Kevin Hu - Zachary Yan 2/1 with unbal 1♦

General Approach

- 2/1
- Balanced 1♣ (can have 5♦2♣)
- Transfers after 1♣
- Transfers after 1♦−1M
- Agressive Favorable Preempts
- Short Suit Trial
- 3rd/low vs Suit Contracts
- 2nd/4th vs NT Contracts (3rd/low after supporting partners suit)
- UDCA
- Smith Echo in NT Contracts

Table of Content

Opening Structure

- 1♣ : 2+♣ all balanced 11-14,18-19 (can have 5♦2♣) or NAT ♣
- 1♦: 4+ Unbal. 5+♦ unless =4441.
- 1♥ : 5+♥ (10)11-22 HCP
- 1♠: 5+♠ (10)11-22 HCP

- 1NT: 15-17 HCP, can have 5M, 6m (usually doesn't have 4 card side suit if maximum)
- 2♣: 22+ HCP Bal, or 20+ Unbal
- 2♦/2♥/2♠:
  - Weak, preemptive
    - Fav 5, 0-7 HCP
    - Nil 5-6, 4-8 HCP
    - Vul, 6, 6-10 HCP
    - Unfav, 6, 6-10 HCP AJT9xx+
- 2NT: 20-21 Bal, can have 5M, 6m
- 3x: NAT
- 3NT:
  - Nonvul: normal 4M preempt
  - Vul: Gambling 7 card **any** suit
- 4NT: Specific Ace Ask

1m General conventions

XYZ

General response to XYZ: Optionaly break 2♣ – 2♦ when 15+

- 2M:
  - after confirming 3 card: anti-positional
  - after denying 3 card: Hx
- 2oM: 4oM
- 2NT: waiting
- 3♣: 5♣ after 1♣
- 3♦: 5♦ after 1♣

Over 1♣ or 1♦, if XYZ is available, responder jump rebid major is GF, otherwise INV.

1♣ Opening

1♣: 2+♣ all balanced 11-14,18-19 (can have 5♦2♣) or NAT ♣

- 1♦: 4♥
- 1♥: 4♠
- 1♠: No 4M, or 5+♦ + 4M GF
- 1NT: 11-12, bal
- 2♣: 11+ 5+♣
- 2♦: 6+♦, no 4M, GF
- 2M: 6M, 4-7 HCP
- 2NT: (5)6+♣, 0-6 HCP
- 3♣: (5)6+♣ 7−10
- 3NT/4M: to play

1♣ – 1♦

1♦: 4♥

- 1♥: 3♥, ~17 HCP,
   ○ 1♠: 8−11 **Bal**
   ○ 1NT: 8-11 4♥−4♠
   ○ XYZ
      ▪ 2♥: anti-positional NT
- 1♠: 4+♠, Unbal, unlimited, F1
   ○ XYZ
- 1NT: 2-♥
   ○ XYZ:
      ▪ 2♥: Hx
- 2♣: 5+♣
   ○ 2♦: ART, GF
- 2♦: 4+♦, 5+♣, (13)16+
   ○ 2♠: Blackout 0-8
- 2♥: 4♥, 11−14,
   ○ 2NT: GF Inquiry
      ▪ 3♣/♦/♥/♠: Shit/N/L/H Shortage

- 2♠: 6+♣, 3♥, (14)15+
  - 2NT: ask
    - 3♣: No Shortage
      - 3♦: Wiggle
      - 3♥: Agrees ♥
      - 3♠: Agrees ♣
    - 3♦: ♦ Shortage
      - 3♥: Wiggle
      - 3♠: Agrees ♥
      - 4♣: Agrees ♣
    - 3♥: ♠ Shortage
      - 3♠: Wiggle
      - 4♣: Agrees ♥
      - 4♦ Agrees ♣
  - 3♣: To Play
  - 3♦: **show** stopper
  - 3♥: To Play
  - 3♠: **show** stopper
  - 4♦: Retransfer
- 2NT: 18-19, BAL
  - 3♣: force 3♦
    - 3♦
      - 3♥: drop
      - 3♠: 6♥4♠ GF
      - 3NT: 5+♣ Mild SI
  - 3♦: ART GF
  - 3♥: 6+♥ GF
  - 3♠: 6+♥5+♠ GF
  - 3NT: 5+♦ Mild SI
  - 4♣: 6+♣ Slam Try
  - 4♦: 6+♦ Slam Try
- 3♣: 6+♣, 16−18
  - 3♦ wiggle?
  - 3♥/♠: 6+♥/♠ GF
- 3♦: 4♥, (16)17-18 or 18-19 BAL
  - 3♥: To play

- ◦ 3♠: ASK
    - ▪ 3NT/4♣/♦: Bal/L/H
- ◦ 4♦: re-transfer
- • 3♥: 4♥, 13-17+ Unbal Inv
- • 3♠: ♠ Splinter GF
- • 3NT: GF ♣
- • 4♣: Suit Set ♣
- • 4♦: ♦ Splinter GF
- • 4♥: 6+♣ 4+♥ (any usually shit)

1♣ – 1♥

Similar to 1♦ response.

- • 1♠: 3♠ 10−17
- • 2♣: 5+♣
    - ◦ 2♦: ART, GF
- • 2NT: 18-19, BAL
    - ◦ 3♣: force 3♦
        - ▪ 3♦
            - ▪ 3♥: 4♥6♠, GF
            - ▪ 3♠: drop
            - ▪ 3NT: 5+♣ Mild SI
    - ◦ 3♦: ART GF
    - ◦ 3♥: 5+♥5+♠ GF
    - ◦ 3♠: 6+♠ GF
    - ◦ 3NT: 5+♦ Mild SI
- • 3♣: 6+♣, 16−18
    - ◦ 3♦ wiggle?
    - ◦ 3♥/♠: 6+♥/♠ GF
- • 3♦: 4♠, (16)17-18 or 18-19 BAL
    - ◦ 3♥: re-transfer?
    - ◦ 3♠: ASK?
        - ▪ 3NT/4♣/♦: Bal/L/H
    - ◦ 4♦: re-transfer
- • 3♥: 6+♣, 3♠, (14)15+
    - ◦ 3♠: To Play

- ◦ 3NT: To Play
- ◦ 4♣: To Play
- ◦ 4♦: Agree ♠
- ◦ 4♥: Agree ♣?
- 3♠: 4♠, 13-17+ Unbal Inv
- 3NT: GF ♣
- 4♣: Suit Set ♣
- 4♦: ♦ Splinter GF
- 4♥: ♥ Splinter GF
- 4♠: 6+♣ 4+♠ (any usually shit)

1♣ – 1♠

- 1NT: 11-14 BAL
- 2♦˜2♠: NAT Reverse
- 2NT: 18-19 BAL

1♣ – 1♠ - **1NT**

- 2♣: forces 2♦
    - ◦ 2♦:
        - ▪ Pass: weak ♦
        - ▪ Anything else: Bal 13+ NAT
- 2♦: NAT, INV
- 2M: 5♦4M GF
- 2NT: both ms, weak or GF
- 3♦: sharp ♦ INV
- 3NT: To play

1♣ - **1NT**

1NT: 11-12

- 2♣: To play
- 2♦: Nat Reverse GF
- 2♥: 5+♣ 4♥ unbal NF
- 2♠: 5+♣ 4♠ unbal NF

- 2NT: GF Stayman
  - 3♣: 4♥
    - 3♦: Mild Slam Interest+ in ♣
      - 3♥: 4♣
    - 3♥: agrees H
  - 3♦: 4♠
    - 3♥: Mild Slam Interest+ in ♣
      - 3♠: 4♣
  - 3♥: 4♣
  - 3♠: 5♣
- 3♣: GF 6+♣
- 3♦: 5♦(332) 18–19
  - 3NT: To Play
  - Anything else: Cue

1♣ – 2♣

2♣: 5+♣ 11+HCP

- 2♦: 3+♣, 11-14 HCP
  - 2♥: ART Relay
    - 2♠: Antipositional Bal
    - 2NT: Positional Bal
    - 3♣/♦/♥: L/M/H Shortage
  - 2NT: Nat Invite
  - 3♣: Nat Invite
- 2♥: 3+♣, 15+ HCP, Relay
  - 2♠: Antipositional Bal
  - 2NT: Positional Bal
  - 3♣/♦/♥: L/M/H Shortage
- 2♠: 2♣, 11–14, 18–19
  - 2NT: Nat Invite
  - 3♣: Nat Invite
  - 3♦/♥/♠ LMH Shortage 6+♣
- 2NT: 3+♣, 18-19 HCP

1♣ – 2♦

2♦: 6+♦, GF

- 2♥: ART, Relay Promises 2+♦
    - 2♠: Min
        - 2NT: Ask
            - 3♣: No Shortage
                - 3♦: Wiggle
                - 3♥: Agrees ♣
                - 3♠: Agrees ♦
            - 3♦: ♣ Shortage
                - 3♥: Wiggle
                - 3♠: Agrees ♦
            - 3♥: ♥ Shortage
                - 3♠: Wiggle
                - 4♣: Agrees ♣
                - 4♦: Agrees ♦
            - 3♠: ♠ Shortage
                - 4♣: Agrees ♣
                - 4♦: Agrees ♦
            - 3NT: ♠ Shortage
    - 2NT: Extras, No Shortage
        - 3♣: Wiggle
        - 3♦: Agrees ♣
        - 3♥: Agrees ♦
    - 3♣: Extras, ♣ Shortage
        - 3♦: Wiggle
        - 3♥: Agrees ♦
    - 3♦: Extras, ♥ Shortage
        - 3♥: Wiggle
        - 3♠: Agrees ♣
        - 4♣: Agrees ♦
    - 3♥: Extras, ♠ Shortage
        - 3♠: Wiggle
        - 4♣: Agrees ♣
        - 4♦: Agrees ♦

- 2♠: 6+♣ 5M
  - 2NT: Ask
    - 3♣: ♥
      - 3♦: Agrees ♥
      - 3♥: Agrees ♣
    - 3♦: ♠
      - 3♥: Agrees ♠
      - 3♠: Agrees ♣
  - 3♦: Nat
- 2NT: (43)51 or xx diamond
- 3♣: NAT
- 3♦: SHIT 3♦

Over interference

1♣ – 1♠

1♣ – 1♠ (X):

- XX: no stopper
- 1NT: 11-14 spade stopper
- Pass: 4♠

1♦ Opening

4+♦ always unbalanced (might be 5422). 5+♦ unless =4441, for all 11+ hands.

General approach: After 1♦−1M, opener transfer his second suit, with up to 17 HCP. Accepting the transfer shows a weak hand and 9- HCP

- 1♥: 4+♥
- 1♠: 4+♠
- 1NT: 6-10
- 2♣: 5+♣ GF
- 2♦: 4+♦ 10+, no 4M
- 2M: 6M, 4-7 HCP
- 2NT: 11-12,
- 3♣: 6+♣, weak

- 3♦: 4+♦, 6–10

1♦ – 1♥

- 1♠: 4♠, 17–
  - XYZ
- 1NT: 4+♣, (5+♦), 17–
  - 2♣: To play
  - 2♦: To play
  - 2♥: To play
  - 2♠: 4th Suit GF
    - 2NT: =2254
    - 3♣: 5+♣,
    - 3♦: 6+♦,
    - 3♥: 3♥,
    - 3♠: 3♠
- 2♣: 6+♦, 15–
  - 2♦: To Play
  - 2♥: To Play
  - 2♠: ART, GF
- 2♦: 4♥, 11–14
  - 2♥: To Play
  - 2NT: Ask
- 2♥: 4♠, reverse, 18+
- 2♠: 6+♦, 3♥, 14+
- 2NT: 14-17, 4♥, including 4441, 5+♦4♥
- 3♣: NAT, =xx54+, 18+
- 3♦: 6+♦, 16–18
- 3♥: =2452, 15–17
- 3♠: ♠ splinter
- 3NT: GF ♦,
- 4♣: ♣ splinter
- 4♦: ♦ suit set

1♦ – 1♠

- 1NT: 4+♣, (5+♦), 17−
    - 2♣: To play
    - 2♦: To play
    - 2♥: 4th Suit GF
        - 2♠: nothing to show, anti-positional
        - 2NT: ♥ stopper
        - 3♣: 5+♣,
        - 3♦: 6+♦,
        - 3♥: 3♥,
        - 3♠: 3♠
    - 2♠: To play
- 2♣: 6+♦, 15−
    - 2♦: To Play
    - 2♥: ART, GF
    - 2♠: To Play
- 2♦: 4♥, 17−
    - 2♥: To Play
    - 2♠: To Play
    - 3♣: 4th suit GF
- 2♥: 4♠, 11−14
- 2♠: 4♥, 18+
- 2NT: 14-17, 4♠, including 4441, 5+♦4♠
- 3♣: NAT, =xx54+, 18+
- 3♦: 6+♦, 16−18
- 3♥: 6+♦, 3♠
- 3♠: =2452, 15−17
- 3NT: GF ♦
- 4♣/4♥: splinter
- 4♦: ♦ Suit set

1**M** General Conventions

Gazilli

1**M** - 1NT

- 2♣: 6**M**, 11-15 or various 15+
    - ◦ Note: Gazilli can handle 15-16 Bal NT for ♥ but not ♠
- 2♦: 4+♦, 11−15
- 2**M**: 4+♣, 11−15
- (♥) 2♠: ART, GF 6(331) or 5♠6♥
- (♠) 2♥: 4+♥, 11−14
- 2NT: 19+, 4+♣
- 3♣: 19+, **M**♦, 5/7+4,
- 3♦: 19+, **M**♦, 55/64/6+5+
- 3**M**: 6+**M**, 16−17, good suit
- (♥) 3♠: =1♠, normal splinter,
- (♠) 3♥: 5♠5+♥, <16, INV (4♣=♥, 4♦=NAT)
- 3NT: 0o**M**, void splinter
- 4m: 0m, void splinter
- (♠) 4♥: NAT

1**M** - 1NT - 2♣

2♣: 6**M**, 11-15 or various 15+

- 2♦: 8−12
- 2**M**: 7-, pref
- 2NT: 7-, minors, (54)+
- 3m: 7−, 6+m

1**M** - 1NT - 2♣ − 2♦

2♦: 8−12

- 2**M**: 6+**M**, 11-15
- 2o**M**: various, o**M**/NT, ♥♠

- 2NT: <u>16–18, 4+♣</u>
- 3♣: <u>16–18, M♦, 5/7&4</u>
- 3♦: <u>16–18, M♦, 55/64/6+5+</u>
- 3M: 6+M, 14–15
- 3oM: 16+, 6+M (GF), bad suit
- 3NT: To play
- 4m: self-splinter (=1)

1M - 1NT (- 2♣ – 2♦) 2NT

2NT: 4+♣, 19+/16-18 via Gazilli. Followed by 3♣ relay

- 3♦: M♣ 64/55/65
  - 3♥: ask
    - 3♠: 64 (TP/M/♣)
    - 3NT: 55 (♣)
    - 4♣: 65
- 3♥: 5M4♣, (N)
- 3♠: 5M4♣, (L)
- 3NT: 5M4♣, (H)
- 4m: 7M4♣

1M - 1NT (- 2♣ – 2♦) 3♣

3♣: M♦, =54/74, 19+/16-18 via Gazilla. Followed by 3♦ relay

- 3♥: 5M4♦, (N)
- 3♠: 5M4♦, (L)
- 3NT: 5M4♦, (H)
- 4m: 7M4♦

1M - 1NT (- 2♣ – 2♦) 3♦

3♦: M♦, 64/55/65, 19+/16-18 via Gazilla. Followed by 3♥ relay

- 3♠: 64
- 3NT: 55

- 4m: 65

1♥ Opening

5+♥ (10)11 + HCP

- 1♠: 4+♠
- 1NT: (0)3-11 HCP Any shape can have 3♥
- 2♣: (0) 2+♣ 12+ HCP, GF, Relay
- 2♦: 5+♦ 12+ HCP, GF
- 2♥: 7-10HCP 3+♥
- 2♠: 10-12 HCP 6+♠
- 2NT: 10+HCP, 4+♥
- 3♣: (5)6-9HCP, 4+♥
- 3♦: 10-12HCP, 3♥
- 3♥: 0-5HCP, 4+♥
- 3♠: **Void** Splinter
- 3NT: ♠ Splinter
- 4♣: ♣ Splinter
- 4♦: ♦ Splinter
- 4♥: Preemptive, To Play
- 4♠: ♥ **Keycard**
- 4NT: ♠ Exclusion
- 5♣: ♣ Exclusion
- 5♦: ♦ Exclusion

1♥ – 1♠

Gazilli is on. 1♠: 4+♠

- 2♣: 6+♥ or 16+HCP
- 2♥: 5+♥, 4+♣ 11-15HCP

1♥ - 1NT

1NT: (0)3-11 HCP Any shape can have 3♥

- 2♣: 6+♥ or 15+HCP

- 2♦: 5+♥, 4+♦ 11-15HCP
- 2♥: 5+♥, 4+♣ 11-15HCP
- 2♠: <u>ART, GF 6(331) or 5♠6♥</u>
- 2NT: <u>19+, 4+♣,</u>
- 3♣: <u>19+, ♥♦, 5/7+4,</u>
- 3♦: <u>19+, ♥♦, 55/64/6+5+</u>
- 3♥: 6+♥, 16-17HCP, good suit
- 3♠: 1♠

1♥ - 1NT - 2♠

2♠: ART, GF 6(331) or 5♠6♥. Followed by 2NT ask

- 3♣: 6(331), GF
  - 3♦: ask
    - 3♥: 3631 (L)
    - 3♠: 3613 (M)
    - 3NT: 1633 (H)
- 3♦: 5♠6♥, **weak**
- 3♥: 5♠6♥, 5611 (N)
- 3♠: 5♠6♥, 5620 (L)
- 3NT: 5♠6♥, 5602 (H)

1♥ - 1NT - 2♣ – 2♦ – 2♠

2♠: 15-19NT, or 16+ 4♠

- 2NT: 8HCP, to play opposite 15-16NT
  - 3♣: DNE
  - 3♦+ same as below
- 3♣: ART Relay
  - 3♦: 45(31), treat =4522 as NT
    - 3♥: ask
      - 3♠: =4531 (L)
      - 3NT: =4513 (H)
  - 3♥: 6+♥, 18-19, 6322/7+
  - 3♠: 6+♥, 4♠, 15+

- ◦ 3NT: 15-19NT, can be 4522
  - ▪ 4m: NAT
    - ▪ 4♥: To Play
    - ▪ +1: agree m
    - ▪ 4NT: No
- ◦ 4m: self-setting ♥

1♥ - 1NT - 6+♥ summary

Requires 6+♥

- 11–14: 2♣–2♦–2♥
- 14–15: 2♣–2♦–3♥
- 16+, bad suit: 2♣–2♦–3♠
- 16–17:
  - ◦ good suit: 3♥
  - ◦ 4+♣: 2♣–2♦-2NT
  - ◦ 4+♦: 2♣–2♦–3♣ (54/74)/3♦ (64/55/65)
- 18–19:
  - ◦ 6331: 2♠-2NT-3♣ (LMH)
  - ◦ 6322/7?: 2♣–2♦–2♠-2NT/3♣–3♥
  - ◦ 4+♣: 2NT
  - ◦ 4+♦: 3♣ (54/74)/3♦ (10+)
  - ◦ 7+ (good), Singleton: 3♠ OR 2♣–2♦–2♠-2NT/3♣–4m+
  - ◦ 7+ (good), VOID: 3NT/4♣/4♦ (♠/♣/♦)
- 4♠, 16+: 2♣–2♦–2♠-2NT/3♣–3♠
- 5♠, (13)15+: 2♠-2NT-3♦ (weak)/3♥ (N)/3♠ (L)/3NT (H)

Compare to ♠

1♥ – 2♣

2♣：（0）2+♣ 12+ HCP, GF, Relay

- 2♦：5♥4m or Bal
  - ◦ 2♥: Relay
    - ▪ 2♠: Min
      - ▪ 2NT: Relay
        - ▪ 3♣：5♥4♣
          - ▪ 3♦: Relay
            - ▪ 3♥：2524（♣, N)
              - ▪ 3♠: Wiggle
              - ▪ 4♣: Agrees ♥
              - ▪ 4♦: Agrees ♣
            - ▪ 3♠：3514（♣, L)
              - ▪ 4♣: Agrees ♥
              - ▪ 4♦: Agrees ♣
            - ▪ 3NT: 1534 (♣, H)
              - ▪ 4♣: Agrees ♥
              - ▪ 4♦: Agrees ♣
        - ▪ 3♦：2542（♦, N)
        - ▪ 3♥：3541（♦, L)
        - ▪ 3♠：1543（♦, H)
    - ▪ 2NT: 11-14 Positional Bal or 18-19 Bal
    - ▪ 3♣：5♥4♣ 16+
      - ▪ 3♦: Relay
        - ▪ 3♥：2524（♣, N)
        - ▪ 3♠：3514（♣, L)
        - ▪ 3NT: 1534 (♣, H)
    - ▪ 3♦：2542（♦, N)
    - ▪ 3♥：3541（♦, L)
    - ▪ 3♠：1543（♦, H)

1♠ Opening

- 1NT: (0)3-11 HCP Any shape can have 3♠
- 2♣：（0）2+♣ 12+ HCP, GF, Relay

- 2♦: 5+♦ 12+ HCP, GF
- 2♥: 5+♥ 12+ HCP, GF
- 2♠: 7-10HCP 3+♠
- 2NT: 10+HCP, 4+♠
- 3♣: (5)6-9HCP, 4+♠
- 3♦: 10-12HCP, 3♥
- 3♥: weak, 6+♥
- 3♠: 0-5HCP, 4+♠
- 3NT: Void Splinter
- 4♣: ♣ Splinter
- 4♦: ♦ Splinter
- 4♥: ♥ Splinter
- 4♠: Preemptive, To Play
- 4NT: ♠ Keycard
- 5♣: ♣ Exclusion
- 5♦: ♦ Exclusion
- 5♥: ♥ Exclusion

1♠ - 1NT

1NT: (0)3-11 HCP Any shape can have 3♠

- 2♣: 6+♠ or 15+HCP
- 2♦: 5+♠, 4+♦ 11-15HCP
- 2♥: 5+♠, 4+♥ 11-15HCP
- 2♠: 5+♠, 4+♣ 11-15HCP
- 2NT: 19+, 4+♣,
- 3♣: 19+, ♥♦, 5/7+4,
- 3♦: 19+, ♥♦, 55/64/6+5+
- 3♥: 5♠5+♥, <16, INV (4♣=♥, 4♦=NAT)
- 3♠: 6+♠, 16−17, good suit

1♠ - 1NT - 2♣ – 2♦

- 2♥: 15+ 5+♠ 4+♥, or 15-19NT, or 16+ 6+♠ bad suit
- 3♥: 16+, 6+♠, bad suit
- 3♠: 14−15, 6+♠

- 3NT: To play
- 4X: self-splinter (1)

1♠ - 1NT - 2♣ – 2♦ – 2♥

2♥: 15+ 5+♠ 4+♥, or 15-19NT

- 2♠: Relay
  - 2NT: (16)17-19 NT
  - 3♣: ♠♥, 54/74
    - 3♦: Ask
      - 3♥: 5422 (N)
      - 3♠: 5431 (L)
      - 3NT: 5413 (H)
      - 4♣: 74
  - 3♦: ♠♥, 64/55/65
    - 3♥:
      - 3♠: 64
      - 3NT: 55
      - 4m: 65
  - 3♥: 16+, 6+♠, 3♥
  - 3♠: 18-19, 6+♠, good suit, no 3♥
- 2NT: 55 minors
- 3!: NAT

1♠ - 1NT - 6+♠ summary

Requires 6+♠

- 11-14: 2♣-2♦-2♠
- 14-15: 2♣-2♦-3♠
- 16+, bad suit: 2♣-2♦-3♥
- 16-17:
  - good suit: 3♠
  - 4+♣: 2♣-2♦-2NT
  - 4+♦: 2♣-2♦-3♣ (54/74)/3♦ (10+)

- 18–19:
  - 3♥: 2♣–2♦–2♥–2♠–3♥
  - 4+♣: 2NT
  - 4+♦: 3♣ (54/74)/3♦ (64/55/65)
  - 7+ (good), Singleton: 2♣–2♦–2♥–2♠-4X
  - 7+ (good), VOID: 3NT/4♣/4♦ (♠/♣/♦)
- 4♥, 16+: 2♣–2♦–2♥–2♠–3♣ (54/74)/3♦ (64/55/65)
- 5+♥, <16: 3♥/4♥

Compare to ♥

3NT Opening

3NT: nil: normal 4M preempt; vul: gambling

- 4♣: SI
  - 4♦/4♥: H/S no
  - 4♠: Slam in H
  - 4NT~5♥: keycard response in ♠
- 4♦: Slam force
  - 4♥/4♠: reverse. Follow by 4♠/4NT keycard
- 4♥: P/C

In competition

Good/bad 2NT

After

1m - 1X (2Y);

The opener may wish to compete in a minor at 3 level.

- 2NT: Competing. 11~14
- 3m: INV, 15~17

General Conventions

Lebensohl

After `(2X) X (P),`

- 2NT
  - 3♣
    - 3X (cue): stopper in X and 4M
    - 3NT: Stopper in X
- 3X: 4M and no stopper
- 3NT: no stopper, no 4M, generally no 5 card suit.