

## DEFENSIVE/COMPETITIVE BIDDING

### OVERCALL - 1D style

8 - 15 HCP, min. 4-4 in suit bid and next higher  
Responses: CUE is F1, p/c is SO, 3M is PREE  
After CUE 1<sup>st</sup> step is minimum  
Jump in 4<sup>th</sup> suit is GF; DBL 4<sup>th</sup> suit is PEN

### 1/2NT OVERCALL-15-17, BAL-live

Cue=Stayman, noTRF, jump bid/3<sup>rd</sup> level=FG

2NT: TRF, CUE=Stay; 3OMAJ=minor Stay

1NT 4<sup>th</sup> reopen - 12-14 HCP, no TRF

1NT 4<sup>th</sup> live - 5-11 HCP, min. 4M and 5+m

### JUMP OVERCALLS - 6-12(13), 6(5)+cards

Resp.: CUE is LROB, 2NT INV

2NT jump - strong 2-suiter, one suit is same rang  
4♠/♦ jump is 2-suiters; 4X(cue)is 2-suit. same rank

### Direct Cue-bid

M:13-16hcp,4OM-6+m m:overcall in same minor

4M: 5♠+5♦+, 0-3 losers

### VS. 1NT (at least 14+ hcp) DONT

Double: one suiter; resp: 2♣ = ask

bid: that suit and higher; 2♠ = one suiter

1NT-p-2X- 3X/2NT = 2-suiters

(1NT)-dbl-(pass)-2♣ ask / other bid is 6 cards suit

(1NT)-2♦-(dbl)-rdbl ask for another suit

### VS. weak 1NT (10-15 hcp) CAPPELLETTI

Dbl=13+ ;2♣=1-suiter; 2♦=5-4M ;2NT=m

(1NT) - dbl- (2X) - dbl- (2Y) - db = PEN

Pass- (1NT-any)-Pass- (Pass) -Dbl = minors

### VS. Multi 2♦

Double: T/O♠ or 17+; 2♥=T/O♥; Note (2)

### VS. Pre-empts 3-level

T/O DBL 14+;Jump 4m is 2-suiter;3NTsame as2NT

### VS. F, ART 1/2♣ and 1/2♠-1/2♦

Overcall 2-touching suits, jump is one suit

Vs ♣: DBL ♠-♥ NT ♦-♠ Vs ♦: DBL ♠-♠, NT ♣-♥

Vs. 2NT: DBL ♠-♥or♦-♠; overcall 2-touching suits

### Over Opponents` Take-Out Double

New suit - 5(4)+, NF Jump new suit (op.M)-same

2NT - 10+ HDP, 4+for MAJ, 5+for MIN, support

Simple raise - 5-8 HDP, 3 cards

Jump raise - 0-6 HDP, 4+for MAJ, 5+for MIN

RDBL 1<sup>st</sup> bid -10+ HCP, tends to deny fit

## LEADS AND SIGNALS

### Opening Lead

Suit/NT/Sub/ In partner suit 4<sup>th</sup>

### Leads

Lead	Against suit	vs NT
Ace	AKx - AKJx - AKJ10x	COU
King	KQ - KQx - KQJx-KQ(10/9)x	ATT-UB
Queen	QJx - QJ - QJ109 - AKQx	ATT-UB
Jack	J10 - J10x	
10	10x - KJ109 - AJ109	
9	9x - 109x - Q109x - K109	
High - x	Sx - xSxS - xSxSxx - 98xx	Sxx H98
Low - x	(H/10)xS - (H/10)xxS+ - HQxS - xSx	

Low from 3 small in partner suit's if is NOT raised, high if is raised. King form AK if is raised.

### Signals priority

Suit/ NT	Partner's lead	Declarers	Discarding
1	COU = High - Low = even number of cards		
2	HI / Mid =enc	SP High=highest Low=lowest	
3	S/P	vs NT: MUD = Smith echo	

signals: Ace vs. NT CT; King vs. slam/5<sup>th</sup> level CT;

Ace vs. slam/5<sup>th</sup> level ATT; very often S/P

From suit 6+cards: middle=positive; low/high=lower/higher

### DOUBLES

Take-out -12+HDP, min. 3 good cards in unbid suits or 15+.  
In competition support is NF, FA.

Responses: TRF (1♠) - dbl - (pass) - 1NT = clubs

Double is responsive, Jump is 5 cards 8-10 HCP

(1♠) - p - (2♠) DBL = 4OMAJ; 2NT = 12+, T/O no 4OMAJ

(1X) - dbl - (2X) - 2Y = 4+ cards

(1X) - dbl - (1Y) - 2Y = 5+ cards, 5-7 HCP

Take-out in reopening - 8+ HCP

### SPECIAL ART AND COMPETITIVE DOUBLES

COMPETITIVE - We base decisions to pass Comp DBL on the LAW. DBL's are for T/O when opps have raised a suit.

SUPPORT DBL - 15+hcp over 2 P suit, 3 cards

NEG DBL follow with new suit INV, 5+ cards

FORCING (negative) - only one F for 2<sup>nd</sup> level

ANTI LEAD DIRECTING when fe showed 5+ cards

SPL DBL - lower ranking suit

RESPONSIVE and Cuebid double (thru 4♦) - F1

DOPI (DEPO) / ROPI RKCB resp.



## WBF CONVENTION CARD

☆ NCBO: Serbia ☆

System category: Green

Boris Altman Goran Radišić

### SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

3 cards minor; new MIN FG; 4SFG; inverted minor  
frequent use non-pen DBL and ART 2NT in COMP  
2-over-1 F1; 1NT 15-17 HCP with 5MAJ

RESP 1NT: NF

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = weak M 0-9 hcp or BAL, 21-23 or strong ♣/♦

Open 2♥/♠ 6+ cards, 8-12 HCP, good suit

2NT/3♣/♦/♥ TRF PREE

3♠ gambling w/o stopper, 7♣/♦

Overcalls are two suiters, min. 4-4

Negative Free Bid - only on 2<sup>nd</sup> level, 5+ cards

New minor or 4th suit is F1/GF other bids NF/INV

1MAJ - 3♦=10-11BAL, 3-4 c. support, 3♠=minor SPL

Competitive Cuebid - Limit Raises or Better for M

After 1NT-TRF, we play later reTRF

2NT COMP direct response is RAISE after MAJ open.

Weak Jump overcall

Lebensohl (Note 11)

### IMPORTANT NOTES

Light openings. Opening in 1<sup>st</sup> or 2<sup>nd</sup> position maybe  
9+ HCP and 10+cards in two suits (with all points).

Principle Fast Arrival - support is NF

4NT is often SO after RKCB or INV after 3NT

After OPP's double our Cue (under 3NT): RDBL - 1<sup>st</sup>  
ctrl; pass - 2<sup>nd</sup> ctrl; bid - no ctrl; NT - stopper no A/K

### SPECIAL FORCING PASS SEQUENCES

1X-(2♥)- PASS could be PEN, F1 without values

When we are showed GF value or when we are 10+  
unlimited and opponents bid 4+ level - pass shows ctrl;  
DBL without CTRL or CTRL and very weak; bid w/o ctrl

Psychics: no

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v 4.0

OPENING	TICK IF ARTIFIC.	MIN. N° OF CARDS	NEG.DB L.	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
PASS				0 - 11 HCP	1♦ - 5+ HDP, 3♦+ 1♥/♠ - 5+ HDP, 4♥/♠+ 1NT - 8 -10 HCP, 2♣+ 2♦/♥/♠ - 0 - 7 HDP, 6(5)♦/♥/♠+ 3NT - 13 - 16 HCP, BAL 2♣ - 11+ HCP, 4♣+ 2NT - 11-12 HCP, BAL, INV 3♣ - 0 - 7 HCP, 5♣+, PRE 3♦/♥/♠ - 6-9 HCP, good suit, NF	<u>1♣ - 1♠</u> 3♠ - 15 - 17 HDP, 4♠ and 5♠+ 4♦/♥ - SPL, 15+ HCP, 4♠ 4♣ - 4♠ and 6♣+; very good suit, 12-16 HCP 2NT - 18 - 20, BAL, poss. 4♠, Note (7) 2♠ - 11-14; 3♠+; 2NT NAT; 3♦ Trial bid-resp: 4♠ = ♦: single, void, Kx, Ax, Kxxx, Axxx 3♥ = diam: xx, Kxx, Axx plus something else 4♦ = 2TH♦ 1♣ - 2♣ inverted minor	<ul style="list-style-type: none"> <li>Min Cue FG</li> <li>Forcing double, F1</li> <li>Negative Free Bid 2-level</li> <li>New suit, 1<sup>st</sup> level - F1</li> <li>Jump support - 0-6 HDP</li> <li>Jump 2♦♥♠ - 3-7 HDP, 5,6+ level COMP/PH-7+cards, INV</li> <li>2NT after MIN opening-NAT</li> <li>4♣/♦ by pass hand is comp</li> <li>1♣-(1♦)-DBL is both MAJ</li> <li>1♣-(1♦)-1M = 4+ cards</li> <li>1♣-(1♦♥♠)-2♣ = inverted</li> <li>1♣-(1♥)-1♠-(2♥); != 2c. ♠</li> </ul>
1♣		3	4♥	11 - 21 HCP	1♥/♠ - 5+ HDP, (3) 4♥/♠+ 1NT - 8-10HCP 2♣ - 10+ HDP, (4)5♣+, F1 2♥/♠ - 0 - 7 HDP, 6♥/♠+ 2NT - 11-12 HCP, BAL, INV 3♣/♥/♠ - 6-9 HCP, good suit, NF 3♦ - 0 - 7 HDP, 5♦+, PRE	3♣ RKCB ♣ 2NT 11-12 (13) HCP or 17+ HCP→3♣ = NF 3NT 13-16 HCP, BAL 3♦♥♠ SPL	
1♦		3	4♥	11 - 21 HCP 3 cards only with 4432	2♣/♦ - 10+ HCP, 4♣/5♦+, F1 3♣ - 7-9HCP, 3♥+, single♣/♦ 3♦ - 10-11 HCP, 3-4♥ 2NT - 12+ HDP, 4♥+ (Note 4) 3♠4♠/♦ - 7-11 HCP, SPL, 4♥+	1♣-1♠ (1NT); 2♣-2♦ GF, 0+♦ 1♣-1♠; 2♥-2NT 5-7 HCP, negative 1♣-1♠; 2♣- 2♠ 8-10 5♠ 3♠=8-10 6♠+ 1m - 1M; 1NT - new minor Note (8)	
1♥		5	4♦	11 - 21 HCP	3NT - pree, 4♠+, A/K side suit 2♠/♦/♥ - 10+HCP, 2♠+/5♦♥+	1♥-2♥; 2♠=shorth trial bid 2NT=♠ trial bid 1♠-2♣ Note (9) different than other 2/1 Note (10)	<ul style="list-style-type: none"> <li>Cuebid- 3+ support, 10+HDP</li> <li>1♥-(dbl)-2NT=10+hcp, 4♥+</li> <li>2NT comp after MAJ opening 7-9 HDP, 4+ support</li> </ul>
1♠		5	4♥	11 - 21 HCP	2♠=relay(Note5) 2♦/♥=TRF 2♠=TRF♠/♦ 3♠/♦ = INV 3♥/♠ = single/void 2NT/4NT =INV 5NT = Baron 4♦/♥=TRF 4♣ = weak, 5-5M	1♥-2♥; 2♠=shorth trial bid 2NT=♠ trial bid 1♠-2♣ Note (9) different than other 2/1 Note (10)	
1NT				15 - 17 HCP, BAL Dist 4333-4432-5332	2-3♥/♠ p/c; 2NT ask; 4♣ GF M in TRF 3♠/♦ 4♥/♠ NAT NF; 4♦ pree for M	1NT-2♦; 2♠/NT/3♣ dubleton, 4♥, max (3♦ reTRF) 1NT-2♦(4♥+); 2♥: 3♥=RKC 2♠3♣♦=CUE 1NT-2♠; 3♣-3♥/♠=strong ♠/♦ →3NT=negative	1NT-(!)-? RDBL = TRF to ♣ or ♥ 2♣ = TRF to ♦ or ♠ 2♦/♥/♠ = 4+c and 4+ another 2NT = minors 1NT - (2/3X) - ! = negative Pass hand only Stayman, TRF 1NT-p-p-!; p-p-? NAT
2♦	*			4-9 hcp weak ♥ or ♠ strong BAL 21-23 or ♣/♦	2♠ ask; 2NT 5♠+; 3♣♦ F1, 5+c; 3♥ pree	2♦-2♥/♠; 2NT (Note3); 2♦-2NT; 3♠/♦-3♦/♥ ask 2♦-2NT; 3♣/♦weak ♥/♠; 3♥/♠good ♠/♥; 4♣/♦RKCB 2♦-2♥; 2♠-2NT ; 3♣♦♥=single, max 2♦-3♥=p/c 2♦-(3♣)-3♦=ASK 2♦-(3♦)-3♥/♠=p/c	
2♥		6		8-12 HCP, good suit	2NT ask (Note 1); 4♣♦♥ SPL		
2♠		6		8-12 HCP, good suit	2♥/♠ 3♠/♦=2TH 2♣=0-4 or 5+ w/o5cards 2NT= 5+hcp, and 5+suit. 3♣ TRF ask 3♥=weak 5-5 MAJ 3♠=weak min's	2♣-2♦; 2NT=24-26HCP(Note3) 3NT=27+HCP(Note3) 2♣-(X)-DBL = 5+hcp, no 5 card suit New minor sec negative or 2♣-2♦; 3♦-3NT=0-4 hcp	2NT-3X; 3Y-4♣ RKCB♣ if you have fit. 4♦negative; 4♥ rkcb♣
2♣				22+ HCP or 8+ tricks			
2NT	*	6		♣ clubs	1 <sup>st</sup> step or 3NT = SO	<b>SLAM APPROACH AND CONVENTIONS</b>	
3♣	*	6	-	♦ diamonds	2 <sup>nd</sup> step = ask for trump quality. Responses w/oA; only A; A-Q; A-K; next ask Cue	RKCB: 0-3; 1-4; 2-5; 2-5+Q; 3+void; 2+void lower; 2+Q+void lower <b>Exclusion RKCB 5<sup>th</sup> lev</b>	
3♦	*	6		♥ harts	After response ask for singleton	4♣ RKCB for ♣; 4♦ RKCB for ♦; 4♠ is RKCB for ♥ (with fit) - After RKCB 4NT is SO	
3♥	*	6	-	♠ spades	4♣ p/c; 4♦ ask for singleton	Improved ASK for kings, after RKCB. Respons suit of king(s) <b>Josephine 5NT: 6♠=0</b>	
3♠	*	7	-	AKQxxx ♣/♦	4♣ p/c; 4♦ ask for singleton	After RKCB bellow 4♥ we play Spiral Scan started trump Q or from clubs	
3NT	*	7	-	same with K outside	1 <sup>st</sup> st.RKC,next ask CTRL; 2 <sup>nd</sup> st. askCTRL	Contol Asking Bid - when one hand is very week, 0-7 HCP(Note 12)	
4♣♦	*	7	-	7♥+/7♠+	5♥ RKCB for 6 aces	Cuebid - after Cuebids we use RKCB, to continue Cue over game must have at least 2 A	
4NT				5♣+/5♦+		After opps dbl cue (over 3NT): pass even / rdbl odd number of KC	

## NOTE 5

### OPENING 1NT

2♦ (no4MAJ) - 2♠=INV 4♠ & 5♥  
2NT = INV  
3♣/♦ = INV, 5♣/♦  
3♥ = INV, 4♥ & 5♠  
2♦-2♥(relay); 2♠=5♣ → 2NT (relay)  
3♣=2♦ → 3♥♠4♣♦=RKC  
3♦=2♥ → 3♠4♣♦=RKC  
3♥=2♠ → 4♣♦=RKC  
3♠ = ask for stopper  
2♦-2♥(relay); 2NT=4♣ & 4♦ → 3♣/♦ =RKCB ♣/♦  
3♥ (relay) → 3♠=2♥  
3NT=2♠

3♣ = 4♣; 3-3-3-4  
3♦ = 4♦; 3-3-4-3  
3♥ = 5♦ & 2♠; 3-3-5-2  
3♠ = 5♦ & 2♥; 3-2-5-3  
3NT = 5♦ & 2♠; 2-3-5-3

2♥ (4♥, poss.4♠) - 2NT=INV 4♠  
3♣♦♠ = CUE  
3♥ = RKC♥  
2♥-2♠(relay); 2NT=4♣ → 3♣=RKC♣  
3♥=ask for doubleton  
3♦/♠=ask for stopper  
2♥-2♠(relay); 3♣ = 4♦ → 3♦=RKC♦  
3♥=ask for doubleton  
3♠=ask for stopper  
2♥-2♠(relay); 3♦ = 4♠ → 3♠=RKC♠  
3♥=ask for doubleton  
2♥-2♠(relay); 3♥ = 3-4-3-3

2♠ (4♠) - 3♠ = RKC♠  
2NT = Relay  
3♣/♦/♥ = CUE  
4♣/♦/♥ = EXL RKC  
2♠-2NT(relay); 3♠=4♣ → 4♣=RKC♣  
3♥=ask for doubleton  
3♦=ask for stopper  
2♠-2NT(relay); 3♦=4♦ → 4♦=RKC♦  
3♥=ask for doubleton  
3♠=RKC♠  
2♠-2NT(relay); 3♥= 4-3-3-3 → 3♠4♣/♦=RKC

2NT (5♥) - 3♠ = relay, ask for doubleton  
3♦ = TRF  
3♥ = RKC♥  
3♣ (5♠) - 3♦ = relay, ask for doubleton  
3♥ = TRF

## NOTE 3

### STRONG 2NT/3NT – 21+HCP

#### Puppet Stayman (2NT-3♣ or 3NT-4♣):

3♦ (2-4♠, no 4♥) - 3♥=relay → 3♠ = 3♠  
3NT = 2♠  
4X = 4♠ and CUE  
3♦-3♥; 3♠/NT-4♣(ask for 4♣); 4♦ = 2-3♣ → 4♥=ask for 3♣  
4♥♠NT=4♣+ and resp on RKC  
3♦ (2-4♠, no 4♥) - 3♠=min ASK → 3NT = no 4♣/♦  
3♥ (no4♠, 4-5♥) - 3♠=relay → 3NT = 4♥ → 4♠=ask for 4♣  
4X = 5♥ and CUE

3♠ (5♠) - 4♣=ask for 3♣ → 4♦=2♣  
4♥♠NT=3♣ and resp on RKC

3NT (4♥&4♠) - 4♦/♥ = TRF  
4♣ = CUE, fit ♠  
4♠ = CUE fit ♥

#### Minor Stayman (2NT-3♣ or 3NT-4♣):

4♣ = 4♣+ → 4♥(relay) → 4♠=4♣ → 5♦ = RKC♣  
4NT = SO  
4NT5♣♦=5♣+ and resp on RKC  
4♠ = RKC♣  
4♣ = 4♣+ → 4♦(relay) → 4♥ = 2-3♦ → 4NT = SO  
4♠ = 4♦ and resp on RKC♦  
4♦ = 4♦+, no 4♣  
4♥ = relay → 4♠ = 4♦ → 4NT = SO  
5♣ = RKC♦  
4♠ = RKC♦  
3NT = no 4 cards minor → 4♣/♦ = ask for 3 cards

#### 4 level bids (2NT – 4X)

4♣ = 5♣+ → 4♦ = 2♣ → 4♥=RKC♣  
4♥♠NT = 3♣+ and resp on RKC♣  
4♦ = 5♦+ → 4♥ = 2♦ → 4♠=RKC♦  
4♠NT5♣ = 3♦+ and resp on RKC♣  
4♥/♠ = single/void ♥/♠  
4NT = SLAM INV 4<sup>+</sup>♠ & 5<sup>+</sup>♦

## NOTE 4

### 1MAJ – Jacoby 2NT

1♥-2NT; 3♣♦♠=SPL → CUE or 3♥ RKC  
3NT=ask for strength  
1♥-2NT; 4♣/♦ = 5 cards with 2 top honers → 4♠=RKCB 6K  
1♥-2NT; 3♥ = 11-14, BAL → CUE  
4♥ = 15-17 HCP, BAL → 4♠ = RKC  
3NT = 18-20 HCP, BAL → CUE

## NOTE 1

### OPENING 2♥

2♥-2♠ (relay); 2NT = 6♥&4X → 3♣ (relay)  
3♦=4♣ → 3♥4♣RKC  
3♥=4♦ → 3♠♦RKC♥♦  
3♠=4♠ → 4♣♦RKC♥♠  
3♣ = no 4 cards, single ♣ or ♦  
3♦ = bid game if single is ♦  
3♥ = pass if single is ♦  
3♦ = no 4 cards, single ♠  
3♥ = BAL, minimum  
3NT = BAL, maximum  
3♠ = 6♥&5X → 3NT = ask

2♥-2NT (5♠+); 3♣/♦ = 6♥ & 4♣/♦  
3♥/NT = no 3♠  
3/4♠ = 3♠+  
4♣/♦ = 4♠, SPL

2♥-3♣ (5♠+); 3♥/NT = no 3♠  
3♦ = 3♠, minimum  
3♠ = 3♠, maximum

### OPENING 2♠

2♠-2NT (relay); 3♣ = 6♥&4X - 3♦ (relay)  
3♥=4♣ → RKC  
3♠=4♦ → RKC  
3NT=4♥ → 4♣♦RKC♥♠  
3♦ = no 4 cards, single ♣ or ♦  
3♥ = bid game if single is ♦  
3♠ = pass if single is ♦  
3♥ = no 4 cards, single ♥  
3♠ = BAL, minimum  
3NT = BAL, maximum

## NOTE 2

### vs Multi 2♦

(2♦) - 3♥/♠ = 12-16 HCP, 6+♥/♠  
(2♦) - 4♣/♦ = 2-suiter ♣/♦ and M  
(2♦) - 2NT → 3♣=Stay, 3♥/♥=TRF, 3♠=mStay  
(2♦)-p-(4♦)- DBL = diamond and 13+ HCP

## NOTE 9

2/1 1♠-2♣

1♠-2♣; 2♠ = 6♠+, 11-14 HCP  
2NT = 11 – 14 HCP  
3♣ = 11+, 4♣+, F  
3NT = 15-17 HCP, BAL  
3♦/♥ = 4♣+, 11+ HCP  
3♠ = 15+ HCP, 6♠+, good suit  
4♠ = 6♠+ good, 4♣ with TH  
4♣ = 4♣+, 16+, RKC♣  
1♠-2♣; 2♦/♥/♠- 2NT = 10-11 HCP, NF  
3NT = 15-17 HCP, BAL  
3♣ = 6♣+, 10-11 HCP

1♠-2♣; 2♠-3♦ = GF, values

## NOTE 10

2/1

1♠-2♦; 2♠ = 5♠+, F  
2NT = 11-14 or 18+ HCP  
3NT = 15-17 HCP, BAL  
3♦ = 3♦+, 11-14 HCP  
3♥/4♣ = 4♦+, SPL  
3♠ = 14+ HCP, 6♠+, good suit

1♠-2X; 2/3Y-3♠ = 15+HCP, 3♠, slam invite  
1♠-2♦, 2♥-3♣ = ask for distribution and stopper

## NOTE 11

Lebensohl – when we use

1NT – (2X) – 2NT  
(1X) – 1NT – (2X) – 2NT  
(any weak 2 open.) – dbl – (pass) – 2NT  
1X – (1Y) – pass – (2Y); dbl – (pass) – 2NT  
(1X) – dbl – (2X) – pass; (pass) – dbl – (pass) – 2NT  
1X-1Y; 2Z (revers)-2NT

## NOTE 12

CAB – example 1♠-3♠; 4♣ ask for ctrl♣

4♠ = no ♣ ctrl  
4NT = ♣ A/K  
4♦/♥ = ♣A/K and ctrl ♦/♥  
5♦/♥ = single/void♣ and ♦/♥  
5♥ = ctrl♣ and top honer♠

## NOTE 7

1m – 1M; 2NT

1♣-1♠; 2NT- 3♣ = SO  
3♠ = SO  
3♥ = 4♥, NF, weak  
4♣ = RKC♣  
3♦ (new minor) = GF

1♦-1♠; 2NT-3♣; 3♦ = 5♦  
3♥ = 4♥  
3♠ = 3♠, no 4♥, no 5♦  
4♣/♦/♥ = 4♣, CUE

1♦-1♠; 2NT-3♣; 3♦/♥-3♠ = 5♠+, GF → 3NT = 2♠  
4X=3♠ resp RKC

1♣-1♦; 2NT - 3♣ = SO  
3♦ = FG, 5♦+  
3♥/♠ = 4M, FG

## NOTE 8

1m – 1M; 1NT – new minor

1♣-1♠; 1NT- 2♣ = SO  
2♠ = 5♠, 8-10(11) HCP  
3♠ = 6♠, 8-10 HCP  
2♥ = 4♥, NF, weak  
3♦/♥ = 5♠+&5♦/♥+, INV  
3♣ = 5♣+, INV  
2♦ = (new minor) = GF

1♦-1♠; 1NT-2♣; 2♦ = 5♦ → 2♠=RKC with fit  
2♥ = 4♥  
2♠ = 3♠, no 4♥, no 5♦  
2NT = 2-3-5-2, 14 HCP  
1♦-1♠; 1NT-2♣; 2♦-2♠; 2NT= 2♠  
3♣♦♥♠=3♠ and resp on RKC  
1♦-1♠; 1NT-2♣; 2♥-2♠ = RKC♠ if you have 3♠  
3♣ = 4♣+, FG  
3♦ = 5♠+&5♦+, FG  
3♥ = RKC♥  
2NT = INV

1♣-1♠; 1NT-2♦; 2NT = 2-3-4-4 → 3♠ = RKC♠  
3♣ = 5♣, 2-3-5-3 → 3♠ = RKC♠  
2♠ = 3♠, no 4♥

1♣-1♠; 1NT-2♦; 2♥♠NT-3♦ = GF, 5♠+ and 5♦+

1♣-1♠; 1NT-2♦; 2♥♠NT-3♣ = fit♣, slam try

## NOTE