



DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses; 1/2 Level; Reopen)	
Overall:	8-16(18) 5(4)+cards
Responses:	Suit below cue = n F1 Transfers from cue (or 1NT) to support Over 1M, fit jumps and 2NT = mixed raise
Re-opening:	8-14, 4+cards
1NT OVERCALL (2nd/4th Live; Responses; Reopen)	
(1x)-1NT	= 15-18
(1x)-(1y)-1NT	= 16-19
(1x)-(p)-1NT	= 11-14, doesn't promise stopper
Responses:	sys on
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Pre-emptive. Unusual NT shows two lowest unbid suits.	
Responses:	new suit F1
Re-opening:	2NT = 19-21, suits bids = constructive
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)	
Direct cue:	Majors 5+5+ (if minor shows 3+) or other Major and either minor (if Major)
Jump cue:	Solid minor asking stopper
Responses:	2NT = asking, 3m = P/C
VS. NT (vs. Strong/Weak; Reopen; Passed Hand)	
Strong NT:	Dbl = one m or both M, 2m = m + higher 2M = n (also from Passed hand)
Weak NT:	Dbl = strong, 2♣ = both Majors 2♦ = one-suiter, 2M = 4+M5+m
VS. PRE-EMPTS (Doubles; Cue bids; Jumps; NT Bids)	
Double is generally for take-out (up to 4♥). NT bids are n (except 4NT). 3-level cue = stopper ask. Jumps show values. Leaping Michaels over weak 2x openings.	
Over 3♣, 4♣ = ♠+other, 4♦ = ♦+♥	
Over 3♦, 4♣ = ♣+M, 4♦ = ♥+♠	
VS. ARTIFICIAL STRONG OPENINGS	
Dbl = ♥+♠, 1/2NT = ♣+♦	
OVER OPPONENTS' TAKE-OUT DOUBLE	
Rdbl = 10+, many transfers, 1M-(dbl)-2NT+ = fit jumps	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th	
NT	1 st /3 rd /5 th	1 st /3 rd /5 th	
Subseq	1 st /3 rd /5 th	1 st /3 rd /5 th	
Other: Vs. NT king strong lead – ask UB or CT; 4 th if 3 rd expensive In partner's suit high from xxx(x) after supporting			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+	Attitude	
King	KQ+ or AK	Strong (see above)	
Queen	Qx; QJ+	Qx; QJ+; KQ+	
Jack	Jx; JT+	Jx; JT+; AQJ+	
10	Tx; T9+; KJT+	Tx; T9+; KJT+	
9	9x; HT9+; HH9+ (98x+)	9x; HT9+; HH9+ (98x+)	
Hi-X	1 st /3 rd /5 th	1 st /3 rd /5 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	1 Count	Count	Odd/even
	Suit 2 Attitude	SPS	Count
	3 SPS		
	1 Count	Count	Odd/even
	NT 2 Attitude	SPS	Count
	3 SPS	Smith	
Signals (including trumps): H-L = odd/encouraging Occasional Smith echo (High asks continuing suit led) Odd/even 1st discard: odd card encourages, even = suit preference			
DOUBLES			
TAKE-OUT DOUBLES (Style; Responses; Reopening)			
T-o double:	Any strong (17+) or 3(2)+cards in all other suits (10-16)		
Responses:	Non-jump = 0-8, jump bid = 9-11(12), cue = inv+		
Re-opening:	Any strong (15+) or 3(2)+cards in all other suits (8-14)		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Negative double, responsive double, support dbl. Lead discouraging double (of some cuebids). Invitational double if no other INV bid available. Lightner.			

WBF CONVENTION CARD	
	
CATEGORY: Green system	
NCBO: Finland	
PLAYERS: Kari Patana & Juho Granström	
SUMMARY	
GENERAL APPROACH AND STYLE	
5 card M, 4 card ♦, short ♣, 14-16NT, 2♣ strong 2♦ multi (reasonable 6cM; 25-27NT; GF 3-suiter) Lots of transfers and relays. We open nearly all 11HCP hands and many weaker. 1♣ = 2+♣, any 11-13/17-19 bal w/o 5M; 10-22 nat unbal 1♦ = 4+♦, unbal, may have 4♦♣ The systemic opening for 11-13/17-19 5♦332's is 1♣ (but in 3 rd /4 th hand we may open 1♦).	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Transfers over 1♣ 1♦-2♦/♥ = 6+♥/♠ weak or GF, 1♦-2♠ = 4+♦ constructive 1♥-1♠ = 0-4♠ 3-12, 1♥-1NT = F1 5+♠ 1♠-2♦ = 5+♥ (6+ cards if weak), 1♠-2♥ = GF 5+♦ 1♦/♥/♠-2♣ can be short (Note 3) 2♣ = 20-24/28+ bal; GF 1-/2-suiter 2♦ = Weak 2 in M; 25-27 bal; GF 3-suiter 2NT = 5+♦5+♣, weak or GF 3NT = 4-level pre in a minor 4♣ = Good 4♥ opening, 4♦ = Good 4♠ opening Variations of Gazilli in following sequences: 1♣-1♦/♥-2♦(always strong); 1♦-1M-1NT; 1M-1x-2♣	
SPECIAL FORCING PASS SEQUENCES	
If our 1NT gets pen-X:d, pass forces XX. After 2♣ opening After 1x – (X) – XX, pass is forcing below 2NT.	
IMPORTANT NOTES	
We play Turbo. Any form of blackwood is very rare. In competition, 2NT is rarely nat.	
PSYCHICS: Rare but possible	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THROUGH				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1♣	X	2	4♠	a) 11-13/17-19 bal w/o 5M b) Natural 4+♣, (9)10-22, unbal	1♦/♥ = 4+♥/♠, 1♠ = no 4cM, 1NT = R (Note 3) 2♣/♦ = 5+♣ NF/GF (Note 6), 2M/3♣ = weak	..-1♦/♥-1M = 2-3M 10-16, ..-1♦/♥-1NT = 17-19, ..-1♦/♥-2♦ = R (Note 2), ..-1♦/♥-2NT = 4+M 17+	1NT = nat max 2♦ = weak
1♦		4	4♠	Natural 4+♦, (9)10-22, unbal	2♣ = R (Note 3), 2♦/♥ = 6+♥/♠ weak/GF 2♠ = ♦ raise, 3♣ = good suit	..-1M-1NT = R (Note 2), ..-1♥-2♣ = 3♥ 10-15 ..-1♠-2♥ = 3♠ 10-15, ..-1M-2NT = 4+M	2x = nat
1♥		5	4♠	5+♥, can be bal, (9)10-22	1♠ = 0-4♠ 3-12, 1NT = 5+♠, 2♣ = R (Note 3) 2♦ = 5+♦ inv+, 2♠ = weak, 2NT+ = support	..-1x-2♣ = R (Note 2), ..-1♠-1NT = bal/4+♣ 10-15 ..-1♠-2♦ = 6+♥ 10-16, ..-1♠-2♥ = 4+♦, 10-15	Fit jumps (2NT = ♠) 2m = nat
1♠		5	4♥	5+♠, can be bal, (9)10-22	1NT = 3-12, 2♣ = R (Note 3), 2♦ = 5+♥ (6+c if wk), 2♥ = 5+♦ GF, 3♣ = 5+♦ inv+, 2NT+ = support	..-1NT-2♣ = R (Note 2), ..-1NT-2♥ = 6+♠ 10-16 ..-1NT-2♠ = 3+♣ 10-15	Fit jumps 2m/♥ = nat
1NT				14-16, 5M-332 or 4M5m-22 or 6m-322 possible	Stayman, transfers, 2♠ = size ask, 2NT = ♣+♦ 3M = 5+m4+om3OM, 4♣/♦ = 6+♥/♠	(Note 1) ..-2♦/♥-2M-3M/NT = 5M GF; ..-2♦/♥-2M-3M+ = short, 1NT-2♦/♥-2M-2NT+ = transfer	Re-xfers = invite
2♣	X			a) 20-24/28+ bal b) 2-suiter, GF c) 1-suiter, GF	2♦ = R(weak/waiting), 2NT/3♣ = 6+♣/♦ SI 3♦ = 5+♦5+♣, 3M = 5m4om3OM, 3NT = 22(54)	..-2♦-2♥ = 23-24 bal/4+♥ unbal, ..-2M-3M = ask s/s ..-2♦-2♠ = 4+♠ unbal	
2♦	X			a) Weak 2 in M b) 25-27 bal c) 3-suiter, GF	2M = 0-3M P/C, 2NT inv+ = R 3M = P/C, 4m = asking for Major (Note 4)		In 4 th hand the weak option is 10-13
2♥		5		5+♥5(4)+m, weak	2♠ = 6(5)+♠ inv+, 2NT = inv+ R, 3♣ = P/C 3♦ = inv+ raise, 3♥ = weak	..-2NT-3m = min, ..-2NT-3M/NT = max	In 4 th hand 10-13 with 5-5
2♠		5		5+♠5(4)+m, weak	2NT = inv+ R, 3♣ = P/C, 3♦ = 6+♥ inv+ 3♥ = inv+ raise, 3♠ = weak	..-2NT-3m = min, ..-2NT-3M/NT = max	In 4 th hand 10-13 with 5-5
2NT	X			5+♦5+♣, weak/GF	3m = preference, 3♥ = R (Note 5), 3♠ = nat GF		In 4 th hand the weak option is 10-13
3♣		6		weak	4♦ = RKC-preempt	Over RKCBP: 1 st step 0KC, 2 nd 1, 3 rd 2 w/o Q, 4 th 2+Q	
3♦		6		weak	4♣ = RKC-preempt		
3♥		6		weak	4♠ = RKC-preempt		
3♠		6		weak	4♣ = RKC-preempt		
3NT	X			Minor suit preempt at 4 level	4♣/5♣ = P/C, 4♦ = R, 4M = n		
4♣	X			Good 4♥ opening	4♦ = R	HIGH LEVEL BIDDING	
4♦	X			Good 4♠ opening	4♥ = R		
4♥		8(7)		weak			Turbo: If M agreed, 4NT shows even KC and bypassing it shows odd. If m agreed, depending on situation, either 4m or 4m+1 shows even KC and bypassing it shows odd. (4NT can be control in m+1) Cue bidding style: 1 st or 2 nd round up-the-line. If no suit or a minor suit agreed, jump to 4NT is often n slam inv
4♠		8(7)		weak			
4NT	X			6+5+ minors, about 3-4 losers			
5♣		8(7)		weak			
5♦		8(7)		weak			

Note 1.

Responses to 1NT opening

-2♣ = Stayman, doesn't promise strength or Major

-2♦ = no 4-5c Major

-2♥ = weak with 4+♠4+♥, P/C

-2♠ = 5+♠, inv

-3m = 4+m, GF

-3M = 5+OM, GF

-2♥ = 4-5♥2-3♠

-2♠ = 5+♠, inv

-3♣ = minor-suit stayman

-3♦ = 3♥, GF

-3♠ = 4+♥, SI

-2♠ = 4-5♠2-3♥

-3♣ = minor-suit stayman

-3♦ = 3♠, GF

-3♥ = 4+♠, SI

-2NT/3♣ = 4♠4♥, min/max

-3♣ = 5+♦

-3♦/♥ = 4+♥/♠

-3♠ = 5+♣

-2♦ = 5+♥

-2♥ = 5+♠

-2♠ = range-check

-2NT/3♣ = min/max

-3♣ = to play

-3♦/♥/♠ = short suit, 6+♣

-3NT = to play

-2NT = 5+m4+om

-3♣ = 6+♦

-3♦ = relay

-3♥/♠ = short suit

-3NT = no short suit, NF

-3♦ = puppet

-3♥ = relay

-3♠ = 6+♦0-1♣

-3NT = no short suit, 6+♣

-3M = 5+m4+om3OM, GF

-4m = sets M as trumps (♣ = ♥, ♦ = ♠)

after interference usually Rubensohl applies (transfers from 2NT)

after penalty X, pass forces XX and XX forces 2♣

after conventional X, pass is NF and XX is strong

Note 2.

Variation of Gazilli in following sequences

1♠-1NT-2♣ = a) 10-15 4+♥ b) 16+ almost any

Responses: 2♦ = 8+ (over which 2♥ = 10-15; other=GF, possibly ART), 2M = weak pref, 2NT = weak, both minors, 3m = weak 6+m

1♥-1NT-2♣ = a) 10-15 3+♣ b) 16+ almost any

Responses: 2♦ = 8+ (over which 2♥ = 10-15; other=GF, possibly ART), 2M/NT= weak

1♥-1♠-2♣ = a) 10-15 4+♠ b) 16+ 0-3♠, almost any

Responses: as over 1♠-1NT-2♣

1♦-1♠-1NT = a) 10-15 4+♦4+♥0-2♠ b) 16+ 5+♦0-3♠

Responses: 3♦+ = inv. 2♣ = 8+ (over which 2♦ = 10-15; other=GF, ART), other = weak

1♦-1♥-1NT = a) 10-15 5+♦4+♣0-2♥ b) 16+ 5+♦0-3♥

Responses: 3♣+ = inv, 2♣ = 8+ (over which 2♦ = 10-15; other =GF, ART), other = weak

1♣-1♥-2♦ = a) 16+ 6+♣ b) 16+ 5+♣4+♦ c) 16+ 5+♣3♠

Responses: 2♥ = a) 4♠ min b) 5♠ GF, 2♠ = 5+♠ min, 2NT = 4/6+♠ GF and other GF, ART

1♣-1♦-2♦ = a) 16+ 6+♣ b) 16+ 5+♣4+♠ c) 16+ 5+♣3♥

Responses: 2♥ = min over which 2♠/3♣ are NF and other GF, possibly ART

1♦-1NT-2♥ = a) 16+ 4+♥ b) GF 6+♦ c) GF 5+♦4+♣

Responses: 2♠ = 5-7 (over which 2NT is NF and other GF, nat)

Note 3.

Responses to 1M-2♣ a) 6+♣ inv+ b) 4+♣ unbal GF c) bal GF

2♦ = 10-13 or 17+, no 4c OM

2♥ = 4+OM

2♠ = 14-16, 4+♦

2NT = 14-16, 1-suiter

3♣+ = 14-16, 4+♣

Responses to 1♦-2♣ a) 4+m inv+ b) bal GF

2♦ = 10-13 or 17+, no 4♣ (except if 3-suiter)

2♥ = 4+♣

2♠ = 14-16, 4+♠

2NT = 14-16, 1-suiter

3♣+ = 14-16, 4+♥

Responses to 1♣-1NT = a) 5+♦ unbal GF b) bal GF

2♣ = 10-13/17+, 4+♣, unbal

2♦ = 11-13/17-19 bal

2♥ = a) 14-16 4+♥ b) 16+ 3-suiter

2♠ = 14-16, 4+♠

2NT = 14-16, 1-suiter

3♣+ = 14-16, 4+♦

Note 4.

Responses to 2♦ opening

2♥ = 0-3♥ over which 2 = weak two in ♠, 2NT = 25-27, 3x = 3-suiter w short in x

2♠ = 0-3♠ over which 2NT = 25-27, 3♣ = weak two in ♥, 3x = 3-suiter w short in x-1

2NT = relay inv+ over which 3♣ = max, 3♦/♥ = min 6+♥/♠, 3/NT = solid ♥/♠

4♣ = asking for opener to transfer to his suit

4♦ = asking for opener to bid his suit

after X, pass shows diamonds, XX asks for suit, 2♥/♠/3♣ is nat NF

after interference X is penalty, bids in Major are P/C, 3m is F1 over 2M and NF over 2NT/3♣

Note 5.

Responses to 2NT-3♥ (2NT-3♠ are same except for direct 3NT/4♥/♠ bids which deny/show fit)

3♠ = 2-3♥ over which 3NT = SI in ♥, 4♣/♦ = nat F1, 4♥ = to play

3NT = 2-3♠ over which 4♣/♦ = nat F1, 4♥ = nat, 4♠ = to play

4♣/♦ = 6+♣/♦ over which 1step = fit in ♦/♣, 2+step = fit in ♣/♦ except 5♣/♦ is nat

Note 6.

Responses to 1♣-1♠

-1NT = 10-13

-2♣ = 5(4)+♣, 10-15

-2♦ = 17-19 bal

-2♥ = inv

-2NT = min

-3m = nat, inv

-3NT = max

-2♠ = puppet

-2NT = relay

-3♣ = 5+♦4+♣, SI

-3♦/♥/♠ = 6(5)+♦, SI

-2NT = pick-a-minor

-3m = nat, inv if minors work

-3M = St?M

-2M = nat, 16+

-2NT = 5+♣4+, F1

-3♣ = 14-16 good suit or 17-19 bad suit, 6+♣

-3♦ = GF, 6+♣, short ♦ or no short suit

-3M = GF, 6+♣, short M

-3NT = 18-22, 4414

Responses to 1♣-2♣

-2♦ = 17-19 bal

-2♥ = inv

-2NT = min

-3m = nat, inv

-3NT = max

-2♠ = puppet

-2NT = relay

-3♣ = 5+♣4+♦, SI

-3♦/♥/♠ = 6(5)+♣, SI

-2NT = pick-a-minor

-3♣ = nat, inv if minors work

-3♦/M = St?♦/M

-2M = nat, 16+

-2NT = 5+♣, F1

-3♣ = pre-empt

-3♦/M = GF, 6+, short ♦/M

-3NT = 18-22, 4414

Responses to 1♣-2♦

-2♥ = bal

$-2\spadesuit = 4+\diamond$
 $-2NT = 4+\heartsuit$
 $-3\heartsuit =$
 $-3\clubsuit = 4+\spadesuit$
 $-3\diamond = \text{short } \diamond \text{ or no short suit}$
 $-3M = \text{short M}$
 $-2\spadesuit = \text{unbal, 16+}$
 $-2NT = 4+\heartsuit, \text{ unbal, 10-15}$
 $-3\clubsuit = 4+\spadesuit, \text{ unbal, 10-15}$
 $-3\diamond = \text{unbal, 10-15, no short suit or short } \diamond$
 $-3M = \text{unbal, 10-15, short M}$

Note 7.

$1\clubsuit - (X) -$
 $XX = 11+$
 $1\diamond = 4+\heartsuit, \text{ after this sys on}$
 $1\heartsuit = 4+\spadesuit, \text{ after this sys on}$
 $1\spadesuit = 0-3\heartsuit 0-3\clubsuit, \text{ after this sys on}$
 $1NT = 5+\clubsuit. 1-7/\text{inv+ (after this } 1\clubsuit-2\clubsuit \text{ sys on)}$
 $2\clubsuit = 5+\clubsuit, 8-10$
 $2\diamond/M/3\clubsuit = 6+\diamond/M/\clubsuit, \text{ weak (2-level is 1-7, 3-level is 5-7)}$
 $2NT = 6+\diamond, \text{ invite+}$
 $3\diamond = 6+\heartsuit, \text{ invite+}$
 $3\heartsuit = 6+\spadesuit, \text{ invite+}$
 $3\spadesuit = \text{transfer to } 3NT$

$1\clubsuit - (1\diamond) -$
 See $1\clubsuit - (X) -$ except for
 $X = 4+\heartsuit, \text{ after this sys on}$
 $2\diamond = 5+\spadesuit 5+\heartsuit, \text{ little values or GF}$
 $2NT = ?$

$1\clubsuit - (1\heartsuit) -$
 See $1\clubsuit - (X) -$ except for
 $X = 4+\spadesuit, \text{ after this sys on}$
 $2\diamond = 5(4)+\clubsuit. \text{ invite+}$
 $2\heartsuit = 5+\spadesuit 5+m, \text{ little values or GF}$
 $3\diamond = \text{St?}\heartsuit, \text{ GF bal}$

$1\clubsuit - (1\spadesuit) -$
 $X = 4\heartsuit \text{ or invite+ semibal}$
 $1NT = \text{nat}$
 $2\clubsuit/\diamond = 5+\diamond/\heartsuit$
 $2\heartsuit = 5(4)+\clubsuit. \text{ invite+}$
 $2\spadesuit = 5+\heartsuit 5+m, \text{ little values or GF}$
 $3\heartsuit = \text{St?}\spadesuit, \text{ GF bal}$

$1\diamond - (X) -$
 $1M = 4+M, \text{ sys on}$

1NT/2♣ = 4/6+♣, NF
2♦/M = sys on (but 2♠ = unlimited)
2NT = 6+♣, invite+
3♣ = 6+♥, invite+
3♦ = pre-empt
3♥ = 6+♠, invite+
3♠ = transfer to 3NT

1♦ - (1♥) -
X = 4+♠, after this sys on but 1♠ = 0-3♠ 10-16, 1NT = sys on w/o weak variant
1♠ = 0-3♠
1NT = 5+♣
2♣ = 4(3)+♦
2♥ = 5+♠5+♣, little values or GF
2♠ = 6+♠, weak
for 2NT+ see 1♦ - (X) except 3♣ = St?♥, GF bal

1♦ - (1♠) -
X = 4♥ or invite+ semibal
1NT = nat
2♣ = 4(3)+♦
2♦ = 5+♥
2♥ = 5(4)+♣. invite+
2♠ = 5+♥5+♣, little values or GF
for 2NT+ see 1♦ - (X) except 3♥ = St?♠, GF bal

1♥ - (X) -
1♠ = 4+♠, (after this 1NT is bal or min w ♦, 2♣ is 17+ or ♣, 2♦ is 6+♥, 2♥ is max w ♦?)
1NT = 5(4)+♣
2♣ = 5(4)+♦
2♦ = 3+♥, 8+
2♥ = 3+♥, 3-7
2♠ = 6+♠, weak
2NT/3m = fit jump, F1 (2NT = ♠)
3♥+ = sys on

1♥ - (1♠) -
X = at least values to bid 1NT
1NT = 5(4)+♣
2♣ = 5(4)+♦
2♦ = 3+♥, 8+
2♥ = 3+♥, 3-7
2♠ = 5+♦5+♣, little values or GF
2NT/3m = fit jump, F1 (2NT = mixed raise)
3♥+ = sys on

1♠ - (X) -
1NT = 5(4)+♣

2♣ = 5(4)+♦
2♦ = 5+♥
2♥ = 3+♠, 8-
2♠ = 3+♠, 3-7
3m/3♥ = fit jump, F1
3♠+ = sys on

Note 8.

After opponent overcall 2x over our 1y openings we play modification of Rubensohl

1♦ - (2♣) -
2♦ = nat
2M = 5+M, NF
2NT = 4+♦, invite+
3♣ = 6+♥, invite+
3♦ = pre-empt
3♥ = 6+♠, invite+
3♠ = transfer to 3NT

1♥ - (2♣) -
2♥ = nat
2♦/♠ = 5+♦/♠, NF
2NT = 6+♦, invite+
3♣ = 3+♥, invite+
3♦ = 6+♠, invite+
3♥ = pre-empt
3♠ = transfer to 3NT

1♥ - (2♦) -
2♥ = nat
2♠ = 5+♠, NF
2NT = 6+♣, invite+
3♣ = 3+♥, invite+
3♦ = 6+♠, invite+
3♥ = pre-empt
3♠ = transfer to 3NT

1♠ - (2♣) -
2♦/♥ = 5+♦/♥, NF
2♠ = nat
2NT = 6+♦, invite+
3♣ = 6+♥, invite+
3♦ = 3+♠, invite+
3♥ = transfer to 3NT
3♠ = pre-empt

1♠ - (2♦) -
2♥ = 5+♥, NF

2♠ = nat
2NT = 6+♣, invite+
3♣ = 6+♥, invite+
3♦ = 3+♠, invite+
3♥ = transfer to 3NT
3♠ = pre-empt

1♠ - (2♥) -
2♠ = nat
2NT = 6+♣, invite+
3♣ = 6+♦, invite+
3♦ = 3+♠, invite+
3♥ = transfer to 3NT
3♠ = pre-empt

Note 9.

As responses to our overcalls we use transfers.

(1♣)1♦ -
1M = 4+M, F1
1NT = 6-11, doesn't promise stopper (if 1♣ = 3+♣) or 5+♣, 6+ (if 1♣ = 2+♣ or less)
2♣ = 3+♦, 9+
2♦ = 3+♦, 4-8
2M = 6+M, weak
2NT = nat
3♣ = 6+♥, invite+
3♦ = pre-empt
3♥ = 6+♠, invite+
3♠ = transfer to 3NT

After we overcall 1M:

- Transfers starting from cue bid if opening promised 3+cards.
- Transfers start from 1NT if can be less than 3 cards.
- Jump shift is fit showing inv+.
- 2NT 7-9 unbal 4+ support.
- Opponents suit at 3 level is stopper asking.

After we overcall at 2 level:

- New suit at 2 level is F1.
- Transfers start from cue bid.
- Jump shift (to 3 level) is invite 6+ or transfers starting from jump-cue
- 2NT nat inv

Note 10.

If there is 4th seat or later competition, in 2 level we use **good/bad 2NT**.

- Direct bid at 3 level is natural and promises extras but is limited.
- 2NT shows either competitive hand or very strong hand.
 - Strong hand promises 2-suited hand or fit for responder's suit.
- 2 level bids below opening suit are NF with good shape.
- 2 level bids over opening suit are F1 showing reverse hand.
- Double is 3 card support or strong bal if opener can raise to 2 of responders major.
- Double is strong hand usually 17-19 balanced or similar hand if not support double.