clarification from opener
 Show appropriate support/non-support in the forcing position.
 Note: Opener must rebid in the second round as follows:
 If opener holds the strong suit, rebid the suit;
 if opener holds 3 jacks, rebid a new suit

I1.3.5. Got Doubled ?

Do not try to rescue partner from a non-forcing bid if got doubled; he can rescue himself, if need be, by bidding NS.

I1.4. 2nd and subsequent rounds of bidding : See appendix B

I2. Opponent’s opening lead

Compete only with good hands in the first round i.e. prepared to bid 40 with first round support
 Make arrest bids at the highest level and do not bid again; let partners bid if they wish
 Some level of “lie” is ok.
 Extremely careful to make a suit bid from behind the opening leader especially with only 1 Jack.
 Dbl the Opponents opening bid of 28 Pass indicates at least 3 supported Jacks i.e. no singleton Jack). This action also implies that the hand is likely belongs to us.

DO NOT PULL THE DOUBLE EVEN IF OPPOSITION BIDS A SUIT.

You may of course dbl the opponent’s suit with appropriate cards.
 The original doubler may bid NOS if he wants partner(s) to bid on.

Note: once we dbl the opponent’s 28 pass, any contract by the opponents must be doubled; Or, we must bid to a contract.

APPENDIX J -SUMMARY OF BIDDING STRATEGY –KERALA RULES

First responsibility is to indicate support of a call made by partner

Try not to introduce a new suit in the NON-FORCING situation.

Open the bidding only with hands as listed below

J1. Our Opening Lead, 1st round bidding

J1.1. 1st position

28NS=3or more Jacks(see note below); 29 NS= 4 Jacks, 28 Suit=4 +card suit with Jack; 29 Suit=4+card suit with both jacks;

All other hands = PASS and implies that u DO NOT hold 4 card suit with Jack or 3 Jacks.

Note: If you hold a 4 card suit with both jacks and another Jack (i.e. total of 3 Jacks), open the bid as 28NOS with a weak suit and 29 Suit with a strong suit

J1.2 2nd Position

Same as 1st position after 28Pass by 1st position

J1.3. 3rd Position

J1.3.1. after Pass by 1st and 2nd position (Compulsory call)

suit= 3+ card suit with Jack or 4 +card suit without Jack;

29 suit= 3+card suit with both jacks;

29NS= 3 or **more** jacks

Note: **This is a compulsory bid position. Bid 28 NS with all other hands**

The above sequence is the most troublesome. The 3rd position player already knows that neither partner has a 4 card suit with Jack. Therefore, the plan should be to either locate the possibility of 40 or more with a good hand OR get out with the lowest (not necessarily the best) contract as early as possible without getting doubled.

J1.3.2. 1st or 2nd position opened a suit bid

Bump NOS - 2 Jacks other than the bid suit

Direct support – shows next highest card in the suit

J1.3.3. 1st or 2nd position opened a 28NS bid (3Jacks);

Non forced position Suit bid = 4+ cards with jack

Non forced position NS = shows the number of jacks; denies 4 + card suit with Jack i.e. increase the number by 1 =1 jack; increase the number by 2 = 2 jacks

Forced position suit bid = 3+card suit with or without Jack

Forced position NS = jump NOS shows the number of Jacks (2 or more);

Increase by 1 NOS shows nothing to bid; maximum 1 Jack

J1.3.4. 1st or 2nd position opened a 29NS bid (4Jacks):

Same as J1.3.3

J1.4.. 3rd position opened 28 suit

Partners must assume that the bid was made without the Jack.

If you are the opening leader, show direct support. However, if you hold J and 9 raise the bid only by 1.

The next partner should use judgement in supporting the partner, If you hold Jack(s) of the bid suit, show direct support. Show nine only if the opening leader showed both jacks.

J1.5. Suit bid without Jack

In 1st or 2nd position, in the first round open a suit bid **without** jack only if u are prepared to bid 40 with the support of a singleton Jack from partners. In 3rd position, 28 suit bid may be made with a 4+ card suit without Jack and partners must be alert to this scenario and bid in accordance with 1.4.

J1.6. Got Doubled ?

Do not try to rescue partner from a **non-forcing** bid if got doubled; he can rescue himself, if need be, by bidding NS.

J1.7. 2nd and subsequent rounds of bidding : See appendix C

J2. Opponent's opening lead

- Compete only with good hands in the first round i.e. prepared to bid 40 with first round direct support
- Make arrest bids at the highest level and do not bid again; let partners bid if they wish. If you are making an arrest bid, the following guidelines apply;
 - The hand must contain at least a 5 card good suit and at least 1 void.
 - The hand should NOT have a singleton Jack
 - If the hand has both Jacks of the suit, bid 40 suit; partners need not bid direct support
 - If the hand has only 1 jack of the suit, bid 39 suit – Partners must bid direct support
 - If the hand does NOT have the Jack of the suit, bid **38** Suit- partners must bid direct support of the Jack(s)
- Some level of “lie” is ok.
- Extremely careful to make a suit bid from behind the opening leader especially with only 1 Jack.
- Dbl of the Opponents opening bid of 28 NS in the **compulsory 3rd position** indicates at least 3 supported Jacks (i.e. no singleton Jack). This action also implies that the hand is likely belongs to us.

DO NOT PULL THE DOUBLE EVEN IF OPPOSITION BIDS A SUIT.

You may of course dbl the opponent's suit with appropriate cards.

The original doubler may bid NOS if he wants partner(s) to bid on.

Note: once we dbl the opponent's compulsory bid of 28 NOS, any contract by the opponents must be doubled; Or, we must bid to a contract.

APPENDIX K -SUMMARY OF BIDDING STRATEGY –STANDARD RULES

K1. Our Opening Lead, 1st round bidding

Open the bidding only with all hands as listed below

First responsibility is to indicate support of a call made by partner

Try not to introduce a new suit in the non-forcing situation.

K1.1. 1st position

28NS=2Jacks; 28NT=3 Jacks; 29 NS= 2 suited hand both suits with one Jack ; 29NT=4 or more Jacks; 28 Suit=4+card suit;
All other hands = PASS

K1.2. 2nd Position

Same as 1st position after Pass by 1st position.

K1.3. 3rd Position

K.1.3.1. pass by 1st and 2nd position respectively

Same as 1st position

The above sequence is the most troublesome. The 3rd position player already knows that neither partner has two Jacks or a 4 card suit with Jack. Therefore, the plan should be to either locate the possibility of 40 or more with a good hand OR get out with the lowest (not necessarily the best) contract as early as possible without getting doubled.

May open with a strong lengthy suit WITHOUT jack. Pass with all weak hands

K1.3.2 1st or 2nd position opened a suit bid :

Direct support – shows next highest card in the suit

Increase the contract number by and bid NOS= void in the suit bid or significant support for the suit.

Make this bid only if u want to get a chance to bid again

Bump NOS shows the number of Jacks held other than the bid suit; i.e. increase the number by 2= 2 Jacks;

Increase the contract number by 1 and call NT= 3 Jacks

K1.3.3. 1st or 2nd position opened a 28NS bid (2Jacks); or 28NT (3 Jacks)

Non forced position

Suit bid = 4+ cards with jack

NS bid = shows the number of jacks; denies 4 + card suit with Jack i.e. increase the number by 1 =1 jack; increase the number by 2 = 2 jacks; increase the bid by 1 and call NT = 3 JACKS

Forced position

Suit bid = 3+card suit with or without Jack

NS bid = jump NOS shows the number of Jacks (2 or more);

Increase by 1 NOS shows nothing to bid; maximum 1 Jack

Increase the bid by 1 and call NT = 3 JACKS

K1.3.4. 1st or 2nd position opened a 29NS bid (2 Suited hand)

2nd position: bid the longest suit **with Jack** or pass; bump NS does NOT apply.

3rd Position: after pass by 2nd position, bid the longest suit **with Jack** or bid 30NS. Bump NOS does not apply.

K1.4. 3rd position opened 28 suit

Partners must assume that the bid was made without the Jack.

If you are the opening leader, show direct support. However, if you hold J and 9 raise the bid only by 1.

The next partner should use judgement in supporting the partner, If you hold Jack(s) of the bid suit, show direct support. Show nine only if the opening leader showed both jacks.

K1.5. Suit bid without Jack

In 1st or 2nd position, in the first round open a suit bid **without** jack only if u are prepared to bid 40 with the support of a singleton Jack from partners. In 3rd position, 28 suit bid may be made with a 4+ card suit without Jack and partners must be alert to this scenario and bid in accordance with 1.4

K1.6. Got Doubled ?

Do not try to rescue partner from a non-forcing bid if got doubled; he can rescue himself, if need be, by bidding NS.

K1.7. 2nd and subsequent rounds of bidding : See appendix D

K2. Opponent's opening lead

- Compete only with good hands in the first round i.e. prepared to bid 40 with first round direct support
- Make arrest bids at the highest level and do not bid again; let partners bid if they wish. If you are making an arrest bid, the following guidelines apply;
 - The hand must contain at least a 5 card good suit and at least 1 void.
 - The hand should NOT have a singleton Jack
 - If the hand has both Jacks of the suit, bid 40 suit; partners need not bid direct support
 - If the hand has only 1 jack of the suit, bid 39 suit – Partners must bid direct support
 - If the hand does NOT have the Jack of the suit, bid **38** Suit- partners must bid direct support of the Jack(s)
- Some level of “lie” is ok.
- Extremely careful to make a suit bid from behind the opening leader especially with only 1 Jack.
- Dbl of the Opponents opening bid of 28 NS in the compulsory position indicates at least 3 supported Jacks (i.e. no singleton Jack). This action also implies that the hand is likely belongs to us.

DO NOT PULL THE DOUBLE EVEN IF OPPOSITION BIDS A SUIT.

You may of course dbl the opponent's suit with appropriate cards.

The original doubler may bid NOS if he wants partner(s) to bid on.

Note: once we dbl the opponent's compulsory bid of 28 NOS, any contract by the opponents must be doubled; Or, we must bid to a contract.

Appendix L - NOS Calls, International Convention

Since the International convention allows both No Trump and NOS bids, the meaning of No trump is always to announce a contract of NT at any stage in the bidding process. In the first round of bidding, it shows the possession of 3 or 4 Jacks; and, in subsequent rounds, the NT bid suggests a possible contract.

The meaning of NOS call can vary depending on the circumstances and these are explained here.

L1. NOS calls when our team has the opening Lead

The first responsibility is to indicate direct support if available; NOS bid applies only when there is no direct support

*This section assumes there is **no interference by bidding (suit, Nos or dbl)** by an opposing team member. See section 1.2. for NOS bidding guidelines when opposition makes interfering calls*

L1.1. Opening NOS bids

A 28 NOS bid is made by the Opening leader or 29NOS by the partner in the second seat after 28 pass by the opening leader indicates possession of 2 Jacks

The follow on bids by partners after the opening NOS bids by the 1st or 2nd seat players are described below. It also assumes that an opening NOS bid **DENIES** the following holdings:

- a) 3 or more Jacks none with a 4 card suit
- b) A 4+ card suit with Jack
Should have opened 28 suit even with 2 other jacks;
- c) A 4+ card suit with **both** Jacks
should have opened 29 suit even with additional jacks
- c) 5+ running tricks in a single suit,
Should have opened 30 suit

Scenario #1 – Opening Leader (1st seat) calls 28NS (2 Jacks)

Bid Priorities for the next seat (2nd seat) partner:

If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit

If u hold 1 Jack bid 29 NS and if u hold 2 Jacks, bid 30 NS

If u hold 3 Jacks, bid 29NT

Reverse bid 4+card suit without Jack

“Pass” all other hands.

Bid Priorities for the 3rd seat partner:

If the 2nd seat partner made a suit bid (29 Suit)

Appropriate support (direct, or NOS)

Increase the contract by 2 (31) and bid NOS if u have 2 Jacks

30NT if u hold 3 jacks

Pass

DO NOT INTRODUCE A NEW SUIT

If the 2nd seat partner made a NOS bid;

If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit

Increase the contract value by the number of jacks held and calling NOS
 If u hold a **3+** card suit with one or both Jacks, make appropriate +suit bid
 Reverse bid 4+card suit
 Pass

If the 2nd seat partner “Passed”;

If u hold a **3+** card suit with one or both Jacks, make appropriate + suit bid
 Increase the contract value by the number of jacks held and calling NOS
 29NOS if u hold 1 Jack
 Reverse bid 4+card suit
 29 Pass if u hold none of the above

Second round bidding:

If the 3rd seat partner bid 29Pass(nothing to bid), the goal should be to get out at the cheapest suit contract:

The opening leader (1ST seat) must bid his best 3+card suit (+suit) with Jack; or reverse bid with 4+ card suit without Jack. The, the opening leader shall ”Pass” if he does not have either of the above holding

If the 3rd seat partner bid 29 Pass (nothing to bid) and the Opening Lead Partner Passed (no 3+card suit with jack or 4+ card suit without Jack)); the 2nd seat partner shall bid his best 3+ card suit(+suit) with or without Jack (reverse bid). Lacking a 3+ card suit he may bid 30 NS and then the 3rd seat partner bids his best suit

Scenario #2 – Opening Leader (1st seat)28 Pass and 2nd seat calls 28NS (2 Jacks)

Same as scenario #1 except the following:

Opening bidder shall be considered as the 1st seat

The opening leader (3rd seat in this case) may include a singleton Jack in the Jack count

Scenario #3 – Opening Leader (1st seat)28 Pass Pass and 2nd seatPass

This is a forced bid situation for the 3rd seat and Partners must be cautious and the bidding in the following rounds should be tempered accordingly. The following priorities apply for the forced bid for the 3rd seat player.

If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit

If u hold 3 Jacks, bid 29NT

If u hold 4 Jacks, bid 30NT

If u hold 5+ running tricks in a single suit, 2 suits, or 5+ Jacks
 open 30 suit or 31NS

If u hold a 4+ card good suit WITHOUT the jack, call 28 suit

- Bid next number NOS in the next round (if applicable and needed) to clarify that the original bid was made without the jack
- Partners must consider the above possibility and temper their support appropriately. For instance;
 - o Holding J9 of the suit, increase the contract number by 1 only.
 - o Do not bid NS to show void even holding 2 other jacks.

28NS for all other holdings

Priorities for the Opening Leader if the 3rd seat player calls 28 NS

3+card suit with Jack
 30 NS if u hold 2 Jacks
 4+ card suit without Jack
 Pass

Priorities for the 2nd seat player if the 3rd seat player called 28 NS and the opening lead player passed

3+card suit with Jack
 3+ card suit without Jack
 29NS if u hold 2 cards in all 4 suits

Scenario #4– Opening bid of 29 NOS (2 suited hand, both suits with Jacks) by Opening Leader

2nd seat Partner shall bid only a 2+ card suit with Jack; otherwise Pass

If the 2nd seat partner bids a suit, the 3rd seat partner shall pass;(do not introduce a new suit)

If the second seat partner passed, the 3rd seat partner shall bid only a 2+ card suit with Jack; otherwise bid 30NS

Scenario #5– Opening bid of 30 NOS (2 suited hand, both suits with Jacks) by 2nd Seat player after 28 Pass by Opening leader

Same as scenario 4; but 1 number higher

Scenario #6 – Opening bid of 30 NOS (2 suited hand, both suits with Jacks) by 3rd Seat player after 28 Pass by Opening leader and Pass by 2nd seat Player

Same as scenario4; but, one contract number higher

L1.1.2. Responses to opening suit bids

The first responsibility is direct support (next higher ranking card in partner's suit) if applicable. The following NOS calls may be used when you do not have direct support.

If you hold a void in partner's suit, but otherwise a good hand, make a one number higher NOS call; and, in the next round bid your suit. However, if there is an intervening different suit call, you will have to increase the contract number by 2 and if there was 2 intervening different suit calls, you will have to increase the bid by 3 numbers to show the void in the partner's suit

If partner opens a suit in 1st or 2nd position, avoid introducing a new suit. However, if you hold a good hand and if you want a chance to call something in the next round, bid one contract number higher NOS. Partners will interpret this NOS call as you are void in partner's suit. In the next round you should bid your suit and in later round bid partner's suit to clarify the situation if you are NOT void in his suit..

If you hold significant support for partner's suit (3/4 cards in partners suit without the next highest card in the suit bid), bid NOS; and, in the next round,bid partner's suit to indicate support for it without the next highest card in sequence.

If in the previous round of bidding, you provided direct support with a singleton next higher ranking card in Partner's suit, make a one number higher NOS bid to indicate the singleton. However, if there was one intervening

different suit call, you will have to increase the contract number by 2 and if there was 2 interfering calls, you will have to increase the bid by 3 numbers to show this feature.

When Partner bids a suit in 1st or 2nd position and you do not hold significant support; but otherwise a good hand with **2 or more Jacks**, increase the contract number by the number of jacks you hold and call NOS.

L1.2. Asking NOS bid

When the trump suit for the contract has been established, and if you then bid a NOS that is clearly not to set the contract or not showing a void or singleton in the trump suit, it is asking partner's to call a feature that has not been shown so far in the previous bidding; typically extra Jack or extra trump

1.1.1. Setting a No Trump Contract

If you want to propose/set a No Trump contract, always bid NT.

L1.2. Our Team's opening Lead, Interference from Opposing Team

The first responsibility is direct support (next higher ranking card in partner's suit) if applicable. The following NOS calls may be used when you do not have direct support.

If the opening leader passed and the next opposing player bids a suit (very unlikely), compete with a next higher NOS bid when you are void in the suit bid by the opponent and have a good supporting hand for the other 3 suits. (at least two 3 card suits and 2 Jacks).

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make the next higher NOS call IF you are void in the opponent's suit, have good support for the other 2 suits and a tolerance (2 cards) for partner's suit.

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make a two number higher NOS call IF you are void in the partner's suit and have good support for the other two suits.

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make a two number higher NOS call IF you have 4 card support for partners suit. However; make a call of the partner's suit in the next round.

If the opening leader made a suit bid, and the opposing player interfered with a double, make the next higher NOS call IF you are void in the partner's suit and have 3 card support for at least to other two suits.

L2. NOS calls when Opposing Team has the Opening Lead

Do not make any bid (suit or NOS) until the opposition has opened the bidding.

After a suit bid opening by the opponent, a NOS bid by any of our team members indicates support for the other 3 suits and requests partners to bid their best suit. However, in the event of interference by opponents after our NOS call, partners need to bid only with good hands (at least 3 card suit with Jack or 4 card suit without Jack)

Appendix M - NOS Calls, Kerala Convention

Since the Kerala convention does **not** allow the term No Trump, the term NOS is used to announce a contract of No Trump or a multitude of other meanings as agreed to by the partners.

NOS is an all purpose bid to keep the bidding open; normally to indicate a void in the previously bid suit. If all subsequent 5 players “pass” the contract will be played in No Trump.

The meaning of NOS call can vary depending on the circumstances, the round of bidding and the bidding that had occurred previously. The general agreements that are employed by most partnerships are given below.

M1. NOS calls when our team has the opening Lead

The first responsibility is to indicate direct support if available; NOS bid applies only when there is no direct support

M1.1. No Interference from the opposing Team.

This section assumes there is no interference by bidding (suit, Nos or dbl) by an opposing team member. See section 1.2. for NOS bidding guidelines when opposition makes interfering calls

M1.1.1. Opening NOS bids

A 28 NOS bid is made by the Opening leader or the partner in the second seat indicates possession of 3 Jacks; or 29 NOS bid by the 3rd partner after “Pass” by 1st and 2nd position partners, also indicates 3 Jacks

or

A 29 NOS bid is made by the Opening leader or the partner in the second seat after “Pass” by 1st seat partner that indicates possession of 4 Jacks; or 30 NOS bid by the 3rd partner after “Pass” by 1st and 2nd position partners, also indicates 4 Jacks

The follow on bids by partners after the opening NOS bids are described below. It also assumes that an opening NOS bid **DENIES** the following holdings:

- d) A **strong** 4+ card suit with Jack (JAAX minimum);
Open 28 suit even with 2 other jacks;
 A 4+ card suit with **both** Jacks
Open 29 suit even with additional jacks
- e) 5+ running tricks in a single suit, 2 suits, or 5+ Jacks
 Open 30 suit or 30NS

Scenario #1 – Opening Leader (1st seat) calls 28NS (3 Jacks)

Bid Priorities for the next seat (2nd seat) partner:

If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit

Increase the contract value by the number of jacks held and calling NOS

“Pass” all other hands including a 6 card suit **without** Jack

If the 2nd seat partner made a suit bid;

Appropriate direct support

Increase the contract by 1 and bid NOS if u have 4 card support without the next higher card in the suit bid;

OR if u are void in the suit.

Make a jump NOS if u hold 2 or more jacks

DO NOT INTRODUCE A NEW SUIT

If the 2nd seat partner made a NOS bid;

If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit
 Increase the contract value by the number of jacks held and calling NOS
 "Pass" all other hands including 6 card suit **without** Jack

If the 2nd seat partner "Passed";

If u hold a **3+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit
 Make a jump NOS if u hold 2 or more jacks
 If you hold 4+ cards in a suit **without** Jack, bid 29 Suit and bid NS to the suit in the next round; if need be, to clarify the situation.
 29NS all other hands.

Second round bidding:

If the 3rd seat partner bid 29NS (nothing to bid), the goal should be to get out at the cheapest suit contract:

The opening leader (1ST seat) must bid his best 3+card suit with Jack; and, the opening leader should "Pass" if he does not have a 3+ card suit with Jack
 If the 3rd seat partner bid 29NS (nothing to bid) and the Opening Lead Partner Passed (no 3+card suit with jack); the 2nd seat partner shall bid his best 3+ card suit without Jack. Lacking a 3+ card suit he may bid 30 NS and then the 3rd seat partner bids his best suit

Scenario #2 – Opening Leader (1st seat) Pass and 2nd seat calls 28NS (3 Jacks)

Same as scenario #1 except the following:

Opening bidder shall be considered as the 1st seat

Scenario #3 – Opening Leader (1st seat) Pass and 2nd seat Pass

This is a compulsory bid situation for the 3rd seat and Partners must be cautious that it is a compulsory bid and the bidding in the following rounds should be tempered accordingly. The following priorities apply for the compulsory bid for the 3rd seat player.

If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit

If u hold 3 Jacks, bid 29NS

If u hold 4 Jacks, bid 30NS

If u hold 5+ running tricks in a single suit, 2 suits, or 5+ Jacks

open 30 suit or 31NS

If u hold a 4+ card good suit **WITHOUT** the jack, call 28 suit

-Bid next number NOS in the next round (if applicable and needed) to clarify that the original bid was made without the jack

-Partners must consider the above possibility and temper their support appropriately. For instance;

- Holding J9 of the suit, increase the contract number by 1 only.

- Do not bid NS to show void even holding 2 other jacks.

28NS for all other holdings

Priorities for the Opening Leader if the 3rd seat player calls 28 NS

3+card suit with Jack

30 NS if u hold 2 Jacks

4+ card suit without Jack

Pass

Priorities for the 2nd seat player if the 3rd seat player called 28 NS and the opening lead player passed
 3+card suit with Jack
 3+ card suit without Jack
 29NS if u hold 2 cards in all 4 suits

Scenario #4– Opening bid of 29 NOS (4 Jacks) by Opening Leader

Same as Scenario 1; but one contract number higher

Scenario #5– Opening bid of 29 NOS (4 Jacks) by 2nd Seat player after Pass by Opening leader

Same as scenario 2; but, one contract number higher

Scenario #6 – Opening bid of 30 NOS (4 jacks) by 3rd Seat player after Pass by Opening leader and Pass by 2nd seat Player

Same as scenario 3; but, one contract number higher

M1.1.2. Responses to opening suit bids

The first responsibility is direct support (next higher ranking card in partner's suit) if applicable. The following NOS calls may be used when you do not have direct support.

If you hold a void in partner's suit, but otherwise a good hand, make a one number higher NOS call; and, in the next round bid your suit. However, if there is an intervening different suit call, you will have to increase the contract number by 2 and if there was 2 intervening different suit calls, you will have to increase the bid by 3 numbers to show the void in the partner's suit

If partner opens a suit in 1st or 2nd position, avoid introducing a new suit. However, if you hold a good hand and if you want a chance to call something in the next round, bid one contract number higher NOS. Partners will interpret this NOS call as you are void in partner's suit. In the next round you should bid your suit and in later round bid partner's suit to clarify the situation if you are NOT void in his suit..

If you hold significant support for partner's suit (3/4 cards in partners suit without the next highest card in the suit bid), bid NOS; and, in the next round, bid partner's suit to indicate support for it without the next highest card in sequence.

If in the previous round of bidding, you provided direct support with a singleton next higher ranking card in Partner's suit, make a one number higher NOS bid to indicate the singleton. However, if there was one intervening different suit call, you will have to increase the contract number by 2 and if there was 2 interfering calls, you will have to increase the bid by 3 numbers to show this feature.

When Partner bids a suit in 1st or 2nd position and you do not hold significant support; but otherwise a good hand with **2 or more Jacks**, increase the contract number by the number of jacks you hold and call NOS.

M1.1.3. Asking NOS bid

When the trump suit for the contract has been established, and if you then bid a NOS that is clearly not to set the contract or not showing a void or singleton in the trump suit, it is asking partner's to call a feature that has not been shown so far in the previous bidding; typically extra Jack or extra trump

M1.1.4. Setting a No Trump Contract

When a person makes a NOS bid that does not convey any of the above meaning, he is proposing/setting a NT contract.

M1.2. Our Team's opening Lead, Interference from Opposing Team

The first responsibility is direct support (next higher ranking card in partner's suit) if applicable. The following NOS calls may be used when you do not have direct support.

If the opening leader passed and the next opposing player bids a suit (very unlikely), compete with a next higher NOS bid when you are void in the suit bid by the opponent and have a good supporting hand for the other 3 suits. (at least two 3 card suits and 2 Jacks).

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make the next higher NOS call IF you are void in the opponent's suit, have good support for the other 2 suits and a tolerance (2 cards) for partner's suit.

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make a two number higher NOS call IF you are void in the partner's suit and have good support for the other two suits.

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make a two number higher NOS call IF you have 4 card support for partners suit. However; make a call of the partner's suit in the next round.

If the opening leader made a suit bid, and the opposing player interfered with a double, make the next higher NOS call IF you are void in the partner's suit and have 3 card support for at least to other two suits.

M2. NOS calls when Opposing Team has the Opening Lead

Do not make any bid (suit or NOS) until the opposition has opened the bidding.

After a suit bid opening by the opponent, a NOS bid by any of our team members indicates support for the other 3 suits and requests partners to bid their best suit. However, in the event of interference by opponents after our NOS call, partners need to bid only with good hands (at least 3 card suit with Jack or 4 card suit without Jack)

Appendix N - NOS Calls, Standard Convention

Since the Standard convention allows both No Trump and NOS bids, the meaning of No trump is always to announce a contract of NT at any stage in the bidding process. In the first round of bidding, it shows the possession of 3 or 4 Jacks; and, in subsequent rounds, the NT bid suggests a possible contract.

The meaning of NOS call can vary depending on the circumstances and these are explained here.

N.1. NOS calls when our team has the opening Lead

The first responsibility is to indicate direct support if available; NOS bid applies only when there is no direct support

N1.1. No Interference from the opposing Team.

This section assumes there is no bidding interference (suit, Nos or dbl) by an opposing team member. See section 1.2. for NOS bidding guidelines when opposition makes interfering calls

N1.1.1. Opening NOS bids

A 28 NOS bid is made by the Opening leader or by the partner in the second seat after 28 pass by the opening leader indicates possession of 2 Jacks

The follow on bids by partners after the opening NOS bids by the 1st or 2nd seat players are described below. It also assumes that an opening NOS bid **DENIES** the following holdings:

- f) 3 or more Jacks none with a 4 card suit
- g) A 4+ card suit with Jack (JAAX minimum);
 Open 28 suit or Plus suit even with 2 other jacks;
 A 4+ card suit with **both** Jacks
 Open 29 suit even with additional jacks
- h) 5+ running tricks in a single suit,
 Open 30 suit

Scenario #1 – Opening Leader (1st seat) calls 28NS (2 Jacks)

Bid Priorities for the next seat (2nd seat) partner:

If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit

If u hold 1 Jack bid 29 NS and if u hold 2 Jacks, bid 30 NS

If u hold 3 Jacks, bid 29NT

Reverse bid 4+card suit

“Pass” all other hands including a 6 card suit **without** Jack

Bid Priorities for the 3rd seat partner:

If the 2nd seat partner made a suit bid (29 Suit)

 Appropriate support

 Increase the contract by 2 (31) and bid NOS if u have 2 Jacks

 30NT if u hold 3 jacks

 DO NOT INTRODUCE A **NEW** SUIT

If the 2nd seat partner made a NOS bid;

 If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit

Increase the contract value by the number of jacks held and calling NOS
 If u hold a **3+** card suit with one or both Jacks, make appropriate suit bid
 Pass all other hands

If the 2nd seat partner "Passed";

If u hold a **3+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit
 Increase the contract value by the number of jacks held and calling NOS
 except bid 29NS if u hold one singleton Jack only
 If u hold a 4+card suit without Jack, bid 29 suit and bid NS in the next round to clarify the situation.
 29NS all other hands

Second round bidding:

If the 3rd seat partner bid 29NS (nothing to bid), the goal should be to get out at the cheapest suit contract:
 The opening leader (1st seat) must bid his best 3+card suit with Jack; and, the opening leader shall "Pass" if he does not have a 3+ card suit with Jack

If the 3rd seat partner bid 29NS (nothing to bid) and the Opening Lead Partner Passed (no 3+card suit with jack); the 2nd seat partner shall bid his best 3+ card suit without Jack. Lacking a 3+ card suit he may bid 30 NS and then the 3rd seat partner bids his best 3+ card suit without Jack. Lacking a 3+ card suit he may bid 30 NS and then the 3rd seat partner bids his best suit

Scenario #2 – Opening Leader (1st seat) Pass and 2nd seat calls 28NS (2 Jacks)

Same as scenario #1 except that the opening bidder shall be considered as the 1st seat

Scenario #3 – Opening Leader (1st seat) Pass and 2nd seat Pass

This is a forced bid situation for the 3rd seat and Partners must be cautious and the bidding in the following rounds should be tempered accordingly. The following priorities apply for the forced bid for the 3rd seat player.

If u hold a **4+** card suit with one or both Jacks, increase the contract value appropriately and bid the suit

If u hold 3 Jacks, bid 28NT

If u hold 4 Jacks, bid 29NT

If u hold 5 Jacks, bid 30NT

If u hold 5+ running tricks in a single suit, open 30 suit

If u hold a 4+ card good suit WITHOUT the jack, call 28 suit

-Bid next number NOS in the next round (if applicable and needed) to clarify that the original bid was made without the jack

- Partners must consider the above possibility and temper their support appropriately. For instance;

- Holding J9 of the suit, increase the contract number by 1 only.

- Do not bid NS to show void even holding 2 other jacks.

28NS for all other holdings

Priorities for the Opening Leader if the 3rd seat player calls 28 NS

3+card suit with Jack

30 NS if u hold 2 Jacks

4+ card suit without Jack

Pass

Priorities for the 2nd seat player if the 3rd seat player called 28 NS and the opening lead player passed

3+card suit with Jack
 3+ card suit without Jack
 29NS if u hold 2 cards in all 4 suits

Scenario #4– Opening bid of 29 NOS (2 suited hand, both suits with Jacks) by Opening Leader

2nd seat Partner shall bid only a 2+ card suit with Jack; otherwise Pass
 If the 2nd seat partner bids a suit, the 3rd seat partner shall pass;(do not introduce a new suit)
 If the second seat partner passed, the 3rd seat partner shall bid only a 2+ card suit with Jack; otherwise bid 30NS

Scenario #5– Opening bid of 29 NOS (2 suited hand, both suits with Jacks) by 2nd Seat player after Pass by Opening leader

Same as scenario 4; but,one number higher

Scenario #6 – Opening bid of 29 NOS (2 suited hand, both suits with Jacks) by 3rd Seat player after Pass by Opening leader and Pass by 2nd seat Player

Same as scenario 4; but, one contract number higher

Responses to opening suit bids

The first responsibility is direct support (next higher ranking card in partner's suit) if applicable. The following NOS calls may be used when you do not have direct support.

If you hold a void in partner's suit, but otherwise a good hand, make a one number higher NOS call; and, in the next round bid your suit. However, if there is an intervening different suit call, you will have to increase the contract number by 2 and if there was 2 intervening different suit calls, you will have to increase the bid by 3 numbers to show the void in the partner's suit

If partner opens a suit in 1st or 2nd position, avoid introducing a new suit. However, if you hold a good hand and if you want a chance to call something in the next round, bid one contract number higher NOS. Partners will interpret this NOS call as you are void in partner's suit. In the next round you should bid your suit and in later round bid partner's suit to clarify the situation if you are NOT void in his suit..

If you hold significant support for partner's suit (3/4 cards in partners suit without the next highest card in the suit bid), bid NOS; and, in the next round,bid partner's suit to indicate support for it without the next highest card in sequence.

If in the previous round of bidding, you provided direct support with a singleton next higher ranking card in Partner's suit, make a one number higher NOS bid to indicate the singleton. However, if there was one intervening different suit call, you will have to increase the contract number by 2 and if there was 2 interfering calls, you will have to increase the bid by 3 numbers to show this feature.

When Partner bids a suit in 1st or 2nd position and you do not hold significant support; but otherwise a good hand with **2 or more Jacks**, increase the contract number by the number of jacks you hold and call NOS.

N1.1.2. Asking NOS bid

When the trump suit for the contract has been established, and if you then bid a NOS that is clearly not to set the contract or not showing a void or singleton in the trump suit, it is asking partner's to call a feature that has not been shown so far in the previous bidding; typically extra Jack or extra trump

N1.1.3. Setting a No Trump Contract

If you want to propose/set a No Trump contract, always bid NT.

N1.2. Our Team's opening Lead, Interference from Opposing Team

The first responsibility is direct support (next higher ranking card in partner's suit) if applicable. The following NOS calls may be used when you do not have direct support.

If the opening leader passed and the next opposing player bids a suit (very unlikely), compete with a next higher NOS bid when you are void in the suit bid by the opponent and have a good supporting hand for the other 3 suits. (at least two 3 card suits and 2 Jacks).

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make the next higher NOS call IF you are void in the opponent's suit, have good support for the other 2 suits and a tolerance (2 cards) for partner's suit.

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make a two number higher NOS call IF you are void in the partner's suit and have good support for the other two suits.

If the opening leader made a suit bid, and the opposing player interfered with a different suit bid, make a two number higher NOS call IF you have 4 card support for partners suit. However; make a call of the partner's suit in the next round.

If the opening leader made a suit bid, and the opposing player interfered with a double, make the next higher NOS call IF you are void in the partner's suit and have 3 card support for at least to other two suits.

N2. NOS calls when Opposing Team has the Opening Lead

Do not make any bid (suit or NOS) until the opposition has opened the bidding.

After a suit bid opening by the opponent, a NOS bid by any of our team members indicates support for the other 3 suits and requests partners to bid their best suit. However, in the event of interference by opponents after our NOS call, partners need to bid only with good hands (at least 3 card suit with Jack or 4 card suit without Jack)

APPENDIX O - IRREGULARITIES AND ASSOCIATED PENALTIES

The following are some of the common irregularities that may occur and suggested penalties for these infractions. Other penalties agreed to by both teams may be imposed for each infraction. It should be noted that almost all of these irregularities will not occur in the online play (see chapter 8) since the software is programmed to prevent the infractions.

*Note: A card is considered “exposed” if a card is faced up intentionally or unintentionally by a player at any stage of the game and any other player on the **same** team had an opportunity to see the card face.*

O.1. DEALING IRREGULARITIES

Any irregularity during the deal (wrong dealer, exposed card, improper number of hands dealt; improper number of cards in a hand, exposed card etc.) will result in a re-deal and there is no penalty.

O.2. BIDDING IRREGULARITIES

Several irregularities may occur during the bidding.

O.2.1. Exposed Card during the bidding

The exposed card will be shown to the person in the opposing team sitting immediately to the right of the person (anti-clockwise) who exposed the card and this opposing player will select one of the options listed below:

- allow the card to be returned to the player’s hand
- treat the card as a penalty card and to be played at the first **legal** opportunity. The exposed card stays exposed (face up) on the table until it is played.
- Demand or forbid the lead of that suit from the legal leader to the next trick. The leader shall not be allowed to see the exposed card unless he/she has already seen it. The exposed card stays exposed on the table until it is played; but need not be played at the first legal opportunity if another card in the led suit is available.

O.2.2. Bid out of turn

If the next player makes a bid including pass, the irregularity is deemed to have been accepted. However, the opening lead will remain with the person on the immediate right of the dealer.

O.2.2.1. Opening “Pass out of turn” by a team-mate of the opening leader

The next player from the opposing team will choose one of the following:

- accept the pass and the bidding will continue. The opening leader for the deal will be the offending player.
- demand that the opening bid be reverted back to the proper person.

O.2.2.2. Opening “Pass out of turn” by a member of the dealer’s team

The next player from the opposing team will choose one of the following:

- accept the pass and the bidding will continue; however, the opening lead will be made by the proper opening leader. (the person to the immediate right of the dealer)
- demand that the opening bid be reverted back to the proper person.

O.2.2.3. Opening “bid out of turn other than pass” by a team-mate of the opening bidder

The next player from the non-offending team will choose one of the following:

- accept the bid and the bidding will continue. The opening lead will be made by the offending player.

- demand that the opening bid be reverted back to the proper person. In this case, the offending player SHALL either pass at the first opportunity or, bid a legal contract number in the same suit (or no trump if the infraction was a no trump bid) as the offending bid. No other bid or double or redouble is allowed by that person at the first opportunity.

O.2.2.4. Opening “bid out of turn other than pass” by a member of the dealer’s team

The next player from the non-offending team will choose one of the following:

- accept the bid and the bidding will continue. The opening lead will be made by the proper opening leader (the person to the immediate right of the dealer)
- demand that the opening bid be reverted back to the proper person. In this case, the offending player SHALL either pass at the first opportunity or, bid a legal contract. number in the same suit (or no trump if the infraction was a no trump bid) as the offending bid. No other bid or double or redouble is allowed by that person at the first opportunity.

O.2.2.5. Pass out of turn other than opening pass

The bid reverts back to the proper person and the bidding will continue.

O.2.2.6. Contract Bid out of turn other than opening bid

The next player from the offended team will choose one of the following:

- accept the bid and the bidding will continue.
- demand that the bidding be reverted back to the proper person. In this case, the player who committed the infraction SHALL either pass at the first opportunity or, bid a legal contract number in the same suit (or no trump if the infraction was a no trump bid) as the offending bid. No other bid or double or redouble is allowed by that person at the first opportunity.

O.2.2.7. Double and redouble out of turn

Same as (f) above - contract bid out of turn other than opening bid.

O.2.3. Non-conforming bid

If the next player makes a bid including pass, the irregularity is deemed to have been accepted. The bidding continues without adjustments or penalty. The next player may demand that the offending player makes a conforming bid.

O.2.4. Inadvertent bid

An inadvertent contract bid may be corrected by the offender without penalty **before** the next player bids. Pass, dbl or redbl are **not** permitted as the corrected bid.

O.2.5. Insufficient bid

The next player may accept the bid and the bidding continues without penalty. The next player may demand the offender makes a sufficient bid in the same suit (no trump if the infraction was a no trump bid) as the insufficient bid was made.

O.2.6. Illegal bid

If a player makes an illegal bid – i.e. a bid NOT ALLOWED by the club or tournament rules – the offended team will be awarded one stake point as penalty and the hand may be cancelled, considered completed or continued at the discretion of the offended team. In the event of cancellation, the hand will be re-dealt. In the event the hand is considered complete, no further action will be taken. In the event, continuation of bidding is selected, the offender shall make a legal bid and the offending team members shall “Pass” at their next opportunity.

O.3. PLAYING IRREGULARITIES

All players are expected to play one card face up at their turn. Playing a card out of turn is **not** considered an infraction EXCEPT for the lead to a trick. A card once played cannot be retracted except in the case of revoke.

O.3.1. Exposed Card during the play

The exposed card will be shown to the person in the opposing team sitting immediately right (anticlockwise) from the person who exposed the card and this opposing player will select one of the options listed below:

- allow the card to be returned to the player's hand
- treat the card as a penalty card and to be played at the first legal opportunity. The exposed card stays exposed (face up) on the table until it is played.
- Demand or forbid the lead of that suit from the proper leader to the next trick. The leader shall not be allowed to see the exposed card unless he/she has already seen it. After the lead is made, the exposed card stays exposed on the table until it is played; but need not be played at the first legal opportunity.
- If the card is exposed before the lead is made to a trick, the exposed card may be accepted as the lead card for that trick and the provisions of "lead out of turn other than opening lead" shall apply.

O.3.2. Opening lead out of turn

If the offending player is a team member of the proper opening leader, the **dealer** may choose one of the following options:

- a) accept the lead out of turn and the play continues without further penalty.
- b) demand **or** forbid the suit that was led out of turn from the proper opening leader. If this option is chosen, the card that was led out of turn is returned to the player who led it and the play continues without further penalty.
- c) allow the proper leader to lead any suit of the leader's choice including the suit that was led out of turn. If this option is chosen, the card that was led out of turn becomes a penalty card and must be played at the first legal opportunity.

If the offending player is a team member of the dealer, the proper opening leader may choose one of the following options:

- a) accept the lead out of turn and the play continues without further penalty.
- b) the proper leader may lead any suit of the leader's choice including the suit that was led out of turn. If this option is chosen, the card that was led out of turn becomes a penalty card and must be played at the first legal opportunity.

O.3.3. Lead out of turn other than opening lead The lead reverts back to the proper person and the offended team may demand or forbid the lead of the exposed suit. The exposed card becomes a penalty card and must be played at the first legal opportunity.

O.3.4. Exposed card after the opening lead

This will be considered as "lead out of turn other than opening lead"

O.3.5. Incorrect claim

At any time during the play of the hand, a player may claim that his/her team has successfully made the contract. Further play of the hand is terminated and **all** players shall expose all their remaining cards.

If the claim is challenged, the claimer shall explain the sequence of plays of the remaining cards that will be followed by the claimer. The claimer shall not dictate which of the remaining cards to be played by other players.

In addition, the challenging team may dictate that a player must play a specific **legal** card that will make the claim invalid. An invalid claim may be cause for losing the hand.

O.3.6. Illegal bid exposed during play

If an illegal bid is discovered at any time during the play of the hand, the offending team will be considered as the loser of the hand.

O.3.7. Revoke

Revoke is defined as playing of an “illegal card” to a trick. This can occur when a person plays a card from a suit other than the suit that was led while holding a card in the suit that was led. The following provisions shall apply:

- a) An inadvertent revoke may be corrected by the person who committed the infraction before the next player plays a card. The card that was inadvertently played will be considered as an exposed card and the provisions of exposed card shall apply.
- b) If a revoke is identified **before the trick is closed** by the person who committed the infraction or a member of his/her team, the offender is allowed to correct the infraction by playing a legal card. The legal card played will be considered as the lowest ranked card for the trick. Any member of the offending team who has already played to the discrepant trick shall **not** be allowed to change their card. Any member of the offended team who has already played to the discrepant trick shall be allowed to change their card to any other legal card without penalty
- c) If the revoke is identified by the person who committed the infraction or a member of his/her team **after the trick is closed**; the offending team shall be considered as the loser for the hand and the appropriate stake points are awarded to the offended team.
- d) **If a revoke is identified at any time by the opposing team BEFORE THE RESULT OF THE HAND HAS BEEN AGREED TO, the infraction shall be considered as a major infraction and the offending team shall be considered as the loser of the hand and the offended team shall be awarded twice the stake points. Two violations of this kind by a team in a match shall be cause for loosing the match.**

O.3.8. Enquiry of cards played

Every player at his/her turn to play and/or before the trick is closed may request a review of the cards played to that trick. A member of the opposing team will do that review and must provide the sequence of all cards played to that trick. **Asking which card is played by a specific player or which player played a specific card is not allowed.** Every player may also request a delay in the closing of a trick until that player had an opportunity to review the play to that trick and may request that any closed trick be set aside for future review.

O.3.9. Reopening of a closed trick

A collected and closed trick shall not be reopened, except; for confirmation of a revoke. If the revoke is NOT confirmed, the team that requested the reopening of the closed trick will loose the hand. Reopening of a closed trick after the hand is completed is permitted without penalty.

O.3.10. Illegal Indications

Indications by words or gestures of any sort, to prompt, discourage or otherwise give directions during the play of the hand is prohibited. Violation of this rule may be cause for losing the hand. Two or more violations in a match by the same player or 3 or more violations by a team shall be considered as cause for loosing the match.

O.3.11. Card Shortage/excess

If a player is found to have a shortage or excess of cards at any time during the play, the offending team shall be considered as losing the hand. If this discrepancy is observed in players of both teams, the deal shall be cancelled and a re-deal shall be instituted.



Jose Tharayil

Jose Tharayil was born in 1941 at Kottayam, Kerala, India. After completing his pre-university studies, Jose moved to Canada in 1958 and obtained his Engineering Degree in 1964 from Halifax and did post-graduate work in Aerospace Engineering at McGill University in Montreal. He started his career as a Rocket Propulsion Engineer with Rolls Royce Canada (later became Magellan Aerospace) and retired as Director of Engineering and Quality in 2004 from Magellan Aerospace, Winnipeg. Jose continues to make his home at Winnipeg together with his wife Kunjumol, also from Kottayam. Their three children – Jimmy, Jay and Sherry - are now settled in Canada and the United States.

Jose started playing 56 at St. Alosyious Club, Kottayam before he moved to Canada and occasionally played this game throughout his life with various Malyali groups. He regularly attends the annual North American 56 International Tournament and participates in club games and tournaments in Kerala during his visits there. Jose is one of the founding members of the 56 online game at “gamesonlinecorner.com” that was started in 2011. The differences in the bidding conventions and treatments employed by the various people was an issue during the development of the online game which prompted him to write this book.

Jose is also an expert Bridge player and has won one Canadian Championship and several regional tournaments.



