

Defensive and Competitive Bidding

Overcalls (Style; Responses; Reopening)

1-level: Light 2-level: Sound

Responses: Without jump constructive, with jump forcing (SPL after 2-level overcall and also SPL when a passed responder jumps in a new suit after a 1/-2- level overcall, but jump to 3M from passed hand over 2m is a fit-jump). Jump in opener's suit at 3-level is a Mixed raise. Double jumps are Splinters. Cue-bid is a Good raise with fit. After 1M overcall, 2NT in competition is 4+card support (3+ if no space) and INV+.

1 NT overcall (2ND/4TH; Responses; Reopening)

15-18 hcp 2nd seat and 12-16 hcp 4th seat. Same responses as after opening 1NT for 2nd seat, range enquiry Stayman for 4th seat.

Jump Overcalls (Style; Responses; Unusual NT)

1-Suit: Light jump overcalls, but NOT terrible red vs. green

2-Suit: 2NT = Two lowest suits (5+-5+) weak/strong

Reopen: 11-13 HCP, 6+ card suit

(1♥)-p-(2♥)-2NT=Both m

(1♠)-p-(2♠)-2NT=Two suits (5+-5+)

Direct and Jump Cue Bids (Style; Responses)

Over 1♠: NAT if 2+ (2♦ = 5+-5+ M), 5-5 M if 3+ (2♦ = Weak)

Over 1♦: Both Majors (5+-5+)

Over 1♥ and 1♠: Other Major + m (5+-5+)

Jump cue-bids: Asks for stopper vs 1♦/1M, ♠+♦ (5+-5+) vs 1♣.

VS. NT (vs. Strong/Weak; Reopen: PH)

2♣ = Both Majors

2♦ = ♥ OR ♠, competitive overcall (max 11 ish HCP)

2♥ = ♥, constructive overcall (12-14 ish HCP)

2♠ = ♠, constructive overcall (12-14 ish HCP)

2NT = Both minors OR GF with any 2-suiter (2NT; 3♦ = 6♦ + 5♣)

4th seat and after initial pass vs Strong: Meckwell version

vs Weak NT (max 15): Double = Same range+, 2♣ = Both M,

2♦ = One major, max 11 ish HCP, 2M = NAT, 12-14 ish HCP

VS. Preempts (Doubles; Cue bids; Jumps; NT bids)

Take-out DBL

(2x)-DBL => Transfer Lebensohl from 2NT

Pass-(2x)-DBL => Lebensohl

Cue-bid at 3-level: Asks for stopper (both M if 2m is natural)

4m and jump m to 4m: That minor + other Major (5+-5+)

Over 3M: That minor + other Major (5+-5+)

VS. Artificial Strong Openings

vs. strong 1♠: DBL = ♦ OR Both M, 1♦ = ♥ OR ♠ + ♣, 1♥ = ♠ OR Both m, 1♠ = ♣ OR ♥ + ♦, 1NT = ♠ + ♦ OR ♥ + ♣.

2♣ = At least 5-5 Majors, constructive, 2NT = Both m

vs. strong 2♣: DBL = MM (5-5+), 2NT = mm (5-5+)

Over Opponents' take out double

Rdbl: 9+ HCP, **Of 1m:** Fit-jump in M, jump in the other minor is 9+ with fit for opener. **Of 1M:** Transfers from 1NT, 2NT = 4+ fit INV+, 3♣ = Mixed, 3♦/♥ = Mini-Splitter. **Of 2M:** Transfers from 2NT.

Leads and Signals

Opening Leads Style

	Lead	In Partner's Suit
Suit	3 rd /5 th	3 rd /5 th (ATT if supported)
NT	ATT (possible 3 rd /5 th)	3 rd /5 th (ATT if supported)

Subseq Attitude

Leads

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AK(x)
King	AK, KQ(x), AK(x) 5/6-L	KQ(x), AKQ(x), AKJ10(x)
Queen	QJ(x) (J possible lead)	QJ(x), HQJx(x), KQ109(x)
Jack	J10(x), KJ10(x)	J10(x), HJ10(x), QJ98(x)
10	109(x), H109(x)	109(x), H109(x)
9	9x, (H109x own suit)	9x, J/Q/A98(x), H109x
Hi-x	Even number	xx, xxx, xxxx(x), 98x(x)

Signals in order of priority

	Partners lead	Declarer	Discarding
Suit:	Encrg/Discrg	S/P	Encrg/Discrg
2 nd	S/P	Count	S/P
3 rd	Count		Count
NT:	Encrg/Discrg	Smith	Encrg/Discrg
2 nd	S/P	S/P	S/P
3 rd	Count	Count	Count

Signals (including Trump's):

Hi-Low = Discrg/Even number, Low-Hi = Encrg/Odd number

Smith (NT): Hi-Low likes the lead from both.

S/P in trumps (could be STD count when ruffing).

Trump Echo (highest trump) when possible ruff.

Doubles

Takeout Doubles (Style; Responses; Reopening)

Light style, also reopenings

Special, Art and Comp Dbl/Rdbl's

Neg., Responsive, Support DBL through 2♥, Competitive DBL

1♣ - (1♦) - DBL shows 4+♥, 1m - (1♥) - DBL shows 4+♠,

1m - (1♠) - DBL strongly suggests at least 4♥.

Lightner doubles vs games and slams.



System Card



Category: Green

NCBO/team:

Norway

Event:

World Ch. 2025

Players

Christian
Bakke

Boye
Brogeland

System Summary

General Approach and Style

Natural (5+♠, 5+♥, 4+♦, 2+♣). Transfer responses to 1♣

Light 3rd hand openings, light lead directing bids/doubles

Light preempts green vs. red

1NT Openings: 15-17 HCP (good14/bad18/5M/6m/single/5422)

2-over-1 Responses: GF

Special bids that may require defence

2♣: 0-7 HCP 6c M (may be 5 NV) OR 24+NT OR 4-4-4-1, GF

2♥: Good weak 2, 8-11 HCP, 6♥

2♠: Good weak 2, 8-11 HCP, 6♠

1♠-2♣ = 6♥, 0-9 HCP OR 4-4-4-1, INV+ with short ♠

1♣-2♥ = 6♠, 0-9 HCP OR 4-4-4-1, INV+ with short ♥

1♣-2♠ = 5-5 m, 0-9 HCP OR 5-5 m, GF

(1♠) - 3♠ = ♠+♦ (5+-5+)

Special forcing pass sequences

Important notes that don't fit

After opponents overcall

1♣ - (1♦) - 1♥ = 4+♠, 1♣ - (1♦) - 1♠ = Denies 4♥ and 4♠

1m - (1♥) - 1♠ = Denies 4♠

Switch bids at the 2-level when two or three suits are available.

1♣ - (1♦) - 2♣ = 4-4 M, 6-11 HCP

1♣ - (1M) - 2♠ = 5+♦, 9+ HCP

1♣ - (1♦) - 2♦ = 6+♥, INV+, but inverted m if passed originally.

1m - (1♥) - 2♥ = 6+♠, INV+, but inverted m if passed originally.

1m - (1♥) - 2♠ = Inverted m, but fit-jump if passed originally.

xy-NT/xyz: 2♣ = s/o in ♦ OR INV, 2♦ = GF, PH: 2♣ xy(z), 2♦ NAT

Nilslands slinkningar when 1NT opening/dir. overcall is doubled.

Psychics

Can occur

Opening	Art	Min. #	Neg. D. thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	10-22 HCP, 2+♣ May have 2 cards ♣ and 4 cards ♦ (4-3)-4-2 (can choose). Opens 1♦ with (4-2)-4-3. Can choose 1♣ or 1♦ with 4-4 in the minors.	1♦=4+♥, 1♥=4+♠, 1♠=No M unless GF ♦ + M, 2♣=INVERTED m INV+ [Note 1], 2♦=6♥ 0-9 HCP OR 4-4-1 INV+ with short ♠, 2♥=6♠ 0-9 HCP OR 4-4-4-1 INV+ with short ♥, 2♠=5-5 m 0-9 HCP OR 5-5 m GF, 1NT=11-12 HCP, 2NT=13-15 OR 19-20 norm. 3-3-(3-4), 3♣=5-9 HCP, 3♦=PRE, 3M=PRE, 4♦=void w/5+♣, 3NT=16-18 w/3-3-(3-4)	Accepts TRF with 3 card support (may jump to 2NT with 18-19NT) [Note 2]. Jumps with 4-card and good BAL 12-14 or shape. Reverse [Note 4], 1♣-2♣, 2♦=GF various hands, 2M=NATish, GF, 2NT = 11-14 with 2/3 ♣ Jumps=SPL. 11-14 HCP. 1♣-1♦/♥-3♦ = GF 4♥/4♠ fit.	TRF at the 1-level 1♣-2♣ = 6-9, 5+♣ 1♣-2♦ = 9+, 5+♣ 2M = Splinter, 8-11
1♦		4	4♠	10-22 HCP, 4+♦ Opens 1♦ with (4-2)-4-3. Can choose 1♣ or 1♦ with 4-4 in the minors and (4-3)-4-2.	2♣=4+♣ GF, 2♦=4+♦ GF [Note 1], 2♥=INV 3NT, 2♠=4+♦ INV, 2NT=GF BAL, 3♣=4+♦ □6-9 HCP, 3♦=PRE not INV vs 18-19 NT, 3M=PRE, 3NT=16-18 w/3-3-(3-4), 4♣=PRE	Similar as for 1♣ After an overcall of 2♣: 2♦=5+♥, 2♥=5+♠, 2♠=INV+ with 4+♦, 3♣=5+5+M, INV+	1♦-2♦ = 4+♦ 6-9 1♦-3♣ = 4+♦ 9+ 2M = Splinter, 8-11
1♥		5	4♠	10-22 HCP, 5+♥	1NT=6-12 HCP NF, 2m=GF, 2♥=NAT, 2♠=6♠ 0-9 HCP, 2NT=4+♥ GF, 3♣=3+♥ INV, 3♦=Mixed raise (6-8 HCP), 3♥=PRE, 3♠=Unspecified SHORT 10-12 HCP, 3N=Void in spades, 4L=Void	1♥-2NT, 3x=NAT, not MIN 1♥-2NT, 3x-3♥=Asks for singleton 1♥-2NT, 3x-3♥-3y/4x=Singleton Gazzilli after 1♥-1♠ and 1♥-1NT [Note 3]	1♥-2♣ = 3+♥, 7+-11 1♥-2♠ = Both m 1♥-2NT = 4+♥, INV+ 1♥-3♣ = NAT, INV 1♥-3♦ = Mixed Raise
1♠		5	4♠	10-22 HCP, 5+♠	1NT=6-12 HCP NF, 2m=GF, 2♥=GF, 2♠=NAT 2NT=4+♠ GF, 3♣=3+♠ INV, 3♦=Mixed raise (6-8 HCP), 3♥=NAT INV, 3♠=PRE, 3NT=Unspecified SHORT 10-12 HCP, 1♠-4m/4♥=Void	Similar Jacoby responses as for 1♥ Gazzilli after 1♠-1NT [Note 3]	1♠-2♣ = 3+♠, 7+-11 1♠-2NT = 4+♠, INV+ 1♠-3♣ = NAT, INV 1♠-3♦ = Mixed Raise
1NT			4♠	15-17 HCP (good 14, bad 18) May have 5M, 6m, 5-4-2-2 and singleton [Note 5]	2♣=Stayman, 2♦/2♥=TRF, 2♠=INV OR ♣, 2NT=Puppet-Stayman, 3♣=♦ to play or GF, 3♦=5-5 m GF, 3M=Singleton GF (may have 4♠, denies 4♥), 4♣=2-2-(5-4) S/T, 4♦/4♥=TRF, 4♠=3334 S/T, 4NT=3343 S/T	1NT-2♣, 2♦/2♥=Pick a M; pass with equal length. 1NT-2♣, 2♦/2♥-2♠=5+♠ INV 1NT-2NT-3♣ (normal response without 5M)	In competition: 1NT-(2x) => Transfer Lebensohl from 2NT
2♣	✓			Strong, HCP (22-23 BAL) OR tricks (8,5+)	2♦=Weak OR waiting, 2M=Normally good 5+ suit, 6+ HCP, 2NT=6+♣ 6+ HCP, 3♣=6+♦ 6+ HCP, 3♦=5-5 m 6+ HCP, 3M=Short M (4-1)-4-4 6+ HCP, 3NT=Solid suit	2♣-2♦, 2M=F1, 3m=GF, 3♥=4♥-5+♦, 3♠=4♠-5+♦, 2♣-2♦-2M-3♣=2 nd negative (0-3 HCP), can stop in 3M.	
2♦	✓			0-7 HCP 6cM (may be 5 NV) OR 24+NT OR 4-4-4-1 GF [Note 6]	2♥/2♠=P/C, 2NT=Ask, 3♣/3♦=To play, 3♥=P/C, 3♠=5+-2+ M, ask M length, 4♣=Bid one under, 4♦=m(m) S/T	2♦-2NT, 3♣=MIN ♥, 3♦=MIN ♠, 3♥=MAX ♠, 3♠=MAX ♥	
2♥		6		Good weak 2, 6♥, 8-11 HCP, but normally not solid suit [Note 7]	2♠=F1, 2NT=Ask for shortage/strength/6-4, 3m=GF, 3♥=PRE, 3♠=INV, 4♣=SPL, 4♦=SPL, 4♥=To play, 4NT=BW (4 aces)	2♥-2NT, 3♣=6-4 hand any side suit, 3♦=Shortage in a m GF, 3♥=MIN, 3♠=Shortage 3NT=MAX no shortage, 2♥-2NT-4♣, 4♦=Void	4 th : 11-13 HCP, 6+♥
2♠		6		Good weak 2, 6♠, 8-11 HCP, but normally not solid suit [Note 7]	2NT=Ask for shortage/strength/6-4, 3x=GF, 3♠=PRE, 4♣=SPL, 4♦=SPL, 4♥=To play, 4NT=BW (4 aces)	2♠-2NT, 3♣=6-4 hand, 3♦=Shortage in a m, 3♥=Shortage, 3♠=MIN, 3NT=MAX no shortage, 2♠-2NT-4♣, 4♦, 4♥=Void	4 th : 11-13 HCP, 6+♠
2NT			4♠	20-21 HCP (good 19, bad 22)	3♣=Puppet-Stayman, 3♦/3♥=TRF, 3♠=4+-4+ minors 2NT-4♣/4♦/4♥/4♠=Slam try with ♥/♠/♣/♦	2NT-3♣, 3♦=At least one 4M, 3♥=Denies 4/5M, 3♠=5♠, 3NT=5♥	
3x		6		PRE, ACC to VUL	3♣-3♦ asks for 3♥, 3m-3M=NAT GF, but COMP after DBL, 3♦/3M-4♣ and 3♣-4♦=Poor Man's BW, 3M-4♦=Slam try		
3NT	✓			Solid major, no ace outside	4m=Cuebid (knows suit), 4M=P/C; 4NT=Asks for length	High Level Bidding	
4♣	✓			PRE, ACC to VUL	4♦=Slam try with clubs, 4M=To play, 4NT=RKCB	Roman Key Card Blackwood (RKCB)	
4♦	✓			PRE, ACC to VUL	4M=To play, 4NT=RKCB, 5♣=Slam try with diamonds	Exclusion RKCB, DOPI/ROPI/DEPO	
4♥		6		PRE, ACC to VUL	4♠=To play, 4NT=RKCB, 5m=Cuebid	5NT is frequently pick a slam	
4♠		6		PRE, ACC to VUL	4NT=RKCB, 5m=Cuebid, 5♥=To play	Splinter bids	
4NT	✓			Asks for specific aces	5♣=0 Ace, 5NT=2 Aces, 5♦/5♥/5♠/6♣=That Ace	Cuebids (Italian style), 1 st round control 6-level, last train cuebids	

Notes for Christian Bakke – Boye Brogeland, Norway

Note 1: Inverted minor

1♣ – 2♣ (5+♣, INV+)

- 2♦ = Natural, GF (no shortness) / 13-14 balanced with 4+♣ / 18-19 balanced / 15+ with shortness in ♦/♥/♠
- 2M = Natural, GF (no shortness)
- 2NT = 11-14, 2-3 ♣
- 3♣ = 11-12, 4+♣
- 3♦/♥/♠ = 11-14, shortness (4♣ from partner will be suggestion to play)
- 3NT = 18-19, 2-3 ♣, bad for slam with good stoppers in all suits

1♣ – 2♣

2♦ – 2♥ = Relay

- 2♠ = 13-14 balanced with 4+♣
- 2NT = 18-19, 4+♣
- 3♣ = 2=2=4=5
- 3♦ = 15+, shortness
- 3M = 15+, shortness
- 3NT = 18-19, 2-3 ♣, better than a direct 3NT

1♦ – 2♦ (4+♦, GF)

- 2♥ = Natural (no shortness) / 5-4 minor / 18-19 balanced / 15+ with shortness in ♣/♥/♠
- 2♠ = Natural (no shortness)
- 2NT = 11-14
- 3♣ = 11-14, shortness
- 3♦ = 11-14, not suitable to bid 2NT
- 3M = 11-14, shortness
- 3NT = 18-19, bad for slam with 4♦ and good stoppers in all suits

1♦ – 2♦

2♥ – 2♠ = Relay

- 2NT = 18-19 **NOT** 3343 (would have opened 1♣)
- 3♣ = 15+, shortness
- 3♦ = 2=4=5=2
- 3M = 15+, shortness
- 3NT = 2=2=5=4

Bidding a major from the responder after inverted minor shows a singleton, 11-14 if directly instead of using the relay (followed by bidding a major shows a singleton and 15+).

Note 2: Transfers after 2NT rebid

1m – 1y
2NT

- Transfers on 3-level. Jumps to 4-level are Splinter with own suit.
 - Transfer to 3♦ is always accepted
 - Transfer to responder's suit is accepted with 3 cards over 1♦ OR Hx or better over 1♣.
 - 1♣ – 1♥ – 2NT – 3♦: 3♥ is 4 cards, 3♠ is 3 cards OR Hx
 - 1♣ – 1♠ – 2NT – 3♠: Both minors, searching for the best game OR may be stronger

Note 3: Gazzilli

1♥ – 1♠
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Natural, max 7 HCP
- 2NT = Natural, INV

1♥ – 1NT
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Both minors (possibly longer clubs), max 7 HCP
- 2NT = Both minors (longer diamonds), max 7 HCP

1♠ – 1NT
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Natural, max 7 HCP
- 2NT = Both minors, max 7 HCP
- 3♣ = Natural, max 7 HCP
- 3♦ = Natural, max 7 HCP

1♥ - 1♠

- 2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution
- 2♦ = 5-4+, 11-15 HCP
- 2♥ = 12-15 HCP
- 2♠ = 11-14 HCP
- 2NT = 5-5 in hearts and a minor, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = Good suit, INV
- 3♠ = Natural, INV
- 3NT = GF with spade support without a void, or the best hand with spade support
- 4♣ = Void with spade support
- 4♦ = Void with spade support
- 4♥ = Natural
- 4♠ = 4522 (worse than 3NT)

1♥ - 1NT

- 2♠ = Natural, 17+ HCP
- 2NT = 5-5 in hearts and a minor, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = Good suit, INV
- 3♠ = Void
- 3NT = Solid hearts, choice of games
- 4♣ = Void
- 4♦ = Void

1♠ - 1NT

- 2NT = 5-5 in spades and another suit, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = 5-5, INV
- 3♠ = Good suit, INV
- 3NT = Solid spades, choice of games
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void

Note 4: Reverse

Reverse on 2-level after 1 over 1

After 1 over 1, and opener reverses, *the cheapest bid of 4th suit at the 2-level and 3 in the opener's first suit will be negative*. Rebid of own suit on 2-level is F1, on 3-level GF with a good suit. After rebid of own suit on 2-level, responder may pass 2NT and 3 in opener's first suit, but if responder follows up with 3 in partner's suit, it will be game forcing. If responder support the second suit, both responder's first suit and the opening suit will be natural (didn't have 4 cards in the reverse suit).

1♣ – 1♦ (transfer)

2♦

- 2♥ = 5+♥, F1
- 2♠ = Negative. Normally to stop in 2NT or 3♣
- 2NT = Natural GF, may have some club support
- 3♣ = Club support, GF
- 3♦ = 4+♦, GF
- 3♥ = Natural GF with a good suit (maximum one loser opposite singleton)
- 3♠ = Splinter with diamonds as trump
- 4♣ = Good club support, slammish

Reverse after 1x – 1NT

After 1m – 1NT – 2♥: 2♠ is negative (minimum, asks for 2NT), other bids are GF.

After 1m – 1NT – 2♠: 2NT is GF, other bids are NF.

After 1♥ – 1NT – 2♠: 2NT is GF, other bids are NF.

Note 5: Opening 1NT

Opening 1NT shows 15-17 (good 14/bad 18). May be semi-balanced (if tricky rebid).

1.1 Responses to 1NT

- 2♣: Stayman
- 2♦: Transfer to ♥
- 2♥: Transfer to ♠
- 2♠: Invitational OR ♣
- 2NT: Puppet-Stayman
- 3♣: ♦ (to play or GF)
- 3♦: Both minors, game forcing
- 3♥: Shortness (may have 4 card ♠)
- 3♠: Shortness (denies 4 card ♥)
- 4♣: Slam try with 2-2-5-4 (5-4 in the minors)
- 4♦: Transfer to 4♥
- 4♥: Transfer to 4♠
- 4♠: Slam try with 3=3=3=4
- 4NT: Slam try with 3=3=4=3
- 5NT: Quantitative to 7NT

Note 6: Opening 2♦ Multi

- 0-7 HCP with a 6-card major (may have 5-card especially green vs red) OR a strong NT (24+), GF OR 4-4-4-1, GF

Responses:

- 2♥ = Pass/correct
- 2♠ = Pass/correct (opener bids 3♣ with ♥ and min, 3♦ with ♥ and max)
- 2NT = F1
 - 3♣ = Minimum with ♥ (or 4414) → 3♦ shows game interest
 - 3♦ = Minimum with ♠ (or 4441) → 3♥ shows game interest
 - 3♥ = Maximum with ♠ (or 1444) → 3♠ asks for shortage
 - 3♠ = Maximum with ♥ (or 4144) → 4♣ asks for shortage
 - 3NT = 24-25
 - 4NT = 26-27
- 3♣ = To play (further bidding only with support and max)
- 3♦ = To play (further bidding only with support and max)
- 3♥ = Pass OR correct
- 3♠ = Asks for major length (at least 5-2 in the majors)
- 4♣ = Asks for transfer to opener's major
- 4♦ = Slam try with minor(s)
- 4♥ = Natural, to play
- 4♠ = Natural, to play

If opener is strong:

2♦ - 2♥

2NT	= 24+ HCP, GF
3♣	= 4=4=1=4, GF
3♦	= 4=4=4=1, GF
3♥	= 1=4=4=4, GF
3♠	= 4=1=4=4, GF

2♦ - 2♠

2NT	= 24+ HCP, GF
3♣	= ♥, not maximum OR 4=4=1=4
3♦	= ♥, maximum OR 4=4=4=1
3♥	= 1=4=4=4, GF
3♠	= 4=1=4=4, GF

Note 7: Opening 2M

8-11 HCP with 6-card major, but not a solid suit

Responses:

- 2♠ = Natural, forcing one round (2NT, 3♥ and 3♠ from opener may be passed)
- 2NT = Asks for shortage, strength and side suit
- 3♣ = Natural, GF
- 3♦ = Natural, GF
- 3♥ = Natural, GF (preempt over 2♥)
- 3♠ = Preemptive (INV with spades over 2♥)
- 3NT = To play (2NT followed by 3NT gives opener an option to pull to 4M)
- 4♣ = Splinter
- 4♦ = Splinter
- 4M = To play, no forcing pass

2♥ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♠
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Minimum with no shortage
- 3♠ = Shortage in ♠
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void in ♠

2♠ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♥
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Shortage in ♥
- 3♠ = Minimum with no shortage
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void, not minimum
- 4♠ = Void in ♥, minimum

If opponents DBL 2M, we use transfers from 2NT. Transfer to a minor may be lead directing. Transfer to 3 in the major is a good raise (INV+). RDBL shows interest in penalty doubles OR could be competitive/tactical.

If opponents bid 2♠, system is on, except that 3 in a minor becomes constructive. DBL of overcalls is penalty.