

# Nature 2/1 bidding system V0.9

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) 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♣

## Walsh transfer

1♦!: 4+♥ except GF w/ only 4 cards.

1♥!: 4+♠ except GF w/ only 4 cards.

1♠!: below GF, w/o 4+M.

1N : GF, w/o 5+M.

## 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♦!–**

## Balanced Hand

1♥ : 4 cards ♥.

1N : w/o 4 cards ♥.

## Unbalanced Hand

### Fit or Semi-Fit

1♥ : 3 cards ♥, 12-18 HCP.

2♥ : 4+♥, 12-15 HCP.

3♥ : 4+♥, 16-18 HCP.

2N!: 4+♥, 19-21 HCP.

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

## Not Fit

1♠ : 4+♠, 12-18 HCP, NAT.

2♣ : 5+♣, 12-18 HCP, NAT.

2♦ : reverse, 4+♦, 16-21 HCP, NAT.

2♠ : jump shift, 19-21 HCP, NAT.

3♣ : 6+♣, 19-21 HCP, NAT.

## 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♦

## Inverted minor raise and mixed raise

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

3♣!: 4+♦, fit ♦, inv.

3♦ : 4+♦, 0-5 HCP.

## 1♦–2♦!–

3♦ : 5+♦, 12-14 HCP.

2N : BAL, 12-14 HCP.

3N : BAL, 15-17 HCP.

2♥ : 3+♥, 15+ HCP.

2♠ : 3+♠, 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♣/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.
  - \* (preferred)
  - \* first step : no side A/K.
  - \* second step : one side A/K.
  - \* third step : two side A/Ks. (rare)

or

- \* 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.

## Response to 2♣-2♦!

Forcing to 2N/3M/4m.

### Balanced hand

2N : 22-24 HCP.

– pass: double negative.

3N : 25-28 HCP.

4/5/6/7N : QUANT.

### Unbalanced hand

2♥/2♠/3♣/3♦ : 5+♥/♠/♣/♦.

– first step! : double negative.

# Response to 2♦/♥/♠

2♦/2♥/2♠–

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

2N!: Ogust, ask.

- 3♣ : bad suit, 5-7 HCP.
- 3♦ : bad suit, 8-9 HCP.
- 3♥ : good suit, 5-7 HCP.
- 3♠ : 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♥ : NF, NAT.
  - 2♠ : S/O.
  - 2N : spade raise, inv., no singleton.
  - 3♣/♦/♥ : spade raise, inv., singleton in the bidding suit.
  - 3♠ : PRE.
- 
- 2♣ : ♥+♣ 44+ double suit.
  - 2♦ : ♥+♦ 44+ double suit.
  - 2♥ : NAT.
  - 2♠ : NAT.
  - 2N : unusual 2NT, distributional holding in both minor suits.
  - 3♣ : NAT.
  - 3♦ : 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+;

- $2\Diamond/\heartsuit/\spadesuit$  : PRE.
- DBL : a non-touching two-suit ( $\heartsuit+\clubsuit/\spadesuit+\Diamond$ ) which contains the suit bid by RHO.
- 1N : a non-touching two-suit which does not contain the suit bid by RHO.

# Leads and Signals