WBF Convention Card

NCBO Logo & Coloured Sticker:

CATEGORY: Green
NCBO: HKCBA **EVENTS:** All
PLAYERS: Adam Fok Tsz Nam – Himmy Ng Pak Him

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

Standard Overcall
Responses:
New suit: 1/2 level = NF, 3 level = NF Constructive, Jump Shift = GF
Jump Raise: INV
Cue bid: F1

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

At 2nd seat: STR NT (15-18HCP), system on.
At 4th seat: 10-14HCP.system on

JUMP OVERCALLS (Style; Responses; Reopen)

1-Suit: pre-emptive, 6+ cards suit
2-Suit: Unusual 2NT for 2 lowest unbid

Reopen: Opening

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

Michaels Cuebid
Cue bid Major: OM + m
Cue bid minor: Both M
Jump Cue bid: Ask for stopper to play in 3NT

VS. NT (vs. Strong / Weak; Reopening; PH)

Landy (VS STR or WK NT)
2♣: Both M, normally 8+hcp
2♦, 2♥, 2♠: NAT
X = Equal strength (2nd seat), Opening (4th seat)

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O up to 4♠
VS WK 2M Opening: Cue = Other M + m, Jump Cue = Both m
VS WK 2M opening: Cue = Other M + m, Jump Cue = Both m

VS. ARTIFICIAL STRONG OPENINGS

Suction at all levels over strong 1♣/2♣
X/♣ = ♦ or ♥ + ♠; ♦ = ♥ or ♠ + ♣; ♥ = ♠ or ♣ + ♦
♠ = ♣ or ♦ + ♥; NT = ♣ + ♥ or ♦ + ♠

OVER OPPONENTS' TAKEOUT DOUBLE

XX = 11+HCP; Jump Raise = INV
Forcing 1NT "OFF" after any interference
1NT = 6-10 over 1m, 2NT = INV, 3NT = Play

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2nd or 4th Best	3rd or 5th Best
NT	2nd or 4th Best	3rd or 5th Best
Subseq		

Other: Vs. Suit Contract, H = A, K, Q, J, T.
Vs. NT Contract, H = A, K, Q, J

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx(+)	Ax, AKx(+)
King	Kx, KQ(+), AK	KQ(+), AK
Queen	Qx, QJ(+), AQJ(+)	AQJ(+), QJ(+)
Jack	Jx, JT(+), AJT(+), KJT(+)	AJT(+), KJT(+), JT(+)
10	Tx, T9(+), HT9(+)	T9(+), HT9(+)
9	9x, 98(+)	9x, 98(+)
Hi-x	Xx	Xx
Lo-x	xXx, HxX	xXx, HxX

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	UDCA	UDCA	UDCA
	2			
	3			
NT	1	UDCA	UDCA	UDCA
	2			
	3			

Signals (including Trumps): Smith Echo, Remaining Count(natural)

Doubles

TAKEOUT DOUBLES (Style; Responses; Reopening)

Up to 4♠, standard T/O or Strong hand
T/O: Opening, 3+ in unbid M
Strong: 16+, good 5+ suit

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Negative X: Up to 3♠, 7+ with 4+ cards in unbid M or 10+
Lead Directing X: Unusual lead is requested, usually vs 3NT or slam
(1X)-Pass-(1Y)-X = Unbid suits at least 4-4

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 F1, 5+ cards M opening, Convenient minors, Strong 1NT
Forcing 1NT w/ un-passed hand after 1M opening
2♣ opening = Game Forcing, 3NT = Gambling
Multi 2♦, Flannery 2♥
2♠ to 3♠ = 2-suiters opening
Weak Jump Overcall
1NT Opening: 15-18, can have 5M, LEB after any interference
2 OVER 1 Response: GF except 2♣ over 1♦ or after any interference

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1. Strong 2♣ Opening (GF)
2. 1NT – 2♠ = MSS/WK ♦ **[1]**
3. Development after 1NT-2NT-3♣ **[2]**
4. 1NT – 3♣/3♦ = Good suit, INV 3NT
5. 1NT – 3♥ = 3145/3154
6. 1NT – 3♠ = 1345/1354
7. LEB after 2-level interference after 1NT Opening**[15]**
8. Multi 2♦ **[3]**
9. 2♥ Flannery **[4]**
10. 2 suiter openings2♠, 2NT and level 3 openings
11. Defensive bidding against multi 2♦ openings**[11]**
12. Defensive Bidding against 2♦ Flannery and 2♥ Flannery Opening**[12]**
13. Defensive Bidding against Strong 2♣ Opening**[13]**
11. Special Doubles **[14]**
12. Unusual vs Unusual **[16]**

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4SF: GF (Except 1♣-1♦-1♥-1♠), 4th suit = NAT after 2/1 GF
VS Overcall: 1NT = 6-10, promise stopper

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1m		3	3♠	12-21	1NT=6-10, 2NT=11-12, 3NT=12+	1m-1M-3NT: 17+, BAL	JS, 2/1 = Max Pass
				3-3 m opens 1♣	Inverted Minor Raise **[5]**	Reverse: 1♣-1X-2♦/2♥/2♠, 16+	
				4-4 m opens 1♦	(1m-2m = 11+, 4+ cards; 1m-3m = 5-10, 4+cards)	Subsequent Auction after 1m-1M , new minor forcing**[8]**	
1M		5	3♠	12-21 (1st/2nd), 5+ cards	2/1 F1; Forcing 1NT with un-passed hand **[6]**	Reverse: 1♥-1NT-2♠, 16+	JS, 2/1 = Max Pass
				3rd/4th maybe 4 cards and light	1NT = Semi-forcing with passed hand	Jacoby 2NT Response **[9]**; 1♥-1♠-2NT = 16-18, BAL	Reverse Drury
					2M = 6-9, 3+ cards support	1M-2M-2NT = INV 3NT/4M; 1M-2M-2NT-3m = NAT, game INV	
					3M = 11-12, 4+ cards support	1♥-2♥-2NT-3♠ = NAT, GF; 1♠-2♠-2NT-3♥ = NAT, game INV	
					STR JS; Jacoby 2NT, 3NT = 16-17	1♥-3♥-3♠/1♠-3♠-3NT: Mathe-Asking Bid **[13]**	
					Double JS = SPL, 4+ cards support		
1NT				15-18, Balance	2♣ = Non-forcing Stayman	After 1NT-2♣: 2♦ = No 4 cards M	
				May have 5 cards M	2♦/2♥ = Jacoby TRF	2M = 4+ cards M, 2♥ if both 4 cards	
				May have 5 cards m	2♠ = MSS / WK♦ **[1]**	3M = 17-18, 5 cards M	
					2NT=WK♣/Strong(4441)/(5440)/Long m Slam Interest **[2]**	After 2♦: 2♥ = 4-4 M, 0-7HCP	
					3♣/3♦ = Good suit, INV 3NT	After 2♦/2♥/2♠: 2NT = INV 3NT	
					3♥ = 3145/3154; 3♠ = 1345/1354	After 1NT-2♣-2X: 3m = 11+HCP, 5+ cards of m	
					4♣ = Gerber (Response: 4♦: 1/4, 4♥: 3/0, 4♠: 2)	1NT-4♦-4♥-4NT/1NT-4♥-4♠-4NT: RKCB 1430	
					4♦/4♥ = Texas TRF	1NT-(X)-XX = S.O.S., no 4-4 M	
					4NT/5NT = Quantitative INV 6NT/7NT		
2♣	√			GF	2♦: 0-1 Control; 2♥: 2 Controls; 2♠: 3 Controls	2♣-2X-2NT = 22-24; 2♣-2X-3NT = 25-27	
					2NT: 4 Controls; 3♣: 5 Controls	After 2♣-2X-2NT = Response of 2NT Opening	
						Response after interference of Strong 2♣ Opening **[10]**	
2♦	√			Weak two M opening	Response of Multi 2♦ **[3]**		
				HCP21-24, (1444)			
				Strong BAL, 20-22 HCP			
2♥	√			11-15, 45(xx)	Response of 2♥ Flannery **[4]**		
2♠	√			8-10, Both M	Natural Response		
2NT	√			8-10, Both m	Natural Response		
3♣	√			8-10, ♣+♠	Natural Response		
3♦	√			8-10, ♦+♥	Natural Response		
3♥	√			8-10, ♥+♣	Natural Response		
3♠	√			8-10, ♠+♦	Natural Response		
3NT	√			Long m w/ AKQ, 7+ cards	4♣ = Escape		
					4♦ = Ask for singleton/void in side suits, Slam Try **[7]**		
					4♥/4♠ = Play; 4NT = Quantitative INV Slam in m	**HIGH LEVEL BIDDING**	
					5NT = Grand Slam Force, no losers in side suits	Gerber 4♣, 5♣: 4♦/5♦ = 1/4; 4♥/5♥ = 3/0; 4♠/5♠ = 2	
4♣		6		Preemptive ♣	4♣-(X)-XX= S.O.S., at least 3 cards in each side suit	RKCB 4NT: 5♣ = 1/4; 5♦= 3/0; 5♥ = 2; 5♠ = 2 w/ Trump Q	
4♦		6		Preemptive ♦	4♦-(X)-XX= S.O.S., at least 3 cards in each side suit	RKCB 5NT: Ask the lowest K w/o bypass trump; 6NT = 2 Kings	
4♥		6		Preemptive ♥		After RKCB 4NT: Lowest non-trump suit = Ask Trump Q	
4♠		6		Preemptive ♠		Direct Ask Bid and Indirect Ask Bid after RKCB 4NT	

4NT	√			Simple Blackwood	5♣: 1/4; 5♦: 3/0; 5♥: 2	DEPO vs Interference; Grand Slam Force: Any 5NT not via Blackwood

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WBF SUPPLEMENTARY SHEET

[1] Development after 1NT-2♠

1NT-2♠-2NT = No 4 cards m
1NT-2♠-2NT-3♦ = WK ♦
1NT-2♠-3♣ = 4 cards of ♣ or both m 4-4
1NT-2♠-3♦ = 4 cards of ♦
1NT-2♠-2NT/3♣-3NT = Good ♦ suit, NF

[2] Development after 1NT-2NT

3♣ = Relay
Pass = WK ♣
3♦ = Strong 4414/4405/4504/5404
3♥ = Strong 4144/4045/4054/5044
3♠ = Strong 1444/0445/0454/0544
3NT = Good ♣ suit, NF
4♣ = Strong 4441/4450/4540/5440
4♦ = Kickback, long ♣
4♥ = Kickback, long ♦

[3] Response of Multi 2♦

2♥ = Pass if partner is weak two ♥ opening
Pass = Weak two ♥ opening
2♠ = Weak two ♠ opening
2NT = Strong BAL, 20-22
3♣ = Singleton ♠
2♠ = Game INV if partner is weak two ♥ opening
Pass = Weak two ♠ opening
2NT = Strong BAL, 20-22
3♣ = Singleton in ♠
3♥ = Weak two ♥ opening, Min; 4♥ = Weak two ♥ opening, Max
2NT = ASK
3♣ = Weak two ♥ opening, Max
3♦ = Relay
3♥ = Promise 2 High Cards (A, K or Q) in ♥
3♠ = Promise 9-10 HCP
3NT = Promise both above
3♦ = Weak two ♠ opening, Max
3♥ = Relay
3♠ = Promise 2 High Cards (A, K or Q) in ♠
3NT = Promise 9-10 HCP
4♣ = Promise both above
3♥ = Weak two ♥ opening, Min
3♠ = Weak two ♠ opening, Min
3NT = Strong BAL, 20-22
4♣ = Singleton in♠
New suit GF

[4] Response of 2♥ Flannery

Pass = WK; 2♠ = Play
2NT = ASK
3♣ = 4513; 3♦ = 4531; 3♥ = 4522 Min; 3♠ = 4522 Max; 3NT = 4522 Max, promise stopper in both m
4♣ = 4504; 4♦ = 4540
3♣ = Ask for stopper in ♣, INV 3NT
3NT = Stopper in ♣
4♣ = Good ♣ suit, 6+ cards, INV 5♣
5♣ = Good ♣ suit, 6+ cards, INV 6♣
3♦ = Ask for stopper in ♦, INV 3NT
3NT = Stopper in ♦
4♦ = Good ♦ suit, 6+ cards, INV 5♦
5♦ = Good ♦ suit, 6+ cards, INV 6♦
3M = INV 4M
3NT = To play
4♣/4♦ = Transfer to 4♥/4♠
4M = To play

[5] Development after Inverted Minor Raise

After 1♣-2♣:
2♦/2♥/2♠ = show lowest stopper, implies unbalance
2NT = BAL, 12-14
3♣ = 6+♣ or 1345 (i.e. 4♦+5♣)
3♦/3♥/3♠ = SPL
3NT = BAL, 16+
After 1♦-2♦:
2♥/2♠/3♣ = show lowest stopper, implies unbalance
2NT = BAL, 12-14
3♥/3♠/4♣ = SPL
3♦ = 6+♦ or 1354/3154 (or 5♦+4♣)
3NT = BAL, 16+

[6] Forcing 1NT

1M-1NT-2♣ = 3+ cards of ♣ (5233/5323 when ♣ is exactly a 3 cards suit)
2♦/2OM = Not enough strength for 2/1, 5+ cards
3♣ = 5+ cards support, 10-12 HCP
2M = 6-9 HCP, 2 cards support
3M = 10-12 HCP, 3 cards support, INV 4M
2NT = INV 3NT; 3NT = play
1M-1NT-2♦ = 3+ cards of ♦ (5332 when ♦ is exactly a 3 cards suit)
2OM = Not enough strength for 2/1, 5+ cards
3♣ = Not enough strength for 2/1, 6+ cards
3♦ = 5+ cards support, 10-12 HCP
2M = 6-9 HCP, 2 cards support

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3M = 10-12 HCP, 3 cards support, INV 4M
2NT = INV 3NT
3NT = play
1♠-1NT-2♥ = 4+ cards of ♥
2♠ = 1) 0-5 HCP, 3+ cards support
2) 6-7 HCP, 2 cards support
2NT = INV 3NT
3♣ = Not enough strength for 2/1, 6+ cards of ♣
3♦ = Not enough strength for 2/1, 6+ cards of ♦
3♥ = 10-12 HCP, 4+ cards support
3♠ = 10-12 HCP, 3 cards support
3NT = play
1♥-1NT-2♠ = Reverse, 16+
3♣ = 6-9, 6+ cards, NF; 3♦ = 6-9, 6+ cards, NF; 3♥ = 3+ cards support, GF; 3♠ = 3+ cards support,
3NT = play; 4♣ = SPL; 4♦ = SPL; 4♥ = play; 4♠ = play; 4NT = ♠ trump, RKCB
1♥-1NT-3♣ =At least 5 cards of ♥ and 4 cards of ♣, GF
3♦ = ♦ suit; 3♥ = 10-11, 3+ cards support; 3♠ = ♠ suit; 3NT = play
4♣ = 4+ cards ♣ support, slam interest; 4♦ = SPL; 4♥ = play; 4♠ = SPL; 4NT = ♣ trump, RKCB
1♥-1NT-3♦ = At least 5 cards of ♥ and 4 cards of ♦, GF
3♥ = 10-11, 3+ cards support; 3♠ = ♠ suit; 3NT = play; 4♣ = ♣ suit
4♦ = 4+ cards ♦ support, slam interest; 4♥ = play; 4♠ = SPL; 4NT = ♦ trump, RKCB
1♠-1NT-3♣ = At least 5 cards of ♠ and 4 cards of ♣, GF
3♦ = ♦ suit; 3♥ = ♥ suit; 3♠ = 10-11, 3+ cards support; 3NT = play
4♣ = 4+ cards ♣ support, slam interest; 4♦ = SPL; 4♥ = SPL; 4♠ = play; 4NT = ♣ trump, RKCB
1♠-1NT-3♦ = At least 5 cards of ♠ and 4 cards of ♦, GF
3♥ = ♥ suit; 3♠ = 10-11, 3+ cards support; 3NT = play; 4♣ = ♣ suit
4♦ = 4+ cards ♦ support, slam interest; 4♥ = SPL; 4♠ = play; 4NT = ♦ trump, RKCB
1♠-1NT-3♥ = At least 5 cards of ♠ and 4 cards of ♥, GF
3♠ = 10-11, 3+ cards support; 3NT = play; 4♣ = ♣ suit; 4♦ = ♦ suit; 4♥ = play; 4♠ = play

[7] 3NT-4♦ = Ask for singleton/void in side suit, Slam Try

4♥ = ♥ Singleton/void
4♠ = Bid to Slam if ♠ is the 2nd singleton/void
4♠ = ♠ Singleton/void
4NT = Bid to Slam if om is the 2nd singleton/void
4NT = om Singleton/void
5♣/5♦ = No singleton/void

[8] Subsequent Auction after 1m-1M

1m-1M-1NT= 12-15 bal hand with no 4 card support of M
2om=new minor forcing, invitation to game
2M=3 card support,min
2oM=4 card, deny 3 card support of M
2NT=maximum hand, but fewer than three Hearts.
3m=5card
3om=max, less than 3 card M , no stopper in suit
3M=max, 3 card support
2m=escape, 4+ card
2M=6+ card, escape
2NT=invite
3Om= 6card +4 card M, weak
3m=invite in suit, 3M=5card, GF
1m-1M-2NT = 18+ to 20-HCP, BAL
1m-1M-3NT = good hand
1m-1M-4M = good hand
1m-1M-3m = 16+, 6+ m, NF
1m-1M-4m = Promise 6m and 4M, GF
1m-1M-3M = 15+, INV 4M
1m-1M-2OM/1♣-1M-2♦: Reverse, 16+
1♦-1M-4♣ = SPL
1♣-1M-3♦ = SPL
1m-1M-3OM = SPL

[9] Jacoby 2NT Response

After 1M-2NT:
3X = Singleton/Void
3M = Max, w/o singleton/void
3NT = 15-17, w/o singleton/void
4M = Min, w/o singleton/void
4X = 5+ cards suit

[10] Response after interference of Strong 2♣ Opening

2♣-(2♦):
Double = 0 Controls; Pass = 1 Control; 2♥ = 2 Controls; 2♠ = 3 Controls; 2NT = 4 Controls
3♣= ♣ suit, 5+ Controls; 3♥ = ♥ suit, 5+ Controls; 3♠ = ♠ suit, 5+ Controls
2♣-(2♥):
Double = 0 Controls; Pass = 1 Control; 2♠ = 2 Controls; 2NT = 3 Controls
3♣ = ♣ suit, 4+ Controls; 3♦ = ♦ suit, 4+ Controls; 3♠ = ♠ suit, 4+ Controls
2♣-(2♠):
Double = 0 Controls; Pass = 1 Control; 2NT = 2 Controls
3♣ = ♣ suit, 3+ Controls; 3♦ = ♦ suit, 3+ Controls; 3♥ = ♥ suit, 3+ Controls
2♣-(3X):
Double = 0 Controls; Pass = 1 Control; 3/4-level new suit at least 4 cards with 2+ Controls

[11] Defensive Bidding against Multi-2♦ Opening

(2♦)-X = 16+HCP, any hands, promise opening strength in other positions
(2♦)-New suit = usually 5+ cards, 16+HCP, promise opening strength in other positions
(2♦)-2NT = 19-21 HCP
Pass/3NT = To play; 3♣ = Stayman; 3♦/3♥ = Jacoby TRF

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[12] Defensive Bidding against 2♦/2♥ Flannery

(i) VS 2♦ Flannery

X = 15-18 HCP, B.H., promise guards in both M; 2♥ = Short in ♥, 13+HCP;

2♠ = ♠ suit, normally 6 cards, 13+HCP; 2NT = Both m; 3m = Normally 6 cards in the m, 13+HCP

(ii) VS 2♥ Flannery

X = 15-18 HCP, B.H., promise guards in both M; 2♠ = ♠ suit, normally 6 cards, 13+HCP

2NT = Both m; 3m = Normally 6 cards in the m, 13+HCP

[13] Defensive Bidding against Strong 2♣ Opening

X = Lead Directing

Jump Overcalls = Pre-emptive

[14] Special Doubles

a) Support Doubles and Redoubles

Up to 2♠

1X-(Pass)-1M-(Overcall)-X = 3 cards M support

1X-(Pass)-1M-(Overcall)-2M = 4 cards M support

1X-(Pass)-1M-(Overcall)-3M = 4 cards M support, INV

1X-(Pass)-1M-(X)-XX = 3 cards M support

1X-(Pass)-1M-(X)-2M = 4 cards M support

1X-(Pass)-1M-(X)-3M = 4 cards M support, INV

b) Responsive Doubles

Up To 2♠

(1m)-X-(2m)-X = Both M, at least 4-4

(1♥)-X-(2♥)-X = Both m, at least 4-4, deny 4 cards ♠

(1m)-X-(1NT)-X = Both M, at least 4-4

(1A)-X-(1B)-X = Length in B

c) Lead Directing Doubles

Any double to a bid not showing the suit usually requires partner to lead the suit

Double to 3NT requires partner to lead the weakest suit in his hand, or lead the first bid suit of dummy

d) Lightner Double

e) S.O.S Redoubles

2♦-(X)-XX = S.O.S. Redouble, promise at least 3 cards in each side suit, usually void in ♦

2M/3M-(X)-XX = S.O.S. Redouble, promise at least 3 cards in each side suit, usually void in M

3m-(X)-XX = S.O.S. Redouble, promise at least 3 cards in each side suit, usually void in m

1NT-(X)-XX = S.O.S. Redouble, WK hand

f) Cooperative Doubles; g) Penalty Doubles; h) Optional Doubles; i) T/O Double up to 4♠

j) Negative Double up to 3♠ k) Snap Dragon OFF

[15] Lebensohl Convention after 2-level interference of Strong 1NT Opening

1NT-(2♦/2♥/2♠)-X = Penalty Double

1NT-(2♣/2♦/2♥/2♠)-2NT = Force to 3♣

1NT-(2♣)-2NT-(Pass)-3♣-(Pass)-3♣ = Stayman, promise a guard in ♣

1NT-(2♦)-2NT-(Pass)-3♣-(Pass)-3♦ = Stayman, promise a guard in ♦

1NT-(2♥)-2NT-(Pass)-3♣-(Pass)-3♥ = Stayman, promise a guard in ♥

1NT-(2♠)-2NT-(Pass)-3♣-(Pass)-3♠ = Stayman, promise a guard in ♠

1NT-(2♣)-X = Stayman, promise a guard in ♣

1NT-(2♣)-3♣ = Stayman, deny guard in ♣

1NT-(2♦)-3♦ = Stayman, deny guard in ♦

1NT-(2♥)-3♥ = Stayman, deny guard in ♥

1NT-(2♠)-3♠ = Stayman, deny guard in ♠

1NT-(2A)-2B = To play, B is higher rank of A

1NT-(2A)-3B = Usually 5 cards suit, GF

1NT-(2A)-2NT-(Pass)-3♣-(Pass)-3B = (i) If B is lower rank of A, WK hand, to play

(ii) If B is higher rank of A, INV, NF

1NT-(2♣/2♦/2♥/2♠)-2NT-(Pass)-3♣-(Pass)-3NT = Game strength, promise guard in opponent's suit

1NT-(2♣/2♦/2♥/2♠)-3NT = Game strength, deny guard in opponent's suit

[16] Unusual Vs. Unusual

(a) Vs Michaels Cue-bid

1♣-(2♣)-2♥/1♦-(2♦)-2♥ = Limit Raise+

1♣-(2♣)-2♠ = ♦ suit, GF

1♣-(2♣)-X/1♦-(2♦)-X = Penalty to one of opponent's suits

1♣-(2♣)-2♠ = ♦ suit, GF

1♦-(2♦)-2♠ = ♣ suit, GF

Others = Compete

1♥-(2♥)-X = Penalty to one of opponent's suits

1♥-(2♥)-2♠ = Limit Raise+

1♥-(2♥)-3♣/3♦ = Suit, GF

3♥ = Compete

Others = Compete

1♠-(2♠)-X = Penalty to one of opponent's suits

1♠-(2♠)-3♣/3♦ = suit

1♠-(2♠)-3♥ = Limit Raise+

1♠-(2♠)-3♠ = Compete

Others = Compete

(b) Vs Unusual NT

Cue lower = Limit Raise+

Cue higher shows the 4th suit, GF

X = Penalty to one of opponent's suits