

1. 1NT Development

- 2♣ = Stayman, does not promise M when INV, follow with Smolen in 3-level ;
- 2♦ = Transfer to 2♥ ;
- 2♥ = Transfer to 2♠ ;
- 2♠ = Transfer to 3♣ ;
- 2NT = Transfer to 3♦ ;
- 3♣ = weak both minors, 5+5+ ;
- 3♦ = GF, both minors, 5+5+ ;
- 3♥ = 31(54), GF+, 13-15 HCPs OR 16+ ;
- 3♠ = 13(54), GF+, 13-15 HCPs OR 16+ ;
- 3NT = To play ;
- 4♦/♥ = Texas Transfer ;
- 4NT = quantitative

Stayman

After 1NT – 2♣–2♦ :

- 2♥ = 4+♥ & 4+♠, weak (garbage);
- 2♠ = 5♠ & 4♥, weak ;
- 2NT = invite to 3NT, might or might not have M ;
- 3♣/♦ = 5+cards with an unknown 4 cards M, Slam Try;
- 3M = **SMOLEN**, 4 cards in M & 5 cards in other M, GF ;
- 3NT = To play ;
- 4♦ = 6+♥ & 4♠, no slam interest ;
- 4♥ = 4♥ & 6+♠, no slam interest ;

After 1NT – 2♣–2♥ :

- 2♠ = Invite to 3NT without 4♠ OR ♥ fit GF ;
THEN Responder bids = ♥ fit GF ;
- 2NT = invite to 3NT with 4♠ ;
- 3♣/♦ = 5+cards suit with 4♠, Slam Try;
- 3♠ = SPL in ♠ ;
- 3NT = To play ;
- 4m = SPL in m;

After 1NT – 2♣–2♠ :

- 2NT = invite to 3NT, may OR may not have 4♥ ;
- 3♣/♦ = 5+cards with 4♥, Slam Try;
- 3♥ = ♠ fit, Slam Try ;
- 3NT = To play ;
- 4m = SPL in m;
- 4♥ = SPL in ♥ ;

Smolen

After 1NT – 2♣–2♦ – 3♥ – 3NT :

- 4♣ = 5404, mild Slam Try ;
- 4♦ = 5440, mild Slam Try ;

4NT rebid by opener = to play ; others cuebid, fit in minor ;

After 1NT – 2♣–2♦ – 3♠ – 3NT :

- 4♣ = 4504, mild Slam Try ;
- 4♦ = 4540, mild Slam Try ;

Jacoby Transfer

After 1NT – 2♦ :

- 2♥ = Normal Accept ;
THEN 2♠ = NAT, INV, 5+5+ ; **THEN** 2NT = to play ;
 3♥ = to play ;
 4M = to play ;

- 2NT = INV ;
- 3m = NAT, 4+ cards, Slam Try ;
- 3♥ = INV with 6+cards ♥ ;
- 3♠ = SPL in ♠, 6+♥ ;
- 4♣/♦ = SPL in m, 6+♥ ;
- 4♥ = mild Slam Try, normally with at most 5 losers;
- 4NT = INV ;

- 2♠ = Super Accept, 4+♥, weak doubleton, max ;
- 2NT = Super Accept, 4+♥, no weak doubleton, max ;
- 3m = Super Accept, 4+♥, weak doubleton, max ;
- 3♥ = Super Accept, 4+♥, min ;

After 1NT – 2♥ :

- 2♠ = Normal Accept ;
THEN 2NT = INV ;
 3m = NAT, 4+ cards, Slam Try ;
 3♥ = NAT, GF with 5+5+ ; **THEN** 3♠ = ♠ fit ;
 4m = ♥ fit with m cue ;
 4♥ = ♥ fit with no slam

- 3♠ = INV with 6+♠ ;
- 4♣/♦ = SPL in m, 6+♠ ;
- 4♥ = SPL in ♥, 6+♠ ;
- 4♠ = mild Slam Try, normally with at most 5 losers;
- 4NT = INV ;

- 2NT = Super Accept, 4+♠, no weak doubleton, max;
- 3m = Super Accept, 4+♠, weak doubleton, max;
- 3♥ = Super Accept, 4+♠, weak doubleton, max;
- 3♠ = Super Accept, 4+♠, min;

After Super Accept,

- 3♦ is re-transfer to ♥ (while 3♥ is for ♠), subsequent new suit = cue-bids;
- 4 level new suit = SPL;

Texas Transfer

4NT after Texas = RKCB ;

Minor Suit Transfer

After 1NT – 2♠ :

2NT = fit ♣, at least Hxx OR 4+cards (could be Hx with max)
THEN 3♣ = weak 6+♣, sign off ;
 3♦ = GF+, 6+♣, values/features
 3M = GF+, 6+♣, values/features
 3NT = sign off;
 4NT = RKCB in ♣ ;

3♣ = no ♣ fit, either xx OR Hx OR xxx
THEN Pass = weak 6+♣, sign off ;
 3♦ = GF+, 6+♣, values/features
 3M = GF+, 6+♣, values/features
 3NT = sign off;
 4NT = Quantitative with long ♣ and no shortage;

After 1NT – 2NT :

3♣ = fit ♦, at least Hxx OR 4+cards (could be Hx with max)
THEN 3♦ = weak 6+♦, sign off ;
 3M = GF+, 6+♦, values/features
 3NT = sign off;
 4♣ = GF+, 6+♦, values/features
 4NT = RKCB in ♦ ;

3♦ = no ♦ fit, either xx OR Hx OR xxx
THEN Pass = weak 6+♦, sign off ;
 3M = GF+, 6+♦, values/features
 3NT = sign off;
 4♣ = GF+, 6+♦, values/features
 4NT = Quantitative with long ♦ and no shortage;

2. Semi-Forcing 1NT

Over 1M opening, 1NT is Semi-Forcing, opener can pass with min 5332 or 4522

After 1♥ – 1NT :

2♣/♦ = 2+♣/3+♦ ;
 2♥ = 6+♥, 10-14 hcps ;
 2♠ = Reverse, 4+cards ♠ ;
 2NT = any GF, puppet to 3♣ ;
THEN subsequent show 5-4;
 3m = GF, 5+cards suit ;
 3♥ = 6+♥, good hand, 16-18 ;
 3NT = to play;
 4♥ = to play ;

After 1♥ – 1NT – 2m :

2♦ = NAT, 6-9 hcps, 5+ cards ;
 2♥ = NAT, 2+ cards ;
 2♠ = INV, 4+ m fit ;
 3m = Non-Forcing ;
 3♥ = INV, 10-12 hcps, 3 cards fit ;
 3NT = to play ;

After 1♥ – 1NT – 2NT (Alan B) :

3♣ = puppet to 3♣ ;
 3♦ = 9-12, 6+cards ;
 3♥ = 10-12, 3 cards fit ;
 3♠ = 9-12, 6+cards ♠ ;
 3NT = 9-12 generally BAL ;

After 1♥ – 1NT – 2NT – 3♣ :

3♦ = GF, 4 cards ;
 3♥ = GF, 6+cards ;
 3♠ = GF, 4 cards ♠ ;
 3NT = GF, generally BAL ;

After 1♠ – 1NT :

2♣/♦ = 3+♣/3+♦ ;
 2♥ = 4+♥, NF ;
 2♠ = 6+♠, 10-14 hcps ;
 2NT = any GF, puppet to 3♣ ;
THEN subsequent show 5-4;
 3m = GF, 5+cards suit ;
 3♥ = GF, 5+cards suit ;
 3♠ = 6+♠, good hand, 16-18 ;
 3NT = 7+cards solid suit ;
 4♠ = to play ;

After 1♠ – 1NT – 2m :

2♦ = NAT, 6-9 hcps, 5+ cards ;
 2♥ = NAT, 6-9 hcps, 5+ cards ;
 2♠ = NAT, 2+ cards ;
 3m = INV, 5+ m fit ;
 3♥ = INV, 10-12 hcps, 6+♥ ;
 3♠ = INV, 10-12 hcps, 3 cards fit ;
 3NT = to play ;

After 1♠ – 1NT – 2NT :

3♣ = puppet to 3♣ ;
 3♦ = 9-12, 6+cards ;
 3♥ = 9-12, 6+cards ;
 3♠ = 9-12, 3 cards fit ;
 3NT = 9-12 generally BAL ;

After 1♠ – 1NT – 2NT – 3♣ :

3♦ = GF, 4 cards ;
 3♥ = GF, 4 cards ;
 3♠ = GF, 6+cards ;
 3NT = GF, 4 cards ♣ ;

1♥ – 1NT – 2♥ – 2♠ = invitation, mild ♥ support, choose ♥ or NT;

1♠ – 1NT – 2♥ – 3m = 6+ cards, 10-12 hcps ;

1♠ – 1NT – 3♥ – 4m = ♥ fit, m cue bid ;

1M – 1NT – 2m – 2M – 3M = 15-16 hcps, INV with 6+ cards good suit;

3. Two way Checkback

System ON for all 1NT rebid [1m – 1M – 1NT / 1♣ – 1♦ – 1NT / 1♥ – 1♠ – 1NT]

System ON when passed hand ;

System ON when opponents interfere over opening ;

System OFF when opponent bid after 1NT (except DBL) ;

General Principles **after 1NT rebid:**

2♣ = puppet to 2♦, either Stop Bid OR INV ;

2♦ = any GF ;

Subsequent response for opener = bid up the line ;

All INV shall go through 2♣ ;

2NT = INV without 5 cd major ;

Jumping to 3 level new suit = GF with 5-5;

Jumping to 3 level original suit = GF with 6+ cards semi-solid ;

Invitational Sequence (all INV shall go through 2♣)

1♦ – 3♣ = mild game INV, 6+cards with 2 top honors ;

1♣ – 1M – 1NT – 2♣ – 2♦ – 3♣ = normal game INV, 10-11, 5+♣ + 4M ;

1♦ – 1M – 1NT – 2♣ – 2♦ – 3♣ = normal game INV, 10-11, 6+♣ + 4M ;

1♣ – 1M – 1NT – 2♣ – 2♦ – 3♦ = normal game INV, 10-11, 6+♦ + 4M ;

1♣ – 1♦ – 1NT – 2♣ – 2♦ – 3♦ = normal game INV, 10-11, 6+♦ ;

1m – 1M – 1NT – 2♣ – 2♦ – 2NT = INV normally with 5M BAL ;

1m – 1M – 1NT – 2♣ – 2♦ – 2M = **INV normally with 5M UNBAL** ;

1m – 1♥ – 1NT – 2♣ – 2♦ – 2♠ = INV with 5♥ + 4♠ ;

1m – 1M – 1NT – 2♣ – 2♦ – 3M = normal game INV, 10-11, 6+M ;

Jumping to 3 level always GF

1m – 1M – 1NT – 3M = **GF**, 6+cards semi-solid+, mild slam interest ;

1♣ – 1♦ – 1NT – 3♦ = GF, 6+cards semi-solid+, mild slam interest ;

1♣ – 1♦ – 1NT – 2♦ = GF with 6+♦ OR ♣ fit ;

1♣ – 1♦ – 1NT – 2M = GF with 5+♦ + 4M ;

1m – 1♠ – 1NT – 3♥ = GF with **5+5+M** ;

1m – 1M – 1NT – 3m = GF with 5M + 5m ;

1♣ – 1M – 1NT – 3♦ = GF with 5M + 5♦ ;

1♦ – 1M – 1NT – 3♣ = GF with 5M + 5♣ ;

1♣ – 1♦ – 1NT – 3♣ = GF with 5♦ + 5♣ ;

Game Forcing 2♦

1m – 1♥ – 1NT – 2♠ = **GF with 4-4 M** ;

1m – 1♥ – 1NT – 2♦ – 2♥ – 2♠ = GF with **5♥ + 4♠** ;

1m – 1♠ – 1NT – 2♦ – 2♥ – 2♠ = GF with 5+♠ ;

1♣ – 1♦ – 1NT – 2♦ – 2M = 4♣4M ;

1♣ – 1♦ – 1NT – 2♦ – 2NT = 4432 OR any 4333 ;

1♣ – 1♦ – 1NT – 2♦ – 2NT – 3♣ = GF with 5+♦ + 4♣ ;

1♣ – 1♦ – 1NT – 2♦ – 3♣ = 5+♣ ;

Two way Checkback for 1M opening

After 1♥ – 1♠ – 1NT :

2♣ = puppet to 2♦, either Stop bid OR INV ;

2♦ = any GF ;

2♥ = NAT, 3♥ support ;

2♠ = Stop bid ;

2NT = INV ;

3m = GF with 5♠ + 5m ;

3♥ = GF **with 5♠** + 3+♥ ;

3♠ = GF, 6+cards semi-solid+, mild slam interest ;

Checkback for 2NT rebid

After 1m – 1M – 2NT :

3♣ = Checkback Stayman, not promise 5+M or 4+ other M ;

3♦ = 4+m support, mild slam try ;

3M = GF with 6+ cards ;

3NT = Stop Bid ;

4 other m = 5+ M & 5+ other minor ;

1m – 1♥ – 2NT – 3♠ = **4-4 M** ;

1m – 1♠ – 2NT – 3♥ = 5+5+ M ;

After 1m – 1♥ – 2NT – 3♣ :

3♦ = 3♥ & 4♠ OR NO 3♥ & NO 4♠ ;

THEN 3♥ = relay asking ;

THEN 3♠ = BOTH ;

3NT = None ;

3♥ = 3♥ but NO 4♠ ;

3♠ = 4♠ but NO 3♥ ;

3NT = 6+ minor ;

After 1m – 1♠ – 2NT – 3♣ :

3♦ = 3♠ & 4♥ OR NO 3♠ & NO 4♥ ;
 THEN 3♥ = relay asking ;
 THEN 3♠ = BOTH ;
 3NT = None ;

3♥ = 4♥ but NO 3♠ ;
 3♠ = 3♠ but NO 4♥ ;
 3NT = 6+ minor ;
 4m = 4♠ support, cue in m ;

After 1♥ – 1♠ – 2NT :

3m = new minor forcing, maybe just feature ;
 3♥ = GF, ♥ fit ;
 3♠ = GF, 6+♠ ;
 3NT = to play ;

Fourth-suit GF for 1M rebid (all GF shall go through 4th suit)

1♦ – 1♥ – 1♠ – 2♣ = 4th suit GF;
 1♣ – 1♥ – 1♠ – 2♦ = 4th suit GF;
 1♣ – 1♦ – 1♥ – 1♠ = 4th suit GF ;
 1♣ – 1♦ – 1♥ – 2♠ = GF with 5+♦ 4♠ ;
 1♣ – 1♦ – 1♥ – 3♦ = normal game INV, 10-11, 6+♦ ;
 1♣ – 1♥ – 1♠ – 3♥ = normal game INV, 10-11, 6+♥ ;

4. WALSH

After 1♣ opening, responder shall bid 1M, unless GF with 5+♦ 4M ;

After 1♣ – 1♦ :

1M = 4 cards M, unbalanced ; (only after 1♣ – 1♦ show unbalanced)
 i.e. 1♣ – 1♦ – 1♥ = 5+♣ 4♥ (4♣ only when 4414)
 1♣ – 1♦ – 1♠ = 5+♣ 4♠ ;
 1NT = 11-14, BAL OR Semi-BAL, might have 4 cards M ;
 2♣ = NAT, 6+♣ ;
 2♦ = NAT, 4+♦ support ;
 3♦ = 5+♣ 4♦ (invite) ;
 2NT = 18-19 balanced

3♥/3♠ = splinter, fit in ♦ ;

5. Bergen Raises & Jacoby 2NT

System Off (Bergen) for passed hand or doubled

After 1♥ opening :

2NT = Jacoby 2NT, 4+ cards support, GF ;
 THEN 3m = sing/void in m ;
 3♥ = max 16+
 3♠ = sing/void in ♠ ;
 3NT = medium hand 14-15;
 4m = 5+cards m, good suit ;
 4♥ = min ;

3♣ = 10-11 hcps, 4+ cards support ;

THEN 3♦ = shortness asking ;

THEN 3♥ = no shortness ;
 3♠ = sing/void in ♠ ;
 3NT = no shortness, but extra trumps ;
 4m = sing/void in m ;

3♦ = 7-9 hcps, 4+ cards support ;

3♥ = 3-6 hcps, 4+ cards support, PRE ;

3♠ = SPL in ♠ ;

3NT = 13-15, any 4333 ; then 4NT = RKCB

4♥ = To play ;

6. Response after 2 over 1 GF

After 2 over 1 GF

After 1♥ - 2♣ :

2♥ = 6+♥ ;

7. 2-way Reverse Drury

General Principles

Passed hand, 2♠/2♦ shows 3 / 4 cards support in M, 9-11 hcps;

After 1♥ - 2♣ (same for 1♠ - 2♠)

2♦ = 12-17, 5+♥ (not light opening) reinvoke

2♥ = 9-11, 5+♥ (light open) NF

2♠ = 16-21, 5+♥ & 4+♠ (reverse, GF)

2NT = 18-19 Bal, 5♥

3♣ = 16-20, 5+♥ & 4+♣

3♦ = 16-20, 5+♥ & 4+♠

3♥ = 16-20, 6+♥

3♠ = 16-20 SPL in ♠

3NT = 15-17 BAL, choice of contract (NF)

4♣ = 16-20 SPL in ♣♣

4♦ = 16-20 SPL in ♦

4♥ = 12-17, sign off (NF)

8. Inverted minors

System ON when passed hand ;
 After Inverted minors, opener bid suit UP THE LINE with (13+)

After 1♣-2♣ :
 4♣ = RKCB;

After 1♣-3♣ :
 4♣ = shortness asking ;
 THEN 4♦ = sing/void in ♦ ;
 4M = sing/void in M ;
 5♣ = no shortness ;
 4♦ = SPL in ♦ ;
 4M = SPL in M ;

After 1♦-3♦ :
 3M = values + features, cue bids afterwards ;
 3NT = to play ;
 4♣ = values + features, cue bids afterwards ;
 4♦ = shortness asking ;

9. New Cheapest Suit Forcing

System OFF when passed hand ;
 System OFF after interference by X OR Overcalls after 2m rebid ;
 New Cheapest Suit Forcing is GF ;

- 1♣-1♦-2♣-2♥ = any GF;
- 1♣-1♦-2♣-2♠ = GF with 5+♦ & 4♠;
- 1♣-1M-2♣-2♦ = any GF ;
- 1♣-1♥-2♣-2♠ = GF with 5+♥ & 4+♠ ;
- 1♣-1♠-2♣-2♥ = Stop bid ;
- 1♣-1M-2♣-3♦ = INV with 5M&5♦ (did not bid NCSF)
- 1m-1♠-2m-3♥ = 5+5+M, INV ;5-4M INV can go only thru 2NT ;
- 1♦-1M-2♦-2oM = any GF ;
- 1♦-1M-2♦-3♣ = INV with 5M & 5♣ (did not bid NCSF)

10. 2NT Opening

Puppet Stayman

For opening bid of 2NT 20-21 balanced ;

- 3♣ = ask 5 card major (puppet stayman)
- 3♦ = transfer to 3♥
 Then 3♠ = 5♥4♠
- 3♥ = transfer to 3♠
 Then 4♥ = 5♠5♥
- 3♠ = Minor suit stayman
 Then 3NT = no 4cd minor
- 3NT = to play
- 4♦/4♥ = transfer

After 2NT-3♣

- 3♦ = one or both 4 card maj;
 Then 3♥ = 4 card ♠
 3♠ = 4 card ♥
 3NT = 33 major or less
 4♣ = both majors
 4♦ = 5♠4♥
- 3♥ = 5 card ♥
- 3♠ = 5 card ♠
 Then new suit is cue bid with slam interest, fit M
 3NT = stop bid
- 3NT = no major (3-3) or less
 Then 4♣ = minor asking
 Then 4♦ = one 5 card minor
 Then 4♥ = relay
 Then 4♠ = ♣
 4NT = ♦
 4♥ = 4 card ♣
 4♠ = 4 card ♦
 4NT = 4-4 minor

11. Multi-2♦ (weak 2♥ / 2♠)

Responses :

- 2M = Pass / Correct ;
- 2NT = Asking ;
- 3m = Constructive ;
- 3M = Pass / Correct ;
- 3NT = to play ;
- 4♣ = bid your M - 1 ; (only with no intervention)
- 4♦ = bid your M ; (only with no intervention)
- 4M = to play ; (not pass or correct)

System ON when Opponents X over Openings ;
 System OFF when Opponents overcalled over Openings,
 Cue bid = bid your Major ;
 New suit = NAT ;

After 2♦-2NT :

- 3♣/3♦ = max 6+♥/♠ ;
- 3♥/3♠ = min 6+♥/♠ ;

After 2♦-4♣ :

- 4♦ = 6+♥ ;
- 4♥ = 6+♠ ;

After Intervention : 2♦ (X)

- Pass = ♦
- 2♥/2♠ = P/C
- 2NT = Ask

After 2♦-4♦ :

- 4M = 6+M ;

12. 2 Majors Opening (2♥)

5-4+ maj, 6-10 HCP

After 2♥-

Pass/2♠/3♣/3♦ = non forcing, choice of contract, to play
 2NT = Ask

Then 3♣ = min any 5-4

Then 3♦ = Re-ask

Then 3♥=5♥4♠; 3♠=4♥/5♠

3♦ = min 5-5

3♥ = max 5♥4♠

3♠ = max 4♥/5♠

3NT = max 5-5

13. 2♠ Opening (♠+min)

5♠-4 min, 6-10 HCP

Response 2NT = Asking ;

- THEN
- 3♣ = min, M+♣ ;
 - 3♦ = min, M+♦ ;
 - 3♥ = max, M+♣ ;
 - 3♠ = max, M+♦ ;

System ON when Opponents X over openings ;

14. Strong 2C Opening

Strong artificial, 8+ playing tricks, 17+ hcps or 22+ BAL

After 2♣-

- 2♦ = 0-1 controls
- 2♥ = 2 controls
- 2♠ = 3 controls

2NT = 4+ controls

3♣-3♠=6+ cards with 2 top honours out of AKQ, nothing else

After 2♣-2♦-

Any suit= 5+cards, Forcing

Then 2♥ = 5cd♥ or Kokish (strong balance)

Then 2♠ = waiting;

Then 2NT = 24+; 3 any = 5cd♥ and 4cd other suit;

2NT = 22-23 hcps BAL

3NT = for play

After 2♣-2♦-2NT- = (puppet staymen/Hardy)

DOPI/ROP1 after Intervention

After 2♣(2♦-4♠)

X or XX = 0 control

Pass = 1 controls

Suit = 2+controls, 5 cards

2NT = 2+controls, BAL (may have no stopper)

15. Roman KeyCard Blackwood

4NT after obvious agreed trumps, 140322

5NT = 2 KC plus a useful void ;

6m = 1/3 KC plus a useful void (if below trump) ;

6M(H) = H+void in S

After interfere (5♦ or below, including DBL), just like other convention being interfered

Double = exactly the step

Pass = the step cannot bid

Suit = bid as usual

After interfere (5♥ or more), DEPO

Double = Even number of keycards; and zero

Pass = Odd number of keycards;

16. Negative Free Bid

2-level new suit = NF, 7-11 hcps, 5+ cards ;

3-level new suit = GF, normally 6+ cards ;

17. Multi-LANDY Defense against 1NT opening :

- X = same strength or above ;
 After passing and setting up penalty, subsequent X = penalty ;
- 2♣ = both Majors, 4+4+ ;
- 2♦ = 1 Major ;
- 2M = normally 5+M & 4+m ;
- 2NT = both minors, 5+5+ ;
- 3m = PRE against Strong NT (14+), Constructive against weak NT ;
- 3M = PRE against Strong NT (14+), Constructive against weak NT ;

18. Lebensohl

Case 1 : Over partner's takeout DBL on opponent Weak 2 openings ;

2NT = Relay to 3♣, showing weak ;

Case 2 : 1NT opening being interfered ;

After 1NT (2M) :

2NT = puppet to 3♣, STOP in any suit ;

Case 3 : Opener reverse ;

Jump level Reverse

After 1m – 1♠ – 2♥ :

2NT = LEB

19. After 1NT Being X (equal strength)

No more system on, run with XX = usu have a 5cd suit, or DON'T=usually 4cd suit+higher

1NT (X)

P = 5+hcp, can stand; or no better bid such as 4333

XX = run, puppet 2♣, Then bid suit = usually 5+cd NF

2♣ = 4cd ♣+ 4 cd higher

2♦ = 4cd ♦+ 4 cd higher

2♥ = 4cd ♥+ 4 ♠cd

20. Doubling Opps 1NT

1NT (X)

P = can stand 5+hcp, or no better bid 4333

2♣/♦/♥ = weak/run (0-5) 4+cd

21. Defense Against Artificial Bid

Against Strong 1♣

- X = Majors 44+
- 1NT = 2 minors
- 2♣ = suit
- 2♦ = 2 majors (Michael's 55)
- 2NT = minors 55

Against Weak 2♦ (diamond suit/ multi)

X = any opening hand

Against 2♦ (one major weak)

- X = opening hand+
- Then 2NT = 7-10
- 3x = 0-9

2♥/2♠ = suit 5 card

Against Flannery (opening hand)

- X = takeout in minor
- 2♥ = minor 2 suitors

Against 2♦ (weak 44 major)

- X = opening hand or above
- 2♥ = 2 minors less than opening hand
- 2♠ = 2 minors opening hand +
- 2NT = 15-18 with stoppers