
Note 1

Competitive doubles are used in the following situations:

(1x)-1y-(2x)-DBL 44+ in the unbid suits or 4+ in one the unbid suits and
(1x)-2y-(2x)-DBL= secondary support for partners suit. In the latter case,
the doubler must be able to handle the subsequent auction.

(1x)-1y-(1z)-DBL

(1x)-1y-(2z)-DBL= 4+ in the unbid suit and secondary support for partners suit.

(1x)-2y-(2z)-DBL

Note 2

A discouraging card is also a suit preference signal in the following situations

- First discard.
- On the lead of an ace in no -trump contracts.
- On the lead of honour in opening leader's partner's suit.
- When the dummy wins the opening lead in opening leader's partner's suit.
- On the lead of an ace or king in slam contracts.
- On the lead of an honour in dummy's short suit in suit contracts.

An odd card shows interest in a the higher ranking of the two interesting suits. An even card shows interest in a the lower ranking of the two interesting suits. If the signaller only has odd cards, the higher of the odd cards is the signal for the higher ranking suit. If the signaller only has even cards, the higher of the even cards is the signal for the lower ranking suit.

Note 3

Versus strong 1♣:

DBL	44+ in ♠+♦, destructive.
1X	Natural overcall.
1N	44+ in ♥+♣, destructive.
2♣	♣ or ♥+♦.
2♦	♦ or ♠+♥.
2♥	♥ or ♠+♣.
2♠	♠ or ♦+♣.
2N	♠+♦ or ♥+♣.

Note 4

Versus 2♦ Multi

Direct actions:

DBL	15+ BAL or any 18+, later doubles are penalty oriented.
2M/3m	Sound overcall.
2N	Minors.
3M	Strong overcall.

(2♦)-DBL-(pass)-pass=8+ HCP.

(2♦)-DBL-(pass)-2x/2N/3x=0-7 HCP (2N=minors).

Delayed actions:

DBL	T/O.
2N	Minors, reopening strength.
2♠/3m	Natural, reopening strength.

(2♦)-pass-(2M) is treated like a weak two bid in the bid major.

Note 5

1♣-1♦

pass	NAT with 10-12 HCP BAL
1M	10-12 HCP BAL (3-card is enough) or 17+ HCP (4-card suit is enough, may hold longer minor)
1N	18-20 BAL
2m	17+ HCP, NF, denies M
2M/3m	NAT GF
2N	23-24 HCP BAL

1♣-1M

1♠	10-12 HCP BAL or strong
1N	10-12 HCP BAL
2M	10-12 HCP BAL 4-card support

2♣ 17+ HCP, NAT or 18+ HCP, BAL
2♦/2OM 17+ HCP, NAT
2N 17+ HCP, 4-card support

1♣-1N
pass 10-12 HCP BAL
others 17+ HCP

1♣-2m
pass 10-12 HCP BAL
3m 10-12 HCP BAL, good raise
others 17+ HCP

Note 6

1♦-1M-2N shows either a hand worth a jump to 3♦ and short M, or a maximum opening bid with 4-card trump support and a short suit.

Note 7

1♥-1♠-2N shows either a hand worth a jump to 3♥ and short ♠, or a maximum opening bid with 4-card trump support and a short suit.

Note 8

1N-2♦ Puppet to 2♥.
2♥-pass To play
-2♠ To play
-2N Puppet to 3♣
3♣-pass To play
-3♦ To play
-3M 3-card suit and 54/45/64/46 in the minors
-3N 55+ in the minors, NF
-3x NAT slam try
-3N 55+ in the minors, F

Note 9

2♦-4♣ Asks opener to transfer into his suit.
2♦-4♦ Asks opener to bid his suit.

Note 10

2♦-2N
3♣ A good weak two bid in ♥.
3♦ A good weak two bid in ♠.
3♥ A bad weak two bid in ♥.
3♠ A bad weak two bid in ♠.
3N 21-22 HCP BAL.

Note 11

2M-2N
3♣ 5M4♣(22)
3♦ 5M4♣3♦1OM/5M5♣3♦0OM/6M4♣3♦0OM
3M 6M4♣(21)
3OM 5M4♣3OM1♦/5M5♣3OM0♦/6M4♣3OM0♦
3N 5M5♣(21)
4♣ 6M5♣(11)
4M 7M4♣(11)
4♦/4OM 6M5+♣and a void in ♦/OM

Note 12

2N-3♣
3♦ 6♦4♣(21)
3♥ 1354/0355/0364
3♠ 3154/3055/3064
3N 5♦5♣(21)

4♣	6♦5♣(11)
4♦	1174
4M	6♦5+♣ and a void in M

Note 13

Solid/semisolid ♣ suit with at least 6 tricks, and at least 1 trick outside ♣.

Versus weak conventional openings ("Anti-nonsense")

Anti-nonsense is a general defence versus weak opening bids which not necessarily shows the bid suit (ferts). The most common example is the weak 1♦ opening found in "Säfflespadern".

Versus 1♦

D	A 13+ HCP balanced hand or an unlimited opening bid with diamonds.
1M	Natural opening but limited to 17 HCP. D is the preferred bid with a balanced hand (4333/4432).
1N	Unlimited opening bid with clubs as the longest (5+ cards) suit in an unbalanced hand.
2♣	Unlimited opening bid with hearts as the longest (5+ cards) suit in an unbalanced hand. The transfer overcall shows 17+ hcp. Weaker hands are shown through an overcall
2♦	Unlimited opening bid with spades as the longest (5+ cards) suit in an unbalanced hand. The transfer overcall shows 17+ hcp. Weaker hands are shown through an overcall
2♥	Three-suited overcall with short diamonds, 12-16 hcp.
2♠	Three-suited overcall with short diamonds, 17+ hcp.
2N	55+ in the minors and limited opening hand.

After the double

The responder assumes that the doubler has a balanced hand and passes with 8+ hcp and 4+ card in the suit. The pass is forcing to two of the opening suit, with exception of a limited 1N bid or a penalty double.

The responder bids 1M, 1N and 3m with a weak hand. A jump to 2M is constructive with 7-9 hcp and 5+ cards in the bid major. Jumps to 2N/3N are natural and no interest for the majors or for a penalty double. When the responder bids 1N, the doubler uses 2♣ as a conventional forcing bid. The responder bids 2♦ (or possibly 2N with a maximum) without a major, or a natural 2M. The doubler's bids on the 3-level are forcing.

When the responder has stronger cards, he uses 2m to differentiate his strength. 2♣ is invitational towards an assumed balanced hand with 13-15 hcp. 2♦ is game forcing. Both bids are used as a kind of Stayman.

A minimal doubler always rebids under 2N after D-2♣. The doubler primarily shows a major and bids 2♦ otherwise. The responder still doesn't know if the doubler has a balanced hand or if he has an unbalanced hand with diamonds. If the doubler has stronger cards, he rebids 2N with a balanced hand after which the normal 2N bidding is used. With the unbalanced the doubler bids a natural bid on the 3-level.

After D-2♦ the doubler always rebids 2N with a balanced hand. The normal 2N bidding is used. Everything else is natural.

If third seat bids 1M, responder doubles for penalty. The responder assumes that the doubler has a balanced hand. 2♣ is still invitational and artificial. The cue bid replaces 2♦ as the artificial game force.

After a transfer overcall

The responder accepts the transfer with a weak hand. Two in the suit above the overcaller's suit is used as an artificial forcing bid. New suits are natural and forcing. 2N is forcing with the suit above the overcaller's suit. Overcaller's rebids are natural, except for 2N over responder's artificial bid. 2N shows a minimum with 4 card in that suit.

When the transfer overcall shows a strong, i.e. when the suit is biddable on the 1-level, it is possible for the responder to bid the suit under the overcaller's suit with a weak hand without support. Responder accepts the transfer with a weak hand and some support.

After a three-suited overcall

The bidding is natural. The short suit is the only forcing bid.

Balancing actions

The same defence is used in 4th seat. The only difference is the 2♦ force after the double. The responder can't have that good cards since he didn't act in 2nd seat.

Versus 1M

The same defence can be used with logical adjustments versus weak artificial major suit openings. The double shows the opening suit or a balanced hand. 2♣ is a transfer overcall in diamonds. 2♦ is a transfer overcall in the unbid major. After D-2♣ the doubler primarily shows an unbid major, secondarily a five card opening suit, and otherwise 2♦.

Versus "Säfflespadern"

Versus pass, 8-37, 4+♠

- 1♣ T/O of ♠.
- 1♦ Natural overcall.
- 1♥ Natural overcall
- 1♠ A 5+ m and exactly 4♥. Responder's minor suit bids are P/C. Heart bids and no trump bids are natural. 2♠ is the only forcing bid.
- 1N Natural, continuation as after a no trump overcall..
- 2♣ Natural overcall.
- 2♦ Pre-emptive.
- 2♥ Pre-emptive.
- 2♠ Two-suiter with ♥+minor.
- 2N Two-suiter with the minors.

After Pass - 1♣ (8-32, 4+♥)

- D Balanced hand, 15+ HCP and stoppers in both majors.
- 1♦ Natural overcall.
- 1♥ T/O of ♥.
- 1♠ T/O of ♠.
- 1N Minors.
- 2♣ Natural overcall.
- 2♦ Pre-emptive.
- 2♥ Natural, pre-emptive.
- 2♠ Natural, pre-emptive.
- 2N Two-suiter with both minors.
- 3M Stopper ask.

After Pass - 1♦ (0-7)

- D T/O of ♠.
- 1♥ Natural overcall.
- 1♠ A 5+ m and exactly 4♥. Responder's minor suit bids are P/C. Heart bids and no trump bids are natural. 2♠ is the only forcing bid.
- 1N Natural, continuation as after a no trump overcall..
- 2♣ Natural overcall.
- 2♦ Natural overcall.
- 2♥ Natural, pre-emptive.
- 2♠ Two-suiter with ♥+minor.
- 2N Two-suiter with both minors.

After Pass - 1♥ (13+ no major).

- D Heart overcall.
- 1♠ A 5+ m and exactly 4♥. Responder's minor suit bids are P/C. Heart bids and no trump bids are natural. 2♠ is the only forcing bid.
- 1N Minors.
- 2♣ Natural overcall.
- 2♦ Natural overcall.
- 2♥ Natural, pre-emptive.
- 2♠ Two-suiter with ♥+minor.
- 2N Two-suiter with both minors.

Pass - 1♠ (8-13, three card support) is treated like a natural opening bid.

Pass - 1N (8-12, no major) is treated like 1♠ - 1N.

Pass - 2m (8-12, 5+ cards) is treated like 1♠ - 2m.

After Pass - 2♥ (7-11 or 16+, support).

- D Balanced hand.
- 2♠ T/O of ♠.
- 2N Any two-suiter without spades.

Versus 1♣, 8-37, 4+♥

- D T/O of ♥.
- 1♦ Natural overcall.
- 1♥ A 5+ m and exactly 4♠. Responder's minor suit bids are P/C. Spade bids and no trump bids are natural. 2♥ is the only forcing bid.
- 1♠ Natural overcall.
- 1N Natural, continuation as after a no trump overcall..
- 2♣ Natural overcall.
- 2♦ Pre-emptive.

- 2♥ Two-suiter with ♠+minor.
- 2♠ Pre-emptive.
- 2N Two-suiter with both minors.

After 1♣- 1♦ (0-7)

- D T/O of ♥.
- 1♥ A 5+ m and exactly 4♠. Responder's minor suit bids are P/C. Spade bids and no trump bids are natural. 2♥ is the only forcing bid.
- 1♠ Natural overcall.
- 1N Natural, continuation as after a no trump overcall..
- 2♣ Natural overcall.
- 2♦ Natural overcall.
- 2♥ Two-suiter with ♠+minor.
- 2♠ Pre-emptive.
- 2N Two-suiter with both minors.

After 1♣ - 1♥ (13+, no major).

- D A 5+ m and exactly 4♠. Responder's minor suit bids are P/C. Spade bids and no trump bids are natural. 2♥ is the only forcing bid.
- 1♠ Spade overcall.
- 1N Minors..
- 2♣ Natural overcall.
- 2♦ Natural overcall.
- 2♥ Two-suiter with ♠+minor.
- 2♠ Natural, pre-emptive.
- 2N Two-suiter with both minors.

1♣ - 1♠ (8-12, 5+♠) is treated like 1♥ - 1♠.

1♣ - 1N (8-12, no major) is treated like 1♥ - 1N.

After 1♣- 2♣ (8-12, no other bid is possible).

- D Balanced hand.
- 2♥ T/O of ♥.
- 2N Any two-suiter without hearts.

After 1♣- 2♦ (7-11 or 16+, support).

- D Balanced hand.
- 2♥ T/O of ♥.
- 2N Any two-suiter without hearts.

Versus 1♦, 0-7(8)

Anti-nonsense.

Versus 1♥, 8-37, no major, usually unbalanced

- D Shows a balanced hand, 13+ hcp or a good lead.
- 1♠ Natural overcall.
- 1N Overcall in either minor. Responder's minor suit bids are P/C.
- 2♣ Shows the majors, either at least 5-4 or at least 4-3 and a five card minor.
- 2♦ No four card major.
 - 2M 5+ cards.
 - 2N 55+ in the majors, additional values.
 - 3m Natural, shows the hand with five card minor.
 - 3M 6-4 in the majors, additional values.
- 2M Four card major or possibly 3-1/1-3 in the majors.
 - 2N Shows the hand with five card minor. Responder bids a five card major, a good diamond suit or 3♠.
 - 3m Short suit trial bid, four card support.
 - 3M Invitational, five card support.
 - 3OM Invitational, six cards in the other major and four card support.
- 2N Forcing for one round.
 - 3m Shows the hand with five card minor.
 - 3M 5+ in the bid major, 4 card other major.
 - 3N 55+ in the majors
- 2♦ Multi
 - Weak overcall in either major.
 - Strong overcall in either minor, unsuitable for a 2♣ overcall.
 - Strong overcall, two-suiter major + minor.
- 2M Preference.
 - 2N Major + minor.
 - 3♣ Major suit ask. The overcaller bids 3M natural with the clubs. 3♦ shows diamonds and a major.
 - 3m Natural.
 - 3M Invitational.

	3OM	55+ in the majors
-2N		Forcing for one round
-3m		Natural.
2M		Good overcall, natural continuation.
2N		Minors.

After 1♥ - 1♠ (0-11 or 16+, conventional forcing bud)

D		Balanced hand.
1N		T/O, equal length in the majors.
2♣		T/O, 5+♥ and exactly 4♠. Responder's bids are natural.
2♦		T/O, 5+♠ and exactly 4♥. Responder's bids are natural.
2M		Natural overcall.
2N		Majors, pre-emptive.
3m		Constructive.

Versus 1♠, 8-12, (semi)balanced, no major, at least 4-3/3-4 in the minors.

D		Shows a balanced hand, 13+ hcp or a good lead.
1♠		Natural overcall.
1N		Overcall in either minor. Responder's minor suit bids are P/C.
2♣		Shows the majors, either at least 5-4 or at least 4-3 and a five card minor.
-2♦		No four card major.
	2M	5+ cards.
	2N	55+ in the majors, additional values.
	3m	Natural, shows the hand with five card minor.
	3M	6-4 in the majors, additional values.
-2M		Four card major or possibly 3-1/1-3 in the majors.
	2N	Shows the hand with five card minor. Responder bids a five card major, a good diamond suit or 3♣.
	3m	Short suit trial bid, four card support.
	3M	Invitational, five card support.
	3OM	Invitational, six cards in the other major and four card support.
-2N		Forcing for one round.
	3m	Shows the hand with five card minor.
	3M	5+ in the bid major, 4 card other major.
	3N	55+ in the majors
2♦		Multi
		• Weak overcall in either major.
		• Strong overcall in either minor, unsuitable for a 2♣ overcall.
		• Strong overcall, two-suiter major + minor.
-2M		Preference.
	2N	Major + minor.
	-3♣	Major suit ask. The overcaller bids 3M natural with the clubs. 3♦ shows diamonds and a major.
	3m	Natural.
	3M	Invitational.
	3OM	55+ in the majors
-2N		Forcing for one round
-3m		Natural.
2M		Good overcall, natural continuation.
2N		Minors.

Versus 1N, 13-18, (semi)balanced, no major, at least 4-3/3-4 in the minors

D		Shows a balanced hand, 13+ hcp or a good lead.
1♠		Natural overcall.
1N		Overcall in either minor. Responder's minor suit bids are P/C.
2♣		Shows the majors, either at least 5-4 or at least 4-3 and a five card minor.
-2♦		No four card major.
	2M	5+ cards.
	2N	55+ in the majors, additional values.
	3m	Natural, shows the hand with five card minor.
	3M	6-4 in the majors, additional values.
-2M		Four card major or possibly 3-1/1-3 in the majors.
	2N	Shows the hand with five card minor. Responder bids a five card major, a good diamond suit or 3♣.
	3m	Short suit trial bid, four card support.
	3M	Invitational, five card support.
	3OM	Invitational, six cards in the other major and four card support.
-2N		Forcing for one round.
	3m	Shows the hand with five card minor.
	3M	5+ in the bid major, 4 card other major.
	3N	55+ in the majors

2♦	Multi
	<ul style="list-style-type: none"> • Weak overcall in either major. • Strong overcall in either minor, unsuitable for a 2♣ overcall. • Strong overcall, two-suiter major + minor.
-2M	Preference.
2N	Major + minor.
-3♣	Major suit ask. The overcaller bids 3M natural with the clubs. 3♦ shows diamonds and a major.
3m	Natural.
3M	Invitational.
3OM	55+ in the majors
-2N	Forcing for one round
-3m	Natural.
2M	Good overcall, natural continuation.
2N	Minors.

Versus 2♣, 8-11, 4+♣ and 5+major

D	T/O of ♣.
2X	Natural overcall.
2N	Natural.
3♣	Two-suiter with ♦+M.
3♦	Pre-emptive.
3M	Pre-emptive.

Versus 2♦, 8-11, 4+♦ and 5+major

D	T/O of ♦.
2X	Natural overcall.
2N	Natural.
3♣	Pre-emptive.
3♦	Two-suiter with ♣+M.
3M	Pre-emptive.

Versus 2♥, 8-11, 4+♥ and 5+♠

D	Balanced hand.
2♠	T/O with equal minors or better ♣. Responder's 2N asks. The overcaller bids 3♣ with better ♣ and 3♦ with equal minors. If the overcaller has a strong hand he bids 3M, 3♥ with better ♣ and 3♠ with equal minors.
2N	T/O with better ♦.
3m	Natural overcall.
3M	Stopper ask.

Versus 2♠, any solid suit

D	T/O of ♠.
2N	T/O of ♥.
3X	Natural overcall.

Note D3

Versus 2♥ - ♥+♣/♠+♦

D T/O of ♠+♦.
-2♠ Natural and non-forcing.
-2N Forcing for one round
3♣ Minimum, no 4+♥.
3♦ 4+♥.
3♥ Additional values, no 4+♥, positive in ♦.
3♠ Additional values, no 4+♥, positive in ♠.
-3m Natural and non-forcing.
-3♥ 5+♥, invitational and pre-emptive.
-3♠ Stopper ask.
-3N To play.

2♠ Natural.

2N A good T/O of ♥+♣.

-3♣ Lebensohl.
-3♦ Invitational.
-3♥ Stopper ask.
-3♠ Invitational.
-3N To play.

3X Natural (3♠ is strong).

3N 5-5 in ♥+♣/♠+♦, 3-5 LTC.

4♣ 6+♣ and 4♥, 3-5 LTC.

4♦ 6+♦ and 4♠, 3-5 LTC.

In 4th seat we bid in the same way. There is one exception, the meanings of D and 2N are switched. The continued bidding remains with logical adjustments.

Note D4

Versus 2♠ - ♥+♦/♠+♣

D T/O of ♥+♦.
-2N Forcing for one round.
3♣ Minimum, no 4+♠.
3♦ 4+♠.
3♥ Additional values, no 4+♠, positive in ♥.
3♠ Additional values, no 4+♠, positive in ♦.
-3m Natural and non-forcing.
-3♥ Stopper ask.
-3♠ Natural and non-forcing.
-3N To play.

2N A good T/O of ♠+♣.

-3♣ Lebensohl.
-3♦ Invitational.
-3♥ Invitational.
-3♠ Stopper ask.
-3N To play.

3X Natural.

3N 5-5 in ♠+♣/♥+♦, 3-5 LTC.

4♣ 6+♣ and 4♠, 3-5 LTC.

4♦ 6+♦ and 4♥, 3-5 LTC.

In 4th seat we bid in the same way. There is one exception, the meanings of D and 2N are switched. The continued bidding remains with logical adjustments.

Note D5

Versus 2N - ♠+♥/♦+♣

D	Interested in a penalty double, 15+ hcp. The doubler can handle at least one major and one minor.
3X	Natural.
3N	5-5 in ♠+♥/♦+♣, 3-5 LTC.
4♣	6+♥ and 4♠, 3-5 LTC.
4♦	6+♠ and 4♥, 3-5 LTC.

Note D6

Versus 2N - both minors

D	Balanced hand, 15+ hcp.
3♣	T/O with equal majors or better hearts.
3♦	T/O with better spades.
3M	Natural.
3N	5-5 in ♠+♥, 3-5 LTC.
4♣	6+♥ and 4♠, 3-5 LTC.
4♦	6+♠ and 4♥, 3-5 LTC.

Note D7

Versus 2♥ - good weak two in ♥ or 5+♠. 0-7 hcp

X	T/O of ♠. After (2♥)-X-(p), responder normally passes with 1½ defensive tricks. Otherwise Lebensohl applies.
-(p)	
Pass	1½ defensive tricks.
2M/3m	Weak and natural
2N	Lebensohl.
2♠	T/O of ♥. Lebensohl applies.
2N	T/O with a good hand, 16+ hcp.
3♥	5/5+ in ♠+minor, 3-5 LTC.
3X/3N	Natural
4♣	5+♣ and 5+♥, 3-5 LTC.
4♦	5+♦ and 5+♥, 3-5 LTC.

In 4th seat after (2♥)-p-(p)

X	For penalty, responder normally passes with 1½ defensive tricks.
2♠	T/O with 4+♠.
2N	T/O without 4+♠.
3♥	5/5+ in ♠+minor, 3-5 LTC.
3X/3N	Natural
4♣	5+♣ and 5+♥, 3-5 LTC.
4♦	5+♦ and 5+♥, 3-5 LTC.

Note D8

Versus 2♦ - 55+ in M+m

We use a modified version of the Multi defence. The modification is necessary opener may have diamonds.

D	15+ and a balanced hand or any 18+, later doubles are penalty oriented.
2M/3m	Sound overcall.
2N	Minors.
3M	Strong overcall.

After (2♦)-D-(pass)

Pass	Penalty pass.
2M	Weak and natural.
2N	Lebensohl.
3m	Weak and natural.

Note D9

Versus 2♦ - 44+ in the majors, 3-10 hcp

D 15+ and a balanced hand or any 18+, later doubles are penalty oriented.
2M/3m Sound overcall.
2N Minors.
3M Strong overcall.

After (2♦)-D-(pass)

Pass Penalty pass.
2M Weak and natural.
2N Lebensohl.
3m Weak and natural.

After (2♦)-D-(2M)

Pass A second X from the advancer is still for T/O.
X T/O.
2M Weak and natural.
2N Lebensohl.
3m Weak and natural.

(2♦)-p-(2M) is treated like a weak two bid. Bids in the other major are natural.

After (2♦)-p-(3m) which shows support for a specific major

X T/O 44+ with in the minors
3om/oM Natural
3M T/O with 4+oM
3N Natural
4m Natural

After (2♦)-p-(3m) which shows support for either major

X T/O 44+ with in the minors
3om/M/oM Natural
3N Natural
4m Natural

Note D10

Versus 2♥ - 44+ in the majors, 3-10 hcp

X T/O of ♠. After (2♥)-X-(p), responder normally passes with 1½ defensive tricks. Otherwise Lebensohl applies.
-(p)
Pass 1½ defensive tricks.
2M/3m Weak and natural
2N Lebensohl.
2♠ T/O of ♥. Lebensohl applies.
3m Natural
3M Natural.
3N To play.
4♣ 55+ in ♣ and a major. Responder's 4♦ asks for the major and 4M is a cue bid with support for clubs
4♦ 55+ in ♦ and a major. Responder's 4M is pass or correct, 4N is a good diamond raise to with a heart control, and 5♣ is a good diamond raise to with a spade control.

Note D11

Versus 2♠ - M+m

D T/O of ♥+m.

- 2N Forcing for one round.
- 3♣ Minimum, no 4+♠.
- 3♦ 4+♠.
- 3♥ Additional values, no 4+♠, positive in ♥.
- 3♠ Additional values, no 4+♠, positive in ♦.
- 3m Natural and non-forcing.
- 3♥ Stopper ask.
- 3♠ Natural and non-forcing.
- 3N To play.

- 2N A good T/O of ♠+m.
- 3♣ Lebensohl.
- 3♦ Invitational.
- 3♥ Invitational.
- 3♠ Stopper ask.
- 3N To play.

3X Natural.

3N 5-5 in M+m, 3-5 LTC.

4♣ 6+♣ and 4M, 3-5 LTC. Responder's 4♦ asks for the major and 4M is a cue bid with support for clubs

4♦ 6+♦ and 4M, 3-5 LTC. Responder's 4M is pass or correct, 4N is a good diamond raise to with a heart control, and 5♣ is a good diamond raise to with a spade control.

In 4th seat we bid in the same way. There is one exception, the meanings of D and 2N are switched. The continued bidding remains with logical adjustments.