

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>
Aggressive 1-level; Drury with var; New=F1; Cue=FG Bal
Sound 2-level; Cue Resp= Splinter Fit; New=F1;
Jump Raise=PRE;
<b>1NT OVERCALL (2nd/4th; Responses; Reopening)</b>
2nd POS and 4th LIVE: 15 <sup>+</sup> -18 <sup>+</sup> HCP : as Over 1NT;
<b>Reopen:</b> 11-17 HCP
(1x)-P-(P)-1NT-(P)-2C-(P)-? (2y=11-14; 2NT=15-17)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 <sup>st</sup> Suit : Weak, 6 <sup>+</sup> cards, 2NT asks point
2 <sup>nd</sup> Suit : (1x)-2NT : 2 suiter
<b>DIRECT AND JUMP CUE BIDS (Style; Resp; Reopen)</b>
MICHAELS : (1M)-2M= oM+m (55 <sup>+</sup> );
vs PREC (1♠)-2♠ = Nat ♠; (1♣STR)-2♠ = Reds;
vs STD: (1♠)-2♣ = Nat ♠; (1♠/♠)-2♠/♠ = 2Majors
STOP ASK (1M)-3M = asking stopper;
<b>VS. NT (vs. STR / WK; Reopening; PH)</b>
<b>MULTI LANDY:</b> DBL=PEN;
2♣:Majors (advancer's 2♠= waiting; 2NT= GF);
2♠:1 suiter M (advancer's 2♥/♠=P/C; 2NT= GF)(NOTE 9);
2♥:♥+m (then 2♣=NF; 2NT= GF any; 3♣=P/C; 3♠=Inv ♥);
2♣:♣+m (then 2NT=GF any; 3♣=P/C; 3♠=Inv ♣; 3♥=NF ♥);
2NT:♣+♠ OR m>M GF;
3♣/♠=Single Suit ♣/♠;
<b>PH :</b> Multi Landy; DBL=Balancing
<b>VS. PREEMPTIVE (Dbls; Cue-Bids; Jumps; NT Bids)</b>
LEB after (WK2x)-DBL-(P)-?;
Leaping Michaels: (WK 2M): 4♣=oM+♣, 4♠=oM+♠;
vs(WK 2♠): 3♠=asking stopper, 4♣=♣+M, 4♠=both Majors
vs(WK 2♠)=WK Major): (NOTE 4)
<b>VS. ARTIFICIAL STRONG OPENING</b>
VS 1♣ STR: X=M's; 1♠=Mix; 1NT=m's; 2♣=♣♣; 2♠=♠♠;
VS 2♣ STR: X=M's; 2♠=Mix; 2NT=m's; 3♣=♣♣; 3♠=♠♠;
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>
Cappelletti after 1M-(DBL)-; 1x-(DBL)-? :
2x=WKer; 3x=PRE; 2NT=FIT Inv+; XX=11 <sup>+</sup> HCP;
Pass then DBL = PEN
1m-(DBL)-2m=5-8HCP 4 <sup>+</sup> cds support; 3m=PRE
1m-(DBL)-2m-(P)-2NT=18-19 HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
SUIT	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	same	
NT	4 <sup>th</sup>	1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>	
SUBSEQ	as above	same	
OTHER: Vs. NT : K ask UB/CT; A asks ATT;			
J/10 = 0 or 1 higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AKx(+); Ax(+)	
King	AK; KQx(+)	AKJ10(+); KQJ(+); KQ109	
Queen	QJ; QJx(+); Q	KQ(+); QJ10	
Jack	(A/K)J10x(+); J10x; Jx	(A/K)J10x(+); J10x(+)	
10	H109x(+); 109x	H109(+); 109x	
9	9x	9x	
Hi - x	Sx; HxxSx; Sxx if raised	Sx; xSx	
Low - x	HxS; HxSx; xxSx	HxS; HxxS+	
Signal in order of priority			
	Partner's lead	Declarer's lead	Discarding
1st	Hi/lo=Event	Hi/lo=Odd	Odd= Encrg
SUIT2nd	Hi= Encrg	S/P	S/P
3rd	S/P		
1st	Hi=Discrg	Hi/lo=O	Odd= Encrg
NT 2nd	Hi/lo=Event	S/P	S/P
3rd	S/P		
Signals (including trumps) :			
Smith-Echo: Hi= discourage			
DOUBLES			
T/O DOUBLES (Style; Responses; Reopening)			
Shape or too strong for other action; Cue Bid almost FG			
May be light with classic shape;			
OK pass RESP DBL if BAL; LEB-Variations;			
SPECIAL, ART AND COMP DOUBLES/REDOUBLES			
NEG DBL thru 4♥; 1♣-(1♠)-X : 2M or noM;			
Repeat same suit NEG X=T/O; SUPP X:3-cds SUPP or Str Bal;			
RESP DBL: At 3+ level USEFUL VALUES; SUPP X:3-cds SUPP			
1m-(1♥)-? (1♠=no 4cnds♣, no stop♥ OR Inv w/ stop ♥;			
1NT=stop♥; DBL=4 <sup>+</sup> cnds♣);			
1m-(1♥)-X-(P)-? (1♠=3cnds♣; 1NT= stop♥ OR 2cnds♣, 2♠=4cnds♣)			
1m-(1♠)-DBL = suggests 4 <sup>+</sup> ♥			

MINAHASA SELECTION	
<b>Robert PARASIAN - YENI</b>	
<b>Event</b>	<b>ALL EVENT</b>
<b>Category</b>	<b>STANDARD</b>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card Major; 1NT RESP F1/1M; RESP Light; PRE: Light	
Raise Style Aggressive; Aggressive Re-opening style;	
Freq non-PEN DBL;	
1NT Opening : 15-17 HCP; 5M/6m OK	
2♣=STR any hand; 2♠/♥/♠= Weak w/ variation	
2 over 1 Responses : GF/1M; 1♠-2♣=F3m	
1x rebid 2NT : 18-19 HCP	
1m - 1M could be 3cnds M with < 8 HCP	
SPECIAL BID THAT MAY REQUIRE DEF	
WK JUMP RAISES IN COMPETITION	
FIT-SHOWING JUMPS (NOTE 1)	
AFTER OPPTS 1NT OVERCALL (NOTE 2)	
ESCAPING FROM 1NT DOUBLED (NOTE 3)	
1♠-1M may be 3 cards if <8 HCP;	
INVERTED minor RAISES: 1m-3m=PRE;	
1 - 3rd Hand:	4th Hand:
2♠ = 6-9 HCP 5 <sup>+</sup> M (♥/♠)	2♠ = 11-14 HCP M (♥/♠)
2♥ = 6-9 HCP 5♥+4 <sup>+</sup> m	2♥ = 11-14 HCP 5♥+5 <sup>+</sup> m
2♣ = 6-9 HCP 5♣+4 <sup>+</sup> m	2♣ = 11-14 HCP 5♣+5 <sup>+</sup> m
3x = ≤ 10 <sup>+</sup> HCP Pre-Emp	3x = 11-14 HCP 7cnds
SPECIAL FORCING PASS SEQUENCES	
1x-(DBL)-RDBL:F(2NT);	
(1NT=WK)-DBL-(any)-Pass:F thru 2♣	
NOTES THAT DON'T FIT ELSEWHERE	
COMP 2x RESP:F3x; 1♠ FREQ with 4♠5♣;	
(1m)-P-(1NT)-?: X= TO; Others= Multi Landy	
<b>Psychics:</b> Rare	

OPENING	TICK IF ART	MIN	NEG DBL THRU	YENI - Robert PARASIAN				MINAHASA SELECTION	
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PH		
1♣		3	4♥	11-21 HCP;	1♦=occ short; 1NT=8-10; 2NT=Inv no 4cnds M	After 1♣ rebid:2♣=Puppet 2♦, 2♦=GF CB;	same as UPH		
				min 3cnds ♣	Inverted m 2♣=10 <sup>+</sup> F1 (NOTE 5); 2♦=6-9HCP fit 5cnds♣;	After 1NT rebid:2♣=Puppet 2♦, 2♦=GF CB;			
				1♣ with 33 m's	2♥=5♣+4♥ 6-9HCP (NOTE 7); 2♣=6♣ <sup>+</sup> +4♥ 4-9 <sup>+</sup> HCP;	1♣-1♥-2NT-3♣=GF, 5cnds♥+4cnds♣;			
					3♣/3♦/♥/♠=PRE 7 <sup>+</sup> cnds ♣/♦/♥/♠ < 5 HCP;	1♣-2NT-3♦/3M=short;			
1♦		3	4♥	11-21 <sup>+</sup> HCP;	1M=F1, maybe 3-cds <8; 1NT=8-10;	As 1♣; Over 2NT Response: 3M=SPL	As over 1♣		
				only 3 cds ♦ with 4432	2♣=F3♣/♦ (NOTE 6); 2♦ = 10 <sup>+</sup> F1 (NOTE 5);				
				Often w/ 4♦-5♣	2NT=Inv no 4cndsM; 3♣= 6-9 sup 5♦; 3♦/♥/♠=Pre				
1♥		5	4♥	11-21 <sup>+</sup> HCP;	1NT=F1; 2NT=GFbaL 2/3 cnds♥; 2♣=FG 4cnds♥;	1♥-1♣-1NT-2♣: 2-WAY CB as over 1m op;	Cue = limit/better		
				4 cds possible in	3♣= 4 <sup>+</sup> ♥, 7-9; 3♦= 4 <sup>+</sup> ♥, 10-11; 3♥=PRE;	After 2NT jump rebid: 3♣=pup 3♦, 3♦/♥=TRF♥/♠			
				3 <sup>rd</sup> /4 <sup>th</sup> position	3♣=12-15FIThave void; 3NT/4♣/4♦= SPL ♠/♣/♦;	PIC style; 1♥-2♣-2NT/3♣/3♦=short ♠/♣/♦;		FIT JUMPS (3♣=NAT)	
1♠		5	4♥	11-21 <sup>+</sup> HCP;	1NT=F1; 2/1=FG; 2NT=GFbaL 2/3cnds♠; 3♣=GF4cnds♠;	1♥-1♣-2♥-2♠: F1	As over 1♥		
				4 cds possible in	3♦=4+♠, 7-9; 3♥=4+♠, 10-11; 3♠=PRE;	1♣-3♣- 3♦/♥/NT=spl ♦/♥/♠			
				3 <sup>rd</sup> /4 <sup>th</sup> position	3NT=12-15FIThave void; 4♣/♦/♥=SPL ♣/♦/♥;				
1NT			4♥	15-17 HCP,	2♣=STAY; 2♦/♥=TRF ♥/♠; 2♠=NF♦ / NF2m / GF♠;	1NT-TRF-4M mild slam interest;			
				(5 cds♥/♠; 6 cds m OK)	2NT=Puppet 3♣=NF♣/GF♦/GF♦>♣; 3♣= GF6 <sup>+</sup> ♣+4M;	Auto SPL after STAY or TRF			
					3♦=GF6 <sup>+</sup> ♦+4M; 3M=SPL,minors; 4♣=Gerber;4R=TRF;	1NT-2♣-2♦-3♣= ask more distribution			
2♣	✓		6♦	STR, ART, 21 <sup>+</sup> HCP	2♦= Relay; 2♥/2♠/3♣= 8 <sup>+</sup> HCP,Nat, min1H;	see (NOTE 8)			
					2NT= 8 <sup>+</sup> HCP,♦, min1H;				
2♦	✓			Weak ♥ / ♠	2♥/♠=P/C; 2NT=Inq,GF; 3♣=Inv,Trf suit; 3♦=Inv,Bid;	see (NOTE 9)			
					3♥/♠=P/C; 3NT=play; 4♣=Trf suit; 4♦=Bid; 4♥/♠=TP				
2♥	✓	5		Weak ♥ + minor	2♣=F1; 2NT=Inq; 3♣=P/C; 3♦=Inv ♥; 3♥=block	2♥-2NT-? (3♣=♥+♠; 3♦=♥+♦)			
2♠	✓	5		Weak ♠ + ♣/♦	2NT=Inq; 3♣=P/C; 3♦= Inv ♠; 3♥= GF♥; 3♠=block	<b>HIGH LEVEL BIDDING</b>			
2NT			4♥	20 - 21 HCP;	3♣=ROMEX; 3R=TRF R+1;	GSF; RKCB (14/03/25); Gerber (1403RCM); 4♣ = RKC ♣ / ♦			
				5 cards any OK	3♣=ask 4cnds minor; 3NT=Play;	CUE style =1 <sup>st</sup> +2 <sup>nd</sup> round equally; SPL; AUTOSPL;			
					4♣=Gerber; 4R=TRF R+1	USEFUL VALUES DBL; EXCLUSION RKCB; DOPI; ROPI;			
3x		6		PRE	New Suit F1; 3x - 4♣= asking short, slam interest	DEPO; GERBER; 5NT:GSF; 5NT: pick a slam; LIGHTNER;			
3NT		7		SOL m; no o/s Ace or King	4♣/5♣=P/C; 4♦= ask control ; 4M = to play	In FP situations: DBL is regressive;			
4m		8		Namyats	4(m+1)=F ask control	PASS, then pull to agreed suit=SLAM TRY; pull to new suit=flexible;			
4M		7		PRE M		After FIT in 2 suits: RKCB for 6 keycards w/ Queen of first agreed suit			
4NT				Asking Specific Ace	5♣=No Ace; 5x=Ace; 5NT= ♣ Ace; 6♣= A♣+Ax	4NT- ? (5♣=14, 5♦=03, 5♥=25noQ, 5♠=25+Q, 5NT=3+QnoK)			

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<b>(Note 1) Fit Showing Jumps : 9<sup>+</sup>cds in two suits. In effect when :</b>			
(a) We have overcalled (any)			
(b) In COMP, when we have opened (any suit)			
(c) PH facing any opening			
a.	(1♥) - 1♣ - (1NT) - 3m	=	FIT JUMP
b.	1♥ - (1♠) - 3m	=	FIT JUMP
c.	P - (P) - 1♠ - (P)		
	3R	=	FIT JUMP
<b>(Note 2) After OPP's 1NT O/C</b>			
Over a minor Opening		After a Major Opening	
1.	1♣ - (1NT) - ?	1M - (1NT) - ?	
	X = 9 <sup>+</sup> HCP	DBL = 9 <sup>+</sup> HCP	
	Other = Multi Landy	2♣ = Nat ♣	
		2♦ = Nat ♦	
2.	1♦ - (1NT) - ?		
	DBL = 9 <sup>+</sup> HCP	(1♠/♦) - P - (1NT) - X = Takeout	
	Other = Multi Landy	Others = Multi Landy	
<b>(Note 3) Escaping from 1NT Doubled</b>			
<b>1. If Opponent's Double means Strong Hand 15<sup>+</sup>HCP OR Penalty</b>			
1NT - (X) - ?		1NT - (X) - P - (P)	
Pass = Forcing to RDBL		XX - (P) - Pass = to play	
XX = Puppet 2♣, have 5cds ♣/♦/♥/♠		2♣ = NF, 4333	
2♣ = Esc, ♣ + ♦/♥/♠		2♦ = ♦ + ♠	
2♦ = Esc, ♦ + ♥			
2♥ = Esc, ♥ + ♠			
2♠ = GF 2 suiter			
(1x) - 1NT - (X) - ?		(1x) - 1NT - (X) - P	
Pass = Forcing to RDBL		(P) - XX - (P) - Pass = to play	
XX = Puppet 2♣, have 5cds ♣/♦/♥/♠		2♣ = NF, 4333	
2♣ = Esc, ♣ + ♦/♥/♠		2♦ = ♦ + ♠	
2♦ = Esc, ♦ + ♥			
2♥ = Esc, ♥ + ♠		(1x) - P - (1y) - 1NT	
2♠ = GF 2 suiter		(P) - P - (X) - P	
		(P) - XX = Transfer 5cds ♣/♦/♥/♠	
<b>2. If Opponent's Double means Single Suit Any Hand</b>		2♣ = NF, 4333 OR ♣ + ♦/♥/♠	
- Pass = Forcing to XX, XX = Puppet to 2♣		2♦ = Esc, ♦ + ♥/♠	
- Others = System ON		2♥ = Esc, ♥ + ♠	
<b>OPPONENT INTERFERENCE ON 1NT OPENING</b>			
<b>1. Interferences with Multy Landy (2♣ = 2M's)</b>		<b>2. Interferences with 2♦ (one suiter Major)</b>	
1NT - (2♣) - X = Penalty oriented		1NT - (2♦) - X = INV+ any	
2♦ = NF, nat ♦		2♥ = NF, nat, 5 <sup>+</sup> cds ♥	
2♥ = Invite, any		2♣ = NF, nat, 5 <sup>+</sup> cds ♣	
2♠ = GF, any, can have 5 cds suit		2NT = Puppet to 3♣, NF or GF	
2NT = Puppet to 3♣, NF or GF		3♣ = INV+, 5 <sup>+</sup> cds ♦	
3♣ = INV+, 6 <sup>+</sup> cds ♦		3♦ = INV+, 5 <sup>+</sup> cds ♥	
		3♥ = INV+, 5 <sup>+</sup> cds ♠	
(1NT) - 2♣ - (P) - 2♦ = ask more		3♠ = -	
2♥/♠ = preference		3NT = TP	
<b>(Note 4)</b>			
(2♦) - ? (2♦ = weak ♥ or ♠)		(2♦) - ? (2♦ = weak ♦)	
X = T/O ♣ or STR		2♥/♠ = Nat ♥ / ♠	
2♥ = T/O ♥ or STR		2NT = 15-18 stopper ♦	
2♣ = NAT ♣		3♣ = Nat ♣	
2NT = 15-18 stopper both M		3♦ = asking stopper	
3♣ = Nat ♣		4♣ = ♣ + M	
3♦ = Nat ♦		4♦ = both Majors	
<b>Pre - Emptive Opening</b>			
3m - ?		3M - ?	
3M = F 1		3NT = To Play	
3NT = To Play		4♣ = asking short	
4♣ = asking short		4♦ = F 1	
		4M = To Play	



(Note 5)

1♣ - 2♣	1♦ = 2♦	1♦ - 2♦	1♣ - 2♣
2♦ = --	2♥ = Relay, ask more	2♥ - 2♣ = GF Not NT Hand	2♣ - 2NT = Bal,hv stoppers
2♥ = Relay, ask more	2♣ = GF any	2NT = GF NT Hand	3♣ = No Stop,NoSPL
2♣ = GF in ♣	2NT = 13'-14 HCP, 44Ms	3♣ = GF, short ♣	3♦ = 5+ cds ♣, short ♦
2NT = 18-19 HCP, 3cnds ♣	3♣ = 15-17 HCP, short ♣	3♦ = Inv, nat ♦	3M = 5+ cds ♣, short M
3♣ = Min HCP, ♣ suit	3♦ = Min HCP, ♦ suit	3♥ = GF, short ♥	1♦ - 2♦
3♦ = 15-17 HCP, short ♦	3♥ = 15-17 HCP, short ♥	3♣ = GF, short ♣	2♣ - 2NT = Bal,hv stoppers
3♥ = 15-17 HCP, short ♥	3♣ = 15-17 HCP, short ♣	3♦ = No Stop,NoSPL	3♣ = 4+ cds ♦,short ♣
3♣ = 15-17 HCP, short ♣	3NT = 18-19 HCP, 3cnds ♦	3M = 4+ cds ♦,short M	

(Note 6)

1♦ - 2♣	1♦ - 2♣	1♦ - 2♣
2♦ = 5+ cds ♦ unlimited OR 4441	2♥ - 2♣ = GF, not NT hand	2NT - 3♣ = Min, ♣ suit, TP
2♥ = Relay, ask more	2NT = GF, NT hand	3♦ = GF, 6+ cds ♣
2♣ = 14+ HCP, GF, ♣ fit	3♣ = Min, ♣ suit	3♥ = GF, 4+ cds ♥
2NT = 13'-14 HCP, 44Ms	3♦ = Inv, 5+ cds ♣ + 4+ cds ♦	3♣ = GF, 4+ cds ♣
3♣ = Min HCP, ♣ fit	3♥ = GF, 5+ cds ♣, short ♥	3NT = TP
3♦ = GF, good ♦ suit	3♣ = GF, 5+ cds ♣, short ♣	4♣ = Set trump in ♣, ask to cue
3M = GF, ♣ fit, short M	3NT = To Play (10-13' HCP)	
1♦ - 2♣	1♦ - 2♣	
2♦ - 2♥	2♣ - 2NT = Bal	
2♣ = 4441, short ♣	3♣ = Min, ♣ suit	
2NT = have both Ms stopper	3♦ = 5+ cds ♣ + 4+ cds ♦	
3♣ = 5+ cds ♦ + 3cnds ♣	3♥ = 5+ cds ♣, short ♥	
3♦ = min, 5+ cds ♦, no Ms stoppers	3♣ = 5+ cds ♣, short ♣	

(Note 7)

1♣ - 2♥	1♣ - 2♥	1♣ - 2♥	1♣ - 2♥
2♣ = to play	2NT - 3♣	2NT - 3♣	3♣ - 3♦ = 5431/13
2NT = puppet 3♣	Pass = to play	3♦ - 3♥ = 5♣5♥	3♥ = 5521
3♣ = GF, 6+ cds ♣	3♦ = GF Bal no fit, ask more dist / ♦ stopper	3♣ = 5♣4 no ♦ stop	3♣ = 5512
3♦ = INV, 6+ cds ♣	3♥ = Slam interest in ♥, ask short	3NT = 5♣4 hv ♦ stop	3NT = 5422
3♥ = Inv ♥	3♣ = Slam interest in ♣, ask short	4♣ = 3cnds ♥, Cue, SI	
3♣ = Inv ♣		4♦ = 3cnds ♥, Cue, SI	1♣ - 2♥
		4M = TP	3♣ - 3♣
1♦ - 2♥	1♦ - 2♥	1♦ - 2♥	3NT = TP
2♣ = to play	3♣ - 3♦	3♦ - 3♥ = 5♣5♥ short ♣	4♣ = Fit in ♥
2NT = to play	Pass = to play	3♣ = 5♣5♥ short ♦	4♦ = Fit in ♣
3♣ = puppet 3♦	3♥ = Slam interest in ♥, ask short	3NT = 5♣4♥	4M = TP
3♦ = GF, 6+ cds ♦	3♣ = Slam interest in ♣, ask short		
3♥ = Inv ♥	3NT = Good ♦ + ♣, extras		
3♣ = Inv ♣			

(Note 8)

2♣ - 2♦ = Relay	2♣ - 2♦	2♣ - 2♦
2♥ = 8+ HCP, Nat ♥, min 1 honor	2♥ = SS ♥ OR ♥+ other OR Bal 25+ HCP	2♥ - 2♣ = Relay
2♣ = 8+ HCP, Nat ♣, min 1 honor	2♣ = SS ♣ OR ♣ + other	2NT = Bal 25+ HCP
2NT = 8+ HCP, Nat ♦, min 1 honor	2NT = 22-24 HCP Bal	3♣ = Nat ♥ + ♣
3♣ = 8+ HCP, Nat ♣, min 1 honor	3♣ = SS ♣ OR ♣ + other	3♦ = Nat ♥ + ♣
	3♦ = SS ♦ OR ♦ + other	3♥ = SS ♥
	3M = SS M with very good hand, ask to cue bi	3♣ = Nat ♥ + ♣
	3NT = 2 minors freak	

(Note 9)

2♦ - 2♥/♣ = P/C	2♦ - 2NT	2♦ - 2NT	2♦ - 2NT
2NT = Inquiry	3♣ = Max any then trf suit	3♣ - 3♦	3♣ - 3♦
3♣ = Inv, Trf your suit	3♦ = ♥ suit, min HCP, trf	3♥ = ♣ suit	3♥ - 3♣
3♦ = Inv, Bid your suit	3♥ = ♣ suit, min HCP, trf	3♣ = ♥ suit	3NT = No Short 2/3 Top Honor
3♥/♣ = P/C			4♣ = Short ♣
3NT = To play	2♦ - 2NT		4♦ = Short ♦
4♣ = Transfer your suit	3♣ - 3♦ = Relay		4♥ = Short ♥
4♦ = Bid your suit	3♥ = NAT		4♣ = No short
4♥/♣ = To play	3♣ = NAT		

(Note 10)

2♥ - 2♣ = F1	2♥ - 2NT	2♥ - 2♣
2NT = INQ	3♣ = ♥ + ♣	2NT = 2 cds ♣
3♣ = P/C	3♦ = ♥ + ♦	3♣/♦ = 3cnds ♣ + short ♣/♦
3♦ = Invitational ♥		3♥ = 0/1 ♣
3♥ = Competitive ♥		
3♣ = --		
4♥/♣ = To play		
2♣ - 2NT = INQ	2♣ - 2NT	2♣ - 2NT
3♣ = P/C	3♣ = ♣ + ♣	3♣ - 3♦ = GF ♣, ask short
3♦ = Invitational ♣	3♦ = ♣ + ♦	3♥ = GF bad ♥
3♥ = Nat Good ♥, GF	3NT = 6 cds ♣ + 5 cds m, max HCP	3♣ = GF ♣, ask short
4♣ = P/C m, pre-empty		3NT = To play
4♦ = Inv nat ♦		
4♥/♣ = To play		