

# Nature 5542 2/1 bidding system V0.85

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# Contents

<b>Abstract</b>	<b>3</b>
<b>Opening</b>	<b>4</b>
<b>Response to 1♣</b>	<b>6</b>
Response to 1♣ . . . . .	6
Response to 1♣–1♦! . . . . .	7
Response to 1♣–1♥! . . . . .	8
Response to 1♣–1♠! . . . . .	9
Response to 1♣–2♣! . . . . .	11
<b>Response to 1♦</b>	<b>13</b>
Response to 1♦ . . . . .	13
Response to 1♦–2♦! . . . . .	13
Response to 1♦–2♣ . . . . .	14
<b>Response to 1♥</b>	<b>15</b>
Supportive bid . . . . .	15
Two over one . . . . .	15
Jacoby 2S! . . . . .	15
Bergen Raises . . . . .	16
Splinter . . . . .	16

Others . . . . .	17
Response to 1♥–1N! . . . . .	17
Response to 1♥–2♣ . . . . .	18
Response to 1♥–2♦ . . . . .	18
Response to 1♥–2♥ . . . . .	19
<b>Response to 1♠</b>	<b>20</b>
Supportive bid . . . . .	20
Two over one . . . . .	20
Jacoby 2N! . . . . .	20
Bergen Raises . . . . .	21
Splinter . . . . .	21
Others . . . . .	22
Response to 1♠–1N! . . . . .	22
Response to 1♠–2♣ . . . . .	23
Response to 1♠–2♦ . . . . .	23
Response to 1♠–2♥ . . . . .	24
Response to 1♠–2♠ . . . . .	24
<b>Response to 1 No-trump</b>	<b>26</b>
<b>Response to 2♣</b>	<b>27</b>
Waiting Response . . . . .	27
Positive Response . . . . .	27
Balance Hand . . . . .	28
Good suit . . . . .	28
<b>Response to 2♦/♥/♠</b>	<b>29</b>
Response to 2♦/♥/♠ . . . . .	29
<b>Response to 2 No-trump</b>	<b>30</b>
Response to 2N . . . . .	30

<b>Response to Gambling 3 No-trump</b>	<b>31</b>
Response to 3N . . . . .	31
<b>Overcall</b>	<b>32</b>
<b>Against No-trump</b>	<b>33</b>
Against weak no-trump . . . . .	33
Against strong no-trump . . . . .	34
<b>Against Big ♣/♦</b>	<b>36</b>
<b>Leads and Signals</b>	<b>38</b>

# Abstract

The system is built by Che-wei Jang and Chia-sheng Chen. All the stuffs are agreed upon us mutually. Generally, the system is a 2/1 game-forcing system with weak(11-14 HCPs) range of one no-trump opening. The system has not been built thoroughly yet, so it is still immature. Both of us look forward to build up the system.

Keywords: 5542 2/1 game-forcing, weak no-trump opening.

# Opening

1♣:

- (a) 15-17 HCP, BAL.
- (b) 18-19 HCP, BAL.
- (c) 12-21 HCP, 5+♣, unless 4=4=1=4.

1♦ : 12-21 HCP, 5+♦, unless 4-4-4-1 shape and ♦ has 4 cards.

1♥ : 12-21 HCP, 5+♥.

1♠ : 12-21 HCP, 5+♠.

1N : 11-14 HCP, BAL.

2N : 20-21 HCP, BAL.

(1♣-[ ]-2N: 18-19 HCP, BAL.)

3N : ART, 9-15 HCP, gambling, AKQ-headed 7+ minor suit, no void, no side A, at most one side K.

2♣ : ART, 22+ HCP or 19+ HCP with 8.5+ quick tricks, any hand.

$2\heartsuit/\spadesuit/\clubsuit$ : 6-11 HCP (not VUL), 8-11 HCP (VUL),  
6+ suit, at least one of the top three honor.

$3\clubsuit/\heartsuit/\spadesuit$  : PRE, 6+ suit.

$4\clubsuit/\heartsuit/\spadesuit$  : PRE, 7+ suit.

4N : ART, Blackwood, 04123 ask A.

# Response to 1♣

1♣–

Walsh Transfer

1♦!: 4+♥, ♥ longer than ♦ or under FG.

1♥!: 4+♠, ♠ longer than ♦ or under FG.

1♠!: 5+♦, FG or no 4+M, could be 3=3=4=3  
inv.

1N : BAL, 6-9 HCP, w/o 4+M, w/o 5+♦

Inverted minor raise and mixed raise

2♣!: 4+♣, could be 3=3=3=4, 10+HCP.

2♦!: 5+♣, Semi-fit ♣, 7-9 HCP.

3♣ : 6+♣, 0-6 HCP.

Others

2N!: 3=3=4=3, 12-14 HCP or 18+HCP.

3N!: 3=3=4=3, 15-17 HCP.



1♣–1♦!–

1♥ : 3 cards ♥, accept the transfer.

1♠ : 4 cards ♠, NAT.

2♣ : 5+♣, 12-14 HCP, NAT.

2♥ : 4 cards ♥, minimum.

3♥ : 4 cards ♥, maximum.

2♦ : reverse, 5+♣ + 4+♦, 16+ HCP, NAT.

2♠ : jump shift, 19+ HCP, NAT.

1N : BAL, 15-17 HCP.

2N : BAL, 18-19 HCP.

3♦!: miniSPL, fit ♥, void/singleton ♦.

1♣–1♦!–1N–

2♣ : Stayman, inv.

2♦!: Stayman, FG.

2♥ : To play.

2♠ : To play.

2N!: 6+♣, puppet to 3♣, S/O or FG.

3♣!: 6+♦, puppet to 3♦, S/O or FG.

3♦!: 55M, inv.

3♥!: 55M, FG.

3♠!: 55m, FG.

3N : To play.

4♣/4♦ : Transfer to 4♥/♠.

4♥/4♠ : To play.

1♣-1♥!-

1♠ : 3 cards ♠, accept the transfer.

2♣ : 5+♣, 12-14 HCP, NAT.

2♠ : 4 cards ♠, minimum.

3♠ : 4 cards ♠, maximum.

2♦ : reverse, 5+♣ + 4+♦, 16+ HCP, NAT.

2♥ : reverse, 5+♣ + 4+♥, 16+ HCP, NAT.

1N : BAL, 12-14 HCP (VUL), 15-17 HCP (notVUL).

2N : BAL, 18-19 HCP.

3♦!: miniSPL, fit ♠, void/singleton ♦.

3♥!: miniSPL, fit ♠, void/singleton ♥.

1♣-1♥!-1N-

2♣ : Stayman, inv.

2♦!: Stayman, FG.

2♥ : To play.

2♠ : To play.

2N!: 6+♣, puppet to 3♣, S/O or FG.

3♣!: 6+♦, puppet to 3♦, S/O or FG.

3♦!: 55M, inv.

3♥!: 55M, FG.

3♠!: 55m, FG.

3N : To play.

4♣/4♦ : Transfer to 4♥/♠.

4♥/4♠ : To play.

1♣-1♠-

2♣ : 5+♣, 12-14 HCP, NAT.

2♦ : 3+♦, fit, 12-14 HCP, NAT.

2♥ : reverse, 5+♣ + 4+♥, 16+ HCP, NAT.

2♠ : reverse, 5+♣ + 4+♠, 16+ HCP, NAT.

3♣ : 6+♣, 16-18 HCP, NAT.

3♦ : UNBAL, 3+♦, 16-18 HCP, NAT.

3♥!: miniSPL, fit ♦, void/singleton ♥.

3♠!: miniSPL, fit ♦, void/singleton ♠.

1N : BAL, 12-14 HCP (VUL), 15-17 HCP (notVUL).

2N : BAL, 18-19 HCP.

1♣-1♠-1N-

2♣ : ask 3+♦, inv or FG.

2♦!: ask 4+M or 3+♦, FG.

2♥ : 55m inv.

2♠ : 55m to play.

2N : 6+♣, puppet to 3♣, S/O or GF.

3♣!: 6+♦, puppet to 3♦, S/O or GF.

3♦!: SPL, 6+♦, void/singleton ♥.

3♥!: SPL, 6+♦, void/singleton ♠.

3♠!: 55m, FG.

3N : To play.

1♣-1♠-2♣-

2♦ : 6+♦, 6-9 HCP, w/o 2+♣

2♥ : 5+♦ + 4+♥, 12+ HCP, FG.

2♠ : 5+♦ + 4+♠, 12+ HCP, FG.

2N : w/o 3+♣, 10-11 HCP.

3♣ : 3+♣, 10-11 HCP.

3♦!: ask 6♣ or 2♦, 12+ HCP, ST.

3♥!: ask 2♦, 12+ HCP, ST.

3♠!: ask 6♣, 12+ HCP, ST.

3N : to play.

4♣!: SPL, 7+♦, 0-1 loser in ♦, void/singleton ♥.

4♦!: SPL, 7+♦, 0-1 loser in ♦, void/singleton ♠.

4♥!: SPL, fit ♣, void/singleton ♥.

4♠!: SPL, fit ♣, void/singleton ♠.

1♣-1♠-2♣-3♥!-

3♠ : 2♦.

3N : w/o 2♦.

1♣-1♠-2♣-3♠!-

3N : w/o 6+♣.

4♣ : 6+♣.

1♣-1♠-2♣-3♦!-

3♥ : 6+♣.

3♠ : 2♦.

3N : w/o 6+♣ or 2♦.

1♣-2♣!-

3♣ : 4+♣, 12-14 HCP.

2N : BAL, 12-14 HCP.

3N : BAL, 15-17 HCP.

2♦ : 3+♦, 15+ HCP.

2♥ : 3+♥, 15+ HCP.

2♠ : 3+♠, 15+ HCP.

3♦ : SPL, fit ♣, void/singleton ♦.

3♥ : SPL, fit ♣, void/singleton ♥.

3♠ : SPL, fit ♣, void/singleton ♠.

# Response to $1\Diamond$

$1\Diamond-$

Inverted minor raise and mixed raise

$2\Diamond!$ :  $3+\Diamond$ , could be  $3=3=3=4$ , 10+HCP, usually FG to ST.

$3\clubsuit!$ :  $4+\Diamond$ , fit  $\Diamond$ , inv.

$3\Diamond$  :  $4+\Diamond$ , 0-5 HCP.

$1\Diamond-2\Diamond!$

$3\Diamond$  :  $5+\Diamond$ , 12-14 HCP.

$2N$  : BAL, 12-14 HCP.

$3N$  : BAL, 15-17 HCP.

$2\heartsuit$  :  $3+\heartsuit$ , 15+ HCP.

$2\spadesuit$  :  $3+\spadesuit$ , 15+ HCP.

$3\clubsuit$  :  $3+\clubsuit$ , 15+ HCP.

$3\heartsuit$  : SPL, fit  $\Diamond$ , void/singleton  $\heartsuit$ .

3♠ : SPL, fit ♦, void/singleton ♠.

4♣ : SPL, fit ♦, void/singleton ♣

1♦-2♣-

2♦ : waiting.

2♥ : reverse, 4+♥ + 5+♦+, 15+HCP , NAT.

2♠ : reverse, 4+♠ + 5+♦+, 15+HCP , NAT.

3♣ : 4+♦ + 4+♣, fit, 15+HCP, w/o short.

3♦ : 6+♦ good suit, 15+ HCP.

3♥ : 4+♦ + 4+♣, fit, 15+HCP, short♥.

3♠ : 4+♦ + 4+♣, fit, 15+ HCP, short♠.

3N : BAL, 15-17 HCP.

2N : BAL, 12-14 or 18-21 HCP. Further 3N 12-14,  
new suit 18-21.



# Response to 1♥

## Supportive bid

2♥ : 8-10 HCP, 3♥ support.

1N-( )-3M : 10-11 HCP, 3♥ support.

4♥ : very weak hand, 5+♥ support.

## Two over one

usually FG, unless 6+♣/♦, inv.

2♣ : 4+♣, usually FG, unless 6+♣, inv.

2♦ : 4+♦, usually FG, unless 6+♦, inv.

## Jacoby 2S!

2S : BAL, 4+♥ support, 12+ HCP.

– 3♥ : 17+ HCP, Semi-BAL.

– 3N : 14-16 HCP, Semi-BAL.

- $4\heartsuit$  : 12-14 HCP.
- $3\clubsuit/3\diamond/3\spadesuit$  : void or singleton  $3\clubsuit/3\diamond/3\spadesuit$ , 14+ HCP.
- $4\clubsuit/4\diamond/2N$  :  $5+3\clubsuit/3\diamond/3\spadesuit$ , 14+ HCP.

## Bergen Raises

$3\clubsuit$  : 10-11 HCP,  $4+\heartsuit$  support.

$3\diamond$  : 6-10 HCP,  $4+\heartsuit$  support.

$3\heartsuit$  : 0-6 HCP,  $4+\heartsuit$  support.

$2N$  : game value, show an void or singleton in side suit.

- cheapest bid: ask for detail.
  - \* first step :  $\clubsuit$ .
  - \* second step :  $\diamond$ .
  - \* third step :  $\spadesuit$ .

## Splinter

$4\clubsuit$  : ST, void or singleton in  $\clubsuit$ .

$4\diamond$  : ST, void or singleton in  $\diamond$ .

$3\spadesuit$  : ST, void or singleton in  $\spadesuit$ .

## Others

3N : BAL, 3♥ support, 12-15 HCP.

- pass : 5=3=3=2 hand.
- 4♥ : more distributional hand.

## 1♥–1N!–

2♣ : 3+♣, 12-18 HCP, NAT.

2♦ : 3+♦, 12-18 HCP, NAT.

2♥ : 6+♥, 12-14 HCP, NAT.

2♠ : 4+♠ + 5+♥, 16+ HCP, NAT.

3♣ : 3+♣, 19+ HCP, NAT.

3♦ : 3+♦, 19+ HCP, NAT.

3♥ : 6+♥, 15-17 HCP, NAT.

3♠ : SPL, 7+♥, void or singleton in ♠.

4♣ : SPL, 7+♥, void or singleton in ♣.

4♦ : SPL, 7+♥, void or singleton in ♦.

3N : To play.

2N : BAL, 18-19 HCP.

## 1♥-2♣-

2♦ : 5+♥ + 4+♦, NAT.

2♥ : waiting.

2♠ : reverse, 4+♠ + 5+♥+, 15+HCP , NAT.

3♣ : 2=5=2=4, 15+, NAT.

3♦ : 5+♥ + 4+♣, fit, 15+HCP , short♦.

3♥ : 6+♥ good suit, 15+ HCP.

3♠ : 5+♥ + 4+♣, fit, 15+ HCP, short♠.

3N : 5332, 15-17 HCP.

2N : 5332, 12-14 or 18-21 HCP. Further 3N 12-14,  
new suit 18-21.

## 1♥-2♦-

2♥ : waiting.

2♠ : reverse, 4+♠ + 5+♥, 15+ HCP, NAT.

3♣ : 5+♥ + 4+♣+, 15+ HCP, NAT.

3♦ : 5+♥ + 4+♦+, fit, 15+ HCP, NAT.

3♥ : 6+♥ good suit, 15+ HCP.

3♠ : 5+♥ + 4+♦+, fit, 15+ HCP, short♠.

3N : 5332, 15-17 HCP.

2N : 5332, 12-14 or 18-21 HCP. Further 3N 12-14,  
new suit 18-21.

**1♥-2♥-**

2♠ : puppet to 2N.

3♣ : help suit game try, 3+♣.

3♦ : help suit game try, 3+♦.

3♥ : QUANT.

3N : To play.

2N : help suit game try, 3+♠.

**1♥-2♥-2♠-2N-**

3♣ : short suit game try, void or singleton in ♣

3♦ : short suit game try, void or singleton in ♦

3♥ : short suit game try, void or singleton in ♠

# Response to 1♠

## Supportive bid

2♠ : 8-10 HCP, 3♠ support.

2N-( )-3M : 10-11 HCP, 3♠ support.

4♠ : very weak hand, 5+♠ support.

## Two over one

usually FG, unless 6+♣/◇, inv.

2♣ : 4+♣, usually FG, unless 6+♣, inv.

2◇ : 4+◇, usually FG, unless 6+◇, inv.

2♥ : 5+♥, FG.

## Jacoby 2N!

2N : BAL, 4+♠ support, 12+ HCP.

– 3♠ : 17+ HCP, Semi-BAL.

- 3N : 14-16 HCP, Semi-BAL.
- 4♠ : 12-14 HCP.
- 3♣/3♦/3♥ : void or singleton 3♣/3♦/3♥, 14+ HCP.
- 4♣/4♦/4♥ : 5+3♣/3♦/3♥, 14+ HCP.

## Bergen Raises

3♣ : 10-11 HCP, 4+♠ support.

3♦ : 6-10 HCP, 4+♠ support.

3♠ : 0-6 HCP, 4+♠ support.

3♥ : game value, show an void or singleton in side suit.

- cheapest bid: ask for detail.
  - \* first step : ♣.
  - \* second step : ♦.
  - \* third step : ♠.

## Splinter

4♣ : ST, void or singleton in ♣.

4♦ : ST, void or singleton in ♦.

4♥ : ST, void or singleton in ♥.

## Others

3N : BAL, 3♠ support, 12-15 HCP.

– pass : 5=3=3=2 hand.

– 4♠ : more distributional hand.

## 1♠–1N!–

2♣ : 3+♣, 12-18 HCP, NAT.

2♦ : 3+♦, 12-18 HCP, NAT.

2♥ : 4+♥, 12-18 HCP, NAT.

2♠ : 6+♠, 12-14 HCP, NAT.

3♣ : 3+♣, 19+ HCP, NAT.

3♦ : 3+♦, 19+ HCP, NAT.

3♥ : 4+♥, 19+ HCP, NAT.

3♠ : 6+♠, 15-17 HCP, NAT.

4♣ : SPL, 7+♠, void or singleton in ♣.

4♦ : SPL, 7+♠, void or singleton in ♦.

4♥ : SPL, 7+♠, void or singleton in ♥.

3N : To play.

2N : BAL, 18-19 HCP.



## 1♠–2♣–

2♦ : 5+♠ + 4+♦, NAT.

2♥ : 5+♠ + 4+♥, NAT.

2♠ : waiting.

3♣ : 5=2=2=4, 15+, NAT.

3♦ : 5+♠ + 4+♣, fit, 15+ HCP, short♦.

3♥ : 5+♠ + 4+♣, fit, 15+ HCP, short♥.

3♠ : 6+♠ good suit, 15+ HCP.

3N : 5332, 15-17 HCP.

2N : 5332, 12-14 or 18-21 HCP. Further 3N 12-14,  
new suit 18-21.

## 1♠–2♦–

2♥ : 5+♠ + 4+♥, NAT.

2♠ : waiting.

3♣ : 5+♥ + 4+♣, 15+ HCP, NAT.

3♦ : 5+♠ + 4+♦, fit, 15+ HCP

3♥ : 5+♠ + 4+♦, fit, 15+ HCP, short♥.

3♠ : 6+♠ good suit, 15+ HCP.

3N : 5332, 15-17 HCP.

2N : 5332, 12-14 or 18-21 HCP. Further 3N 12-14,  
new suit 18-21.

**1♠–2♥–**

2♠ : waiting.

3♣ : 5+♥ + 4+♣, 15+ HCP, NAT.

3♦ : 5+♠ + 4+♦, 15+ HCP, NAT.

3♥ : 5+♠ + 3+♥, NAT.

3♠ : 6+♠ good suit, 15+ HCP.

3N : 5332, 15-17 HCP.

2N : 5332, 12-14 or 18-21 HCP. Further 3N 12-14,  
new suit 18-21.

**1♠–2♠–**

3♣ : help suit game try, 3+♣.

3♦ : help suit game try, 3+♦.

3♥ : help suit game try, 3+♥.

3♠ : QUANT.

3N : To play.

2N : puppet to 3♣.

1♠-2♠-2N-3♣-

3♦ : short suit game try, void or singleton in ♦.

3♥ : short suit game try, void or singleton in ♥.

3♠ : short suit game try, void or singleton in ♠.

# Response to 1 No-trump

1N– 11-14 BAL.

2♣ : Stayman, inv.

2♦!: Stayman, FG.

2♥ : To play.

2♠ : To play.

2N!: 6+♣, puppet to 3♣, S/O or FG.

3♣!: 6+♦, puppet to 3♦, S/O or FG.

3♦!: 55M, inv.

3♥!: 55M, FG.

3♠!: 55m, FG.

3N : To play.

4♣/4♦ : Transfer to 4♥/♠.

4♥/4♠ : To play.

# Response to 2♣

2♣– ART, 22+ HCP or 19+ HCP with 8.5+ quick tricks, any hand.

## Waiting Response

2♦ :

(a) 0-2 CTL or 0-6 HCP.

(b) 4+ CTL or 11+ HCP.

## Positive Response

2♥: 3 CTL or 7-10 HCP, 5+♥.

2♠: 3 CTL or 7-10 HCP, 5+♠.

3♣: 3 CTL or 7-10 HCP, 5+♣.

3♦: 3 CTL or 7-10 HCP, 5+♦.

## Balance Hand

2N : 6-8 HCP, BAL.

- 3/4/5/6/7N : QUANT.
- Others : NAT.

3N : 9-11 HCP, BAL.

- 4/5/6/7N : QUANT.
- Others : NAT.

## Good Suit

3♥/♠ : good suit with at most 1 loser.

4♣/♦/♥/♠ : 5+suit with no loser.

- cheapest bid: ask for side A/K.
  - \* first step : no side A/K.
  - \* second step : A/K on lowest side suit.
  - \* third step : A/K on mid-rank side suit.
  - \* forth step : A/K on highest side suit.

or

- \* first step : no side A/K.
- \* second step : one side A/K.
- \* third step : two side A/Ks. (rare)

# Response to $2\diamond/\heartsuit/\spadesuit$

$2\diamond/2\heartsuit/2\spadesuit-$

$2X/3X$  : good suit, 15+ HCP , F1.

$2N!$ : Ogust, ask.

- $3\clubsuit$  : bad suit, 5-7 HCP.
- $3\diamond$  : bad suit, 8-9 HCP.
- $3\heartsuit$  : good suit, 5-7 HCP.
- $3\spadesuit$  : good suit, 8-9 HCP.

# Response to 2 No-trump

2N–

3♣: Stayman, at least one major has 4 cards, usually 4+ HCP, also when you are ready to pass any further bids, like

**Responder**

♠xxxx

♥xxxx

♦Jxxx

♣x

3♦/3♥ : Transfer to 3♥/3♠.

4♦/4♥ : Transfer to 4♥/4♠.

3♠ : 55m or 6m, 0-3 HCP, F1 ; 55m or 6m, ST.

4♠ : 55m or 6m, 4-6 HCP, FG.

3N : S/O.

4N/5N : QUANT.



# Response to Gambling

## 3 No-trump

3N–

4♥/4♠ : To play.

4♣/4♦/5♣/5♦/6♣/6♦/7♣ : P/C.

# Overcall

# Against No-trump

We define 15 HCP to be the strongest possible hand for weak 1N opening. That is, 11-14 HCP is a weak 1N and 15-17 HCP is a strong 1N.

## Against weak no-trump

We use Lionel Convention in this part, both direct and balance position. Lionel Convention request any direct overcall should be at least a hand worth opening.

West	North	East	South
1N	?		
West	North	East	South
1N	Pass	Pass	?

- DBL : ♠+♥/♦/♣ 44+ double suit.
  - pass: usually 10+ HCP, all subsequent doubles for penalty.
  - 2♣ : p/c to the doubler's second suit.
  - 2♦ : NF, ♦ length and ♥ tolerance.

- $2\heartsuit$  : NF, NAT.
- $2\spadesuit$  : S/O.
- $2N$  : spade raise, inv., no singleton.
- $3\clubsuit/\diamond/\heartsuit$  : spade raise, inv., singleton in the bidding suit.
- $3\spadesuit$  : PRE.
- $2\clubsuit$  :  $\heartsuit+\clubsuit$  44+ double suit.
- $2\diamond$  :  $\heartsuit+\diamond$  44+ double suit.
- $2\heartsuit$  : NAT.
- $2\spadesuit$  : NAT.
- $2N$  : unusual 2NT, distributional holding in both minor suits.
- $3\clubsuit$  : NAT.
- $3\diamond$  : NAT.

## Against strong no-trump

We use Modified-Landy Convention in this part, both direct and balance position. Modified-Landy Convention request any direct overcall should be at least a hand about average.

West	North	East	South
1N	?		

West	North	East	South
1N	Pass	Pass	?

- DBL : power, 16+ HCP.
- $2\clubsuit!$ :  $5+\spadesuit + 5+\heartsuit$ , 10+ HCP.
- $2\diamondsuit!$ :  $6+\spadesuit/\heartsuit$ , 10+ HCP.
- $2\heartsuit!$ :  $5+\heartsuit + 5+\clubsuit/\diamondsuit$ , 10+ HCP.
- $2\spadesuit!$ :  $5+\spadesuit + 5+\clubsuit/\diamondsuit$ , 10+ HCP.
- $2N!$ :  $5+\clubsuit + 5+\diamondsuit$ , 10+ HCP.
- $3\clubsuit$  :  $6+\clubsuit$ , 10 HCP.
- $3\diamondsuit$  :  $6+\diamondsuit$ , 10 HCP.

# Against Big $\clubsuit/\diamond$

We use Truscott convention here, a direct overcall is a two-suiter, shows the bidding suit and the higher touching suit. ( $1\spadesuit$  shows  $\spadesuit+\clubsuit$ ). A jump overcall is similar to the preemptive bid. Double and 1N show non-touching two suits. While big  $\clubsuit/\diamond$  does not show  $\clubsuit/\diamond$  suit, a  $1\clubsuit-2\clubsuit$ , for example, does not mean Michael cuebid. Instead, it shows a  $\clubsuit+\diamond$  two-suiter.

For example:

West	North	East	South
$1\clubsuit!$	?		

West	North	East	South
$1\clubsuit!$	Pass	$1\diamond!$	?

- $1\diamond : \diamond+\heartsuit$  44+.
- $1\heartsuit : \heartsuit+\spadesuit$  44+.
- $1\spadesuit : \spadesuit+\clubsuit$  44+.
- $2\clubsuit : \clubsuit+\diamond$  44+;
- $2\diamond/\heartsuit/\spadesuit : \text{PRE.}$

- DBL : a non-touching two-suit ( $\heartsuit + \clubsuit / \spadesuit + \diamondsuit$ ) which contains the suit bidded by RHO.
- 1N : a non-touching two-suit which does not contain the suit bidded by RHO.

# Leads and Signals