

Nature 5542 2/1 bidding system V0.85

Che-wei Jang and Chia-sheng Chen

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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♦/♥/♠ : 6-11 HCP (not VUL), 8-11 HCP (VUL), 6+ suit, at least one of the top three honor.

3♣/♦/♥/♠ : PRE, 6+ suit.

4♣/♦/♥/♠ : PRE, 7+ suit.

4N : ART, Blackwood, 04123 ask A.

Balance Hand Ladder

Point Range	Opening Bid
11/12-14	1N
14/15-17	1♣-1N
18-19	1♣-2N
20-21	2N
22-24	2♣-2N

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 $3=3=3=4$, $10+\text{HCP}$, 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♣ : 3+♣, 15+ HCP.

3♥ : SPL, fit ♦, void/singleton ♥.

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.

- $3\heartsuit$: 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♦ : ST, void or singleton in ♦.

3♠ : 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♥ : 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.

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.

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.

$4\clubsuit/4\diamondsuit$: Transfer to $4\heartsuit/\spadesuit$.

$4\heartsuit/4\spadesuit$: 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 $2\clubsuit-2\diamonds!$

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
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1N	?		
----	---	--	--

West	North	East	South
------	-------	------	-------

1N	Pass	Pass	?
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- DBL : $\spadesuit + \heartsuit / \diamondsuit / \clubsuit$ 44+ double suit.
- pass: usually 10+ HCP, all subsequent doubles for penalty.

- $2\clubsuit$: p/c to the doubler's second suit.
- $2\diamond$: NF, \diamond length and \heartsuit 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 ♣/♦

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

For example:

West	North	East	South
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1♣!	?		
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West	North	East	South
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1♣!	Pass	1♦!	?
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– 1♦ : ♦+♥ 44+.

– 1♥ : ♥+♠ 44+.

– 1♠ : ♠+♣ 44+.

– 2♣ : ♣+♦ 44+;

- $2\Diamond/\heartsuit/\spadesuit$: PRE.
- DBL : a non-touching two-suit ($\heartsuit+\clubsuit/\spadesuit+\Diamond$) 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