

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style, Responses, 1 / 2 Level, Reopening)		
Style:	Aggressive, Overcalls 7/10-17 HCP	
Responses:	CUEBID RESP shows support, F1; New suit=F1	
	JUMP RAISE=PREEMPTIVE	
	SUPPORT DBLs; SUPPORT RDBLs	
Reopening:	Maybe weaker; RESP=NAT after suit or =XFER after	
1NT OVERCALL (2 nd /4 th Live; Responses, Reopening)		
2 nd position, after 2/3+m:	15-18 HCP; SYSTEM ON	
2 nd position after M or 4+m:	4M+5 ⁺ m; 8-17 HCP	
4 th position:	15-18 HCP SYSTEM ON	
Reopening:	10-15 HCP; SYSTEM ON	
JUMP OVERCALLS (Style, Responses, Unusual NT)		
Style:	Constructive before prd pass, except Non Vul against Vul	
Constructive:	3♥/♠, Intermediate: 3♣/♦, if Vul against Non	
Unusual NT:	(1m)-2NT=5-5+ in ♥+om, 6-10 or 16+HCP	
Reopening:	Jump=good suit & intermediate hand;	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)		
Style:	MINOR CUEBID: (1m)-2m=5 ⁺ ♠-5 ⁺ another; 6-10 or	
	MAJOR CUEBID: 5OM & 5+ either minor; 6-10 or 16+HCP	
	(1x) – 3(x) any solid suit ask NT-STOPPER	

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead		
Suit	2 nd , 4 th	2 nd 4 th then higher = even	
NT	2 nd 4 th	2 nd 4 th then lower=odd	
Subseq	ATTITUDE	ATTITUDE	
Other:	From xxx, usually lead middle, but if raised Partner, may lead high		
L E A D S			
	vs. Suit	vs. NT	
Ace	AKx; Axx(+)	AKJ10(+); asks UNBL/COUNT	
King	AK; KQ(+);	KQJx(+); AK; AKx(+); asks ATT	
Queen	QJ(+);	KQx(+);KQ10x(+);QJ(+); asks ATT	
Jack	J10(+); KJ10(+)	J10(+); AJ10(+); KJ10(+)	
10	10; 10x; K109(+); Q109(+)	109(+); A109(+); K109(+);Q109(+)	
9	9x[rare] ; 109(+);	9x[rare]; 9xx [rare]	
Hi-x	Hx; HSx; HxxS; HxxSx; HxxSxx	Hx; HSx; HxxS; HxxSx; HxxSxx	
Lo-x	xS; xSx; xSxx; xSxx; xSxxx	xS; xSx; xSxS; xSxSx; xxxSxx	
		if bid&raised, 3rd=even, lo=odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit:1 st	Count	Count	Lavinthal
2 nd	Attitude	S/P	
3 rd	S/P		
NT: 1 st	Attitude	Count	Lavinthal
2 nd	Count	S/P	
3 rd	S/P		
Versus Suits: UDCA, Suit preference is given in trump where possible, Lavinthal			
Versus NT: UDCA, Upside Down "Smith" Echoes, Lavinthal Discard			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: Maybe light with classic shape; LEB-Variations [incl 1NT after (1♠)-X]			
Responses: Responder's or Advancer's 2NT is often Lebensöhl			
Over (1x)-DBL-(RDBL): Pass=NEU			
RESP DBL after (1m) – DBL - (2m) = 2+ 4-card suits			
RESP DBL after (1M) – DBL - (2M) = prob not 4OM			
RESP DBL: after T/O DBL thru 4♦; after O/C thru 4♦			
Reopening:Maybe weaker			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
NEG DBL usually thru 4♥; RESPONSIVE DBL thru 4♥			
SUPPORT DBLs thru 3♥ (any strength through 2♥, max from 2♠ to 3♥)			
SUPPORT RDBLs thru 2♥; MAXIMAL DBL thru 3♥			
MOST LOW LEVEL DOUBLES ARE TAKEOUT			

WBF Convention Card	
Category:	RED
NBO (Country):	CANADA
Event:	WBF BERMUDA BOWL
Players:	Waldemar FRUKACZ – Piotr KLIMOWICZ
SYSTEM SUMMARY	
POLISH CLUB	
GENERAL APPROACH AND STYLE:	
All: 4-way 1♣, 1♦=4+, 1♥/♠ 5+	
2♣ = 9-14 HCP; 2♦ = WK 2 in either major	
Transfer preempts on the level 3, 3♠ = Gambling 3NT	
3rd/4th: 1♥/♠ 4+ (maybe 4cd-M if L/D),	
All: Open light (10+HCP) if Unbalanced, Preempts	
Frequent ART COMP 2NT bids; Frequent non-PEN DBLs, Many Splinters	
1NT opening: 14+ -17 HCP (rarely includes 5cd-Maj)	
2NT opening: 21- 22 HCP	
2 over 1 Response: FG, (except in COMP)	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
NEG DBLEs after OUR 1NT OPENING and 2/3 level bids	
LEBENSÖHL (SLOW shows STOPPER) over 2-LEVEL O/C of OUR 1NT	
LEBENSÖHL ACTIONS AFTER INTERFERENCE	
TRANSFERS after WE OPEN and RHO DBLs [17]	
UNUSUAL VS UNUSUAL over MICHAELS and other 2-SUITERS	
After 1NT-(DBL) & (1x) – 1NT – (DBL), RDBL = Single suit [18]	
COMPETITIVE 2NT & many SUPPORT DBLs, RDBLs	
NEGATIVE FREE BIDS on the level 2	
Very Weak Preempts if Non Vul against Vul	
SPECIAL FORCING PASS SEQUENCES	
After cue bids, or game forcing auctions.	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Some WEAK JUMP SHIFTS and many PREEMPTIVE RAISES in COMP	
Psychics:	very rare in 1st/2nd seat; rare in 3rd/4th; maybe in COMP



Open	Artificial ?	Min	Neg X	Description	Responses	Subsequent Auctions	PH Bid
1♣	YES	0	4♥	STRONG, unbalanced 19+ HCP	1♦=0-6 HCP, any or 7-11 HCP unbal w/o 4M or	1/2NT = 18-20/23-24 HCP, bal, NF, 1♥/♠: nat, 4 ⁺ (3), NF,	
	YES	2+	4♥	STRONG, balanced 18-20 or 23+ HCP	16+ HCP, bal w.o 4M, F1		
	NO	2+	4♥	11-14 HCP balanced, w/o 4♦	1♥/♠ = 7+ HCP, nat, 4 ⁺ ♥/♠, may have 5m, F1	1♣ - 1♥/♠ - 1NT > XYZ [1]	
	NO	4	4♥	11-18 HCP, 4414	1/2/3NT = 7-10/11-12/12 ⁺ -15 HCP, nat, bal, limit, NF	2♦ = 18+ HCP, relay, FG[2]	
	NO	5+	4♥	Unbalanced 15-18 HCP	2♣/♦ = 12+ HCP, 5 ⁺ ♣/♦, GF	2♦/♥/♠ = nat, 4 ⁺ ♦/♥/♠; 2NT= bal, 3♣/♦=min	
					2♥/♠ = 6 ⁺ ♥/♠, GF	1♣ - 1♥/♠ - 2♥/♠ - 2 Way Minor Forcing [3];	
					3♣/♦ = 8-11 HCP, 6 ⁺ ♣/♦ KJ10 or better		
					3♥ = 10-12 HCP, AKQxxx in any major, 3♠=12-15HCP, bal, xfer to		
1♦		4	4♥	11-18 HCP	1♥/♠ = 6+ HCP, nat, 4 ⁺ (3)♥/♠, may have 5 ⁺ ♣, F1; 1/2/3NT=nat,	2NT=15-17 HCP w <=2♥/♠; 3♥/♠= 15-17 HCP w 3♥/♠	
					2♣/♦=nat, GF; 2♥/♠=6 ⁺ ♥/♠, GF WK; 3♣=5 ⁺ ♦, INV, 3♦=WK	1NTreb > XYZ [1]	
					3♥/♠ = 11-14 HCP, singleton ♥/♠		
1♥		5	4♦	11-18 HCP	1NT F1; 2/1 GF; 2♥=7-10, 3T; 2NT=GF; 3♣=Limit; 3♦ = 7-10, 4+T	Forcing-1NT [5]; 2 Way Minor Forcing[6]; FG Raise [7];	
		5 (4 ⁺)	4♦	11-18 HCP	1NT Semi Forcing; 2♣=9+ HCP & 3T; 2♦=9+ HCP & 4+T	as above	R2-Drury
					1♥ - 2♣ GF 6+ good suit; by passed hand fit bid 4♥+4 ⁺ ♠	1♥ - 1NT- 2NT > transfers[4]	
1♠		5	4♥	11-18 HCP	1NT F1; 2/1 GF; 2♠=7-10, 3T; 2NT=GF; 3♣= Limit; 3♦=7-10, 4+T	Forcing-1NT [5]; 2 Way GameTries [6]; FG Raises [7];	
		5 (4 ⁺)	4♥	11-18 HCP	1NT Semi Forcing; 2♣=9+ HCP & 3T; 2♦=9+ HCP & 4+T	as above	R2-Drury
						1♠ - 1NT - 2NT>transfers[4]	
1NT	ALL		>=2♣	14+ -17 HCP, balanced	Stayman; Jacoby 4 Suit TRF[8]; Texas TRF		
					3♣/♦/♥/♠ = singleton, 5431		
2♣	YES ALL	5 ⁺	4♥	9-14 HCP ,	2♦ Asks [9]; 2M=5 ⁺ M, constructive, NF; 2NT=relay to 3♣[10];	Many relays	
2♦	YES ALL	6 ⁺		WK 2 in either major (5-10 HCP)	Special Responses [11]		
2♥	YES	(5 ⁺)		WK, 5 ⁺ ♥ + 5 ⁺ another (5-10 HCP)	Special Responses [12a]		
2♥	YES	(5 ⁺)		WK, 5 ⁺ ♥ + 4 ⁺ minor (3-10 HCP)	Special Responses [12b]		
2♠	YES	(5 ⁺)		WK, 5♠+ 5+m (5-10 HCP)	Special Responses [13a]		
2♠	YES	(5 ⁺)		WK, 5♠+ 4+m (3-10 HCP)	Special Responses [13b]		
2NT	YES ALL		>=3♣	21-22- HCP, balanced	3♣ = Modified Muppet Stayman[14]; 3♠ = relay to 3NT[15],	3♦/♥/3NT/4♣ = transfers	
3♣♦♥	YES	6 ⁺		One Under Preempt			
3♠	YES	7		Solid Minor, side ace/king if vul	4♣/5♣ = NF P/C; 4♦ = Asks for singleton; 4♥/♠ = sign-off		
3NT	YES	8		Broken Minor	4♣/5♣ = NF P/C; 4♦ = Asks for 3 card major; 4♥/♠ = sign-off		
4♣	YES			8 ½ - 9 tricks in hearts	4♦ transfer to 4♥	HIGH LEVEL BIDDING	
4♦	YES			8 ½ - 9 tricks in spades	4♥ transfer to 4♠	RKCB (14 - 30);	
4♥		7 (6+)		PRE: Aggressive NV		KEYCARD DOPI, DEPO;	
4♠		7 (6+)		PRE: Aggressive NV		EXCLUSION RKCB (0123); SPECIFIC KINGS	
4NT	YES			Minors		3NT STRONG SLAM TRY FOR MAJORS	
5♣		8 (7+)		PRE		CUE BIDS SHOW A OR K OR SHORTNESS	
5♦		8 (7+)		PRE			

Note...1:

OUR OWN XYZ CONVENTION OVER 1NT REBIDS.

OS = Opening suit

1C/D/H	- 1H/S	
1NT	- ?	
	2C	forces 2D -> to play in 2D/3C or any invitational hand
	2D	artificial GF
	2M	to play
	2H over 1S	5-4, weak pass or correct
	2S over 1H	GF
	2NT	invitational with 4M
	3OS/3M	invitational
	3X	5-5 GF

OS* = Opening suit

1C/D	- 1H	
1S	- ?	
	2C	forces 2D -> to play in 2D/3C or any invitational hand
	2D	artificial GF
	2M	to play
	2H	sign-off
	2S	sign-off
	2NT	invitational with 4M
	3OS/3M	invitational
	3X	5-5 GF

Note...2:

1C - 1D	
2D - ?	
	2H 0-4 HCP, any distribution
	2S 5-6 HCP, 5+ spades
	2NT 5-6 HCP, balanced or, 5+ hearts
	3C/D 5+ HCP, 5+ C/D
	3H/S 8-11 HCP, shortness, 54 in minors

1C - 1H/S	
2D - ?	
	2H 7-10 HCP, 4H/S
	2S 11+ HCP, 4H/S
	2NT 11+ HCP, 5+H/S
	3C/D 9-11 HCP, 5C/D and 4H/S
	3H 7-10 HCP, 5 H/S, unbalanced
	3S 7-10 HCP, 5 H/S, balanced
	3NT 7-10 HCP, 6+ H/S, good suit (HHxxxx)
	4C/D 4M 6C/D, 12-15 HCP
	4H/S to play

1C - 1NT	
2D	
	2H 2344
	2S 3244
	2NT 3343 or 3334
	3C 5 clubs
	3D 2353
	3H 3253
	3S 3352

Note...3:

ARTIFICIAL GAME TRIES AFTER OPENER RAISES RESPONDERS MAJOR

1C/D - 1H	
2H	
	2S S-singleton Game/Slam Try
	2NT asks in which suit Responder would not accept a HSGT, F1
	3C C-singleton Game/Slam Try
	3D D-singleton Game/Slam Try
	3H 6h weak, sign-off
	3S S-void, Slam Try
	3NT To play, convertible to 4H
	4C C-void, Slam Try
	4D D-void, Slam Try

1C/D/H - 1S
2S

2NT	asks in which suit Responder would not accept a HSGT
3C	C-singleton Game/Slam Try
3d	D-singleton Game/Slam Try
3H	H-singleton Game/Slam Try
3S	6s weak, sign-off
3NT	To play, convertible to 4S
4C	C-void, Slam Try
4D	D-void, Slam Try
4H	H-void, Slam Try

Note...4:

TRANSFERS OVER 1M - 1NT - 2NT REBIDS:

1H - 1NT
2NT

3C	transfer to D
3D	transfer to H
3S	transfer to C
3NT	sign-off
4C/D	splinters
4H	sign-off

1S - 1NT
2NT

3C	transfer to D
3D	transfer to H
3H	transfer to 3S
3S	transfer to 4C
4C/D/H	splinters

Note...5:

OUR FORCING 1NT AUCTIONS ENABLE RESPONDER TO RELAY TO SHOW BETTER STRENGTH THAN DIRECT BIDS
1M - 1NT FORCING FOR ONE ROUND by UNPASSED HAND

1H - 1NT
?

2C	2+C (maybe 4522)
2D	3+D
2H	6+H

1H - 1NT
2C - ?
or
1H - 1NT
2D - ?

2S Artificial, F1 (Usually INV with C/D-fit)

1H - 1NT
2H - ?

2S Artificial, both minors weak

1S - 1NT
2C(3+) - ?
2D
2H

Artificial, Invitation to game in H, or sign off to 3d
Natural NF, convertible to 2S

Note...6:

OUR 2 WAY GAME TRIES AFTER SINGLE MAJOR CONSTRUCTIVE RAISE

1H - 2H 3card-fit (usually), 8-10 SUPP, (Constructive Raise)
?

2S	S-singleton, Game/Slam Try
2NT	ask in which suit Responder would not accept an HSGT
3C	would not accept in C
3D	would not accept in D
3H	would not accept in any suit
3NT	would accept in all suits, 10 HCP, balanced
4H	would accept in all suits
3C	C-singleton, Game/Slam Try
3D	D-singleton, Game/Slam Try

3H 6h weak, sign-off

1S - 2S 3cd-fit (usually), 8-10 SUPP, (Constructive Raise)
 2NT ask in which suit Responder would accept an HSGT
 3C would not accept in C
 3D would not accept in D
 3H would not accept in H
 3S would not accept in any suit
 3NT would accept in all suits, 10 HCP, balanced
 4S would accept in all suits
 3C C-singleton or H-singleton, Game/Slam Try
 3D relay
 3H - C-singleton
 3S - H-singleton
 other, H-singleton, cue-bid
 3D D-singleton, Game/Slam Try
 3H natural 4H, Game/Slam Try
 4H natural 5+H, pass or correct

Note...7:

OUR FG MAJOR RAISES

1H - 2NT FORCING TO GAME RAISE, 4+ CARD SUPPORT

3C shortness
 3D shortness
 3H extra length
 3S shortness
 3NT Balanced, not minimum hand
 4C/D 5+-5+ in the bid suits, maybe minimum+, but good suits
 4H Balanced sub-minimum, typically 7 losers
 4NT Key5Card

1S - 2NT FORCING TO GAME RAISE, 4+ CARD SUPPORT

3C shortness
 3D shortness
 3H shortness
 3S extra length
 3NT Balanced, not minimum hand
 4C/D/H 5+-5+ in the bid suits, maybe minimum+, but good suits
 4S Balanced sub-minimum, typically 7 losers
 4NT Key5card

Note...8:

1NT - 2D

2H denied 4 card support
 2NT 3 card support (HHx), max
 2S/3C/D 4 card support, values, max
 3H 4 card support, min

1NT - 2H

2S denied 4 card support
 2NT 3 card support (HHx), max
 3C/3D/3H 4 card support, values, max
 3S 4 card support, min

1NT - 2S

2NT good C supp, Hxx or better
 3C sign-off
 3X singleton
 3NT mild slam try without shortness
 3C bad club support
 3X singleton
 3NT sign-off

1NT - 2NT

3C good D supp, Hxx or better
 3D sign-off
 3M singleton

	3NT	mild slam try without M shortness
3D	bad diamond support	
	3M	singleton
	3NT	mild slam try without M shortness

Note...9:

2C - 2D	asks for M OR strength if w/o M
2H	4H-5C(10-14) or 7C(min)
2S	4S 5C(10-14) or 7C(max)
2NT	6+C, max (12+ -14 HCP), GF
3C	6+C, min (10-12- HCP)
3D	6+C, 4D max
3H	4H, 6C, max
3S	4S, 6C, max

Note...10:

2C - 2NT = relay to 3C, with either sign off to 3C or inv with a 6+ card suit
3C forced

3D	6+D, INV
3H	6+H, INV
3S	6+S, INV
3NT	C-fit, bal, slammish
4C	RKCB for C
4D/H/S	EKCB

Note...11:

2D - ?	
2H	pass or correct
2S	pass or correct, willing to play H on level 3
2NT	inquiry
3C	artificial, showing an unknown 6 card major with shortness in OM
3D	invites 4H/S
3H	pass or correct, preemptive
3S	pass or correct
3NT	to play
4C	asks the opener to transfer to his suit
4D	asks the opener to bid his suit
4H/S	to play

2D - 2NT

3C	bad hand
3D	relay
	3H = 6 spades
	3S = 6 hearts
3D/H	good hand, transfer
3S	HHxxxx, good hand
	3NT to play
3NT	4C asks opener to transfer to his suit
	AKQxxx
	4C = asks opener to transfer to his suit

2D - 3C

3D	6-2 in majors, weak hand
3H	6 spades, singleton heart
3S	6 hearts, singleton spade
3NT	6-2 in majors, good hand
4C/D	shortness, 6-3 in majors
4H/S	good 7 card suit (rare)

Note...12a:

All vulnerabilities except non-vul vs vul
2H = 6-10PC 5H + 50S

2H - ?	
2S	pass or correct

2NT		inquiry, GF
3C		artificial, inv to 4H with at least club support, could be D support
	3D	5H5D
	3H	5H5S
	4H	5H5C
5H5S	3D	invites 4H/S with spade support, opener should always bid 4H with
	3H	5H5C or 5H5D
	4H	5H5S
3H		preemptive
3S		pass or correct
3NT		to play
4H/S		to play
2H - 2NT		
3C		5H5c
3D		5H5D
3H		5H5S, minimum
3S		5H5S, maximum
	3NT	to play
	4C	agrees on hearts, asks for a cue-bid
	4D	agrees on spades, asks for a cue-bid

Note:..12b:
Non-vul vs vul
2H = 3-9PC 5H + 4M

2H - ?		
2S		constructive, not forcing
2NT		Lebensohl
3C		pass or correct
3D		invites 4H
3H		preemptive
3S		natural, forcing
3NT		sign-off
4C/D		natural, heart support
4H/S		sign-off

2H - 2NT
3C - ?

pass		weak T/O with clubs
3D		weak T/O with diamonds
3H		forcing raise, asks for a splinter
3S		splinter, slam try
3NT		asks for a minor, forcing
4C/D		splinter, slam try
4H		to play, not preemptive
4S		strong sequence, slam try

Note:..13a:
All vulnerabilities except non-vul vs vul
2S = 6-10PC 5H + 5m

2S - ?		
2NT		inquiry, GF
	3C	5S5C, maximum
	3D	5S5D, maximum
	3H	5S5C, minimum
	3S	5S5D, minimum
3C		pass or correct
3D		invites 4S
3H		natural, forcing
3S		preemptive
3NT		sign-off
4H/S		sign-off

Note:..13b:
Non-vul vs vul
2S = 3-9PC 5S + 4M

2S - ?		
	2NT	Lebensohl
	3C	pass or correct
	3D	invites 4S

3H	natural, forcing
3S	preemptive
3NT	to play
4C/D	natural, spade support
4H/S	to play

2S - 2NT

3C - ?

pass	weak T/O with clubs
3D	weak T/O with diamonds
3H	weak T/O with hearts
3S	forcing raise, asks for a splinter
3NT	asks for a minor, forcing
4C/D/H	splinter, slam try
4S	sign off, not preemptive

Note...14:

Modified Muppet Stayman (after 2NT opening, 2NT as overcall and 1C - 1D - 2NT)

2NT - 3C

3D	no majors or 5 spades
3H	4H, may have 4S
3S	4S
3NT	5H

Over 3D/H opener must relay in order to get to 3NT

2NT - 3C

3D - ?

3H	asking
3S	5 spades
3NT	no majors
3S	4S and 5H
3NT	4H and 5S

2NT - 3C

3H - ?

3S	relay to 3NT
3NT	= forced
4C/D	cue bids, slam try
4H	slam try
3NT	shows 4S
4C/D	5C/D and 4S

Note...15:

2NT - 3S (relay to 3NT)

3NT - ?

4C	4C5D, slam try
4D	4D5C, slam try
4H	shortness, 5-5 in minors
4S	shortness, 5-5 in minors
4NT	44 in minors, 33(43)(34) , 5m, quantitative

Note...16:

SPECIALS RESPONSES AFTER 1C - DBL

1C - (x) - ?

PASS	at least 3C, 0-9 HCP
RDBL	at least 3C, 10+ HCP
1H/S	nat, 7+ HCP,
1NT	Good Raise to 2C
2C	Bad Raise to 2C
2D	6+, Weak
2M	6+, Weak
2NT	Preemptive (Clubs)
3C/D	invitational 9-11PC, 6+ good suit
3M	invitational 10-12PC, 6+ good suit

Note...17:

TRANSFERS AFTER WE OPEN 1D/H/S & OPPONENT'S TAKEOUT DOUBLE

1D - (x)

xx	10+ HCP
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1H/S	nat, 5+ HCP,
1NT	7-10 HCP, no major
2C	Good Raise to 2D
2D	Bad raise to 2D
2M	6+, Weak
2NT	Preemptive (Diamonds)
3C	Invitational clubs + diamonds
3D	Natural, invitational
3M	Mini-splinter

1H - (X)

XX	10+ HCP
1S	4+S
1NT	Transfer to C
2C	Transfer to D
2D	Good raise to 2H, usually 3 trumps
2H	Weak raise
2s	Fit showing, 7-10 HCP
2NT	Limit Raise
3m	Fit showing, 7-10 HCP
3H	Preemptive
3S	Splinter

1S - (X)

XX	10+ HCP
1NT	5+C
2C	5+D
2D	5+H
2H	Good raise to 2S, usually 3 trumps
2S	Weak raise
2NT	Limit Raise
3x	fit showing, 7-9 HCP

2C - (X)

xx	relay
2D	transfer to H
2H	transfer to S
2S	sign off transfer to 3C
2NT	transfer to 3C, offensive hand
3C	invitational raise

Note:...18:

AFTER OUR 1NT OR CLASSIC NT OVERCALL IF DBL IS PENALTY

1NT - (x) - ?

1X - 1NT(15-18) - dbl - ?

PASS	forces rdbl, two-suited hand (higher longer)
RDBL	one suiter
2C	C and higher suit (C eq. or longer)
2D	D and higher suit (D eq. or longer)
2H	H and S (H eq. or longer then S)

IF DBL IS NOT PENALTY WE PLAY SYSTEM ON

RDBL	Transfer to C/D
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AFTER OUR 1NT AND BALANCING DBL

RDBL	one suiter
2C	clubs and higher
2D	diamonds and higher
2H	hearts and spades