



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
AGGRESSIVE 1-LEVEL. SOUNDER 2-LEVEL. SOME TRANSFER		Lead	In Partner's Suit		
RESPONSES DEPENDENT OF BIDDING.		Suit	3RD=EVEN, LOW=ODD	SAME	
JUMP RAISE = PREEMPTIVE. JUMP CUE = MIXED RAISE.		NT	4TH BEST	3RD = EVEN, LOW = ODD	Category: BLUE
JUMP SHIFTS ARE GAME FORCING.		Subseq	3RD=EVEN, LOW=ODD	3RD = EVEN, LOW = ODD	Country: USA
		Other:	ACE OR KING FROM ACE KING, EXCEPT 5-LEVEL+. Q FROM KQ109		Event: 2004 WORLD CHAMPIONSHIPS, ISTANBUL
			VS NT.		Players: MARINESA LETIZIA & CARLYN STEINER
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
DIRECT SEAT = 15-18 HCP. FRONT OF CARD		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
BALANCING SEAT = 11-14 HCP. FRONT OF CARD.		Ace	From AKx if want attitude	ASKS ATTITUDE	PRECISION, 5-CARD MAJORS WITH SEMI-FORCING NT.
BALANCING 2NT(JUMP)= 19-21 HCP. AS IF OPENED.		King	From AKx if want suit pref.,KQx+	COUNT OR UNBLOCK	1 ♠ = 2+. LIGHT OPENING STYLE. 2/1 GAME FORCE.
1NT IN COMP= 15-18 HCP. AS IF OPENED.		Queen	QJx+	KQ	PREEMPTS:LIGHT. NATURAL WEAK-2 OF MAJOR.
		Jack	J10+ KJ10	QJ	AGGRESSIVE COMPETITIVE STYLE. FREQUENT NON-PENALTY DBLS.
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109+ Q109 K109	J10, KJ10,AJ10	FREQUENT ARTIFICIAL COMPETITIVE 2NT BID
1-Suit: WEAK, CAN BE 5-CARD SUIT. LOOSE OPPOSITE PH	9	9x	109, Q109,K109,A109		
2-Suit: 2NT = 2 LOWER UNBID	Hi-x	Sx	SAME		1NT Openings: 10-12 1ST/2ND NV. 14-16 VUL OR 3RD & 4TH
	Lo-x	XXS XXXXS	USUALLY 2ND HIGHEST FROM BAL		2 OVER 1 Responses:GAME FORCE, NEG. FREEBIDS/COMP
Reopen: INTERMEDIATE.	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	PRECISION 2 ♣ & 2 ♦ OPENER
DIRECT CUEBIDS= MICHAELS, 2NT MAY BE LEBENSOHLISH.		Suit:1st	SUIT PREFERENCE	HI-LO= E	3NT = 4 OF MINOR PREEMPT, NAMYATS
ALL 1-3'S & 2-3'S ASK FOR STOPPER FOR NT.		2nd		SUIT PREFERENCE	INVITATIONAL JUMPSHIFTS, 1 ♠ - 3 ♣ AND OVER MAJOR OPENER
		3rd			2NT FOR TAKEOUT, SCRAMBLING, LEBENSOHL OR GOOD/BAD 2NT
		NT: 1st	HI-LO =E	HI-LO= SMITH ECHO	HI-LO= E
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd	SUIT PREFERENCE	LIKED OP. LEAD	
VS STRONG: 2♣ = ♣'S AND ANOTHER, 2♦ = ♦'S AND A HIGHER		3rd			
2♥ = MAJORS, 2♠ = SPADES WEAKER HAND, X = SINGLE SUITED		Signals (including Trumps): SUIT PREFERENCE AT TRICK 1 VS SUITS			VARIATIONS IN CERTAIN SITUATIONS(NOTE 1).JUMP CUE=MIXED
VS WEAK: 2♣ = MAJORS, 2♦ = HEARTS, 2♥ = SPADES,		EXCEPT ON A FROM AK, THEN ATTITUDE.			RAISE.OVER OPPONENT'S 1NT OVERCALL(NOTE 2).
2♠ = GOOD SINGLE SUITED MINOR.		STANDARD HI-LO = ENCOURAGE, TRUMP SP			ESCAPING OVER 1NT DOUBLED(NOTE 3).
X = 15+ HCP, AS IF OPENED 1NT		DOUBLES			2 ♣ & 2 ♦ ARTIFICIAL CHECKBACK (NOTE 4)
		TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL RESPONSES AFTER 1MAJOR-DOUBLE(NOTE 5)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		MAY BE LIGHT WITH CLASSIC SHAPE.EQUAL-LEVEL CONVERSION.			SPECIAL RESPONSES AFTER 1 ♦ -DOUBLE [NOTE 9]
LEBENSOHL AFTER DOUBLE OF WEAK-2BID. TRANSFER LEB VAR.		2NT=LEBENSOHL WITH RAISE. LEBENSOHL AFTER WEAK 2.			1 ♠ - P- 1NT - P - 2 ♣ - 2 ♦ (NOTE 7), 1 MAJOR - P - 2 ♣ & 2 ♦ (PH)(NOTE 6)
AFTER 2NT OVERCALL OF WEAK 2-BID. ALL 2-3'S ASK STOPPER		OVER XX= JUMPS ARE WEAK. RAISE BY DOUBLER IN COMP= NOT			AFTER OPPONENTS OVERCALL 3 OF THEIR SUIT IS OFTEN 3NT BID.
ROMAN JUMPS VS WEAK 2'S.		EXTRAS. X=EXTRAS.			SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			PASS AND DOUBLE ARE INVERTED IN SOME BIG CLUB AUCTIONS
VS STRONG ♣ & ♠ - P -1♦: CRASH, X,1♦,1NT AND X,1NT, 2C =		NEGATIVE DOUBLES THRU 4 ♥.1♦-1♥-X=DENIES 4♠. USUALLY			AT HIGH LEVELS. [NOTE 8]].
2 SUITS OF SAME COLOR, RANK OR SHAPE.		BOTH MINORS.SUPPORT X & XX.RESPONSIVE DBLS THRU 4 ♥.			
EVERYTHING IS CORRECTABLE,		MOST LOW LEVEL DOUBLES ARE EITHER TAKEOUT OR CARD SHOW.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
NT = HAVE SUIT OF OWN TO PLAY.		MAXIMAL OVERCALL DOUBLES. FREQUENT NON-PENALTY DOUBLES.			4TH SUIT GF. 1ST SUIT:6-4. 2ND SUIT:MICHAELS.2WAY GTRY
OVER OPPONENTS' TAKE OUT DOUBLE		SNAPDRAGON(4TH SUIT X). STEWWEIN DOUBLE.			UNUSUAL VS KNOWN 2 SUITERS. 2NT FORCING REBID
TRANSFER RESPONSES OVER 1♦(NOTE 9)		DOUBLE OF SPLINTER SAYS LEAD HIGHEST UNBID(EXCEPT FAV)			
TRANSFER RESPONSES AFTER 1M-DOUBLE[NOTE 5]		DOUBLE OF OUR SUIT LATER IN AUCTION SAYS DON'T LEAD.			Psychics: VERY RARE.
2NT = LR+OVER MAJOR X.		PASS DOUBLE INVERSION.			

OPENING BID DESCRIPTIONS							
Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	X	0		PRECISION 16+if Bal(1st/2ndnv).	1♠=0-8,1♥/1♠/2♣/2♦=5+ Nat GF 1NT=9-14.	After 1♦: 1nt=16-18,1♥/1♠=4+1round force.	
1♣				17+if Bal(vul or 3rd/4th)	2♥ & 2♠ = 6+natural 3-7 hcp.	2♣/2♦=Natural,NF.2♥=Artificial[note10]	
1♣					2NT=15+,3♣/3♦=4x1GF,3♠=Any solid suit	2♠= Artificial,3-suited[note 11]. 2nt= 19-20, front of card.	
1♣					3♥/3nt/4♣/4♦=4x1 suit with singleton is suit above bid.	3♣/3♦= Natural, non-forcing. 3♥= Both minors,GF.	
1♣						After positive, [notes 12,13,14,15].	
1♦	X	2	4♥	2+♦'S, 11-15 HCP Can have 5♣'s.	1♥/1♠=natural,forcing. 1nt= 6-11. 2♦/3♦inverted.	1nt Rebid= 13-15[non-vul 1st/2nd] = 11-13[vul,or 3rd/4th	2♣ is only checkback after 1nt rebid.
1♦					2nt= 10-12, invitational. 3nt= 13+. 2♣ = natural,gf.	raise to 2 of major= 4-cards.2-way checkback[note 4]	
1♦					2♥=0-8,4+♥&5♠'s.2♠=9-11,4+♥&5♠'s.invitational	3Raise=stiff 1♦-1M-2♦-2nt= Forcing.	
1♦					.3♥/3♠/4♣/4♦=natural,weak.	1♦-X- transfer responses (note 9)	
1♥		4	4♥	Usually 5-card majors. may be	1nt= semiforcing,limited to 12. 2/1= GF.Single raise 7-10	2-WAY GAME TRIES[note 17]	
1♥				4-card in 3rd/4th11-15 HCP.	invitational JS 3-level. 2NT=Art.GF raise[note 16]	2-WAY CHECKBACK[NOTE 4]	2-WAY REVERSE DRURY[Note 6]
1♥					3NT= 4X3,13+. Splinters. Raise to 3= Limit Raise.	1M-1NT-2NT= maximum balanced,6-card major	
1♥						1M-1NT-3NT= 7-card solid/outside card	
1♥						Jumpshifts by opener,natural NF.	
1♠			4♥	AS 1♥	AS 1♥	AS 1♥ . Bart[note 8]	
1NT				10-12 NV 1st/2nd May have 5-card	2-Way Stayman,3-level=to play.2NT=Invitational/6-card	1nt-2nt:Asks lowest rejection suit.	Transfer lebensohl [note 1]
1NT				MAJOR	suit.	Runouts from double[Note 3]	
1NT				14-16 VUL OR 3RD OR 4TH	Stayman, 4-suit transfers,Texas, 3♣ = puppet	Smolen, New suits forcing.	Transfer lebensohl [note 1]
1NT					3♦ = GF minors, 3♥ & 3♠ = 4X1		
2♣		6		11-15 HCP,6+♣'s. 5+♣'s 3rd seat.	2♦=Art/Ask.2NT/3♣=relay[note18]2Major=Forcing	Note 18	
2♣				Any other shape.	1-round.3♦/3♥/ 3♠=Inv. 4♣=weak. 4♦=RKC.		
2♦	X	0		PRECISION, 0-1♦. 11-15 HCP	2♥/2♠/3♣=To play. 2NT[note 19]		
2♥		5		Weak 2-bid.5-10. can be 5-cards.	2NT=Feature,3♣=Short.NS force, transfers over X		
2♠		5		Weak 2-bid.5-10. can be 5-cards.	2NT=Feature,3♣=Short.NS force, transfers over X		
2NT			4♥	21-22 balanced	Stayman, Transfer,3♠=minor slam		
3♣		6		natural preempt	NS forcing. 4♦ = RKC		
3♦				natural preempt	NS forcing. 4♣ = RKC		
3♥				natural preempt	NS forcing. 4♠ = RKC		
3♠				natural preempt	NS forcing. 4♣ = RKC		
3NT	X	7		4 of minor preempt	minors,pass or correct.		
3NT				gambling 4th seat only			
4♣	X	7		4♥ bid, 1 loser tr, not 4 ss losers			
4♦	X	7		4♠ bid, 1loser tr, not 4 ss losers			
4♥		7		not namyats requirements			
4♠		7		not namyats requirements			
4NT	X	8		Solid suit, 5 of minor preempt			
5♣		8		preemptive, not solid suit			
5♦		8		preemptive, not solid suit			
HIGH LEVEL BIDDING							
SERIOUS 3NT. 5NT PICK A SLAM. GSF. ROMAN KEYCARD BLACKWOOD, LOTS C							
KICKBACK.GERBER. EXCLUSION RKCB. DOPI & DEPO. SUPER GERBER							
LIGHTNER DOUBLES.PASS/DOUBLE INVERSION AFTER 1♣.							
4♣/4♦/RKC[NOTE15]. CONTROL ASK OVER HIGH LEVEL 1♣-HIGH 4X1.							
SPLINTER DOUBLE ASKS FOR LEADOF HIGHER SUIT							
EXCEPT AT FAV(SUGGESTS SAVE).							

Note...1:TRANSFER LEBENSOHL: WHEN WE OPEN OR OVERCALL 1NT AND THE OPPONENTS INTERFERE, WE USE LEBENSOHL TYPE PRINCIPLES WITH FAST ARRIVAL DENYING STOPPER. WHEN THEY OVERCALL 2♥ OR 2♠, OR OTHER BID SHOWING ♥'S OR ♠'S, THE FOLLOWING SPECIAL PRINCIPLES APPLY.

- A. 2NT= INVITATION IN ♣'S,OR GETOUT IN ♦'S, OR OTHER MAJOR,OR STAYMAN OR 3NT WITH A STOPPER.
 - B. 3♣'S= INVITATIONAL HAND IN ♦'S OR SLAM TRY IN ♦'S.
 - C. 3♦'S= INVITATIONAL OR BETTER IN OTHER MAJOR.
 - D. 3OF THEIR MAJOR= STAYMAN,WITHOUT A STOPPER.
 - E. 3 OF OTHER MAJOR= FORCING WITH ♣'S,AT LEAST A MILD SLAM TRY.
 - F. 3NT= VALUES FOR 3NT, NO STOPPER IN OPPONENT'S MAJOR.
 - G. X = RAISE TO 2NT OR BETTER.
- THESE SAME TYPE PRINCIPLES APPLY WHEN WE OVERCALL 2NT OVER WEAK 2BID WITH SLIGHT VARIATIONS.

Note...2:DEFENSE TO OPPONENT'S OVERCALLING 1NT.

- A. OVER 1♦ OPENER.
- X = PENALTY
BIDS= THAT SUIT AND A HIGHER SUIT,
- B. OVER MAJOR OPENER.
- X = PENALTY
BIDS= THAT SUIT AND A HIGHER SUIT,EXCLUDING MAJOR OPENED.

Note...3:ESCAPING 1NT DOUBLED: WHEN PENALTY DOUBLED

- A. VS 10-12 NT.
- PASS FORCES REDOUBLE= TO PLAY OR 1SUITED RUNOUT.
SUIT BIDS = SUIT BID + HIGHER SUIT.
- B. VS 14-16 NT.
- XX = FORCES 2♣ FOR ANY ONE SUITED RUNOUT.
SUIT BIDS = SUIT BID + HIGHER SUIT.

Note...4: 2♣ & 2♦ ARTIFICIAL CHECKBACK AFTER 1NT REBID OR 1♦-1♥-1♠

- A. 2♣= RELAYS TO 2♦ TO GET OUT IN ♦'S OR START VARIOUS INVITATIONAL SEQUENCES.
- B. 2♦= ARTIFICIAL GAME FORCE.
- C. 2♣= ONLY CHECKBACK BY PASSED HAND.

Note...5:SPECIAL RESPONSES AFTER 1MAJOR-X.

- A. PASS= EITHER WE DON'T HAVE A RESPONSE TO MAKE OR WE HAVE A HAND WE WANT TO PENALIZE THE OPPONENTS.
- B. XX= USUALLY SHOWS 7-10HCP WITH 1 OR 2 OF MAJOR,A 1NT BID. CAN BE MORE. REDOUBLE THEN X=good hand.
- C. 1NT= RELAYS TO ♣'S. COULD BE ONLY LEAD DIRECTING WITH RAISE.
- D. 2♣ = RELAYS TO ♦'S. COULD BE ONLY LEAD DIRECTING WITH RAISE.
- E. 2♦ = RELAYS TO ♥'S. COULD BE ONLY LEAD DIRECTING WITH RAISE.
- F. 2♥ = RELAYS TO ♠'S.
- G. DIRECT RAISE= COULD BE LIGHT TO NORMAL.
- H. RELAY TO ONE BELOW RAISE IS CONSTRUCTIVE RAISE.

Note...6:2-WAY REVERSE DRURY: 1MAJOR-P-2♣ OR 2♦(PASSED HAND).

- WHEN 1♥ OR 1♠ IS OPENED IN 3RD OR 4TH SEAT, 2♣= SHOWS 3+TRUMPS,
2♦ = SHOWS 4+TRUMPS AND AT LEAST LIMIT RAISE VALUES(OFF IN COMPETITION).
- A. 2 OF ORIGINAL MAJOR BY OPENER SHOWS A HAND THAT WILL NOT ACCEPT LIMIT RAISE VALUES.
 - B. ALL OTHER BIDS SHOW A FULL OPENER.

Note...7:2♦ ARTIFICIAL AFTER 1♠-P-1NT-P-2♣-P-2♦:

SHOWS 5♥'S & 2♠'S. OR 2NT BID WITH 2♠.

Note...8:PASS-DOUBLE INVERSION. AFTER 1♣ AUCTIONS WHEN WE ARE IN FORCING PASS SITUATIONS,AT 4-LEVEL(SOMETIMES 3♠).

- A. RESPONDER HAS BID A SUIT.
1. OPPONENTS BID TO LEVEL BELOW OUR GAME(THRU 4♥)
PASS = ASKS FOR DOUBLE, AND THEN

NEW SUITS IS MULTI-PLAYABILITY.

RAISE = WEAKEST RAISE.

DOUBLE = DECENT 2-CARD RAISE.

2. OPPONENTS BID ABOVE OUR GAME.(4♠ AND HIGHER)

PASS = ASKS FOR DOUBLE, THEN AS ABOVE,PASS AND PULL = SLAM TRY WITH 3+TRUMPS. DOUBLE = FLEXIBLE RAISE,CAN DEFEND.

B. RESPONDER HASN'T BID A SUIT.

1. PASS = FORCES DOUBLE, FOR PENALTY OR MULTI-PLAYABILITY.

2. DIRECT BIDS = ONE-SUITED.

Note...9 1♦ - X

XX = 1♥ BID

1♥ = 1♠ BID

1♠ = 1NT BID

1NT = SHOWS ♣'S UP TO INVITE VALUES

2♣ = BOTH MINORS, SIMPLE RAISE

2♦ = INVERTED ♦ RAISE

2M = NATURAL, UP TO 10 HCP WITH 5-CARD MAJOR AND 5-CARD MINOR

2NT = ♣'S EITHER PREEMPTIVE OR GF

3♣ = MINORS PREEMPTIVE

3♦ = PREEMPTIVE

3M = MAJOR SHORTNESS, BOTH MINORS GF

Note...10:1♣-1♦-2♥= FORCES 2♠, THEN:

2NT=23-24 BALANCED,FRONT OF CARD.

3NT=25-27 BALANCED.

3♥= 5+/5+ MAJORS,GAME FORCE.

3♣/3♦= 5+ NATURAL,GAME FORCE.

Note...11:1♣-1♦-2♠= 4x1, 20+HCP. 2NT=ASKS.

3 OF A SUIT= NEXT SUIT SINGLETON, 20-23HCP.NEXT STEP IS SIGNOFF, ALL OTHER BIDS ARE GAME FORCE.

3NT THRU 4♥= 4X1, 23+HCP. SINGLETON IN NEXT SUIT, GAME FORCE. NEXT STEP IS SIGNOFF, ALL OTHER BIDS ARE GAME FORCE.

Note...12:AFTER 1♣-P-1NT OR 1♣-P-2NT:

2♣= SPECIAL STAYMAN.

2♦= 9-11, 4-CARD ♥SUIT. 2♥/ JACK ASKING BID

2♥= 9-11, 4-CARD ♠SUIT. 2♠/ JACK ASKING BID.

2♠= 9-11, NO 4-CARD MAJOR.

2NT= 12-14, ANY 4X3.

3♣= 12-14, 4-CARD ♣SUIT & ANOTHER 4-CARD SUIT.

3♦= 12-14, 4-CARD ♦SUIT & ANOTHER 4-CARD SUIT.

3♥= 12-14, 4-CARD ♥SUIT & 4-CARD ♠SUIT.

Note...13:TRUMP ASKING BID AFTER 1♣-1MAJOR OR 2MINOR, RAISE IS TRUMP ASKING BID.

STEP 1= 5 OR 6 CARDS, NO TOP HONOR.

STEP 2= 5-CARDS, 1 TOP HONOR.

STEP 3= 5-CARDS, 2 TOP HONORS.

STEP 4= 6-CARDS, 1 TOP HONOR.

STEP 5= 6-CARDS, 2 TOP HONORS.

STEP 6= 5 OR 6CARDS, AKQ.

THEN CONTROL ASKING BIDS.

STEP 1= NO CONTROL.

STEP 2= 3RD ROUND CONTROL. THIS IS SKIPPED ON THE 5-LEVEL.

STEP 3= 2ND ROUND CONTROL.

STEP 4= 1ST ROUND CONTROL.

STEP 5= AK.

Note...14:AFTER 1♣-1NT-2MAJOR,1♣-2NT-3MAJOR,& 1♣-1MAJOR-OTHER MAJOR.

SUPPORT ASKS:

STEP 1= NO SUPPORT, MINIMUM.

STEP 2= NO SUPPORT, MAXIMUM.

STEP 3= SUPPORT, MINIMUM.

STEP 4= SUPPORT, MAXIMUM.

IF SUPPORT IS SHOWN, NEXT CONTROL ASKS.

IF NO SUPPORT IS SHOWN, NATURAL FOLLOW-UPS.

Note...15:4♣/4♦/RKC. APPLIES AFTER 1♣/1NT/WHEN SPECIAL STAYMAN IS USED, AND WE ASK ABOUT FURTHER DESCRIPTION.AFTER 4X1 RESPONSE BY OPENER OR RESPONDER(SOMETIMES) AND AFTER 2♦ OPENER.
4♣= RELAY TO 4♦ TO MAKE A SLAM TRY IN ANY OF 4-SUITS.
4♦= RELAY TO 4♥ TO SIGN OFF IN ANY OF 4-SUITS.
4♥/4♠/4NT/5♣= RKC FOR SPECIFIC SUITS. SUIT ORDER IS DEFINED BY THE AUCTION.

Note...16:1 MAJOR-P-2NT= 4+TRUMPS,ARTIFICIAL GAME FORCE.

4 MAJOR = VERY MINIMUM.
3♣= REGULAR MINIMUM. 3♦ REASKS.
3♥= SHORTNESS SOMEWHERE[3♠ ASKS]
3♠= 5-4-2-2,[3NT ASK FOR 4-CARD SUIT]
3NT= 6X3X2X2.
4 NEW SUIT= 5-5 OR BETTER.
4 MAJOR= 5X3X3X2.
3♦= NON-MINIMUM, SHORTNESS SOMEWHERE[3♥ ASKS]
3♥= NON-MINIMUM, 5X4X2X2.[3♠ ASKS]
3♠= NON-MINIMUM, 6X3X2X2.
3NT= NON-MINIMUM,5X3X3X2.
4 NEW SUIT= NON-MINIMUM,5-5 OR BETTER.

Note...17:2-WAY GAME TRIES: APPLY OVER 1M-2M,1♦-1M-2M,1♣-1♦-1M-2M,& 1♥-1♠-2♠.

NEXT STEP IS ASK FOR FEATURE,NATURALISH TRY, OR SOURCE OF TRICKS, DEPENDING ON SEQUENCE.
THE NEXT STEPS AFTER THE RELAY STEP ARE SHORT SUIT GAME TRIES, THEY ARE NATURAL OVER ♠'S AND THEY ARE SPLINTER RELAY OVER ♥'S
1-2-3= TRUMP ASK, NON-COMPETITIVELY.
NORMAL HELP SUIT GAME TRIES APPLY AFTER OVERCALLS AND INTERFERENCE AFTER RAISE.

Note...18:2♣-2♦=ASKS.

2♥= 4-card Major. 2♠= Asks suit and strength.
2♣= Non-minimum,side singleton or void. 2NT=Asks.
2NT= Non-minimum balanced,usually 2 stoppers. 3♦=Asks stoppers.
3♣= Minimum. 3♦= Stopper Ask.
3♥= 5+♥. 3♠= Artificial, Solid ♣'s. 3NT= 5+♠.
2♣-2NT= Relays to 3♣'s.
Pass= To play. 3♦= ♦& ♥,5+5 GF. 3♥=♦&♠,5+5GF. 3♠=♥&♠,5+5 GF.
2♣-3♣= Relays to 3♦'s.
Pass= To play. 3♥=Natural,slam try. 3♠=Natural,slam try.
3NT & Higher= ♦Slam try.

Note...19:2♦-2NT ASKS:

3♣= All minimums. 3♦Reasks.(3♥=3-4-1-5,3♠=4-3-1-5,3NT=4-4-1-4.)
3♦= Non-minimum,4-4-1-4.
3♥= Non-minimum,3-4-1-5.
3♠= Non-minimum,4-3-1-5.
3NT= Non-minimum,4-4-1-4 with stiff ♦Honor.
4♣= Non-minimum, 4-4-0-5.
