

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound, sometimes 4M at 1 level. 2 minor= 6cards-good suit or extras
Responses: Cue good raise or constructive, new suit F at 1 level NF at 2 level. Followed by 2NT constructive. Jump cue 4 card supp.
Over Vul overcall: 1NT 8-11, 2NT 12-14 3NT 13+ with Aces Stops
Over Non vul overcall: 1NT 10-12, 2NT 13-15, 3NT 16+
Jump in new suit second suit with support/fit (3) unless 2OM F
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
14+-18- all positions. System as over 1NT
Transfer into their major usually 3154 3145 shape (single in theirs)
JUMP OVERCALLS (Style; Responses; Unusual NT)
2/3 suit: Weak in principle does not deny values Vul or opp passed p. 2NT is lowest two 5/5 will rebid if strong. If X responder passes with equal length.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels any range. Leaping Michaels.3 ♣ in direct seat over 1 ♣ is nat, constructive. Else Jump Cue asks Stop for NT– Resp bids 3N (or 4C without). When opps bid 2 suits cue first suit is 6+low/4+hi unbid, cue second is 6+hi/4+ lo unbid suits[15]. When we try for NT: they bid 1 suit - Cue asks, 2 suits - cue shows. When we show 2 suits M+m and minor is unknown, both 2NT and 3C ask minor but 2NT is stronger. D or OM by responder is natural. 1♥-4♥ = good 4♠, 1♠-4♠ = good 5m, 1m-4m = good 4M
VS. NT (vs. Strong/Weak; Reopening;PH)
2C= Both M(5/5), 2♦ = single suited M, 2♥ = 5+♥+ 4+minor, 2♠ 5+♠ + 4+minor, 2NT Minors OR any strong 2 suiter. X Penalty of Weak (12-14), 3♣/♦ NAT constructive. X of Strong NT and X by Passed hand = 5m+4M[18]. Treat 14-16 as strong.
VS PREEMPTS (Doubles, Cue-bids, Jumps, NT Bids)
Vs weak 2M, 4m = m+OM. X =T/O then 2 NT = LEB, NS=F, Cue stop request.
Vs 4♥ X T/O: 4NTminors 5+/5+ , V 4♠ X strong penalty oriented, 4NT 2 suited. Over our 1♣ - WJO – responders bids are TRF
Over opponents overcall over 2NT: New suit non jump F1, Jump PRE. Lebensohl if forced, Rubensohl if we bid freely
OVER OPPONENTS' TAKEOUT DOUBLE
1M-X-1NT = 8+,1M-X-2m = F1, XX=10+ initially no support penalty oriented – later 3M is inv with 3 trumps 1M-X-2NT = GF by non passed , natural by passed hand 1M-X-2UnderM = good raise, 2M = weak raise 1M-1any-2of overcalled suit 3 card good raise, 2NT 4 card good raise.**1H-X-1S = minors, 1H-X-1NT may have 4Spades
TAKEOUT DOUBLES (Style; Responses; Reopening)
Most Xs T/O : Responses: CUE GF or suit agreement Jump responses 8+ INT response 8-10+ ; 2nt 11+ Lebensohl in fourth seat when opponents have a fit and we X. Rubensohl over nat interference of our 1C or 1NT or if we choose to bid freely when opps compete over our X of their weak 2.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5 from Hon, 2 nd from bad 4+, MUD(rare)	3/5 from Hon vs suit 4th vs NT ,2 nd Mud, Top from 3 small if supported. else small	
NT	4 th , 2 nd , Mud, Sequence		
Subseq			
AQ asks attitude , KJ count.			
LEADS			
Lead	Vs. Suit	Vs NT	
A	A, AK ask ATT	A or AKJ ask Attitude	
K	A, AK, KQ or KQx(x) ask count/unblock	AK or KQ ask count or unblock	
Q	KQ, QJx or KQx(x) asks Attitude	KQJ, QJx, AQJx count or unblock	
J	J10,Jx HJ10(x)	J10x,Jx HJ10(x)	
10	10x, 109(x) , H1098(x)(+)	10x, 109(x) , H109(x)(+)	
9	9x, 9(x)(+)	9x, 9(x)(+)	
Hi-X	Poor suit	Poor suit	
Lo-X	n/a	n/a	
Reverse attitude, present rev count, trump echo where known shortage else SP, Smith Echo by both (std). Suit pref on pds A/K lead when singleton in dummy.			
SIGNALS IN ORDER OF PRIORITY			
Priority	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Att low enc. unless asks count.	Count lo/hi even	Rev att
2	Present count reverse	Att: Rev.unless Smith	Present Count rev
3	SP	SP	SP
NT 1	Att: Low enc.	Count lo/hi even + Std Smith	Rev Att Low enc.
NT 2	Present count reverse	Count lo/hi even	Count
3	SP	SP	SP
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X to 3♠ shows other M or FG. Responsive X thru 3♠ : No support X or XX. Lead directing Xs. Game Try X when no room. X Splinter shows suit. Co-operative X when opps have a fit. Over X of transfer over our 1C 1♥/♠ (pds) 3 cards, XX extras. Most Xs T/O. Opps X our 2♦ opening, pass by responder shows diamonds.			
SPECIAL FORCING PASS SEQUENCES			
When we have committed to game in a constructive auction. Eg. 2/1 or via 4 th suit F then Pass is forcing UNLESS obvious significant distribution. In FP situations Pass then pull is slam try. Weak hand Xs high level comp. Where we are committed to a given level in the auction, pass is a stronger than bidding. Eg if UCB is X. Bidding to the level we have committed is weakest.			

W B F CONVENTION CARD
CATEGORY:
NCBO: Ireland
PLAYERS: Emer Joyce & Jeannie Fitzgerald
2016 System
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT, 5 Card Majors, 2/1 GF , Transfer Walsh
1C=1+ may have 5D when min. 2 way Drury, Long suit Trial. INT opening may have 5M, 5/4m or 6m or 4441. Reverses over 2/1 response do not show extra values. Openings may be light, Overcalls sound. No support Xs Jump overcalls weak do not deny values.
2♦ opening weak only M 0-8, 2♥/♠ weak 8-10/11
Transfer responses to 1♣ opening and over X of 1M. Where room to distinguish - Fast Arrival is weaker in both suit and NT.
Discarding: Reverse attitude:Small encourages in suit, else high may be SP. Reverse or random count depending on context
4th suit FG by non passed hand
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1.Transfers over 1C opening, over 1NT response to 1M and over X of 1M opening. 2. Our 1NT is X, then XX = to play, 2any = 5+ to play. 3any Nat and forcing. 3. XY NT Responders minor forcing over openers 1NT rebid or over 1H/S rebid after 1C opening. Direct 2NT =12, delayed =11 2♠ relay to 2♦ then suit is invitational, 2♦GF checkback. 4. Following 2 level reverse, cheapest of 4 th suit or 2nt may be beginning of signoff. [16] 5. Vs opps 1NT transfer to M, our 4m = minor + other Major 6. 2NT rarely natural with both opps bidding. 7. Good bad 2NT: If GB is available, rebidding suit shows a good hand 15+ and good suit, 2NT route competitive. 3 of pd suit is comp. Going via 2N is weaker in ours and stronger in responders suit. 8. 1M-2C Nat GF or good limit+ or GF 3 card support 9. 1C-1H-X denies 4S, 1D-1H-X promises 4S 1H X 1S=minors 10. Non serious 3NT = non min but nothing extra 11. Openers reverse afer 2/1 response does NOT show extra. 12. Lebensohl when asked, Rubensohl when choosing to bid. 13 1M-1NT may be weak with support.
IMPORTANT NOTES
In high level auctions a new suit is assumed to show a fit for partner and may be only lead directing, ie. Fewer cards than 4. 4NT often a general slam try in high level competitive auctions.
PSYCHICS : Very rare.

Opening	Artificial?	Min # Cards	Neg X Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Y	1	3♠	NAT or bal: All weak NTs open 1♣ unless 5M or 6♦, or 5♦ and unbal May be 4-4-4-1 11-14or have 5♦.	1♦=♥, 1♥=♠, 1♠=Bal or minor(s), 1NT=Nat, 8-10, 2♣ FG with 4+♠, 2♦=FG, 5+♦+other suit, 2♥/♠=6 cards 4-6. 3♣=5-9 6♣ [1] [2] [3] [4]	1♣-1♦/1♥->1♥/1♠ = 11-14, 1NT = 18-19 . weak reverses. 2♥/♠ = 4 trumps 11-14. 3♥/♠= 4 trumps + shortage 14-15, 2NT = 4 trumps 16+. 2♦ 3 trumps unbalanced 15+. 1♣-2♣-2♦ 11-14 short clubs.[7].	2♣ NF constructive. 2♦/♥/♠ fit jumps.
1♦	N	4	3♠	10-19 NF 5+ unbal. 4 only if 4441 and 15+.	2/1 GF, 1NT 6-11 NF, 2♥♠ PRE , 2♦ GF, 3/4♦ PRE, 2NT 11, 3♣ limit raise. [5]	Rebid 1NT 15+ F1 over which 2♣/♦ INV/GF relays. Jump reverse 6/5 NF. Other everses 18+. Reverse after 1NT - weaker	2♦ NF constructive. Fit jumps (not 3♣)
1♥	N	5	3♠	10-19 NF	2/1 GF, 2♣ NAT GF or Inv+ 3 trumps, 1NT 6-11 NF, 2♥ = 7-9 3♥, or 4 with 4333. 2♠ PRE, 2NT Jacoby, 3♣ 8-9 4♥, 3♦ 10-11 with 4♥. 3S unspecif sing, 3NT ♠ void, 4 any = void (if ♠ huge hand).	Rebid 1NT 11-14, 2NT (11-14)18-19, Reverse FI. Gazzilli over 1♣ or 1NT[9]. Show shape, strength over 2NT. Jump reverse 6/5 NF. 1♥-2♥-3♥ = barrage – use trial bid if constructive.	Drury 2♣ = 3 card supp, 2♦ = 4 card supp, invitational, 2NT = 11 Fit Jumps.
1♠	N	5	3♠	10-19 NF	2/1 GF, 1NT 6-11 NF, 2♠=7-9 3 cards or 4 and 4333. 2NT Jacoby. 3NT=unspecified sing, 4any=void. 3♣/3♦ as over 1♥, 3♠ PRE	Rebid 1NT 11-14, 2NT (11-14)18-19, Reverse FI . Gazzilli over 1NT. As for 1♥ opening	As 1♥
IN	N	1		14+-17 5Major, 6minor(poor suit) or singleton possible.	2♣ non-promissory stayman. 2♦=♥ OR bal GF[8]. 2♥ = ♠, 2♠ = ♣, 2NT = ♦ OR weak both minors. 3♣ = both minors, then 3♦ asks show fragment: 3N =5422 3♦=5♥/5♠FG slam interest, 3♥/♠=NAT slam tries 4♦/♥Texas transfer then 4M+1 = RKCB 1430. 4♣ = Gerber, 4S/4NT minor Quant 6C/D 2 of top 5.	1NT-2♦, 2♥ - 2♠ = art, denies 5♥ asks Ctls / fits 1NT- 2♦-2♠ = superaccept with 4+ ♥ We always superaccept but 2♠ is the only superaccept for hearts In spades 2NT shows Max, 3 new Suit is feature. Oponents intervene see [10]	
2♣	Y	0	No	Weak ♦ or any GF or 23+ balanced	2♦ to play facing diamonds, 2♥/♠ = INV NF, 2NT = relay, 3♦ = preempt, 3♥/♠ = F [11] . 3♣ usually 6+ clubs F.	Over 2NT: 3♣ Suits up, 3♠ Minor try. 2♦ - 2NT = 3♣ = some sing. (then 3♦ asks), 3♦ = min, 3♥/♠ = (semi)-stopper, 3NT = 2 top honours. 2♣-2♦-2♥ = Kokish	
2♦	Y	0		Trash multi: weak M, weak ♥/♠, - 0-8, often 5 cards 1 st /3 rd NV.	2NT relay [11]. 3♣ = strong with ♣ or ♥, 3♦ = strong with ♦ or ♠ . 4♣ Pls. Xfer to M, 4♦ Pls bid M. 4♥/♠ NAT	2♦-2NT = relay. PASS or Correct only applies over 2♦ at the 2 level or if opps intervene 4 Minor.	
2♥	N	6		Weak 2♥ 8-10 6 card suit [13]	2♣ NF conststructive, other new suit forcing. 2NT relay	see notes [13,14]	
2♠	N	6		Weak 2♠ 8-10 6 card suit [14]	New suit forcing. 2NT relay		
2N	N	2	3♠	21-22 balanced or semi/balanced	3♣ Suits upwards. 3♠ Minor try		
3♣	N	(6)7		PRE	New suit nat F1, ♣ barrage, 4♦ CTL ask, 3NT NAT	Step Responses: 0,1,1&Q,2,2&Q) (keycards)	
3♦	N	(6)7		PRE	New suit nat F1, ♦ barrage, 4♣ CTL ask, 3NT NAT	Step Responses: 0,1,1&Q,2,2&Q) (keycards)	
3♥	N	(6)7		PRE	New suit nat F1, ♥ barrage, 4♠ CTL ask, 3nt NAT	Step Responses: 0,1,1&Q,2,2&Q) (keycards)	
3♠	N	(6)7		PRE	New suit nat F1, ♠ barrage, 4♣ CTL ask, 3nt NAT	Step Responses: 0,1,1&Q,2,2&Q) (keycards)	
3N	Y	7		Solid 7/8 card major, trick better than 4M NF to play 3 rd /4 th seat	[14]Pass = to play, 4♣ t/f to your M, 4♦ bid your M. 4♥ = 2 Aces, 4♠ more controls.	HIGH LEVEL BIDDING	
4♣	N	7		PRE no side ace or king	4♦ = general try, 4M = to play	Over Quantative : respond aces 0.1.2 if going on. Gerber over NT, Exclusion RKCB	
4♦	N	7		PRE no side ace ro king	5♣ = general try, 4M = to play	4NT when 2 suits agreed – respond 1430 – 6Keys.	
4♥	N	7		PRE max 2 keycards not solid	♥ Barrage, 4NT RKCB	If 4NT for minor – reverse responses 0(3)1(4).with 3 or 4 responder takes clear slam action.	
4♠	N	7		PRE max 2 keycards not solid	♠ Barrage, 4NT RKCB	Further suits K ask when Q found. DOPI/ROPI	
4N	Y			Specific Ace ask	5♣=0 Aces, 5♦ A♦ ...5NT=club Ace.	Cue 1 st and 2 nd equally below our game. 1 st over game	
5♣	N	8		Pre non Vul constructive Vul According to seat	Cue A agrees ♣, 5NT GSF	Splinters X: Pass = stopper, XX=Ace, New suit=1 st round control	
5♦	N	8			Cue A agrees ♦, 5NT GSF	5NT guarantee all Keycards and Q, lowest King is bid, then 6 other suit asks king for 7	
5♥	N			Missing AK	6♥ A/K 7♥ A+K	Following 4NT and 5 resp bypassing Q ask 6 of new suit ask for 3 round control	
5♠	N			Missing AK	6♠ A/K 7♠ A+K		
5N	Y			Both Minors 6+/6+			

[Note 1] Transfer responses to 1♣: 1♦=4+♥, 1♥=4+♠, 1♠=Bal, or minor(s), 1NT=Nat 8-10, 2♣=FG, 4+♠, 2♦=FG, 5+♦+other suit, 2♥/♠=Nat weak 4-6, 6 cards.
 2NT= 9-11 5♣ + 4♦,
 3♣=6+♣, 5-9, higher =PRE.
 e.g. after 1♣-1♦:
 1♥=weak NT range fewer than 4♥(1+). 1♠=NAT. 1NT=18-19.
 2♣=NAT. 2♦=15+ Unbal 3♥. 2♥=weak NT (approx) 4♥.
 2♠=NAT weak reverse – strong reverses go via 1NT. 2NT=16+ 4 card ♥ fit any shape.
 3♣=NAT 14-16 NF. 3♦= Nat reverse values.
 3♥= limit raise with ♣. 3♠=any singleton <16HCP (14-15), 3NT asks, 4♥ = spade singleton. 3NT <16HCP void ♠.
 4♣=6♣-4♥ F. 4♦ = <16HCP void ♦

(After 1♣-1♥, 3♠= limit raise with ♣. 3♥=any singleton <16HCP : 3NT asks)

After 1♣-1♠-1NT minor checkback is OFF. Instead: 2♣ = 5-9 both minors, 5-4 either way, 2♦ = 5-9 6♦, 2N = Natural INV,

3♣ = 10-11 both minors typically 5-5, 3♦ = 10-11 6+♦, 2M = FG with a high-card feature bid and 5+ diamonds

1C–1S–1NT–3M = splinter with diamonds: The only FG unbalanced hand we can have that starts 1C–1S is one with diamonds and no other suit.

[Note 2] After 1♣-P-1♦/♥ - simple overcall, X shows extra, bidding responders suit may be 3 cards. After 1♣-Pass-1Z-Double, XX/1NT are both strong. Otherwise after change of suit response X is T/O. If we respond 1NT then X of intervention is still T/O. After 1C-P-1S-X-P-P-? 1NT = good spade stop, XX Kxx, Axx for opener to bid NT 2S = some sort of good hand – also Note 4 applies.

[Note 3] If opponents come in over 1♣ with 1♦ then responses natural (X shows both M).

If opponents come in over 1♣ with 1♥ then transfers at the 2 level, X = denies 4 spades 1♠=Nat, 1NT=NAT, 2♣=♦, 2♦=♠=stopper ask (F2NT), 2♥=♣, 2♠=NAT weak, 2NT=NAT,

After 1♣-1♠: 1NT=NAT, 2♣=♦, 2♦=♥, 2♥=stopper ask (F2NT), 2♠=♣.

After 1♣-2♦: 2♥/♠ = NAT NF, 2NT= clubs, 3C=3 suited with short diamond), 3♦/♥= tfer, at least serious game try, 3S asks for diamond stopper, 3NT=to play

After 1♣-2♥: 2♠=NAT, NF, 2NT=♣, 3♣=♦, 3♦=short ♥, 3♥=transfer to ♠ at least invittiosl, 3♠=stopper ask.

After 1♣-2♠, 2NT=♣, 3♣=♦, 3♦=♥, 3♥=short spade, 1♣-1♥-3♥ and 1♣-1♠-3♠ = command to bid 3NT. If opponents come in with 1NT overcall, defence as over 1NT opening (see Note 9).

[Note 4] After 1NT rebid following 1♣ opening and 1♦/♥ response AND after 1♥/♠ rebid in response to 1♦/♥: 2♣ forces 2♦ (which may be passed) and subsequent bids are INV. 2♦ is ART FG and subsequent bids are NAT. After any 1x -1y-1NT 2♣=INV relay to 2♦ (which can be passed) after which other bids are inv, 2♦ =FG relay after which we show major/fits up the line.

[Note 5] After 1♣-1♠-1NT minor checkback is OFF. Instead 2♣ = 5-9 both minors, 5-4 either way

2♦ = 5-9 6+♦, 2M feature bid with values FG 5+♦ (no second suit). 3♣ = 10-11 both minors typically 5-5

3♦ = 10-11 6+♦. With GF balanced hands that do not have 4♣ we use 1♣-1♠ then some number of NTs over openers 1NT. After 1C – 1S – 1NT – 4NT, if opener bids on she bids 5-card suits at the 6 level and 4-card suits at the 5 level.

[Note 6] After 1♦-1M, 1NT rebid = ART F 15+HCP. Then 2♣/2♦ =INV - / FG relays. 1♦-1M-2NT=16+, fit.

[Note 7] After 1♣-2♣: 2♦ artificial, short clubs 11-14 or 18-19. Both opener and responder bid 4M naturally under 2NT, stoppers over 2NT. Same for 1♦ - 2♦. 1♣-2♣-2NT stoppers, clubs 18-19, 3NT long solid clubs.

[Note 8] 1NT- 2♦ = Xfer to ♥; shows ♥ OR bal slam try 15+. After openers 2♥, 2♠ = asks controls and denies normal ♥ type hands.

Then over 2NT (which denies 4+ controls) responder signs off in 3NT. If instead responder shows 4 card suit, this confirms slam interest opposite fewer than 5 controls, we try to find 4/4 fits – if a fit is found 4NT is keycard, otherwise 3NT is to play. If opener bid other than 2NT then 10+ combined controls are present, responder introduces his cheapest 4+ card suit headed by at least the queen. Opener does the same. The partnership is committed to slam if a fit is uncovered.

[Note 9] After 1M-1NT or 1♥ - 1♠ continuations are Gazzilli – see attachment

[Note 10] If Oppo come in over 1NT with NAT overcall then **X**=TO and opener re-opens X with xx or Max and Hx (responder will not X with GF) otherwise LEBENSOHL FANS. If they intervene with an ART overcall then **X**=values for 2NT+ and cues of suits shown = T/O NF/F. If Oppo intervene with 2♣ showing an unspecified suit then **X**=Stayman, other bids as if no intervention. Rubensohl over natural overcalls.

[Note 11] 2♣-2NT-3♣(uncontested)=unspecified singleton (3♦ asks, 3♥/♠/3NT=♣/♥/♠). 3=min. 3♥/♠=stopper. 3NT=2 top honours.

2♣-2♦-2♥=Kokish, 23-24 BAL or NAT. 2♣-2♦-2NT=25+. .

[Note 12] 2♦-2NT-3♣=5-card M only (NV) or poor suit (V), then 3♦ asks (3♥=♣, 3♠=♥), or 3♥/♠ = PoC. 2♦-2NT-3♦/♥=♥/♠, then 3♥/♠=NF.

2♦-2NT-3NT=2 top honours. 2♦-2NT-3♠=♠ MAX+SPL (4♣ asks, 4♦/♥/♠=♣/♦/♥). 2♦-2NT-4♣/♦/♥=♥ MAX + SPL♣/♦/♠. 2♦-3♣ = Clubs or Hearts, strong. 2♦-3♦ = Diamonds or Spades, strong. Opener relays with the next suit, responder bids 3M with that major or 3NT 4m with the minor. If opponents X 2♦, then responders pass = diamonds, 2♥ = willing to compete in ♠ and 2♠ = willing to compete in ♥ if that is partners suit. 2♦ - 2♠ shows interest in competing further in hearts if that is openers suit. Over this opener shows a side feature if upper range.

[Note 13] 2♥-2NT-3♣=4-card side suit, then 3♦ asks (3♥/♠/NT=♣/♦/♠). 2♥-2NT-3♦=side singleton, then 3♥ asks (3♠/3NT/4♣=♣/♦/♠).

2♥-2NT-3♥=MIN. 2♥-2NT-3♠=OK. 2♥-2NT-3NT=2 top honours. 2♥-2NT-4♣/♦/♥=MAX, good suit, SPL♣/♦/♠.

[Note 14] 2♠-2NT-3♣=4-card side suit, then 3♦ asks (3♥/♠/NT=♣/♦/♥). 2♠-2NT-3♦=side singleton, then 3♥ asks (3♠/3NT/4♣=♣/♦/♥).

2♠-2NT-3♥=OK. 2♠-2NT-3♠=MIN. 2♠-2NT-3NT=AKQxxx. 2♠-2NT-4♣/♦/♥=MAX, good suit, SPL♣/♦/♥.

[Note 15] 3NT- 4♣ transfer to your major. 3NT – 4♦ Bid your major. 4♥ 2 Aces. 4♠ more controls. 4NT = King ask? – show first available.

5NT=bid seven if your suit is solid opposite a void.

[Note 16] Cuckoo in the sandwich: Opponents bid 2 suits, cue first is 6/4 second is 4/6 in unbid suits. E.g.

1♠-P-1♦: 2♠ = 6♥/4♠, 2♦ = 6♠/4♥. Over any two suits.

[Note 17] Blackout. Over openers reverse the cheapest of 4th suit or 2NT may be start of a signoff showing sub min response.

The more expensive of 2NT and 4th suit establishes a GF. 2 of responders original suit is F1 but does not show extras. 3 of either of openers suits is GF.

[Note 18] (We intervene over their 1NT) After 2♣, 2♦ asks for longer M. After 2♦, M=Pass or correct. After 2♥/♠, both 3C and 2NT asks minor but 2NT is stronger, over this 2NT 3C/3D by original bidder are Nat and Min, 3H/S = Clubs / Diamonds respectively and better. 3 D = Nat 6+, 2♠ nat over 2♥.

After X showing 4+M and 5+m, 2♠ = pass or correct to your minor, 2♦ = bid your major (usually 4/4)