



Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light 1 level O/C, some time 4card M, 8-16 HCP at 1 level, 10-16 at 2 level, R/O can be on weaker values. Advancer: Natural (1lev NF, After 2+ level New suit = NF, jump new suit=Natural INV+ not suit fit), NTs=limited, CUE = SUPP. Jump raises = PRE. JUMP CUE: splinter
1 NT overcall (2nd/4th Live; Responses; Reopening)
2nd: 15-18 bal (subs auction as after 1nt opening) 4th Live: same .System is "ON", treatments similar to 1NT opening
Jump Overcalls (Style; Responses; Unusual NT)
Aggressive style, WJO, Intermediate in reopening, Unusual 2NT - 54. Leaping Michaels on WK 2 M opening (4m = m + OM, CUE= minors , Balancing/Direct 2NT=15-18 hcp. 1d- 3c is club+spd wk, 1c-2d is d+spd wk
Direct and Jump Cue Bids (Style; Responses)
(1♣) / (1♦) – cue = Michael's any range 6/8+, 2 nd cue is Maxi 16+, raise is intermediate(except in comp), 1M– cue = Michael's Q = OM + m , min 9 cards either way(rare 8 cards) Jump cue = Asks for stopper . Non Leaping Michaels on 3 level preempt
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = singlesuiter DONT 3 levelNatural better hand
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take Out DBLs, till 4h, 2NT : 15-18, (4s)-4NT=any strong 2-suiter, 4s – dblPenalty, 4h- 4nt minors
VS. Artificial Strong Openings
Vs Precision 1♣ and 1♠ – 1♦ response Dbl = M's, 1NT = m's, Rest = Natural, on 1d (if 0 to 2 cards)- 2d as natural and 2h is both maj
Over Opponents' take out double
Over 1M opening and Opps X, ignoring the double, Over 1m opening...1level bids are ignoring the double , RDBL=10hp+
Other situations: ignore the double
LEGEND: INV = Invitational. GF = Game Force. M's = Majors. m's = minors. OM = Other Major. Om = Other minor. cd = card. WK = Weak. BAL = Balanced. SUP = Support. NAT = Natural. PRE = Pre-emptive. CONS = Constructive. GT = Game Try. STR = Strong. Q = Cue bid. ENC = Encouraging. CNT = Count. F1 = Forcing for 1 Round. RESP = Responsive. O/C = Overcall. WJO = Weak Jump Overcall. ART = Artificial. XFR = Transfer.SOL = Solid.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3rd / 5th. Hi/w 2 cards	3rd / 5th. Hi/w 2 cards	
NT	4th best, 2 nd from wk	3rd best	
Subseq	Hi=no interest, count original		
Other: NT ⇒K asks count; Q asks unblock; A for att. High level or X'ed suit contracts ⇒ A asks ATTitude, K asks for count. Leads cud be deceptive.			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx / AKxx(x)	AKx / AKJ10x / AK+	
King	AK / KQ / KQJ(x) / KQT(x)	KQ / KQJ(x) / KQT(x)	
Queen	AQJ(x) / QJ(x) / QJT(x)	AQJ(x) / QJ(x) / QJT(x)	
Jack	HJT(x) / JT(x)	HJT(x) / JT(x)	
10	HT9x / T9+	HT9x / T9+	
9	H9x / 9xx	H9x / 9xx	
Hi - x	doubleton	doubleton	
Lo - x	3+	3+	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	ATT, Lo =ENC	Hi/Lo= Odd	ATT, Lo = ENC
2 nd	Hi / Lo = Odd	Count, S / P	CNT, Hi/Lo= Odd
3 rd	S / P		
NT:	ATT, Lo = ENC	No smith	Lavinthal1 st dis
2 nd	S / P	CNT	original Count
3 rd	CNT Hi-Lo =Odd		
Vs suit : Hi/ Lo in trumps = interested in ruff or in higher ranked suit.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Style: Opening values. Responses: cue F1, jump=8-10. Reopening: 10+			
Special, Art and Comp Dbl/Rdbl's			
Most low level DBLS are T/O. NEG+RESP+COMP DBL (showing Take Out-) SUP DBL and RDBL (thro' 2M)			
Stolen dbl after suit overcall over our NT			
3 level DBLS are asking for stopper /DAB (with or w/o fit)			



Convention

Card



System: 2 over 1 GF Natural

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NCBO	KSBA, BFI	Category	GREEN
Event	2024 -25		

System Summary

General Approach and Style

Standard American, 5 card Majors. 2/1 GF or 4 of m. 1NT resp over 1M: N/F. 1m=3+ m (better m – no sanctity). Rev. Bergen over 1M in 1st and 2nd seats. 2 way Rev. Drury over 1M in 3rd and 4th seats. 1NT=(14)15-17, 2NT after 2d*(19)20-21, 3NT=Gambling, 7card SOL m (with extras), ART Strong 2♣ opening (21+/8+ tricks or any 4 loser hand).

2♦ Multi,wk in Major or 20-21 bal, 2♥ both Majors wk, 2♠ spade + one minor wk.

2NT- both minors wk

CARDING: UDCA, Leads: 3/5th in suit, 4th in NT. Lavinthal 1st discard in NT

Special bids that may require defence

Gambling 3NT (SOL m, with outside A or K). Competitive Cue = Limit Raise or better. 4 card Rev. Bergen raises. Shaded 2 way drury.

One over one can be 3 cards(rare) e.g. 1d-1h

Light opening. Multi. 2d. 2H and 2S two suit wk opening hand

Intervention over 1nt

After 2 level intervention over our 1nt, double is stolen bid transfer is ON at 2 and 3 level, NO Lebensohl, cue is stopper ask, transfer cue is 2 suiter minor, 3c is stayman, opener reopens with dble to compete /protect for trap pass

Important notes that don't fit

Weak Jump Shifts, Weak Jump Overcalls, system on over our 1NT overcall or dble of opp's 1NT, and lebensohl over t/out dbl of weak 2 X's and after our Reverses. Bad 2nt in competition (direct 3 level bid is better hand)

Psychics

Rare in Opening bids, rare to occasional in other bids

1♣		3	3♣	11- 21 hcp, 3+, no sanctity in opening better minor Up the line, 1♥/ 1♥/ 1♠ = NAT 4+ F1 , 1/2/3NT = 6-10/11-12/13-16 2♣ = Inverted minor (does not deny 4 card M) GF SUP, 3♣ = PRE. 2♦ = art, club support inv hand, 2♥/ 2♠ = Weak Jump Shifts .ultra wk, 3M is splinter(4M to play)	After 1♣-2♣ raise, 2NT rebid denies 4 card M . 1♣-1M-1NT-2♦ is New Minor Force – GF. 1♣-2♣-3NT=18-19: 3-3-3-4. After 1♣-1any,3NT=16/17 with running minor , minorwood and splinter after inverted m	No Fit Jumps
1♦		3	3♠	11- 21 hcp, 3+, no sanctity in opening better minor, can have longer clubs 1♥/ 1♠ = NAT 4+ F1, 1/2/3NT = 6-10/11-12/13-16. 2♦ = Inverted minor (does not deny 4 card M) GF 3♦ = PRE. 2♥/ 2♠ = Weak Jump Shifts ultra wk. 3♣ = art, Inv hand with d support.	After 1♦-2♦ raise, 2NT rebid denies 4 card M . 1♦-1M-1NT-2♣ is New Minor Force - GF. 1♦2♦-3NT=18-19: 3-3-4-3. After 1♦-1any,3NT=116-17 with running minor, minorwood and spl after inverted m	No Fit Jumps
1♥		5,4	4♦	11-21, 5 card ♥ 1♠ = NAT 4+, 1NT=N/F, 2♣ / 2♦ = NAT 4+ & GF. 2♥ / 3♥ / 4♥ Raises = 6-10raise / Limit (3 card) / PRE (4+ trumps& Singleton). 3♣ / 3♦ = Rev. Bergen 9-11 / 7-9 ,4 cd SUP, Jacoby 2NT ,2♠ = NAT, Weak Jumpshift 6+	After 1♥- 2♥., 2♣/3♣/3♦ = Help suit GT in ♠/♣/♦. After 1♥-1♠,3NT=18-19 with 3 Aces After Jacoby, 3x is ston, 4x is void, 3M strongest, 3nt intem hand, 4M wkest bid	After 3rd / 4th hand opening :2♣ (4 card SUP) / 2♦ (3 card SUP) – Rev Drury(8-11) , 1NT = NF, 2NT =NAT, 3X = INV, Natural 6 cards,
1♠		5,4	4♦	11-21, 5 card ♠ 1NT=NF, 2♣ / 2♦ = NAT 4+ & GF. 2♥ = NAT 5+ & GF. 2♠ / 3♠ / 4♠ Raises = 6 to 10 raise / Limit (3 card) / PRE (4 trumps& Singleton). 3♠/♦ = Rev. Bergen 9-11 / 7-9 , 4 cd SUPP. Jacoby 2NT	After 1♠- 2♠, 3♣/3♦/♥ =Help suit GT in ♣/♦/♥. After Jacoby, 3x is ston, 4x is void, 3M strongest, 3nt intem hand, 4M wkest bid	After 3rd / 4th hand opening : 2♣ (4 cd SUP) / 2♦ (43cd SUP) – Rev Drury(8-11), 1NT = NF, 2NT = NAT, 3X= INV, Natural, 6 cds,
1 NT		---		(14)15-17 semi balanced, can have 5 card major and 5422 distribution. Singleton Honor/small card minor)Possible. 6331 with 6cd minor possible SN 1.1 2♣ F1 Stayman. 2♦/♥/♠/NT = ♥/♠/♣/♦TRF's . XFR break in minor n 2NT(max hand) n 3h/3s for major= super acceptance. 3♣=5,5wk in minor,3♦ = 5,5 GF, 3♥/♠ = singleton ♥/♠, 54 in minors GF, 3 in OM. 4♣/♦ = S.A. Texas TRF in ♥/♠. 4♥/ ♠ = To play, 4Nt – quant, 5NT – pick a slam	Responder's new suit after transfer =NAT,GF & jump new suit = auto splinter. 1NT-2♣-2any-2NT = INV, doesn't promise a 4 card M. NT-2♣-2♦-3M = Smolen, 4 cds in M, 5 cds in OM. 1NT-2♣-2♦/2♥/2♠ -3♣ n 3♦ = Natural 5 cards with OM or 1M 4 cards ⇒ 1NT-2♣-2M-4NT=RKC,	1NT-2♣-2♦-2♥ = Pass or Correct to 2♠.Garbage Stayman . 1NT-2♣-2♦-2♠ = Pass or Correct spade and a minor Garbage 1NT-2♣-2♦-4♦ = 5-5 in M's GF
2♣	X	0		Forcing STR, 22+, if BAL, or 8+ tricks or 4 loser hand 17+ hcp SN 1.2 2♦ waiting, semi-positive GF, 2♥ = trash, double negative. 2♠/ 2NT/3♣/3♦ = Positive in ♠/♥/ ♣/♦ , 3♠/3♥ wk 6 carder	2♣-2♦-3M/4m = Semi SOL, 4m auto rkc	After 2N – Baron, Xfrs, MSS, 4c/d auto rkc, no transfer of M at 4 level After 3N – Baron, Xfrs, MSS
2♦	X			MULTI, Wk in Major or 20-21 bal SN 1.3 2NT = enquiry, 2d-2h pass or correct, 2s/3h/3s = p/c 4c- transfer ur Maj, 4d- bid ur Maj, 3m- Natural NF, 4h/4s to play	2d-2nt-3c for H and 3d for s wk hand or want to play from ptr hand,...3h and 3s better suit and hand	After intervention dble is 20-21
2♥		5+5/4		H and spade, 6 to 11 SN 1.4 2NT: enquiry for longer Maj , new suit is NF	2NT and then new suit is natural GF	
2♠		5+5/4		Spade and a minor,6 to 100 SN 1.5 New suit NF, 2NT: enquiry for minor	2NT and then new suit is natural GF	
2N	X	6/5+5/4		Both minor, 6 to 11 SN 1.6 New suit F1, 4minor rkc		
20-21 or 22-24 strong NT (via 2d* or 2c*)			(19)20-21 Semi Bal. Can have 5card Major / 6card minor 3♣= puppet stymn. 3♦ / 3 ♥ =TRF's to ♥/ ♠. 3♠ = 5-4 m's. 3NT= To Play. 4♣/4♦ = natural auto rkc , 4♥/4♠=To Play. 4N = quant	Super Acceptance = Accept XFR at 4M level only.		
3x		7/6		Natural Preempts Natural, New suit = F1,	4N on 3M = RKC, 4minor is minor wood	
3N T	X	7		Running 7cm, with side value a/k. promised SN 1.7 4♣ / 5♣ / 6♣ = Pass or correct, 4♦ = singleton 5♦/ 6♦ = To play		
4m	X	7,8 or 9		Stronger Namyats. SN 1.8 Strong pre-empt in H/S New suit is cue-bid, 4NT=RKCB		
High Level Bidding / Slam Conventions						
4M		7 or 8		To play. Pre-emptive. New suit is cue-bid, 4NT=RKCB	1430 Roman Key Card Blackwood: 4NT = RKCB; 4♣ and 4♦ as RKCB in ♣ and ♦ when ♠'s and ♦'s agreed and implicit fit. 1430 Exclusion RKC. Specific K asking. (with 2K's bid the K which is not there). Cue style: 1st or 2nd round control	
4N T	X	---		Asks for specific aces 5♣=zero Ace, 5 Suit=that Ace, 5NT=♣Ace,6 ♣ = 2 Aces	up the line, Lightner DBL's, Forcing pass - Double discouraging after forcing pass, D0P1, R0P1. DEPO, Splinter. 5NT pick a slam	

1.1 INTERVENTION OVER OUR 1NT

After dble intervention over our 1m or 1M system is ON.

After suit intervention over our 1nt stolen bids with transfer at 2 or 3 level, 3c becomes stayman, transfer cue is 2 suiter(minor), direct cue is stopper ask

After 3 level interference, dble is stayman, suit bids are transfer except 3s. 3s is primarily stopper ask (could be club or dim suit, if responder bids 4/5c/d later).

4c is for h, 4d for s 4h /4s to play.

1.2 2C ARTIFICIAL STRONG

2c opening could be as light as 17 hcp with 3/4 loser hand

response of 3h/s over 2c is natural 4 to 6, 6 carder suit

after 2h bust response only 2nt is non forcing

since no kokish responder may temporize with 4 card major at 3 level after opener shows club or dim suit

After intervention pass is waiting dble is bust

1.3 2D- MULTI EITHER WK IN A MAJOR 6/5 OR 20-21 BAL

2nt is enquiry over multi, new suit(minor) is non forcing

After 2nt ...3c is for wk H and 3d is for wk S OR with decent hand with intention to play from responders hand

(if with decent hand opener will take it to game if responder signs off)

similarly 3h and 3s is good H n S and with intention to play from openers hand

2d*- 4c* is transfer your Major, 4d* is bid your major

4h/4s own suit to play

2d* - 3c/3d own suit NF (F sequence goes via 2nt)

2h is pass or correct

direct 2s or 3h/s is pass or correct

After 2nt- 3nt shows 20-21...over which 4c is stayman, 4d , 4h is transfer, 4s is mss

Std ACBL defense against multi is given in the end of this document.

1.4 2H SHOWING BOTH MAJOR 5-5/4 WK

over 2h, both majors, 3c and 3d is natural non forcing

4c and 4d is splinter

5c and 5d is exclusion

2nt is enquiry.

After 2nt 3c is wk equal or longer h, 3d is wk with longer spades, 3h is better hand with equal or longer H, 3s is better hand with longer spades

After 2nt 4c or 4d by reponsder is auto rkc in c/d

After 2nt jump to 5c or 5d by responder is to play

Std ACBL defense against 2h is given in the end of this document.

1.5 2S SHOWING Spade and a MINOR 5-5/4 either way WK

over 2s - 2nt is enquiry for minor

direct 4c or 4d is splinter, 3nt is to play

direct 3h is non forcing via 2nt 3h is GF and natural 6 cards

Std defense against 2s is given in the end of this document.

1.6 2NT showing both MINORS 5-5/4 WK

3c/3d is preference

3h/3s is F1...natural
4h/4s to play
4c/4d is rkc
3nt to play

1.7 GAMBLING 3NT

4c/5c is pass or correct, 5d to play from my hand (suit is known)
4d is asking for cue (5c/5d to play no cue, 4h/s is cue, 4nt is other minor cue or two cues)

in 3rd or 4th seat it is to play with decent hand

1.8 NAMYATS

Stronger Namyats : 8/8.5 tricks with only 1 side suit might be without cue

STD ACBL DEFENSE AGAINST 2H SHOWING BOTH MAJORS (5-5,4), WK

Basic Defense:

Double = Takeout for the minors.

2♠ = Natural, 3♥ response is a cue bid.

2NT = 15-18 HCP balanced (respond as to a 2NT opening).

3 suit = Natural, 3 of a major response is a cue bid.

After 2♥ - Pass - Pass and 2♥ - Pass - 2♠:

Same as above except that 2♥ - Pass - 2♠ - 3♠ is a strong minor 1-suiter looking for a

spade stopper for No Trump.

After 2♥ - Pass - 2NT:

Double = Good hand.

Overcall = Natural.

After 2♥ - Pass - 3X:

Double = Takeout of suit bid

Other calls = Natural.

After 2♥ - Double - Pass:

2♠ = Cue bid promising invitational or better values.

2NT = Natural and invitational.

3 of a minor is to play.

3♠ = Natural and invitational

After 2♥ - Double - 2♠, 3♥ or 3♠:

Double = Responsive

Minors = Natural and constructive.

NT = Natural and constructive.

Other major is Natural and constructive

After 2♥- Pass - 2♠ - Pass - Pass:

Double = Light 3-suited takeout.

2NT = Light hand with both minors.

STD DEFENSE AGAINST 2S SHOWING Spade + 1 MINOR (5-5,4), WK

Defense:

Double = t/out of spade 13+ HCP.

2NT = Balanced 16-18 HCP. Respond as to 2NT opening.

3♠ = Natural, 6 carder NF

3♦ = Natural, 6 carder NF

3h = Natural, 6 carder NF

STD ACBL DEFENSE AGAINST 2D MULTI SHOWING A WK TWO IN A MAJOR OR 18-19 BAL

Note: Players must have both options available for their opponents.

Defense Option One against multi :

2♦ -

Double = Takeout of spades. Respond as you would to a double of a weak 2-bid, including Lebensohl, if used.

2♥ = Takeout of hearts. Respond as to a double of a weak 2-bid, including Lebensohl, if used.

2♠, 3♥ = Natural. A response in other major is a cue bid, jumps natural.

2NT = 16-18. Respond as to a 2NT opening.

3♣/3♦ = Natural

3♠ = Strong and natural, 4♥ response is a cue bid.

4♣/4♦ = 5+/5+ in the suit bid and a major.

4♦ over 4♣ asks for the major

4♥ over 4♦ = pass if hearts or correct to spades.

2♦ - P - 2♥/2♠ - P - P - Double

Double = Light takeout of suit doubled. Lebensohl applies if used.

2♦ - P - 2♥ - P - 2♠ - Double

Double = Light takeout of spades

After 2♦ - P - 2♥/2♠

Double = Takeout

2NT = 15-18HCP. Respond as to 2N opening.

3M/4M = Natural

4m = 5+/5+ in that minor and a major

4♦ over 4♣ = asks for the major

4♥ over 4♦ = pass or correct major

After 2♦ - P - 2♥ - Double - 2♠

Double = Penalty opposite takeout of hearts.

3♥ = Natural assuming doubler is short in hearts.

3♠ = Cue bid asking for spade stopper.

After 2♦ - P - 2♥ - P - 2♠ - P - P -

Double = takeout of spades (same responses as 2♠ -P-P-DBL)

After 2♦ - P - P

same as after a weak 2-bid in Diamonds

After 2♦ - P - 3X

Double = Takeout

Four of Responder's bid suit shows a two suited hand.

Other suit bids are Natural

Defense Option Two against multi:

2♦ -

Double = 13-15 HCP balanced or any strong hand

Note: with a Takeout Double of a major, Pass planning to Double on the next round; with a strong hand, Double directly since 2♦ may be passed.

2♥/2♠ = Natural. Response in other major is cuebid, jump other M is NAT.

2N = 16-18 HCP. Respond as to a 2NT opening bid.

3♣/3♦ = Natural.

3♥/3♠ = Strong (other major is a cuebid).

4♣/4♦ = 5+-5+ in suit bid and a major.

4♦ over 4♣ = asks major

4♥ over 4♦ = pass or correct

After 2♦ - Pass - 2♥/2♠ - Pass - Pass

Double = Takeout of bid Major

After 2♦ - Pass - 2♥ - Pass - 2♠

Double = Takeout of Spades

Note: Responses to all these doubles are the same as after a double of a weak 2-bid. Lebensohl

applies if you normally play it after 2M - Double - Pass.

After 2♦ - Pass - 2♥/2♠

Double = Takeout of suit bid

2 NT = 15-18 HCP, respond as to 2NT opening

3♥/3♠ = Natural

4♣/4♦ = 5+-5+ that minor + a major.

4♦ over 4♣ = asks for Major

4♥ over 4♦ = Pass or Correct

4♥/4♠ = Natural

After 2♦ - Pass - 2♥ - Double - 2♠

Double = Penalty opposite takeout of hearts

3♥ = Natural, assuming that doubler is short in hearts

3♠ = Cue bid, asking for stopper

After 2♦ - Pass - 2♥ - Pass - 2♠ - Pass - Pass

Double = Takeout of spades (respond as to opening 2♠ - Pass - Pass - Double)

After 2♦ - Double - 2♥/2♠ (Pass or Correct)

Double = Balanced, at least Invitational values;

If Game Forcing, shows stopper only in bid major.

Does not deny a 4-card major.

2♠ = Natural

2NT = Puppet to 3♣ ; signoff or Game Forcing with minor.

3♣ = Stayman, Game Forcing, continuations as after 2NT-3♣

3♦/3♥ = Transfers, at least Invitational

2♦ Opening Showing a Weak Two in a Major,

may have additional Strong Meanings

Revised 6/17/2015

3♠ = Both minors, Game Forcing.

3NT = 11-15 HCP, stopper in both majors.

4♣/4♦ = Strong invitation.

4♥/4♠ = Natural.

4NT = Blackwood.

After 2♦ - Double - 2♥/2♠ - 2NT - Pass

3♠ = 13-15 HCP Balanced

3♦ = to play

3♥ = clubs, game-forcing

3♠ = diamonds, game-forcing

3NT = BAL with stopper only in major opponent did not bid

3♦/3♥/3♠ = 18+ HCP, Natural, Game Forcing

3NT = 18-23 HCP, Natural

After 2♦ - Double - Pass/Redouble (where Pass/Redouble tends to show diamonds):

2♥/2♠ = To play

2NT = Puppet to 3♣ with 13-15 HCP

3♦ = forcing, club 1-suiter

Other bids = Natural, with clubs as second suit

3♠ = Stayman, game-forcing, continuations as after 2NT - 3♣

3♦/3♥ = Transfers, at least invitational

3♠ = Game forcing, no ♦ stopper.

3NT = 11-15, stoppers in both majors, natural

4♣/4♦ = Strong invitation.

4♥/4♠ = Natural

4NT = Blackwood

After 2♦ - Double - 2♥/2♠ - Pass - Pass

Double = 18+ HCP

After 2♦ - Double - 3X

Double = Responsive/"Cards"

Suit bid = One round force

4X = Cuebid

After 2♦ - P - 3X

Double = Takeout

Four of Responder's bid suit shows a two suited hand.

Other suit bids are Natural

After 2♦ - Pass - 4♥/4♠

Double = Takeout of suit bid

Other suit bids are Natural

After 2♦ - Pass - Pass

Bid as over a weak 2♦.

STD DEFENSE AGAINST 2NT SHOWING BOTH MINORS (5-5,4), WK

Pass = nothing to say, or a hand not shown below to be bid later

X = Power (includes many takeout type hands)

3♣ = good opening hand+ w/♥

3♦ = good opening hand+ w/♠

3♥ = less than 3♣ bid

3♠ = less than 3♦ bid

3N = to play

4♣ = *Strong* takeout of ♣

4♦ = *Strong* takeout of ♦

4♥ = better than 3♣ bid

4♠ = better than 3♦ bid

4N = ace ask

5♣/♦ = natural

5♥/♠ = raise 1 level per trump AK