WBF Convention Card 2.18

Category:	
Country:	Canada
Event:	World Youth Teams Championships
Players:	Tim Capes and Charles Halasi

DEFENSIVE AND COMPETITIVE BIDDING

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

7-17 HCP(usually) tend to have disciplined suits at 2+ level and with respect to VUL

New suit responses to overcalls are F1 by UPH and NF but constructive by PH

Cuebid is Limit+, Jume Cuebid is mixed raise, New suit Jump is fit, Splinters still on

Exclusion

Direct Cuebid=Micheals 5/5 two suited

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

15(16)-18

Systems On, Lebensohl etc...

Balancing 11-14

Stayman still on

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-Suit: Pre-emptive, Jump Cue 1m-3m, 1M-3M stopper asking

2-Suit: 2NT= 2 Lowest unbid

Reopen: Intermediate, 2NT=two suiter

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

1m-3m is Natural, 1M-3M stopper ask

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

X= Str NT

2C= Majors

2D= 1 Major

2H= H+m

2S= S+m

2N= minors

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

Double is takeout to 4S

4C/4D=leaping Micheals,

Cuebid below 3N is stopper ask, above offers choice of games/maybe slam try

VS. ARTIFICIAL STRONG OPENINGS

Doubles=Majors

NT=Minors

everything else is natural

OVER OPPONENTS' TAKE OUT DOUBLE

1-Level is Forcing

2-Level is NF, constructive

Rdbl implies no fit 10+, 2NT=Limit+, Fit Jumps, Bergen, Drury always off over X

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd=even;low=odd,	3rd=even;low=odd if raised high tends
NT	4th	4th best unless raised=attitude
Subseq	3rd and low	

Other: Revearse Smith vs NT

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKJ10(+), AKx(+), Ax(+)	AKJ10(+)
King	AK, KQ, KQ(J/10)x(+), KQx(+), Kx	KQ(J/10)x(+), KQ109(+),KQJ(+)KQx
Queen	QJ, QJx(+), Qx	AQJx(+), QJ, QJT/9(+)
Jack	J10, J10x(+), Jx	(A/K)J10x(+), JT9/8(+)
10	H109x(+),109	109(x),H109(+),
9	9x	109xx,
Hi-x	Sx, xxSx, HxSx, HxSxxx	xSxx, xxxSx
Lo-x	HxS,xxxxS,HxxxS, HxSxxx	HxxS(+), HHxx(x)

SIGNALS IN ORDER OF PRIORITY

	Partners Lead	Declarer's Lead	Discarding
Suit:1st	Attitude	Count	Attitude
2nd	Count	Suit Preference	Count
3rd	Suit Preference	Attitude	Suit Preference
NT: 1st	Attitude	Count	Attitude
2nd	Count	Suit Preference (Smith)	Count
3rd	Suit Preference	Attitude	Suit Preference

Signals (including Trumps): Obvious Trumps Signals, Suit Preference when dummy is short, or no longer feasible to continue suit

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout through 4S

most low level doubles are TO

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Responsive and Negative Doubles through 5D

Maximal doubles in competitive situations

Support Doubles + Redoubles through 2H

some lead directing doubles over ariticial bids

double of strong club=majors, double of flannery or mini roman = str NT

when our cuebid is doubled, rdbl=1st, pass is 2nd , bidding on denies

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

2/1 Game Forcing w/ 5 Card Majors, 2C Strong and Artificial

1NT Openings: 15-17

2 OVER 1 Responses Game Forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

SPECIAL FORCING PASS SEQUENCES

Forcing Pass exists at 5 Level in specific scenarios see system notes

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Psychics: Rare

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	5D	12+ HCP with shape could be less	bid up the line unless only 1 bid, 1N 7-10, 2N, 12-14, 3N	1C-2C, 2x=stoppers in that suit, 2N=both majors, 4SF	1c-2c=simple raise, 1c-2N-11-12
1♣					15-17, 2C limit+, 2D=construcive, 3C=weak	see notes	
1♢		3	5D	12+ HCP with shape could be less	1N=6-10, 2N,3N same as 1C, 2C=GF, 2D=Limit+,	1D-2D, same 1C-2C, 3C=club stopper, 4SF Auctions	1d-2d=simple raise, 1d-2N=11-12,
1♢					2H/2S=weak	see notes	
1♡		5	5D	12+ HCP with shape could be less	1NT=F1, 2x=GF, 2H=Constructive, 2N=4+ trumps 14+	Opener further describes hand over 2NT, see notes for	2C=limit or constructive 4 card raise, 2D=3 card limit
1♡					HCP, 3C=const 4+ trumps, 3D=limit	2/1 sequences see notes for Bart over 1NT	raise
1♠		5	5D	12+ HCP with shape could be less	1NT=F1, 2x=GF, 2S=Const, 2N=4+ trumps 14+ HCP,	Opener further describes hand over 2NT, see notes for	2C=limit or constructive 4 card raise, 2D=3 card limit
1♠					3C=const 4+ trumps, 3D=limit	2/1 sequences see notes for Bart over 1NT	raise
1NT			up to 3 level	15-17 Balanced	2C=stayman, 2D/H/S/2N= transfers,3C-5-5 inv, 5-5 F,	anything besides accepting is super accept in M, in m	
1NT					3H/3S splinters	accepting shows Hxx, see notes for further details of	
1NT						major suit auctions	
2♣	Yes	0		22+ if Balanced	2D=waiting, 2H-less than 3 Q's, 2N=Hearts,	2C-2D-2H relay to 2S showing either H or 25+ balanced	
2♢		5		5-10 Pre-emptive	RONF, 2NT=feature ask	2D-2S-2N=2 card support, 2D-2N feature asks 3x reps	
2♢						feature	
2♡		5		5-10 Pre-emptive	RONF, 2NT=feature ask	2H-2S-2N=2 card support, 2D-2N feature asks 3x reps	
2♡						feature	
2♠		5		5-10 Pre-emptive	RONF, 2NT=feature ask	3x reps feature in that suit	
2NT				20-21 Balanced	3C stayman, 3D=H, 3H=3S, 3S=relay to 3NT	2N-3C-3D-3H/3S 4H, 5S, 2n-3S-3N, 4C,4D slam try,	
2NT						4H/4S show 55 minors with singleton	
3♣		6		Pre-emptive	RONF		
3♢		6		Pre-emptive	RONF		
3♡		6		Pre-emptive	RONF		
3♠		6		Pre-emptive	RONF		
3NT		8		Long Running Suit, typically no A or			
4♣		7		Pre-emptive	4NT is KC	5C=1/4, 5D=3/0, 5H 2w/Q, 5S w/o	
4♢		7		Pre-emptive	4NT is KC		
4♡		7		Pre-emptive	4NT is KC		
4♠		7		Pre-emptive	4NT is KC		
4NT				Ace Asking			
5♣							
5♢							
5♡							
5♠							
5NT							

HIGH LEVEL BIDDING

Forcing Pass situations exist in most situations where we are red vs white

when limit raise is shown and no jump to game occurs

Minor Suit Openings

1C-1D Continuations

1C 3+ Clubs 12+ HCP (unless very unbalanced)
-1D 3+D 6-11 w no 4+ M
4+D 12+ longer D than M
-1H 4+C, 4+H if only 4C then 4414 (max 19HCP)
-1S 5+D 4+S Inv+
-1NT 12-14 1-4-4-4 or 2-4-2-5 (2NT
is Inv, otherwise FG)
-2C 6+C 4H minimum (2NT Inv, other 2 level to play)
-2D 5C4H3D1S minimum (2NT Inv, other 2 level to play)
-2H 6C5H minimum (Below 3H to play, 3H Inv)
-2S 5C4H3S1D minimum (2NT inv, 3S inv, 3C/3D/3H for S)
-2NT 15-17 1-4-4-4 or 2-4-2-5 (3NT to play, all else slammish)
-3C 6+C 4H FG 15-19 (3NT to play, 3D/3H/3S cue for C)
-3D 5C4H3D1S FG 15-19 (3NT to play, 3H/3S cue for D)
-3H 6C5H FG (15-19) (3NT to play, 3S/4D cue for H, 4C sets C)
-3S 5C4H3S1D FG (15-19) (3NT to play, 4C/4D/4H cue for S)
-3NT 18-19 1-4-4-4 or 2-4-2-5 (Natural continuations)
-1NT 3+D 6-7 or 4+D 6-10 (2NT Inv, 2C to play)
-2C minimum club raise 3 clubs possible (3C is 15+-17 others are 17-19)
-2D minimum with 6D (3D is 15+-17, Others show 17-19ish)
-2H Invitational Heart Raise (Natural Game tries)
-2S Artificial Game force denies 4H denies 4S
-2NT spade stopper (5C4H) (3D shows the slammish D hand)
-3C no spade stopper 2-D (3D shows the slammish D hand)
-3D 5C4H3+D. (Cue shows interest in diamond slam)
-3H 6+C5H (3NT to play, 3S cue for H, 4C sets C, 4D sets H)
-3NT 5C4H2S2D 1.5 spade stoppers.
-2NT 11-12 Invitational (Any bid forcing can bid some 3 card suits)
-3C Invitational Club Raise guarantees 4 clubs (3D/3H/3S cue, 3NT play)
-3D Invitational 6+D (3NT to play, 3H/3S/4C: cue for D)
-3H Forcing Heart Raise (Serious 3NT on)
-3S Splinter in Support of Hearts (Serious 3NT on)
-3NT 6+D, 4+H with a void (4C asks void show up the line)
-4C Splinter in Support of Hearts (4D still has slam interest)
-4D 6D4H(21)
-4H 5D4H22 no outside honors, values for game
-4S Exclusion (1430)
-4NT 1430 in Hearts
-1S 5+C, 4+S (max 19HCP)
-1NT 3+D 6-7 or 4+D 6-10 (2NT Inv, 2C to play)
-2C minimum raise 3C possible (3C 15+-17 others 17-19)
-2D minimum with 6D (3D is 15+-17 others 17-19)
-2H Artificial Game Force
-2S Waiting (Denies full heart stopper)
2NT: Partial Heart Stop
3C: C+D
3D: Diamonds
3H: 6D5H
3S: 3 card spades
3NT: Full Heart Stopper
-2NT Heart Stopper
3C: 5D4C2H2S
3D: Diamonds
3H: Doesn't exist
3S: 5D4C3S1H
3NT: to play
-3C 6+C4S no information about hearts
3D: Temporizes
3H: Partial Stopper
3S: Denies any Heart Stopper
3NT: Full Stopper for Hearts
4C: 7+C4S
3H: Heart stopper with club fit or cue (3NT to play)
3S: Cue in support of clubs (3NT serious)
3NT: Heart Stopper with no interest in clubs
-3D 5C4S3D1H or 5C4S4D0H (3NT to play, diamonds agreed)
-3H 5C4S3H1D with heart stop (3NT to play, hearts agreed)
-3S 6+C5S
3NT: to play
4C: Agrees Clubs
4D/4H: Cue for S
-3NT 1.5 heart stoppers 5C4S22 15-17
-2S Invitational Spade Raise (Same tries as 1S-2S)
-2NT Invitational (Any continuation is FG)
-3C Invitational Clue Raise guarantees 4 clubs (3D/3H/3S cue, 3NT
play)
-3D Invitational 6+D (3NT to play, 3H/3S/4C cue for D)
-3H Something to think about.
-3S Forcing Spade Raise (Serious 3NT)
-3NT 6+D 4+S with a void (Ask, up the line)
-4C Splinter (Cuebids)
-4D 6D4S(21)
-4H Splinter
-4S 5D4S22

Responses to 1C-1D-1N

-1NT 12-14 Balanced can have 4M
2C: Relays 2D
2D: forced
2H: 4+D+4H invitational
2S: 4+D+4S invitational
2NT: no 4M, balanced invite
3C: Invitational with C+D
3D: Invitational with 6D
3H: 6D+5H GF
3S: 6D+5S GF
3NT: Mild slam try without 4C
2D: GF checkback.
2H:4C4H(32)
2S: 4C4S(32)
2NT: 4333 with 4C
3C:5C(332)
3D:4C4D(32)
3H: 3433
3S: 4333
2H:6D5H Inv
2S:6D5S Inv
2NT: Relays 3C:
3C: forced
3D: Cuebid for C (looking for 4-4) (3NT denies 4C)
3H: Cuebid for C (looking for 4-4) (3NT denies 4C)
3S: Cuebid for C (looking for 4-4) (3NT denies 4C)
3NT: Mild slam try with 4C
3C: 6D5C forcing
3D: 6D semi-balanced or 6C forcing (3NT to play, cuebid)
3H: 6D forcing stiff H (3NT to play, cuebids for D)
3S: 6D forcing stiff S (3Nt to play, cuebids for D)
3NT: to play

Responses to 1C-1D-2C

-2C Minimum 6+C 12-15
2D: 9-11 6D
2H: 6D+5H Inv
2S: 6D+5S Inv
2NT: 10-11 Invitational
3C: 9-11 with Club fit
3D: 6+D FG
3H: 6D+5H
3S: 6D+5S
3NT: to play
-2D Minimum diamond raise (4+D unbalanced) 12-15
2H: 6D+5H invitational (3H confirms fit and shows a non-minimum)
2S: 6D+5S invitational (3S confirms fit and shows a non-minimum)
2NT: Invitational (Strongly suggests a NT suitable hand)
3C: Forcing Diamond Raise
3D: confirms slam interest
3H: courtesy cue-bid
3S: courtesy cue-bid
3NT: to play
3D: Invitational (Mildly suggests a NT unsuitable hand)
3H: FG Splinter for D (3NT to play)
3S: FG Splinter for D (3NT to play)
3NT: to play

Responses to 1C-1D-2H

-2H 4H4C4S1D 19+ or 5+C,4+H 19+ , can have ackward hands
2S: Forcing Hand 5+D 4+S
2NT: Lebensohl (6 or less HCP)
3C semi-forced
3D: to play
3H: to play
3S: to play
3NT: 2C3-H no FRC
3D:Forcing (5+C4H3D)
3H:Forcing (6C+5H)
3S:4S4H1D4C 19+
3NT: to play
3C: GF, preference
3D: 3 card diamond support
3H: 6C+5H
3S: 4414 or 4405 (3NT suggest playing, 4C: sets C 4D/4H: cue for S)
3NT: Suggests play (Responder becomes captain)
4C: 6+C (4NT is to play, other bids are cues)
3D: GF, 6 card suit
3H:6C+5H
3S: 4414 or 4405 (3NT to play, 4C: sets C 4D/4H: cue for S)
3NT: suggests playing
4C: 6C4H forward going
4D: Confirms diamonds start cue-bidding
4H: ??
4S: Splinter for diamonds (Discuss continuations)
3H: GF, promises 4H. (3NT shows 3- hearts to play)
3S: 5D4C3H1S FG (3NT,4H to play, 4C ,4D confirm trumps 4NT 1430 in H&C)
3NT: 2-C3-H coverage of spades and diamonds(1 or 2 FRC) (4C/4D set

trumps)

Responses to 1C-1D-2S

-2S 5+C,4+S 19+, can have ackward hands
2NT: Lebensohl
3C: semi-forced
3D/3H/3S: to play
3NT: 2-C3-S Suggests paying here (0 FRC)
3D: Forcing, 3 card diamond support
3H: 5C4S3H1D, Forcing
3S: 6C+5S, Forcing
3NT: Generic Extras
3C: GF, preference
3D: 3 card diamond support
3H:??
3S: 5th Spade
3NT: suggests playing
4C: big club hand

Resones over 1C-1D-2S-3D/3H/3S

3D: GF,
3H:??
3S:5th Spade
3NT: to play
4C: Big club hand
4D: Agrees diamonds start cue bidding

3H: GF, 6D+5H (3S cue for H, 3NT: to play, 4m sets m, 4NT: 6KC in D+H)
3S: GF, 5+D&4+S (3NT to play, 4C/4D/4H: cue for S)
3NT: 2-C3-S Suggests playing here (1 or 2 FRC)
-2NT 18-19 Balanced can have 4M
3C: GF checkback
3D: 4D
3H: 4H
3S: 4S
3NT: no 4 other than C
3D: Forward going with D
3H: 6D+5H FG
3S: cue for H
3NT: offer to play
4C: cue for H
4D: sets D
4H: suggest playing
4S: ?
4NT: 6KC
3S: 6D+5S FG
3NT: to play
4C: cue for S
4D: sets D
4H: cue for S
4S: to play
3NT: to play

Responses to 1C-1D-2N = 18-19 Balanced may still have major

3C: Relay to 3D, subsequent actions are NF
3D: GF Checkback
3H/3S: CB in support of diamonds

-3C 6+C 16-18
3D: 6D GF
3H/3S: Stoppers/Delayed Cuebids
3N: To play
4C: Forward going no major controls
-3D 5+C,4+D 16-18
3H/3S: Stoppers/Delayed Cuebids in diamonds
3N: To play
4C: sets clubs
-3H Splinter in D (3NT to play)
-3S Splinter in D (3NT to play)
-3NT Good gambling 3NT (4C 1430 KC)
-4C 6+C 4+D slam interest (Cuebids for D)
-4D 1430 in diamonds
-4H Exclusion in D
-4S Exclusion in D
-4NT Does not Exist
-5C Play Oriented.

Responses over 1C-1M

-1H 4+H 6+ HCP
-1S 4+S 6+ HCP
1NT: 12-14 Balanced Hand

Responses over 1C-1M-1N

2C: Relay to 2D
2D: Forced
2H: Inv 5S, 4H
2S: Inv 5S
2N: Inv Denies 4H and 5S
3C: Inv C

3D: 5S 5D Inv
3H: 5S 5H Inv
3S: Inv
3N Mild Slam try without 4C
2D: GF CB
2H: 4H
2NT: Balanced 5S
3C: 5S 4C
3D: 5S 4D
3H: Sets Trumps
3N: 5S mild slam try
4C: Splinter
4D: Splinter
4H: 5422 (concentration)
4N: Quantitative
2S: 3S
2NT: Balanced hand 5S
3C: 5S 4C
3D: 5S 4D
3H: 5S 4H
3S: Sets Trumps
3N: Mild slam try S or NT
4C: Splinter
4D: Splinter
4H: Splinter
4S: To play
4N: Quantitative
2NT: 2335
3C: Interest in C (Respond with Cuebids)
3D/3H/3S: Stopper with C fit
3N: To play
4NT: Quantitative
2H: 5S 5H To Play (Pass or Correct)
2S: To play
2N: Relay to 3C
3C: Forced
3D/3H/3S: Cuebids looking for 4 C
3N: Mild Slam try with 4C
3C: Forcing with 5+S 5C
3D/3H: Cuebids in C
3S: Sets S
3N: To play
3D: Forcing with 5+S 5D
3H/4C: Cuebids in D
3S: Sets S
3N: To Play
3H: Forcing with 5+S 5H
3S: Sets Spades
3N: To play
4C/4D: Cuebid in H
3S: Forcing with 6S
3N: Shows extras
4C/4D/4H: Courtesy Cuebids
3N: Strictly to play

Responses over 1C-1M-2C

2C: 12-15 5+ C
2D: F1Round 5S 4D
2H: F1Round
2S: Minimum 6+S
2N: Invitational 10-11
3C: Constructive 8-10
3D: Splinter?
3H: Splinter?
3S: ?
3N: To play
2D: Strong 5+ C 4+D
2H: Strong 5+ C 4+H
2S: 12-14 could be 3 card
2NT: 18-19 Balanced
3C: 16-18 6+ C
3D: Splinter GF
3H: Splinter GF
3S: Inv S Raise Approx 15-17 (3NT is Serious)
3NT: Good Gambling 3N
4C: 6+C4S 18-19
4D: Exclusion
4H: Exclusion
4S: 18-19 Balanced 4 Card Raise
4NT: KC in Spades

-1NT	7+-10 suitable hand for NT
-2C	5+C 10+ HCP F1
-2D	Constructive Club Raise
-2H	Weak
-2S	Weak
-2NT	12-14 or 18+ Forcing, Deny 5C or 4M
-3C	Preemptive Club Raise
-3D	Splinter FG values, denies 4M, 6+C
-3H	Splinter FG values, denies 4S, 5+C denies 5D
-3S	Splinter FG values, denies 4H, 5+C, denies 5D
-3NT	15-17 Balanced, Deny 5C or 4M
-4C	1430 Keycard in Clubs

-4D 1430 Exclusion in Diamonds
-4H 1430 Exclusion in Hearts
-4S 1430 Exclusion in Spades
-4NT Does not Exist
-5C Preemptive

Fourth Suit Forcing Auctions and 1D-2C GF

1D-1H-2S-2C 4SF to Game
Subsequent actions:

2D: 4-2-5(6)-2
2H: 4-3-5-1
2S: 5-x-6-x
2N: 4-1-5-3

1D-1S-2C-2H 4SF to Game

2S- 3-1-5-4 in S+D
2N- 1-3-5-4 or 2-2 with good H stoppers
3C- waiting bid
3D- 2-1-6-4

1D-2C = GF

2D: Waiting generally show minimum
2H/2S: Extras with 4-5 at least
2N:18-19 Balanced

Major Suit Openers/Fourth Suit Forcing Auctions over Major Opener

1H- 5+ Hearts, 13+ HCP
-1S 4+ Spades 5+ HCP
-1N 12-14 HCP Balanced
-2X See 1x-1y-1N for responses to this section
-2C 5+ Hearts, 3+ Clubs (may be short clubs if Balanced 15-17)
-2D: Artificial 4SF to Game
-2H 2-5-2-4 or 6th H
-2S 3-5-1-4
-2N 12-14 with Diamond Stopper
-3C 5+ H, 5+C
-3D 1-5-3-4 with partial D stopper
-2D 5+ Hearts, 4+ Diamonds
-3C: Artificial 4SF To Game
-3D 5+H, 4+D
-3H x-6-x-4,
-3S 3-5-4-1
3N: To Play
4C: Slam in Spades
4D: Diamond support
4H: Hearts
4S: To Play
-3N Club Stopper, most likely 1-5-4-3

-2H 6+ Hearts 12-14
-2S 5+ H, 4+S 12-14
-2N: Forcing
3C: 4-5-1-3
3D: 4-5-3-1
3H: 4-6-x-x
3S: 4-5-2-2 Min
3N: 4-5-2-2 Extras
-2N 18-19 Balanced
-3C Relay to 3D subsequent bids are NF
-3D GF Checkback
-3H GF slamish
-3S GF slamish

Respones to 1H-1S-2N-3H/3S

-3H Forcing
3N: Serious slam try
4x: Cuebid
4H: Last Train
4N: KC with H Control
5C: KC w/o H Control
-3C GF Jumpshift, Typically 5+, 4+ but may have 6-2-2-3
-3D GF Jumpshift
-3H 15-17, 6+ H
-3S 14+shortness or 15-17 semi-balanced
-3N 15-17 Balanced
-4C Splinter

-4D Splinter
-4H To Play
-4S 18-19 Balanced
-4N Keycard
-5x Exclusion

Responses to Forcing NT/1M

1H -1NT Forcing
-2C Could be short
-2D Relay to 2H
-3C Constructive Raise in Clubs
-2H 8-10 with 2 H
-2S Limit Raise in Clubs
-2N 11-12 with 2H
-3C Competitive
-2D 5+H 4+D

-2H Constructive 3 Card Raise
-2x Game Forcing

Major Suit GF Auctions

Rebid of the major does not proimse 6
1H-2x-2S=extras
1H-2x-2N= 18-19 balanced
1H-3x-3x/y=extras
Most bids are natural, Serious 3NT exists when 3NT is no longer feasible as well as Last Train Occurs

-2NT 4+ Support 14+ Balanced

-3C	Short Clubs
-3D	Short Diamonds
-3H	18-19 Balanced
-3S	Short Spades
-3N	15-17
-4C	5-5
-4D	5-5
-4H	12-14 Balanced

-3C 4+ Support 7-10 Constructive
-3D 4+ Support 11-12 Limit
-3H 4+ Support Pre-emptive
-3S/4C/4D Splinter
-3N 15-17 Balanced
-4H 5+ support Pre-emptive
-4S/5C/5D Exclusion
-4N Keycard

1S -1NT Forcing
-2C Could be short
-2D Relay to 2H
-2H Relay to 2S
-2S 8-10 with 2 card spade
-2N 11-12 with 2 card spade
-2D Could be short as 3
-2x Game Forcing- See section above re: 2/1 GF auctions
-2S Constructive 3 card raise
2N through 5X see 1H

1NT =15-17
Responses

2C: Staymen
2D-3H= 4H 5S
2D-3S= 4S 5H
2D-4D= 5S 5H
2M-4C= KC in that M
2M-4N= Quantitative
2D: Xfer
2H-4D= Quantitative w/fit
2H-4N= Quantitative wo/fit
2H: Spades
2S: Clubs
2N: Diamonds
3C: 5/5 inv
3D: 5/5 str
3H: 3-1-5-4/4-5
3S: 1-3-5-4/4-5

2C=22+ or 8.5 QT

2D-waiting
2H-less than 3 Q's
2N= Hearts

2C-2D-2H=relay to 2S
;2N=25+ balanced
:3C/3D=5H+4C/D
:3H= H
:3S= 5H 4S