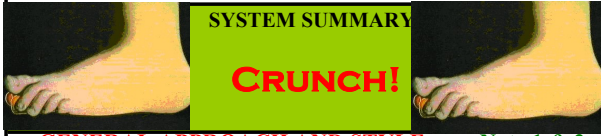


DEFENSIVE & COMPETITIVE BIDDING
<b>OVERCALLS: (Style, Responses, Reopening)</b>
<b>Opposite a Non-Passed Hand:</b> (5)7-17 HCP, Aggressive, Natural
<b>Opposite a Passed Hand:</b> Same, but more Constructive, Lead-directing
<b>INT OVERCALL (2nd / 4th, Resp, Reopen) See Note 6</b>
15-18 HCP Bal or "Comic" - Weak with 1 or 2 suits "Brown Sticker" - see Note 6
Responses: 2♣ = 7+HCP NF Inq, Transfers, 2♠ = F Inq Over Double: Redouble = Support lowest 2, Suit = Nat 11-14 HCP in Bal. If 2 suits bid then 15-18 or "Comic" Opp an opening Passed Hand, is 15-18 or "Comic"
<b>JUMP OVERCALLS (Style;Responses;Unusual NT)</b>
1 Level Jump = Weak, tends to be good suit 3♣ = 5+/5+ "Rank", Constructive
2 Level Jump = Preemptive Reopening (excl 3♣) = Good Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style, Responses)</b>
(1x) 2x = 5+/5+ "Odd", Constructive (1x) 2NT = 5+/5+ "Colour", Constructive (1x) 3♣ = 5+/5+ "Rank", Constructive (1x) 3x (excl ♣) = Asking for Stopper (Solid Suit)
(1x) P (1y) 2x = 5/5, 2y = 6/5, 2NT = 5/6 Unbid Suits
<b>VS NT (vs. Strong/Weak, Reopening, Passed Hand)</b>
2nd: "MultiLandy" X=15+, 2♣=♥&♠, 2♦=1 Maj weak 2♥/2♠ = Nat Good, 2NT=5+/5+ GF, 3♣ / ♦ = Constr.
4th: X=(9)10+ Two Suits, 2♣/2♦/♥/♠=Nat 3x = Nat, Intermediate, 2NT=Strong, 6+ card suit
Note: Opposite a Passed Hand: X = Penalties
Note: By Passed Hand: X = 15-20 Penalty Interest
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>
X = Take-out to 4♥, X of 4♠ = Convertible Values Leaping, Non-Leaping Michaels, (2M) 3M = 4oM, 6m By Passed Hand: X = 15-20
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
1♣="Schizo" X=15+, 1♦=♦OR♥&♠, 1♥=♥OR♠&♣ 1♠=♠OR♣&♦, 1NT=Odd Suits, 2♣=♣ OR♦&♥ 2NT=Minors, 3x = Weak By Passed Hand: Same. Vs 2♣ same but X = Clubs
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jumps = "Law" Raises / Preemptive, Bergen Style Over 1♣ / 1♦: XX = Art. Invite+ Relay Over 1♣ / 1♦: 1♦/1M/1NT/2♣ = Transfers Over 1♣ / 1♦: 2M=(3)4-7 3M, 2M-1 = 8-10 3M Over 1♥(X): Pass = 3+♥, others Nat NF - See Note 5

LEADS & SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd Even, Low Odd	3rd Even, Low Odd	
NT	R. Attitude	R. Attitude	
NT	Top from 3 small	Top from 3 small if shown	
Subseq	R. Attitude	R. Attitude	
Other:	3rd from Even	3rd from Even	
	Low From Odd	Low From Odd	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for R. Att	Asks for R. Att	
King	Asks for R. Count	Asks for R. Count / Unblock	
Queen	Asks for R. Att	Asks for R. Att	
Jack	Promise 10 or Shtge	Promise 10 or Shtge	
10	Promise 9 or Shtge	Promise 9 or Shtge	
9	Usually Doubleton	R. Att	
Hi - X	3rd Even, Low Odd	R. Att	
Lo - X	3rd Even, Low Odd	R. Att	
SIGNALS IN ORDER OF PRIORITY			
	Partners Lead	Declarer's Lead	Discarding
1	R. Count / Att	Std Smith Peter	Odd = Enc
Suit 2	Suit Pref	R. Count	Reverse Count
3		Suit Pref	
1	R. Count / Att	Std Smith Peter	Odd = Enc
NT 2	Suit Pref	R. Count	Reverse Count
3		Suit Pref	
Signals:	R. Count / Att		
(Incl. Trumps)	Std Smith Peter, Std Suit Pref		
DOUBLES			
<b>TAKEOUT DOUBLES (Style; Responses, Bal)</b>			
Take-out to 4♥, except over our preempt or in Pen mode			
By Passed hand = 15-20 - usually shortage or Bal			
Response to 1 level X: Cue = Two suits or GF, 2-level Jump = 9-11 4 card, 3 level Jump = 8-10 5 card			
SPECIAL, ART, COMPET & REOPEN DOUBLES			
See Note 3			
Responsive Doubles to 4♥			
If both of us have bid, X = says lead your suit, not mine			
Double of Uncontest 3NT: Dummy's suit, or ♥ if none			
Lightner Doubles vs Slams			

WBF CONVENTION CARD	
Category: <b>Open</b>	System Style: <b>HUM Yellow</b>
NCBO: <b>New Zealand</b>	<b>Brown sticker</b>
PLAYERS: <b>Michael Ware &amp; Matthew McManus</b>	
	
<b>GENERAL APPROACH AND STYLE - see Note 1 &amp; 2</b>	
- Transfer Openings 10-20 unbal, Weak NT - 11-14	
- 1♥ Constructive "Fert" - 7-10 Any - see Note 8	
- Pass = 0-6 any or 15-20 (Bal or No Major) see Note 8	
- 4 Card Majors, Often Canape (Minor only)	
- Different Openings in 3rd / 4th Seats	
- Extensive Relays - see Notes 1, 2, 7	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
1st/2nd Seat - see Note 1 & 2	
Pass = 0-6 HCP or no A/K or 15-20 HCP Bal or 15-20 Unbal, 5+ Minor, No Major	
1♣ = 10-20 HCP 4+♥, unbal often Canape (Minor)	
1♦ = 10-20 HCP 4+♠, unbal often Canape (Minor)	
1♥ = 7-10 HCP any shape (excl Weak 2 or preempt) or 11+ HCP <2 Controls (A2 / K1)	
1♠ = 10-14 HCP Unbal, 5+ Minor, No Major	
2♦ = (0)3-7 HCP, Weak 2 in Major, 5 or 6 cards	
2M = 8-10 HCP 5/6 M	
3rd/4th Seat - see Note 1 & 2	
Pass = 0-3	
1♣ = 10-18 HCP Bal or 9-18 HCP 3 suited or 9-18 Unbal, 5+ Minor, No Major	
1♦ = (2)3-8 HCP Unbal, or 4-9 HCP Bal, or 9+ any <2 controls, or 19+ Any shape	
1♥ = 9-18 HCP 4+♠, unbal can be Canape, <4♥	
1♠ = 9-18 HCP 4+♥, unbal can be Canape, <4♠	
1NT = 9-18 Unbal, Both Majors, 5+/4+	
2♣ = 9-14 HCP, 6+♠, No Major, Unbal, 0/1 suit	
2♦ = 9-14 HCP, 6+♥, No Major, Unbal, 0/1 suit	
2♥/♠ = 9-14 HCP 6+♥/♠ 6322 or 6331, "Textbook"	
1NT Overcall - "Brown sticker" see Note 6	
15-18 HCP Bal or "Comic" - Weak with 1 or 2 suits	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
We bid game vul vs not, We bid game to make, When in penalty mode, Relay Auctions	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
- 5332 major can be shown as bal or unbal	
- GFR may be based on Shape not HCP See Note 2	
<b>PSYCHICS:</b>	
Seldom, but compared to most people, often	

**OPENING BIDS & RESPONSES**

OPEN	ART	MIN	NEG X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITION
<b>1st / 2nd Seat - See Note 1 &amp; 2</b>						<b>See Note 7</b>	<b>See Notes 3 &amp; 4</b>
Pass	Y	0	4♥	0-6 HCP Any, or no A/K or 15-20 HCP Bal or 15-20 Unbal, 5+ Minor, no 4+ Major	See 3rd / 4th Hand openings below	Pass=0-6HCP, Bids=15-20 HCP	X/XX=15-20 HCP
						Pass=0-6HCP, Bids=15-20 HCP	X/XX=15-20 HCP
1♣	Y	0	4♦	(10)11-20 HCP, 4+♥ Unbalanced, Maybe Canape (Minor only), 2+ Controls (A2/K1)	1♦=0-6 Any or 7-10 Bal, 1NT=5+♣ 6-10 HCP, 2♣=5+♦ 6-10 1♥=Invite+ Relay (see notes 2, 7), 1♠=Nat NF, 2♦+=Art Law Raises	Acol Style Rebids, 2NT=Art. Relays	Transfers if in relay Nat if (2)3+ Steps Up
1♦	Y	0	4♥	(10)11-20 HCP, 4+♠ Unbalanced, Maybe Canape (Minor only), 2+ Controls (A2/K1)	1♥=0-6 Any or 7-10 Bal, 2♦=♥, 2♥+=Art Law Raise 1♠=Invite+ Relay (see notes 2, 7), Rest as Above	Acol Style Rebids, 2NT=Art. Relays	Transfers if in relay Nat if (2)3+ Steps Up
1♥	Y	0	4♥	7-10 HCP Any (or 11+ <2 Ctrl) (See Note 5) (Unsuitable for 2♦ Opening or Higher)	1NT=To Play (10)11-14 HCP, 2NT=Minors 1♠ = Inquiry / Relay, Rest = Nat to play	Nat, Over X; P,XX,1NT=Run (See Note 5), Relays	Nat if 1+ Steps Up
1♠	Y	0	4♥	10-14 HCP Unbalanced No Major 5+ Minor, 2+ Controls (A2/K1)	2♣/2♦, 3♣/3♦ = P/C 1NT = Inquiry / Relay, 2NT=Nat Invite NF	Nat, Over X; Relays	Nat if 1+ Steps Up
1NT	N	2	4♥	11-14 HCP Bal (may be any 5332 or 22(54)) 1+ Control (A2/K1)	2♣=GF Relay, 2♦/2♥=Transfers (May be 4), 2♠=Art. Invite, 2NT= Puppet Stayman, 3♣/♦ = to play, 3♥=4♣ GF, 3♠=4♥ GF	Super Accepts, Relay, Over X = Swine Variant	X=T/O Transfer Lebensohl
2♣	Y	0	4♥	21+ Unbal or any GF	2♦=3+ HCP (1+ Control) Waiting, 2♥=0-4 (0 controls) 2♠= 5+ Goodish suit, 7+HCP, Rest=6+ Goodish Suit, 7+ HCP	Natural, GF	X=0-5 P=5+
2♦	Y	0	4♥	3-7 HCP, 5 or 6 card Major (can be 0 1st Fav)	2♠ = GF+ Inquiry, 2NT=Min/Max Inquiry, 2/3♥ =P/C	5 or 6 card suit	X, XX=Pens
2♥	N	5	-	8-10 HCP 5 or 6 ♥	2♠=Inquiry, 2NT=♠ F, 3♣/♦ = Nat NF	5 or 6 card suit	X=Pens
2♠	N	5	-	8-10 HCP 5 or 6 ♠	2NT=Inquiry, 3♣/♦=NF, 3♥= Nat GF	5 or 6 card suit	X=Pens
2NT	N	2	-	21-23 HCP Bal	3♣ = Inq, 3♦/♥ = Transfer, 3♠ = MSS, 3NT=To Play, 4x=Nat	2NT-3♥-3NT=2533	X=T/O
3♣/♦	N	6	-	Natural Preempt	New Suit = Nat Forcing or Art. Ask, 4om = Attitude Keycard	Natural	X=Pens
3Maj	N	6	-	Natural Preempt	New Suit = Nat Forcing or Art. Ask, 4♣=Attitude Keycard	Natural	X=Pens
3NT	Y	7	-	4 Level Minor Preempt	4/5♣ = P/C, 4♦ = Shape Ask	Shortages, 4NT=7222	X=Pens
4♣/4♦	Y	7	-	Tied Major Opening - Approx 8.5PT	Next suit=Transfer back, 4NT=RKCB, 5 Minor = Asking bid	Natural	X=Pens
<b>3rd / 4th Seat - See Note 1 &amp; 2</b>							
Pass	N	0	4♥	0-3 HCP		Bids = 15-20 HCP Natural	X= 15-20 T/O
1♣	Y	0	4♥	10-18 Bal or 9-18 3-Suited, 2+ Ctrl (A2/K1) or 9-18 Unbal 5+ Minor, No Major	Pass/1♠=0-6 HCP, Rest=15-20 Relay Response	Relay	Pass/1♦ = 0-6
1♦	Y	0	4♥	(2)4-8 Unbal or 4-9 Bal, or 9+ <2 Ctrl or 19+ Any	1♥=0-6 Any, 1♠=15-20 Inquiry, Rest = 15-20, Mostly Natural	Relay / Inquiry	X=T/O
1♥	Y	0	4♦	9-18 HCP, 4+♠, May Canape, Unbal, <4♥	1♠=3+♠ 15-20 Relay, 1NT=0-2♠ 15-20 Relay, Rest=0-6, Law Raises	Relay, Natural	X=T/O, Running
1♠	N	4	4♥	9-18 HCP, 4+♥, May Canape, Unbal, <4♠	1NT=15-20 Relay, Rest=0-6, Law Raises	Relay	X=T/O
1NT	N	0	4♥	9-18 HCP, Both Majors, Unbalanced	2♣=GF Relay, 2♦=0-6 EL, 2M=0-6 Nat, 3m=5-6 tied M, 3M=0-4	Relay	X=T/O
2♣	N	5	4♥	9-14 6+♠, Unbal, No Major, 0/1 suit	2♦=15-20 Relay, 2NT=15-17 2♣/3♦, Rest=0-6 Nat	<b>High level bidding</b>	
2♦	N	5	4♥	9-14 6+♦, Unbal, No Major, 0/1 suit	2♥=15-20 Relay, 2NT=15-17 2♦/3♣ Nat, Rest=0-6 Nat	Relay, Controls - See Note 7	
2♥	N	5	-	9-14 HCP 6♥ 6322/6331 (Textbook)	2♠= GF Relay, 3♣/♦ = Nat 15-17 NF, Raises=0-6	Symmetric Denial Cue Bidding (DCB) , Hughes DCB	
2♠	N	5	-	9-14 HCP 6♠ 6322/6331 (Textbook)	2NT= GF Relay, 3♣/♦ = Nat 15-17 NF, Raises=0-6	Splinters, RKCB, Grand Slam Force (Trump Ask) 1st or 2nd Rnd Cuebid, NT&Trumps=Wait	
2NT	N	2	-	21-23 HCP Bal	3♣ = Inq, 3♦/♥ = Transfer, 3♠ = MSS, 3NT=To Play, 4x=Nat	If Opps Suit < Ours, then 5Cue asks 1st/2nd Rd	
3Level	N	6	-	Natural (Textbook)	New Suit = Nat Forcing or Art. Ask	If Opps Suit > Ours, then 5Ours asks 1st/2nd Rd	

## WBF SUPPLEMENTARY SHEET

System Style: **Crunch! Yellow (Highly Artificial HUM)**

NCBO: **New Zealand**

PLAYERS: **Michael Ware / Matthew McManus**



### 1) OPENING BIDS

- Totally Different Structure between 1st/2nd Seats and 3rd/4th Seats
- Our Opening Pass in 1st/2nd Seat is NON-Forcing
- We open 4 card major before longer minor - ie canape
- We open Longer Major (but 1♣ (Hearts) can be 5=4=4=0 or 5=4=0=4)
- We open Longer Major (but 1♦ (Spades) can be 5=6=0=2, 5=6=1=1, or 5=6=2=0)
- Opening Bids 1st/2nd 10-20 eg 1♣ (Hearts, 10-20), need 2 controls (A2, K1)
- 1NT Opening Bid 1st/2nd (11-14) only needs 1 control (A2, K1), but base is 2
- Opening Bids 3rd/4th 9-18 eg 1♠ (Hearts, 9-18), need 2 controls (A2, K1)
- Opening Bids 3rd/4th 9-14 eg 2♣ (Clubs, 9-14), need 2 controls (A2, K1)
- 1♥ Opening Bid (7-10 any) needs 1 control (A2, K1)

### 2) DEFINITIONS

- **Balanced:** Any 4333, 4432, 5332 minor, some 5332 Major, some 22(54) shapes
- **Unbalanced:** Some 5332 Major plus Any 5422, 6322, 7222, or any singleton / void
- Relay is Invitational + or GF, may be based on distribution, not HCP
- All HCP use Milton work and are indicative only. Hand evaluation and/or number of controls (A2/K1) may create a difference
- Non-Forcing bids can be quite good, partner will raise freely with support
- Ctrl = Controls
- PT = Playing Tricks
- SS = Single Suited
- HML = High, Middle, Low. Used for both Suits and Single-Suited Shortages
- HEL = High, Even, Low. Used for both Suits and 2-Suited Shortages

### 3) OUR DOUBLES

- By 1st/2nd Passed Hand = 15-20
- Take-Out up to & incl. 4♥ on 1st round or in bid & support situations  
by Opps, except by passed hand at 3+level = 15-20 Bal
- Penalties at any level if opps balance and we have already stopped.
- Penalties if same suit rebid after initially passing
- 3NT: X=Hearts (no suits), Dummy's suit (opp bidding only) or NOT mine.
- Response doubles incl psyche exposer. X at 2/3 level denies 4oMajor
- X of a cuebid of our suit says lead it, except if bid & supported, or  
we have bid different suits, where it says lead yours.
- Lebensohl, 2 places, applies in competitive situations
- Lightner vs Slams

### 4) 2NT IN COMPETITION

- 2NT shows a weak hand by Responder (Lebensohl) when forced to bid by opener
- 2NT shows an invite raise by Responder if cue raise is higher than suit  
(ie no cue raise available)
- 2NT by Opener is usually a natural rebid unless already limited
- 2NT by Overcaller is usually natural, double for t/o with distrib hand
- If limited, then 2NT = two places to play by both hands

## WBF SUPPLEMENTARY SHEET

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### 5) OVER OUR 1♥ DOUBLED

- 1♥ X      Pass=3+♥ or strong, 1♠=4♠&5+ minor, 1NT=Minors longer ♦  
            XX = 5+♠ or both minors equal length or longer ♣, 2X=Nat NF
- 1♥ X P P      Same as 1♥ X
- 1♥ P P X      Same as 1♥ X
- 1♥ X P 1♠      X=T/O, 1NT=2 Suiter, Bids=Nat

### 6) "COMIC" NO TRUMP OVERCALL

- Note we also play weak jumps (excl clubs). Comic NT is usually a weaker suit or a weak two suiter, but depends on vul, position, mood
- Can be Comic in Clubs over 1♣, but not in the same suit as other 1 openings
- Responses:      2♣ = 7+ HCP, Non-Forcing Inquiry  
                          2♠ = Forcing Inquiry, then 2NT=2 Suits, 3suit = Comic Suit  
                          2♦ / 2♥ = Transfers (can be passed)
- Over X:      All Bids Natural  
                          XX = 5+ HCP, 3+/3+ in lowest two suits  
                          Cue / 2NT = Pass / Correct  
                          After 1NT (X) P P, XX = Two Suits, Bid = Natural

(1M) 1NT (P) 2♣(P)      Pass / 2new longest suit comic  
                                  2Cue = 15-16, with other major  
                                  2NT = 15-16 no major  
                                  3Cue = 17-18 Other Major  
                                  3x = 17-18 5 card suit (rare)

(1♦) 1NT (P) 2♣ (P)      Pass / 2new longest suit comic  
                                  2♦ = 15-16, 4M. Puppet stayman style  
                                  2NT = 15-16 no major  
                                  3♦ = 17-18, 4M. Puppet stayman style  
                                  3x = 17-18 5 card suit (rare)

(1♣) 1NT (P) 2♣ (P)      Pass / 2new longest suit comic  
                                  2NT = 15-16 min, then 3♣ = puppet stayman  
                                  3♦ = 17-18, 4M. Puppet stayman style  
                                  3x = 17-18 5 card suit (rare)

### 6) "COMIC" NO TRUMP OVERCALL ("BROWN STICKER")

#### RECOMMENDED DEFENSE:

(1x) 1NT:      All bids Natural F1  
                          2NT+ Normal Raises of opener's suit  
                          X 9+ Values - then next X Take-out, then all X = Pens

## WBF SUPPLEMENTARY SHEET

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### 7) RELAY STRUCTURE

- Relay is either Game Invitational + or any GF
- a) Shape, b) Controls / Aces, c) Denial Cue Bidding (DCB)
- Shape: The Order of all unbalanced suit relays is to show a second (or 2nd and 3rd) suit if held, or to show Single Suiters.

A Suit is defined as 4+. Suits are shown High, Middle Low (HML) ie after the opening bid or response, the first step in the relay would show the higher remaining suit etc. The exception to this is after a first bid showing a major, you show the other major last in the two-suited options

The rest of the shape is always resolved by showing the shortages. Shortages are always shown HML

When resolving 5440 or 65xx shapes, we show the higher suit first eg 5440, 4540, 4450, 6511, 5611

5332 with major can be shown as balanced or unbal Single Suiter  
2=2=4=5 / 2=2=5=4 can be shown as balanced or unbal Single Suiter

"Long Legged" Two Suiters can be 6/5 either way round  
Show higher ranking suits before lower  
HML over single suiters, HEL over Two suiters

After shape out: R=Ctrl ask, R+1=Weak relay, R+2="Hughes"

- Controls Always use A2, K1  
Base = 0.3 x min HCP (truncated) -1
- Aces (Limited) Stop=Odd Number, Pass = Even Number  
Aces (Wide-Range) Stop=1/4, Step 2 = 0/3, Pass = 2
- Reverse Relay: We can reverse relay (guarentees a shortage)  
after Pass (P) 1♣ (P); 1♦/1♥ but rare
- Interference when we are in relay:
  - Over all relays: X & XX by controller = Blood, 1st Step = Relay
  - Over Suit relays: Interference up (1)2 steps overall breaks relay
  - Over Bal, 1♥ relays: Interference up any steps overall breaks relay
  - Over Major suit relays: X by Shower can be penalties if still in relay

## WBF SUPPLEMENTARY SHEET

System Style: **Crunch! Yellow (Highly Artificial HUM)**

NCBO: **New Zealand**

PLAYERS: **Michael Ware / Matthew McManus**



### 8) RECOMMENDED DEFENCES TO HUM BIDS

a) Pass in **1st/2nd** = 0-6 any, or 15-20 Bal, or 15-20 Unbal, 5+ Minor, no 4+ Major

- Use Normal System

b) **1♥** in **1st/2nd** = 7-10 any (other than a weak two, preempt)

**2nd Seat:**

All bids including **2♥** = **Nat 12-16**, then responding as per after an **Overcall**

- ie new suit forcing unless passed hand, Use cheapest unbid minor as cue (not nat)

- Heart bids by both hands are natural.

- 1NT = 15-17 HCP, then as per your usual methods over 1NT

- Your usual Jumps

- **X** = 13-15 Bal/Semi-bal, or **17+ Any** (Then **1♠** = ART 0-6 Any)

- Subsequent Doubles of Natural bids = Take-out

**4th Seat:**

(**1♥**) P P: **X** = Take-out or 16+, 1NT = (12)13-15

(**1♥**) P 1NT: **X** = Penalties, **2♣+** as per your usual defence to 1NT opening

c) **1♠** in **1st/2nd** = 10-14, Unbalanced, 5+ Minor, No 4 card Major

All bids including **2♠** = **Nat 12-16**, then responding as per after an **Overcall**

- ie new suit forcing unless passed hand, Use cheapest unbid minor as cue (not nat)

- Spade bids by both hands are natural.

- 1NT = 15-18 HCP, then as per your usual methods over 1NT

- Your usual Jumps

**X** = (11)12+ Values - Take-out of a Minor (ie Major oriented)

d) **1♦** in **3rd/4th** = (2)4-8 Any, **OR** 4-9 Bal **OR** 19+ Any

**After 3<sup>rd</sup> seat opening:**

- **X**=13-15 Bal / Semi-bal, or Strong 17+ any (then **1♥**= ART, 0-6 Any),

- Subsequent doubles of natural bids = T/O

- 1NT = 15-17 then then as per your usual methods over 1NT

- Your usual Jumps

- All Bids (incl **2♦**) natural, then as per after an overcall

- Diamond bids by both hands are natural

**After 4th seat opening:**

- All bids as if you were overcalling

- **X** = T/O of **♦**

- 1NT = Both minors