

OTHER OPENING BIDS						
	HCP	see Note	Min lengt	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	9 – 19	<input checked="" type="checkbox"/>	4	1 NT Rebid = 15-17 (with Crowhurst 2♣ after 12-17 rebid in 3 rd seat only);	Splinters; Crowhurst; 2NT = Baron style, 16+ Balanced;	1
1♦	9 – 19	<input checked="" type="checkbox"/>	4			
1♥	9 – 19	<input checked="" type="checkbox"/>	4			
1♠	9 – 19	<input checked="" type="checkbox"/>	4			
3 bids	4 – 9	<input type="checkbox"/>	6	Pre-emptive		
4 bids	6 – 13	<input checked="" type="checkbox"/>	6	Pre-emptive		

*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall		<15 hcp, 5 card suit;	Fit Jumps; Fit Non-Jumps; UCBs;	
Jump overcall		WEAK : 6+ card suit non vul Else Intermediate (10 – 14 ish);		
Cue bid		Ghestem : 5 / 5 shape at least;	Preference;	9
1NT	Direct	15 - 18; Dbl then NT = 19 - 21;	As opened;	
	Protective	11 - 15; Dbl then NT = 16 - 18;		
2NT	Direct	Unusual – lowest 2 suits 5/5 minimum;	Preference;	
	Protective	19 - 20;	As a strong 2NT opened;	4 5

OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣	Modified Truscott	See separate notes	
Short 1♣/1♦	Canape Overcalls;		
Weak 1NT	Modified Landy;	Also see separate notes	6
Strong 1NT	Dbl = Penalties;		
Weak 2	Leaping Michaels; X = 15 - 17; 2NT = 18 - 20;	Lebensohl 2NT after Dbl;	4 5
		5 Card Puppet over 2NT;	7
Weak 3	X = 15 - 17; 3NT = To Play; 4NT = Playable in 2 suits;	Preference where needed;	
4 bids	X = Take Out; Suit bids = Nat; 4NT = Playable in 2 suits;	Preference where needed;	
Multi 2♦	Dbl = 16-18; 3NT = to Play; 2NT = 18 – 20; X in 4 th = T/O;	Lebensohl 2NT after Dbl;	4 5
		5 Card Puppet over 2NT;	7

SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
Roman Key-Card Blackwood (30 - 41)	5♣ = 3 / 0; 5♦ = 4 / 1; 5♥ = 2 / 5 excl Q; 5♠ = 2 / 5 + Q;	X or XX = 3 / 0; Pass = 4 / 1; Bids: 1 st step = 2 / 5 exc Q; 2 nd = 2 / 5 + Q;
	King Asking : 5NT asks for quantity of Kings excluding King of trumps;	

COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents	
Level to which negative doubles apply	Up to and including 3♠;
Special meaning of bids	One round force, 5+ cards;
Exceptions / other agreements	Fit Jumps – after LHO overcalls our opening bid;

Agreements after opponents double for takeout			
Redouble	9+ hcp;	New	Natural & Forcing;
Jump	Raise to 2;	2NT	Good Raise to 3;
			Other
			Jump in new suit
			Fit Showing;
			Splinters

Other agreements concerning doubles and redoubles

Competitive : All low level Doubles are primarily Take Out unless preceded by a strength showing bid such as ReDouble or if a NT overcall by opponents has been doubled;

Responsive : Up to and including 6♠;

Lightner; Lead Directing;

OTHER CONVENTIONS

4th Suit Forcing; Long Suit Trial Bids – 3+ card suit;

Gerber : Only direct after 1NT or 2NT opening bid;

U.C.Bs; Ghestem; D.A.Bs;

Fit Jumps – in competition where LHO passes after RHO opens **OR** after initial pass by partner **OR** after LHO overcalls our opening bid;

Fit Non Jumps – after pre-emptive opening by us and an overcall by opponents **OR** after overcall by us and both opponents bidding;

SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

1 Crowhurst: 2♣ asks for range limit after 1NT rebid in 3rd seat:

- 2♦ shows 12 to 14 (no 5 card suit or 3 card support)
- 2 level suit rebid shows 12 to 14 (with 5 card suit – may also have 3 card support)
- 2 level support shows 12 to 14 (with 3 card support and denies 5 card suit)
- 2NT shows good 15 to 17 no 5 card suit or 3 card support
- Bids over 2NT shows good 15 to 17 with 5 card suit or support etc;

2 Jacoby Style : raises to 2NT over one of a Major show a 4+ card raise to at least 4 of the suit shown:

- 1M – 2M = 5-8, could be a 3 card suit raise; 1M – 3M = 9-11, 4 card raise, invitational;
- 1M – 2NT = 12+, (not 12-14 with a singleton or void, we would splinter);
- 3♠ = Asking bid, responses = 3♦ = Balanced 16+; 3 Major shown = 12-15;
- 3 Other major or 4C or 4D = splinter; 3NT = void showing splinter, 4C asks which void;
- 4 of Major shown = to play;

4 5 Card Puppet Stayman:

- 3♦ = No 5 card Major but guarantees at least one 4 card Major; 3♥/3♠ = 5 card suit;
- 3♥ shows a 4 card ♠ suit; 3♠ shows a 4 card ♥ suit; 3NT = No 5 card OR 4 card Major

5 After a 2♣/2♦ Opening bid and a 2NT rebid (23-24) or a Protective 2NT Bid (19-20) :

- 3♠ = 5 card Puppet Stayman; 3♦/3♥ = Transfers to ♥/♠; 3♠ = Minors (5 – 5) with slam interest;
- 3NT = To Play; 4♣ = Gerber; 4♦ = Majors (5-5) no slam interest; 4♥/♠ = To Play; 4NT = Quant;

6 Modified Landy: 2♠ = Majors 5/4; 2♦ = 10-14 with 6 card Major;

- 2♥ = 5♥ with 4+ card minor; 2♠ = 5♠ with 4+ card minor; 2NT = good 2 suiter with ♣ and a Major;

OPENING LEADS

(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).

(Hatch over this box if using non-standard leads).

v. suit contracts	<u>A</u> <u>K</u>	<u>A</u> <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> 10	<u>K</u> <u>10</u> 9	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	<u>9</u> 8 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	<u>x</u> <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> <u>K</u> x (<u>x</u>)	<u>A</u> <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	<u>K</u> <u>J</u> 10	<u>K</u> <u>10</u> 9 x x	<u>Q</u> <u>J</u> 10
	<u>Q</u> <u>J</u> x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	<u>9</u> 8 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	<u>x</u> <u>x</u> x	x <u>x</u> x x	

Other agreements in leading, e.g. high level contracts, partnership suits:-

4th Highest leads; 2nd highest from bad suits;
MUD; Ace asks for Attitude; King asks for Count;

CARDING METHODS

	Primary method v suit contracts	Primary method v NT contracts
On Partner's lead	Standard Count, with Lavinthal suit preference; where possible;	
On Declarer's lead	Distributional: High / Low = Even;	Low / High = Odd
When discarding	McKenney style;	

Other carding agreements, including secondary methods (state when applicable) and exceptions to above

Current count shown (where possible) when returning partners suit;

SUPPLEMENTARY DETAILS (continued)

7 Lebensohl : SUMMARY - bids going through 2NT denies a stop; Direct 3 level bids show a stop;
X = Primarily take out; 2 level suit bids are weak;
2NT = Transfer to 3♣ after which any suit below the one overcalled is weak, to play;
3♥/3♠/3NT shows value raise with a stop in opponents suit;
Direct 3 level bids below the one overcalled are Natural and Forcing to 4♣ or 4♦ or Game
3 level bids over the one overcalled show 5+ card suit, show a stop and are Game Forcing;
Going through 2NT, 3 level bids over the one overcalled show 5+ card suit, deny a stop and are G/F;
A direct 3 level cue bid is Game Forcing, Staymanic and shows a stop;
Going through 2NT then cue bidding at the 3 level is Game Forcing, Staymanic and denies a stop;
Going through 2NT then bidding 3NT denies a stop;
Direct 3NT shows values for 3NT and shows a stop;

9 Ghestem :
Cue = Extremes; 2NT = Lower; 3♣ = Higher; All 5/5 minimum shape;

Other Notes :
Double in 4th seat after opponents open 1NT :
(1NT) – Pass – (2x) – Dbl = 15+, would have doubled 1NT;
Transfer breaks after 1NT :
2NT or 3 level bids = Max + 4 card support; Jump to 3 of suit shown = min + 4 card support
Bids in 4th Seat after (1x) Pass (1y) :
1NT = Mild T/O (5/4 shape); 2NT = T/O (5/5 shape); Dbl = Strong T/O;
To expose possible Psyche, after (1x) Double (1♠) :
Double shows 4 spades; 2♠ = natural, with 5 + Spades;



Name : Liz Commins WBUNo. C331 G.V. No. 110
EBUNo. 427173 Deva No. 059
Partner : Sheila Shea WBUNo. S229
EBUNo.

GENERAL DESCRIPTION OF BIDDING METHODS

BENJI ACOL

April 09 Version 1.1

1NT OPENINGS AND RESPONSES

Strength	11 – 14 non vul 12 – 14 Vul; 15 – 17 in 3 rd seat;	Tick if artificial and provide details below <input type="checkbox"/>
Shape constraints	May include any 5 cd suit;	Tick if may have singleton <input type="checkbox"/>
Responses	2♣	Stayman – does NOT guarantee a 4 card Major;
2♦	Hearts;	2♥ Spades;
2♠	Clubs;	2NT Diamonds;
Others	3♣/3♦/3♥/3♠ = Game try, natural, semi-solid 6 card suit; 3NT = to play; 4♣ = Gerber; 4♦ = Both Majors (5-5) no slam interest; 4♥/4♠ = to play;	
Action after opponents double	Aardvark Pass = Asks opener to XX (not at teams); XX shows a 5+ card suit, unspecified; 2 level bids show the suit bid + another, higher ranking suit; 2♠ = 5/5, Spades and another; 2NT = 5/5, two suits not Spades;	
Action after other interference	Lebensohl Over direct interference of 1NT; Double Of a natural interference of our 1NT is for Penalties; Of a non natural bid shows the suit; A bid of the opponents anchor suit is Take Out;	

TWO-LEVEL OPENINGS AND RESPONSES

	Meaning	Responses	Notes
2♣	20-22 or 8 Playing tricks;	2♦ = -ve, <8 hcp; 2NT Balanced +ve;	4 5
2♦	23+ Bal OR 9 Playing Tricks or G/F;	2♥ = -ve, <8 hcp; 2NT Balanced +ve;	4 5
2♥	Weak 5+ card suit (5 - 9 hcp);	2NT enquiry with Ogust responses : 3♣ Min points, Bad suit; 3♦ Min points, Good suit; 3♥ Max points, Bad suit; 3♠ Max points, Good suit;	
2♠	Weak 5+ card suit (5 - 9 hcp);		
2NT	Minors, 5 – 5 at least (7 - 11 hcp);	3 of a minor = Preference	

OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

Third in hand opening bids may be very light; Re-opening doubles can be made on light values;

Both players of a partnership must have identically completed convention cards.
Cards must be exchanged with opponents for each round.

Liz & Sheila - Various Notes

Note to Liz and Sheila;

The numbers on the card refer to the notes on the card only.

The numbers of the notes below are for numerical purpose only.

1. Stayman : may be a Game Try with no 4 card Major;

1NT - 2♣ - 2♠ = Denies four hearts;

1NT - 2♣ - 2♦/2♥/2♠ - 2NT. May or may not have 4 card major

1NT - 2♣ - 2♥ - 2♠ = could have 4 spades, enquires strength of NT

2NT = any min without 4S;

Baron with any max up to 3H;

3S = min with 4S;

3NT = max with 4S;

1NT - 2♣ - 2♥ - 2NT = Denies four spades, balanced game try

2. Transfer breaks:

After Major : 2NT or 3 level bids = Max with 4 card support;

Jumps to 3 of suit shown = min with 4 card support;

After minor : 1NT - 2♠ - 2NT = fit; 3♣ = no fit;

1NT - 2NT - 3♣ = fit; 3♦ = no fit;

3. Minor Suit Transfers :

1NT - 2♠ - 3♣ - 3♦ = Natural, GF 3♥/3♠ = Shortage 4♣ = Natural, GF

1NT - 2NT - 3♦ - 3♥/3♠ = Shortage 4♦ = Natural, GF;

1NT - 2♣ - 2any - 3♣/♦ = Natural GF, usually has a 4 card Major;

4 Bids after 1NT :

3♣/3♦/3♥/3♠ = Game try, natural, 6 card suit;

4♣ = Gerber;

3NT/4♥/4♠ = to play;

4♦ = Both Majors (5-5) no slam interest;

5 Aardvark:

Pass = to play;

XX shows a 5+ card suit, unspecified;

2 Level bids show suit bid + another higher ranking suit;

XX by Opener shows a 5 card suit somewhere;

2♠ = 5/5, Spades and another;

2NT = 5/5, two suits not Spades;

6. Lebensohl & Scrambling 2NT :

Through 2NT show a stop; Direct 3 level bids deny a stop (F.A.D.S);

After 1NT (2x): X = Primarily Take Out; 2 level suit bids are weak;

2NT = Puppet to 3♣ after which any suit BELOW the one overcalled is WEAK, to play;

Direct 3 level bids below the one overcalled are Natural and QGF

(1NT opener rebids 3 of the suit overcalled with NO STOP)

3 level bids OVER the one overcalled show 5+ card suit, deny a stop and are QGF;

Going through 2NT, 3 level bids OVER the one overcalled show a 5+ card suit, a stop and are G/F;

A direct 3 level cue bid is QGF, Staymanic and DENIES a stop;

Going through 2NT then cue bidding at the 3 level is G/F, Staymanic and SHOWS a stop;

Going through 2NT then bidding 3NT SHOWS a stop;

Direct 3NT shows values for 3NT and denies a stop, QGF

QGF = "Quasi game force": Values for game, but can stop in 4♣ or 4♦ without stops.

When game is impossible, 2NT is Scrambling, ie two places to play, instead of Lebensohl, eg

1NT (2♠) X (P) 2NT; 1NT (P) P (2♦) P (2♠) 2NT; (1♠) P (2♠) P (P) X (P) 2NT

7. Responses to 2NT Ogust Enquiry after Weak 2s :

3♣ = Min pts, Bad suit;

3♦ = Min pts, Good suit;

3♥ = Max pts, Bad suit;

3♠ = Max pts, Good suit;

3NT = Max pts, Fair suit, with extra card length

8. Responses to 2NT Opening (Minors)

3♣/3♦/3NT/4♥/4♠ = To Play;

4♣/4♦ = Invitational;

3♥/3♠ = Nat & Forcing;

4NT = Pick a Minor;

9. Crowhurst:

2♣ asks for range limit after 1NT rebid in 3rd seat:

2♦ shows 12 to 14 (no 5 card suit or 3 card support)

2 level suit rebid shows 12 to 14 (with 5 card suit – may also have 3 card support)

2 level support shows 12 to 14 (with 3 card support and denies 5 card suit)

2NT shows good 15 to 17 no 5 card suit or 3 card support

Bids over 2NT shows good 15 to 17 with 5 card suit or support etc;

10. Jacoby Style : raises to 2NT over one of a Major show a raise to 3 or better with 4+ trumps

1M – 2M = 5-8, could be a 3 card suit raise;

1M – 3M = 9-11, 4 card raise, invitational;

1M – 2NT = 12+, (not 12-14 with a singleton or void, we would splinter);

3♣ = Asking bid

3♦ = Balanced 16+;

3 Major shown = 12-15;

3 Other major or 4C or 4D = splinter;

3NT = void showing splinter, 4C asks which void;

4 of Major shown = to play;

Rebids after 1M (P) 2NT when fourth hand bids:

1M (P) 2NT (Dbl) Ignore the Dbl

1M (P) 2NT (3♣/♦) double shows 3♣ bid
3♥ and higher bids are unchanged

1M (P) 2NT (3♥/♠) Double shows 3♣ bid
Pass is weak
4♣ and higher bids are unchanged

11. Other Responses to one of a Major

3NT raise = Void showing splinter;

12. Jump Overcall Style

WEAK : 5 - 9 ish hcp, 6+ card suit, but Intermediate, 11 – 15 ish in Protective seat;

13. Leaping Michaels

Over Weak 2♣/2♦, 4 of other minor = that suit and an unbid Major and a fair hand;

Over Weak 2♥/2♠, 4♣/4♦ = other Major and that minor;

Over Weak 3 min, 4 min cue = both Majors and a fair hand;

Over Weak 3♥/3♠ a cue = other major and a minor and a fair hand;

Over Multi 2♦, 4♣/4♦ = that suit and a Major

14. After any strong balanced 2NT bid or rebid :

3♣ = 5 card Puppet Stayman;

3♠ = Shows 5♠s and 4♥s;

4♣ = Gerber;

4♥/♠ = To Play;

3♦/3♥ = Transfers to ♥/♠;

3NT = To Play;

4♦ = Both Majors (5 -5) no slam interest;

4NT = Quantitative;

15. Five Card Puppet Stayman:

- 3♦ = No 5 card Major but guarantees at least one 4 card Major
(with Puppet responses; i.e. 3♥ shows a 4 card ♠ suit; 3♠ shows a 4 card ♥ suit)
3♥ = Shows 5♥s
3♠ = 5 card suit;
3NT = No 5 card OR 4 card Major

Note : 2NT 3♣ 3any 4♣/♦ Natural and Forcing

16. Modified Truscott - Overcalls over Strong 1♣:

- Double = ♥s & ♠s; 1♦ = ♥s & ♦s; 1♥ = ♥s & ♣s;
1♠ = ♠s & ♦s; 1NT = ♣s & ♦s; 2♣ = ♣s & ♠s

17. Action over 1NT by opponents

Modified Landy see separate full page of notes;

Also:

X of a strong NT (includes 17) = 6 card suit, not Spades

2♣ = ♣ + another

2♦ = ♦ + Major

2♥ = both Majors

2♠ = 6 Spades;

18. Double in 4th seat after opponents open 1NT :

(1NT **weak**) Pass (2x) Dbl = 15+, would have doubled 1NT;

(1NT **strong includes 17**) Pass (2x) Dbl = Shows the suit bid at the 2 level by the opponents;

19. Defence to the Multi 2♦

Dbl = Very Strong;

2NT = 16 – 18;

3NT = To Play;

Dbl in 4th = Take out;

20. Roman Key Card Blackwood and others

5♣ = 3 / 0;

5♦ = 4 / 1;

5♥ = 2 / 5 excl Q;

5♠ = 2 / 5 + Q;

5NT Rebid asks for specific Kings excluding King of trumps and guarantees all 5 "Aces" are held;

6 of agreed suit = no king, else bid kings upwards

Lowest unbid suit rebid after 5♣/5♦ response asks for trump queen

Lowest level agreed suit = no queen, else bid kings upwards

Jump agreed suit = queen but no king

Action over interference:

X or XX = 3 / 0;

Pass = 4 / 1;

Bids: 1st step = 2 / 5 exc Q; 2nd step = 2 / 5 + Q;

4NT opening = Acol, asking for specific aces.

Responses:

5♣ = no ace;

5♦/♥/♠/6♣ = that ace;

5NT = 2 aces

Blackwood

4NT response to opening bid of 1 or 2 of a suit: straight Blackwood

Responses:

0, 1, 2, 3;

5NT rebid asks for kings

21. Gerber

Responses: 4♦ = 0 or 4;

4♥ = 1;

4♠ = 2;

4NT = 3;

Rebids: 4♥/♠/NT/5♣/♦/♥/♠ = to play;

5NT rebid asks for kings (0, 1, 2, 3, 4)

Action over interference:

X or XX = 0 or 4;

Pass = 1;

Bids: 1st step = 2;

2nd step = 3; etc.

22. Bids after 2NT Rebids :

1x – 1y – 2NT 3♣ = asking bid;

1x – 2y – 2NT 3♣ = asks :

3♦ = Max;

3♥/3♠/3NT = Min + feature;

23. UNT over UNT

1♥ (2NT) Either Cue bid = Good raise;

3♥ = Raise to 2, non-forcing;

1♠ (2NT) Either Cue bid = Good raise;

3♠ = Raise to 2, non-forcing;

24. Other Defences

(1♦) 1♥ (1♠ = T/O. not ♠s) Dbl = Lead a spade; 2♠ = Fit non jump;

2♦ = Preempt in ♣ :

3♣ = Take Out;

All other bids as over a Multi 2D

2NT or 3♣ = Preempt in both minors :

Dbl of 2NT = Strong Balanced

3♣/Dbl = Take Out better ♥ than ♠

3♦ = Take Out better ♠ than ♥

3♥ or 3♠ = Natural

Defence to weak or intermediate twos, [example, 2♥]

If 2♥ shows hearts with or without a second suit, then defend as to weak 2♥.

If 2♥ has an anchor suit, not hearts, that suit is takeout, otherwise defend as to Multi 2♦.

If 2♥ has no anchor suit, defend as to Multi 2♦.

If 2♥ may be strong, or weak as above, defend as above.

Examples:

2♣ Precision 11-15, 5+ clubs, defend as to weak 2♣.

2♣ 0-7, ♦ & or ♥ & or ♠, defend as to Multi 2♦.

2♣ Strong, or weak with diamonds, 2♦ = takeout, otherwise defend as to Multi 2♦

2♥ Tartan, strong balanced or strong with hearts or a weak 2-suiter with hearts, defend as to weak 2♥

25. Overcalls and Doubles in Protective Seat

In Protective Seat after (1any) - Pass - (Pass) ???

Overcalls and Doubles are a King weaker than in the Direct position

Responses to them are a King stronger than to Direct position

26. Special Doubles

(1x) Pass (1NT) Pass (Pass) X EITHER penalties, 16+, long x, OR weak takeout

Scrambling 2NT response if x is major.

27. Mini-splinters

Opener's rebids:

A new suit rebid by opener is forcing.

A jump rebid by opener shows singleton, a fit in responder's suit, and is **not** forcing to game.

28. Blackout

After a 1-level response and a reverse, the cheaper of 4th suit forcing and 2NT shows a non-game-force. Unless responder rebids his own suit below the cheapest Blackout bid available, or bids Blackout, all other bids are Game Forcing.

Examples :

1♣	1♠	
2♦	2♥	Blackout
2♠/NT/3♣/♦/♥/♠		Game Forcing

1♣	1♥	
2♦	2♥	Weak
2♠		Blackout
2NT/3♣/♦/♥/♠		Game Forcing

1♣	1♠	
2♥	2♠	Weak
2NT		Blackout
3♣/♦/♥/♠		Game Forcing

1♦	1♠	
2♥	2♠	Weak
2NT		Blackout
3♣/♦/♥/♠		Game Forcing

29. Canape Overcalls over short minor suit openings

Over a Short 1♣ :

Double = T/O;

1NT = Natural; good 15 to 18

1♦/1♥/1♠/2♣ = Second longest suit 3+ cards (longest = 5+);

2♦ = 2 suits, ♦ + another;

2NT = 2 suits NOT ♦;

Over a Short 1♦ :

Double = T/O;

1NT = Natural, good 15 to 18;

1♥/1♠/2♣/♦ = Second longest suit 3+ cards (longest = 5+);

2♥ = 2 suits, ♥ + another;

2NT = 2 suits NOT ♥

After these Canape overcalls,

Next suit up = Pass or Correct;

Next suit plus one = Artificial Game try;

Responses :

(Short 1♣) 2♦ (P) 2♥/♠/3♣ = Pass or correct
2NT = Artificial, game try+

(Short 1♣) 2NT (P) 3♣/♥/♠ = Pass or correct
3♦ = Artificial, game try+

(Short 1♦) 2♥ (P) 2♠/3♣/♦ = Pass or correct
2NT = Artificial, game try+

(Short 1♦) 2NT (P) 3♣/♦/♠ = Pass or correct
3♥ = Artificial, game try+

Defence to responses:

(Short 1♣/♦) P (Natural 1♦/♥/♠) Defence as over natural opening 1♦/♥/♠, including weak takeout 1NT

(Short 1♣/♦) P (1♦ Negative) Defence as over short opening 1♦, including canapé overcalls