

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1st level overcalls: 8-16 hcp 5+ (may have 4 cards)
2 level overcalls: 10+ hcp 5+ cards
Jump overcalls weak, 6+ cards
Cue-bid: 3+ fit 11+ hcp
<b>INT OVERCALLARI (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
from 4 <sup>th</sup> position, balanced NT 11-14 pts. (Range Stayman)
from 2 <sup>nd</sup> position 15-17 pts.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (5-12)
1x/2NT: unusual NT (5+ - 5+);
1♥/2♥: ♠ + minor
1♠/2♠: ♥ + minor
1♣/2♣ natural, 1♣/2♦ both majors
<b>CUEBIDS (Style; Response; Reopen)</b>
1♦/2♦: both majors 1♦/3♦: ask stopper
<b>NT overcalls (vs. Strong/Weak; Reopening;PH)</b>
To strong NT :2nd and 4th position Multi Landy. If 1 <sup>st</sup> bid is PASSs, x majors, rests natural.
2 <sup>nd</sup> position X shows 4-card M & 5+ card minor
2NT : Minors
To Weak NT : 2♣ : Majors, X:penalty
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL:T/O , 2NT : 15-17 HCP
Lebensohl
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs 1♣: DBL : balanced 12 + hcp
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-X-XX: 10+HCP, max 3-card fit, 2NT: 4+fit inv+, 3M: weak
1m-X-1♥/1♠ 4+ card

LEADS & SIGNALS			
<b>Leading Styles</b>			
	Lead	Partner's Suit	
Suit	3-5	3-5	
NT	2-4	3-5	
Other: After supporting, leads are attitude			
AR from doubleton on suit			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), Ax(x), A	AKx(x), Ax(x)	
King	AK, KQx, Kx, K	KQ109x, AKJ10x,	
Queen	QJ(x), Q(x)	QJ10x, QJ9x, KQ10x, KQJx, AQJx,	
Jack	AJ10(x), KJ10(x)	AJ10(x), KJ10(x), or 109(x)	
10	10x, 109x(x) or H109(x)	10x or H109(x)	
Hi-X	xxXx Xx	xXxx, xXx	
Lo-X	HxXx	(Hx)xxX, xxxXx	
<b>SIGNAL PRIORITIES</b>			
	Partner's Lead	Dealer's Suit	Discard
1	H/L		
Suit 2			
3			
1	H/L		
NT 2			
3			
Signals:			
Standart, H/L ENC,even, roman discard(odd ENC)			
Smith echo H ENC			
<b>DOUBLES</b>			
<b>TAKEOUT DBL (Style; Responses; Reopening)</b>			
10+HCP distributional or 12+HCP			
<b>SPECIAL, ARTIFICIAL, COMPETITIVE DBL/RDBL</b>			
1M - 2X - 2M - 3X - DBL:inv			
Support X/XX			

EBL CONVENTION CARD
<b>CATEGORY: U31</b>
<b>NCBO: TUR063569-TUR060177-TUR064021-TUR070365</b>
<b>PLAYERS: AHMET ONUR AKBIYIK-C.YİĞİT BAŞBUĞ-MERİH DİKBAŞ-FATİH AYDIN</b>
<b>SYSTEM SUMMARY</b>
<b>STYLE</b>
5-card Major, 1M-1NT:5-12HCP semi forcing
2/1 GF
3X & 4M weak
Drury; 2♣:3-card sup, 2♦:4-card sup bal. 2nt :4-card sup unbal.
1nt:14~15-17, 2nt:19~20-21
Inverted minor gf, criss-cross minor (i.e 1♣-> 2♦) inv
<b>SPECIAL BIDDINGS MAY REQUIRE DEFENSE</b>
2♣: artificial GF, 22+HCP BAL or 18+HCP distributional
2♦/♥/♠: 6 card weak 6-9 HCP
3NT: Solid minor
1M-2NT: 9-11 HCP 4+ card sup inv.
1M-3♣/♦: natural inv.
1m-2♥: 4+♥&5+♠5-8 hcp
1m-2♠: 4+♥&5+♠ 9-11 hcp
Lebensohl, after NT overcall Rubensohl (Modified)
1x -1y -1z -2♣ :xfer to ♦ (xyz)
1x-1y-1z - 2♦ : GF (xyz)
1x-1y-1z-2NT : xfer to 3♣'e (xyz)
<b>SPEC FORCING PASS SEQUENCES</b>
1x/DBL/RDBL:F1♠
Forcing PASS for sacrifice biddings
<b>SPECIAL NOTES</b>
Michaels' Cuebid, Walsh
2-way Checkback xyz, after 1M overcalls cuebid 3 card sup inv+, 2nt 4+ card sup inv+
<b>Psychic: rarely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		10-20HCP	2♣: inverted minor, 2♦: sup+inv, 2♥:5♠ and 4♥ 5-8 hcp, 2♠:5♠ or 4♥ 9-11 hcp	2way checkback, Inverted minor GF, Criss cross rise davet, xyz	Inverted minor, Criss cross rise inv.
1♦		3		10-20HCP	2♦: inverted minor, 3♣: sup+inv, 2♥:5♠ and 4♥ 5-8 hcp, 2♠:5♠ ve 4♥ 9-11 hcp	2way checkback, Inverted minor GF, Criss cross rise inv, xyz	Inverted minor, Criss cross rise inv.
1♥		5		10-20HCP	1NT : semi forcing, 2♥ 3+ sup 8-10 hcp 3♣/3♦ : nat, 2NT : 4+ sup inv		Drury (after X: SYS ON)
1♠		5		10-20HCP	1NT : semi fnt, 2♠ 3+ sup 8-10 hcp 3♣/3♦ : nat, 2NT : 4+ sup inv		Drury (after X: SYS ON)
INT				(14)15-17HCP	2♣ :stayman (4 card M required) 2♠:NT inv or ♣s 3♣/3♦: puppet STY / minors GF 3♥:1345,1354 3♠:3145,3154 4♣: both majors /4♦/♥: xfer 4♠ 4-4 minors quantitative		
2♣	X			22+HCP BAL / 18+ distributional	2♥ : 0-2 HCP, 2♠ : 5+ ♠ 8+ hcp, 2NT 5+ ♥ 8+HCP, 3CL 8+ HCP		
2♦		6 card		Natural	2NT : ask value, new suit forcing		
2♥		6 card		♥ 6-10 hcp	2NT : ask value, new suit forcing		
2♠		6 card		♠ 6-10 hcp	2NT : ask value, new suit forcing		
2NT		5		20-22 HCP bal	3♣ reverse puppet, 3♦/3♥ : xfer (accept: no sup), 3♠: xfer 3NT 3NT 5 card spades+ 4card hearts 4♣:majors slammish, 4♦ : both majors 4♥/4♠: ♣/3♦ RKBC (1403)		
3♣		6		Pre-empt			
3♦		6~7		Pre-empt			
3♥		7		Pre-empt			
3♠		7		Pre-empt			
3NT				gambling			
4♣		8		Pre-empt			
4♦		8		Pre-empt			
4♥		8		Pre-empt			
4♠		8		Pre-empt			
4NT		5-5		Minors			
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB : 1403	
5♥						DOPI/ROPI, Voidwood 0,1,2,2+Q,3,3+Q, DEPO/REPO	
5♠						1 upper bid: No Q of trump	

## Minor Openings

1♣	2♣	Inverted minor game forcing.
	2♦	5+ ♣ inv
	2♥	5 ♠ & 4+ ♥ 5-8 HCP
	2♠	5 ♠ & 4+ ♥ 9-11 HCP
	2NT	11-12 HCP
	3NT	13-15 HCP

\*After 1♣ 1♦/dbl, 2♥ & 2♠ SYS ON.

1♣	2♣
2♦ stopper 12+.	
2♥ stopper 12+.	
2♠ stopper 12+.	
2NT 12-14 Balanced or 18-19 Balanced.	
3♣ 15+ unbalanced	
3♦ short 12-14HCP	
3♥ short 12-14HCP	
3♠ short 12-14HCP	
3NT- 3 card minor, minimum.	

1♣	2♣
3♣	3♦ ask
3♥ L (short ♦)	
3♠ M (short ♥)	
3NT H (short ♠)	

1♣/♦	2♣/♦
2NT	3x singleton min
	3♣ 15+HCP unbalanced
	*one bid over asks singleton, LMH.

1♣/1♦	1♥/1♠
1NT	2♣ Two-way cb xfer to 2♦
	2♦ GF
	2NT 3♣ xfer (weak ♣/ 5-5 gf)
	3♣ 5+ ♥/♠ & 5+ ♣ inv.
	3♦ 5+ ♥/♠ & 5+ ♦ inv.
	3NT to play.

1♣-1♦
1♥-2♠ GF

1♣-1♦
1♥-1♠ 4-card ♠ nonforcing

1♣/♦-1♠
1NT-2♥ GF

1♣/1♦	1♥
1NT	2♦ gf
2♥	3-card ♥
2♠	3-card ♥ & 5-card minor good at suit.
2NT	Balanced

1♣/1♦	1♠
1NT	2♦ gf
2♥	3 card ♠ & 5-card minor good at suit.
2♠	3 card ♠

1♣	1NT (8-10 HCP)
	2NT (11-12 HCP)
	3NT (13-15 HCP)

1♣/1♦ (X)	after RDBL +sup gf
	2♣/♦ sup 5-10 HCP
	2NT too weak ♣/♦ fit block
	3♣/♦ weak block
	2♦/3♣ reverse minor, inv

1♣/1♦	2♥/♠
2NT	ask
3♣/♦	nat to play

1♣/1♦	2♥ 5 ♠ & 4+ ♥ 5-8 HCP
2NT (ask)	3♣ 5-4 min
	3♦ 5-4 max (3M ask singleton with selection)
	3♥ 5-5 min
	3♠ 5-5 max
	3NT max 5422

1♣/1♦	2♥: 5 ♠ & 4+ ♥ 5-8 HCP
2NT	3♣ 5-4 min.
3♦(ask)	3♥ Singleton ♣
	3♠ Singleton ♦
	3NT 5422

1♣/1♦	2♥/♠
2NT	3♥/♠
4♣	H slammish
4♦	S slammish

1♦ 2♦ inverted gf.  
 2♥ stopper 12+  
 2♠ stopper 12+  
 2NT 12-14 Balanced.  
 3♣ unbalanced 15+  
 3♦ singleton/void ♣ min  
 3♥ singleton/void ♥ min  
 3♠ singleton/void ♠ min

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1♦ 2♦  
 2NT 3♣ 15+ unbalanced (3♦ asks  
 singleton LMH)  
 3♦ short ♣ min  
 3♥ short ♥ min  
 3♠ short ♠ min

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1♦ 2♣ 5+ ♣  
 2♥ 4-card ♥ 15+  
 2♠ 4-card ♠ 15+  
 3♣ 4-card sup balanced any  
 3♦ trump  
 3♥/♠ singleton

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### 3<sup>rd</sup> Suit

#### GF

1♣ 1♥  
 2♣ 2♦ gf.  
 2♥ 3-card ♥  
 2♠ no stopper in 4<sup>th</sup> suit  
 2NT stopper on 4<sup>th</sup> suit  
 3♣ good at suit  
 3♦ 4-card ♦

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### 4<sup>th</sup> Suit

#### GF

1♦ -1♠  
 2♣ -2♥  
 3♠ 3 card sup max

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### Semi-Forcing NT

1♥ 1NT (semi forcing)  
 2♣ 2+ ♣  
 2♦ 4+ ♦  
 2♥ 6+ ♥  
 2♠ reverse  
 2NT single-suit strong ♥ hand or 5-4 18+ HCP  
 3♣ 5-5 18+ HCP  
 3♦ 5-5 18+ HCP  
 3♥ 6+ ♥ 15-17 HCP

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1♥ 1NT (semi forcing)  
 2NT 3♣ ask  
 3♦ 4-card ♦  
 3♥ hearts 18+ HCP  
 3♠ 4-card ♠  
 3NT 4-card ♣

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1♥ 1NT (semi forcing)  
 3NT to play any 5233 18-19HCP  
 \*\*1♠ 1NT (sf)  
 3NT 5332 (3 card H) 18-19

1♠ 1NT (semi forcing)  
 2NT 3♣ ask  
 3♦ 4-card minor (3♥ ask 3♠:♣ 3nt: ♦ 4-card)  
 3♥ 4-card ♥ 18+ HCP  
 3♠ own suit 18+ HCP  
 3NT 5233 18-19 HCP

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### Major Openings

1♥/1♠ 2NT 4 card inv.  
 3♥/3♠ preemptive

1♥ 2♣ maybe short GF  
 2♦ 5+ ♦ GF  
 2♥ 8-10 HCP  
 2♠ nat inv ,singleton or void ♥  
 2NT 4-card ♥ inv  
 3♣ nat inv ,singleton or void ♥  
 3♦ nat inv ,singleton or void ♥  
 3♥ preemptive  
 3♠ splinter mini spl (3NT ask)  
 3NT ♠ splinter 13-15 HCP  
 4♣ splinter 13-15 HCP  
 4♦ splinter 13-15 HCP  
 4♥ preemptive

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- 1♠
  - 2♣ maybe short, GF
  - 2♦ 5+ ♦ GF
  - 2♥ 5+ ♥ GF
  - 2♠ 8-10 HCP
  - 2NT 4card ♠ inv
  - 3♣ nat inv ,singleton or void ♠
  - 3♦ nat inv ,singleton or void ♠
  - 3♥ nat inv ,singleton or void ♠
  - 3♠ preemptive
  - 3NT mini splinter(4♣ ask LMH)
  - 4♣ splinter 13-15 HCP
  - 4♦ splinter 13-15 HCP
  - 4♥ splinter 13-15 HCP
  - 4♠ preemptive
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### Drury

3<sup>rd</sup> and 4<sup>th</sup> position. After 1M/X, good/bad support distinction. Xfer 8-10 HCP direct sup weaker. In drury position, SYS ON.

- 1M
- 2♣ 3card sup 10-11 HCP
- 2♦ 4card sup 10-11 HCP balanced
- 2NT 4'lü fit 10-11 HCP unbalanced

- 1M (X) transfer 8-10 HCP
- 2M worse support

- 1♥
- 2NT 4 card sup
- 3♣ trial
- 3♦ trial
- 3♥ min to play
- 3♠/4♣/4♦ singleton and min

- 1♠
  - 2NT 4card sup.
  - 3♣/♦/♥ trial
  - 3♠ min to play
  - 4♣/♦/♥ singleton min
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### After Dealer's 2NT rebid

- 1♣/1♦
- 1♥/1♠
- 2NT
- 3♣ ♦ transfer
- 3♦ ♥ transfer
- 3♥ ♠ transfer

The dealer must take the transfer to the first suit. As an exception, it is obligatory to take the transfer to the tile!!.

### 1NT Openings

- 1NT
  - 2♣ stayman 4-card major required
  - 2♦ transfer
  - 2♥ transfer
  - 2♠ NT inv or ♣'s
  - 2NT ♦'s
  - 3♣ reverse puppet
  - 3♦ 5-5 minor 10+ HCP
  - 3♥ 1345 or 1354 gf.
  - 3♠ 3145 or 3154 gf.
  - 4♣ both majors
  - 4♦/♥ transfer
  - 4♠ 4-4 m quantitative
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- 1NT
  - 2♦/2♥
  - 2♥/2♠
  - 4♥/♠ BAL slam inv
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- 1NT
- 2♦
- 2♥
- 3♠ short ♠
- 4♣ short ♣
- 4♦ short ♦

- 1NT
  - 2♥
  - 2♠
  - 4♣ short ♣
  - 4♦ short ♦
  - 4♥ short ♥
- 

- 1NT
  - 2♣
  - 2♥
  - 2NT 4'lü ♠ inv
  - 3♥ inv
  - 3♠ any singleton
  - 3NT to play
  - 4♣ RKBC (1403)
  - 4♦ ♥ sup quantitative
  - 4NT quantitative with no sup
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- 1NT
  - 2♣
  - 2♠
  - 2NT 4 card ♥ inv
  - 3♥ any singleton
  - 3♠ inv
  - 3NT to play
  - 4♣ RKBC (1403)
  - 4♦ ♠ sup quantitative
  - 4NT quantitative with no sup
- 

- 1NT
  - 2♦
  - 3♦ 5 card any minor
  - 3♠ 5 ♣
  - 3NT 5 ♦
  - 2♣
  - 3♣ ( minor stayman)
  - 3♥ ask
-

1NT 2♣  
 2♦ 3♣ (minor stayman)  
 3♦ 5 card any minor  
 3♥ card ♣  
 3♠ 4 card ♦  
 3NT 4-4 ♣-♦

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### DBL to xfer or stayman

1NT (P) 2♦/2♥ (X)

PASS: no sup

RDBL: support with no stopper  
 2♥/♠: sup +♦ stopper  
 2NT: 4card sup max  
 3♦/♥: 4 card sup min no stopper  
 3♥/♠: 4 card sup min with stopper

1NT (PASS) 2♣ (X)

RDBL: clubs desirable to play

2♦ no 4 card major

2♥/♠: nat with stopper

PASS: 4card major, reverse stayman

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### 3NT Biddings

3NT 4♣ PASS or correct  
 4♦ ask  
 4♥/4♠ To play.  
 4NT If 8 card, bid slam!

3NT 4♦ ask  
 4♥ singleton  
 4♠ singleton  
 4NT 7-2-2-2  
 5♣/♦ other m singleton

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### Weak 3 Openings

3♣/3♦ 3NT To play  
 3♥/3♠ forcing  
 3NT singleton or void  
 4♣/♦ 3card sup+ ♣/♦ short  
 4♥/♠ Hx sup

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3♥	4♣ ask control	3♠	4♣
*	4♦ ask control		4♦
	4♠ ask control		5♥

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3♠ 4♥ to play

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### 2/3 Defence on Weak 2 Openings

(2♥) 3♥; (5-5 both minors)  
 4♣; ♣+♠  
 4♦; ♦+♠

(2♠) 3♠; (5-5 both minors)  
 4♣; ♣ + ♥  
 4♦; ♦ + ♥

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### After NT Overcall RUBENSOHL

1NT (2♦) 2♥. to play  
 2♠ to play  
 2NT xfer to ♣  
 3♣ xfer to ♦; stayman  
 3♦ xfer to ♥, 5-card ♥ GF  
 3♥ xfer to ♠, 5 card ♠ GF  
 3♠ No Stopper Gf.  
 3NT to play with stopper

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1NT (2♦) 2NT (PASS)  
 3♣ (PASS) PASSs to play  
 3♦ xfer to ♥, 5-card ♥ inv.  
 3♥ xfer to ♠, 5-card ♠ inv.

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1NT (2♥) 2♠ to play  
 2NT xfer to 3♣  
 3♣ xfer to 3♦  
 3♦ xfer to ♥, stayman, asks 4-card ♠  
 3♥ xfer to ♠ GF.  
 3♠ no stopper  
 3NT to play with stopper

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1NT (2♥) 2NT  
 3♣ PASS PASS to play  
 3♥ xfer to ♠, 5-card S inv

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1NT (2♥) 3♦  
 3♥ 2-3 S, no stopper  
 3♠ 4-card ♠  
 3NT 2-3 ♠ + stopper

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1NT 2♥ 3♥  
 3♠ cannot bid 3NT(no stopper or ♠ support)  
 3NT 2-3 ♠ + stopper

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1NT (2♠) 2NT xfer to 3♣  
 3♣ xfer to 3♦  
 3♦ xfer to 3♥  
 3♠ no stopper, stayman  
 3NT no stopper, to play

1NT (2♠) 2NT  
 3♣ (PASS) PASS to play  
 3♦ xfer to ♥, 5+card ♥ inv.  
 3♠ stayman+stopper  
 3NT to play with stopper

1NT (2♠) 3♦  
 3♥ (PASS) PASS to play  
 3♠ 5+♥, no stopper  
 3NT 5+♥, stopper

**1NT/(any 3x)/ 4♣ both majors, 4♦/♥ texas transfer**

1NT (3♣) ?  
 3♦ : hearts  
 3♥ : spades

1NT (3♦) ?  
 3♥ : spades  
 3♠ : hearts

**Overcalls of Opponent's NT**

1♣/♦ (1nt) 2♣: both majors  
 2♦: 1 major  
 2♥: ♥ + partner's minor  
 2♠: ♠ + partner's minor  
 DBL: penalty

**Good Bad 2NT**

1♣/♦ (1♠) DBL (2♠)  
 3♣/♦: competitive  
 2NT: strong hand in minor (the hand that accepts the zone invitation)  
 dbl (15+)

1minor (3X) 4minor (GF)

1M-/1x/2x-3nt gambling with defence  
 4M gambling w/o defence  
 Splinter valid only opponent's suit

**Slam Sequences After Major Fits.**

1M-2♣  
 2M-3M or

1NT- 2♦/2♥  
 3M or

1NT- 2♦/2♥  
 2M- 3m  
 3M  
 Always available

After 3♠  
 3NT- BAL not worst  
 4♣/♦/♥ singleton

After 3♥  
 3♠ BAL, not worst (3NT ♠ cuebid)  
 3NT singleton ♠  
 4♣/♦ singleton

After 4M opening, 5x asks control

**Dbl from stopper asking**

Rdbl- stopper, bid NT  
 PASS- half stopper  
 Bidding suit- no stopper

**Multi (2♦) Defence**

DBL: t/o  
 2♥ nat  
 2♠ nat  
 2NT nat 15-17  
 3♣ nat  
 3♦ nat  
 3♥ ♠+minor  
 3♠ minors  
 4♣/♦ ♣/♦+♥

**NT Lead**

X after Bid one suit : don't lead that suit  
 X after no bidding: dummy's 1<sup>st</sup> suit

**Balance**

1NT- 11-14(range stayman 2x 11-12 with 13-14 HCP, bid 2NT)  
 Dbl+1nt- 15-17  
 2nt-18-19  
 Dbl+2nt- 20-22  
 Dbl+suit 15+

1♠-(2♦)-2♠-(3♦)

Dbl- inv unbalanced

3♥ BAL inv(if space exists, dbl unbal, new suit BAL)

Valid for (♥-♣)

1♠-2♣-2♠-3♣

Dbl- cooperative penalty proposal

3♦ unbalanced inv

3♥ balanced inv

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### Partner bid 3NT over 3m

4♣- 4♦ transfer, then slammish

4♦ - majors

4M- to play

### Partner bid 3NT over 3M

4♣- 4♦ transfer, then slammish

Cuebid- at least 2 suites, slammish

### 2♣ Overall

Dbl: clubs

2♦/♥/♠ nat

3x nat

### 2M(op)-2NT

3x transfer

Transfer to op's suit : PUPPET STAYMAN

2♠            2NT    (PASS)    3♥  
(PASS)    4♥    5-card ♥  
              3NT    no 4-card ♥  
              3♠    4-card ♥

2♥            2NT    (PASS)    3♦  
(PASS)    3♠    5 card ♠  
              3♥    4 card ♥  
              3NT    no 4-card ♥

### 1♠ -2♥ Sequence

1♠    2♥  
2♠    Relay  
2NT    Relay to 3♣, 15+  
3♣    Nat 15+  
3♦    Nat 15+  
3♥    sup better side of 11-14  
3♠    trump  
4♣    4 card support, singleton  
4♦    4 card support, singleton  
4♥    support with worst

1♠    2♥  
2NT    3♣  
3♦    singleton ♣, 3 card support , 15+  
3♥    3-card ♥ support, 15+  
3♠    singleton ♠, 3 card support , 15+  
3NT    2 card ♥, Balanced 15-17  
4♣    4 card sup, singleton ♣, constructive  
4♦    4 card sup, singleton ♦, constructive  
4♥    5422, 15-16 (17)  
4NT    2-card ♥, bal 18-19

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1M-1NT

2X-2NT

3M or 3X to play, rejection of inv

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