

DEFENSE AND COMPETITIVES BIDS		LEADS AND SIGNALS																												
<b>OVERCALLS</b>		<b>OPENING LEADS STYLE</b>																												
STYLE: natural Responses: natural, weak jumps raises. Jump new suit: natural + fit, forcing one round; Jump cue bid: good raise. <b>IN LAST POS</b> : nat. shows less than good opening hand.		<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In partner's suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td><td>3<sup>rd</sup>/5<sup>th</sup>, 2<sup>nd</sup> from 4 small cards</td><td>3<sup>rd</sup>/5<sup>th</sup></td></tr> <tr> <td>NT</td><td>4<sup>th</sup> best</td><td>3<sup>rd</sup>/5<sup>th</sup>, except after 1♦ : 4<sup>th</sup> best</td></tr> <tr> <td>Subs</td><td>NT : 4<sup>th</sup> best SUIT : high-low even</td><td>3<sup>rd</sup>/5<sup>th</sup></td></tr> </tbody> </table>			Lead	In partner's suit	Suit	3 <sup>rd</sup> /5 <sup>th</sup> , 2 <sup>nd</sup> from 4 small cards	3 <sup>rd</sup> /5 <sup>th</sup>	NT	4 <sup>th</sup> best	3 <sup>rd</sup> /5 <sup>th</sup> , except after 1♦ : 4 <sup>th</sup> best	Subs	NT : 4 <sup>th</sup> best SUIT : high-low even	3 <sup>rd</sup> /5 <sup>th</sup>															
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<b>INT OVERCALL</b>		Other : vs Suit : <b>AK(x)</b> with a singleton in another suit vs slams in NT and 4NT : 3 <sup>rd</sup> /5 <sup>th</sup> , 2 <sup>nd</sup> from 4 small cards																												
<b>JUMP OVERCALL</b> (7)		<b>LEADS</b>																												
ONE SUIT: weak. UNUSUAL 2 NT: 2 lowest suits.		<table border="1"> <thead> <tr> <th></th> <th>Vs. Suit</th> <th>Vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td><td>AKx(x); AKQ(x); AKJ(x); Ax</td><td>AKx(x); AQ10(x); A(x); AKJ(x);</td></tr> <tr> <td>King</td><td>AK; KQ(x); Kx; AK(x)+sing.</td><td>AKQxx; KQJxx; KQ10xx</td></tr> <tr> <td>Queen</td><td>QJ(x); Qx</td><td>AQJ(x); KQ(x); QJ10(x); QJ9(x); KQ10x ; KQJx</td></tr> <tr> <td>Jack</td><td>KJ10(x); J10(x); Jx</td><td>AJ10(x); KJ10(x); J109(x); J108(x)</td></tr> <tr> <td>10</td><td>K109(x); Q109(x); 109(x); 10x</td><td>A109(x); K109(x); Q109(x); 1098(x); 109(x)</td></tr> <tr> <td>9</td><td>9x ; 9</td><td>9(x)(x)</td></tr> <tr> <td>Hi-x</td><td>Hxxx; xxxx; xx; x</td><td>xx; xxx; xxxx(x)(x); Hxx</td></tr> <tr> <td>Lo-x</td><td>x; xxx; Hxx; xxxxx; Hxxxx</td><td>Hxx; Hxxx(x)(x); xxxx(x)(x)</td></tr> </tbody> </table>			Vs. Suit	Vs. NT	Ace	AKx(x); AKQ(x); AKJ(x); Ax	AKx(x); AQ10(x); A(x); AKJ(x);	King	AK; KQ(x); Kx; AK(x)+sing.	AKQxx; KQJxx; KQ10xx	Queen	QJ(x); Qx	AQJ(x); KQ(x); QJ10(x); QJ9(x); KQ10x ; KQJx	Jack	KJ10(x); J10(x); Jx	AJ10(x); KJ10(x); J109(x); J108(x)	10	K109(x); Q109(x); 109(x); 10x	A109(x); K109(x); Q109(x); 1098(x); 109(x)	9	9x ; 9	9(x)(x)	Hi-x	Hxxx; xxxx; xx; x	xx; xxx; xxxx(x)(x); Hxx	Lo-x	x; xxx; Hxx; xxxxx; Hxxxx	Hxx; Hxxx(x)(x); xxxx(x)(x)
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Hi-x	Hxxx; xxxx; xx; x	xx; xxx; xxxx(x)(x); Hxx																												
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<b>DIRECT CUE-BID AND JUMP CUE-BID</b> (7)		<b>SIGNALS IN ORDER OF PRIORITY</b>																												
DIRECT CUE-BID: 1♥/♠ 2♥/♠: other M and ♣. 1♥/♠ 2NT: minors. 1♠/♥ 3♣: other M and ♦. 1♣/♦ 2♦: majors. 1♣/♦ 2NT/3♣/♦ : ♦/♣ and ♥/♦		<table border="1"> <thead> <tr> <th></th> <th>Partner's lead</th> <th>Declarer's lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td rowspan="3">Suit</td> <td>1 Count: H/L=E</td> <td>Count: H/L=E</td> <td rowspan="3">Count: H/L=E High encouraging</td></tr> <tr> <td>2 Encouraging</td> <td>Suit preference</td></tr> <tr> <td>3 Suit preference</td> <td>Suit preference</td></tr> <tr> <td rowspan="3">NT</td> <td>1 Count: H/L=E</td> <td>Count: H/L=E</td> <td rowspan="3">Count: H/L=E High encouraging</td></tr> <tr> <td>2 Encouraging</td> <td></td></tr> <tr> <td>3</td> <td></td></tr> </tbody> </table>			Partner's lead	Declarer's lead	Discarding	Suit	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging	2 Encouraging	Suit preference	3 Suit preference	Suit preference	NT	1 Count: H/L=E	Count: H/L=E	Count: H/L=E High encouraging	2 Encouraging		3								
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<b>VS NT</b>		<b>SIGNALS (including trumps)</b>																												
1) <b>VS STRONG NT</b> : X: 4M + 5m or 6m 2♣: LANDY - 2♦: 6 in a major (multi). 2♥/♠; 5♥/♠ and 4m. IN BAL POS: same. 2) <b>VS WEAK NT (8-10,10-12,12-14,13-15)</b> : LANDY - Transfers - DBLE = 14HCP + responses Nat / transfers. 3) <b>VS INT OVERCALL</b> : 2♣: both majors if opening of 1♦/1♦ - Transfers - double: > 9H. 1♠ INT 2♣ = 5♥/2♣ - 1♥ INT 2♣ = 5♣/2♥		SIGNALS IN TRUMP SUIT: suit preference																												
<b>VS PREEMPTS</b> (8)		<b>DOUBLES</b>																												
Take out doubles - Two suiters. <b>VS WEAK TWO</b> : Cue-bid = both min; 4m = 5m + 5 in other M. 2NT: 16-19 + responses Stayman and transfers. <b>VS MULTI</b> : 2♥/2♠/3♣/3♦: Nat - 3♥ : 5♣ + 5m - 3♦: Both min - 4♣/♦ : 5♥ + 5♣/♦ - 2NT: 16-19 + responses Stayman and transfers - X : Take out		<b>TAKE-OUT DOUBLE</b>																												
<b>VS ARTIFICIAL 1♣ OPENING (STRONG)</b>		<p><b>STYLE</b>: can be light if shaped. Responses: natural and limit - Cue-bid forcing one round. <b>IN BAL POS</b>: 8+ Pts. Responses: Idem.</p> <p><b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b> (10)</p> <ul style="list-style-type: none"> <li>- Négatives doubles. Responsive doubles.</li> <li>- Double over fits and preempts.</li> <li>- Informative and optional doubles.</li> <li>- Maximal overcall double.</li> <li>- LIGHTNER doubles.</li> </ul>																												
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>																														
1♥/♠ X 2NT : 4♥/♠ inviting 3NT : 5♥/♠, 10-13																														

W B F CONVENTION CARD	
<b>CATEGORY</b> : Green	
<b>NCBO</b> : France	
<b>PLAYERS</b> : Veronique BESSIS - Carole PUILLET	
<b>EVENT</b> : Ostend Women (EBL Championships)	
<b>GENERAL APPROACH AND STYLE</b>	
<ul style="list-style-type: none"> <li>➤ 5 CARDS MAJOR</li> <li>➤ 1♦ : 4 cards except 4432</li> <li>➤ 2♥/2♦: 6♥/♦ weak</li> <li>➤ 2♣ : game forcing</li> <li>➤ 2♦: strong any shape</li> </ul> <p>1NT opening : 15 - 17 HCP 2 over 1 Response : game forcing</p>	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
➤ 1♣(♦) - 2♥: 4♥(+) + 5♣(+), 4-9 HCP	
<b>SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENSE</b> (9)	
<ul style="list-style-type: none"> <li>➤ VS Two suiters. (8)</li> <li>➤ VS MULTI. (8)</li> <li>➤ VS 2NT (two lowest suiters) and Cue-bid. (8)</li> </ul>	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<ul style="list-style-type: none"> <li>➤ Some competitive sequences, when Double is negative if partner is short.</li> <li>➤ When Pass is forcing, bid is weaker than Pass then bid.</li> </ul>	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
<ul style="list-style-type: none"> <li>➤ After X, jump in new suit: preemt if minor opening (jump in a minor natural with fit), natural with fit if Major opening.</li> <li>➤ After Pass, jump in new suit Nat. with fit, forcing one round. (but not minors fit and not 3♣ in 1M)</li> <li>➤ 3<sup>rd</sup> and 4<sup>th</sup> suit one round forcing.</li> <li>➤ Opening in 3<sup>rd</sup> position can be weak</li> </ul>	
<b>PSYCHICS</b>	
➤ Seldom.	

	ART	CARDS	DESCRIPTION	X NÉGATIF thru	RESPONSES	SUBSEQUENT AUCTION	MODIFICATION OVER COMPETITION AND WITH PASS PARTNER
1♣ 1♦		3	11 <sup>+</sup> HCP	4♣	1m - 2m : 5+m, 12+, GF 1♦ - 1♥/♣: may have longer ♦ 1m - 2♥: 4+♥/5+♠ (4-9) 1m - 2♠ : 6♠ weak 1♣ - 2♦: art 5+♣, 10/11 1♦ - 3♣: art 5+♦, 10/11	1m - 1M - splinters fit 1m - 1M - 4M: 18-19 balanced fit 1m - 1M - 3NT: 18-19 fit (5422) 2♣ limit relay after 1x rebid (2) 2♦ game forcing relay after 1x rebid (2) 1♦ - 2♣ - 2NT: 12-14 or 18-19	<b>AFTER PASS:</b> jump with fit (except 1m - 2♥: 4+♥/5+♣ 4-9, 1♦ - 3♣ and 1♣ - 2♦ still limit fit) <b>AFTER OVERCALL:</b> jump misfit and weak, after 1♣ 1♦ X = 4/5♥, 1♥ = 4/5♠ and 1♣ = no ♠, (1) after 1♦ 1♥ X = 4/5♠ and 1♣ = no ♠ (1)
		3	11 <sup>+</sup> HCP	4♣			
1♥ 1♣		5	11 <sup>+</sup> HCP	4♣	1♥ - 2♠: Limit 5+♠/3♥ 1M - 2NT: fit 4 cards 14+, "balanced" 1M - 3♣: fit 4 cards 10/11 1M - 3♦: fit 3 cards 10-15 1M - 3M: 4M, 7-9 1♥ - 3♠/4♣/4♦: Splinters 1♣ - 3♥: 6+♥, limit 1♣ - 4♣/4♦/4♥: Splinters	Splinters If fit forcing, 3NT: yes, but ... If fit NF, 3NT: asking for controls 1♥ - 1NT - 2♣ : 5/6♥, 18-22 1M - 1NT - 2NT : art, forcing	<b>1) AFTER PASS:</b> Drury (3) 1♥/♣ - 2♣/NT : fit 4 cards+1sing; 3♣: natural <b>2) AFTER OVERCALL:</b> jumps natural weak - 2NT: fit limit and - - Cue Bid : 4+ trumps GF (4) No more Splinters (except in the overcall suit) <b>3) AFTER DOUBLE:</b> 2NT, 3NT : Truscott (4) XX: 10H+, any hand fit or not jump: Nat + fit other suit: less than 10 H (misfit)
		5	11 <sup>+</sup> HCP	4♥			
1NT			14 <sup>+</sup> -17 HCP	4♣	2♣: Stayman 4 responses 2♦/2♥/2♠/2NT: Transfers 3♣ : PUPPET Stayman 4♣ : Both majors 4♦/4♥ : transfers	(5) (5) Conventional developments and relays 1NT - 2♦/♥ - 2♥/♣ - 2NT: forcing 1NT - 2♦ - 2♥ - 2♣: 5♥ + 5 other, 7/8	<b>AFTER OVERCALL:</b> Double responsive Modified Rubensohl (6)
2♣	x	0	GAME FORCING	4♥	2♦: relay Other : Nat or 5/5	Stayman and transfers on 2NT rebid	2♣ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♦	x	0	Strong any shape	4♥	2♥ : relay Other : Nat or 5/5	Stayman and transfers on 2NT rebid	2♦ - y - Double : nothing if y > 4♥ if not: double is negative with values
2♥ 2♣		6	4-10 HCP		2NT: relay ask for strength New suit forcing		
2NT			20-21 HCP	4♣	3♣: Stayman 4 responses 3♦/3♥/3♠/4♣ : Transfers 4♦ : majors 4♥/4♣ : 5♣-4♦ / 4♣-5♦	Transfers rectification with fit	Negative Double Overcall natural
3m 3M 3NT 4m 4M 4NT	x x	(6)7 (6)7 7 7/8 7/8	Preempt Preempt AKQxxxx in minor Preempt Preempt 6/5 minors preempt		New suit forcing New suit forcing 4♦ asking for controls (sg)	<b>SLAM APPROACH AND CONVENTIONS</b>	
						<ul style="list-style-type: none"> <li>➢ 4NT (sometimes 5NT): 5 Key Cards Blackwood (41 / 30), then next suit asks for Queen of trump. Biddings after overcall on 4NT : X -&gt; 0/3, Pass -&gt; 1/4</li> <li>➢ 5NT : grand slam force</li> <li>➢ Controls and cue-bids</li> </ul>	

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PLAYERS : BESSIS – PUILLET

(1)	1♣ 1♦	X : 4/5 ♥ 1♥ : 4/5 ♣ 1♠ : no 4/5 ♥ or ♠ 2♦ : 6+♥, 4+HCP 2♥ : 6+♠, 4+HCP 2♠ : 11+ any hand without major	1m	1♥	X : 4/5 ♠ 1♠ : no 4/5 ♠ 2♥ : 6+♠, 4+HCP 2♠ : 11+, any hand without ♠
	After 1NT rebid by opener, all bids are transfers				
(2)	1x Pass 1NT Pass	1y Pass 2♣ : relay, the opener must bid 2♦ ; then the responder describes his hand 2♦ : GF Relay			
(3)	After opening in 3rd or 4th Seat : Pass Pass 1♥(♣) Pass 3♣ : to play 2♣ then 3♣ : 5♣ + 4♥(♣), 9-11	Pass 2♣ : Drury with fit	Pass	1M 2M : weak opening 2♦ : waiting bid	Pass
	Pass Pass 1♥ Pass 2♣ : 4♥ + a short	⇒ 2NT asking for shortness	Pass Pass 1♣ Pass 2NT : 4♣ + a short	⇒ 3♣ asking for shortness	
(4)	1M Nat overcall 1M X 1♥ X	2NT : 3M limit and + or 4M limit Cue-bid : 4M, GF 3M : mixed raise, 4M 6-9 3/4m : 5/6m + 4/5M, 6-10 2/3NT : 4/5M, 10+ 2♣ : mixed raise 2♦ : good 2♥ 2♥ : weak 2♥ 3♥ : preempt	1♣ X 1♣ X	3♥ : mixed raise 2♥ : good 2♣ 2♣ : weak 2♣ 3♣ : preempt	
(5)	1NT Pass 2♣ : Stayman 1NT Pass 2♦ : no 4♥, no 4♣ 2♥(♣) : 4♥(♣), no 4♣(♥) 2NT : 4♥ + 4♣	⇒ 7/8 with at least one major (4 or 5 cards) ⇒ GF with one 4 cards major, unbalanced ⇒ GF with both majors (4/4, 5/4, 6/4)	1NT Pass 3♣ : Puppet Stayman, GF balanced (or semi-balanced or H sing) without both majors 1NT Pass 3♣ : 5M 3♦ : no 5M 1NT Pass 3♣ Pass 3♦ Pass 3M : 4 in the other M		
(6)	MODIFIED RUBENSOHL : 2NT and more : transfers For exemple, over 2♣ overcall : 1NT 2♣ Double : t/o 2NT : transfer to 3♣ 3♣ : transfer to 3♦ 3♦ : transfer to 3♥ 3♥ : Stayman with short in ♠ 3♣ : asking for ♠ stopper				

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(7)	TWO SUITERS :		1♣(♦)	2♦	: 5♥ + 5♣	1♣	-	-	2♣	: 5♥ + 5♦
			1♣	2NT	: 5♥ + 5♦	1♣	-	-	2♦	: 5♥ + 5♣
			1♣	3♣	: 5♣ + 5♦					
			1♦	2NT	: 5♥ + 5♣	1♦	-	-	2♦	: 5♥ + 5♦
			1♦	3♦	: 5♣ + 5♦					
			1♥(♣)	2NT	: 5♣ + 5♦					
			1♥	2♥	: 5♣ + 5♦	1♥	-	-	2♥	: 5♣ + 5m
			1♥	3♣	: 5♣ + 5♦					
			1♠	2♣	: 5♥ + 5♣	1♠	-	-	2♣	: 5♥ + 5m
			1♠	3♣	: 5♥ + 5♦					
(8)	1♥ Pass 2♥		2NT : 5♣ + 5♦ 4♣ : 5♣ + 5♣ 4♦ : 5♣ + 5♦							
	1♠ Pass 2♣		2NT : 5♣ + 5♦ or 5♥ + 5m 4♣ : 5♥ + 5♣ 4♦ : 5♥ + 5♦							
	1♥(♣) Pass 1NT		2NT : 5♣ + 5♦							
	1x Pass 1y		2x : 5 - 5 remaining colors							
	1x 1y 1NT		Double : 5 - 5 remaining colors							
	1♣(♦) Pass 1NT		2♣(♦) : 5/4 Major							
	VS PREEMPTS		3♣	4♣ : 5♥ + 5♦ 4♦ : 5♥ + 5♣	3♦	4♦ : 5♥ + 5♣				
(8)	3♣		4♣ : 5♥ + 5m							
	3♣		4m : 5♥ + 5 m							
	3NT		4♣ : 5♥ + 5♦ 4♦ : 5♥ + 5♣							
	X = points									
	the same in balanced position									
	VS 2♦ MULTI		2♦	Double : T/O without major or Strong 2NT : 16-19 ; then 3♣ Stayman ; 3♦, 3♥ transfers						
			3♥ : 5♣ + 5m							
			3♣ : both minors							
			4♣ : 5♥ + 5♣ 4♦ : 5♥ + 5♦							
	2♦ Pass 2♥		X : take out over ♥		2♦	Pass	2♣	X : take out over ♠		
(8)			3♥ : Nat				3♣ : Nat			
			3♣ : 5♣ + 5♦				4m : 5♣ + 5m			
			4♣ : 5♥ + 5♣							
			4♦ : 5♥ + 5♦							
	VS WEAK 2♥, 2♣									
	2M X Pass		3M : no 4OM, game forcing, no M stopper 2NT : 9+ ⇒ 3m : natural (3+), minimum ⇒ 3M : 4OM + no M stopper				3M : 4OM + no M stopper 3OM : 4OM, invit			
			3NT : 4OM + M stopper							
	VS unusual 2NT :		1♥	2NT	3♣ : 3+♥, forcing 3♦ : 5+♣, forcing 3♥ : 3+♥, non forcing 3♣ : 6+♣, non forcing X : Take out Pass then X : Penalty	1♠	2NT	3♣ : 5+♥, forcing 3♦ : 3+♣, forcing 3♥ : 6+♥, non forcing 3♣ : 3+♣, non forcing X : Take out Pass then X : Penalty		
	1♣(♦) 1NT Pass Pass						1♣(♦) Pass Pass 1NT			
(9)	Double : take out for majors						Double : take out for majors			
	1x 1y 3y : I have the Ace of y									

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(10)	DOUBLES	a) Negative doubles :	- 1♣ 1♣ X	1♦ 2♠ X		
			- 1♦ 2♣ X	1♣ 3♥ X		
			- 1♥ 4♣ X	1♥ 4♣ X		
		b) Responsive doubles	- 1♣ X 2♠ X			
			- 1♣ X 3(4)♣ X	(but no forcing)		
			- 1♣ 1♣ X 2♠ X			
			- 1♣ Pass Pass X			
			2♠ X			
		c) Informative doubles	- Double of some artificial bids as	- 1NT Pass 2♣ X		
				- 1NT Pass 2♥* X		
				- 1♣ 4♥ Pass Pass		
				4x X		
				- Double of Cue-Bid		
			- Double from the opener when overcall, or when defense is fitted or when preempt			
			- When overcall on 1NT or 2NT opening			
			- When overcall on 2♣ or 2♦ opening			
			- 1x 1NT 2y Double			
		d) Optionnal doubles	- When overcall on 1NT or 2NT opening			
			- Some responsive doubles			
			- Some negative doubles (when preempt overcall)			
			- Some take out doubles as : - 4♣ X			
				- 1x Pass 1y Pass	Pass	
				1NT Pass	X	
		e) Maximal overcall doubles	- 1♣ 2♥ 2♠ 3♥			
			X			
			- 1♣ Pass 3♣ 4♥			
			X			
			- 1♣ Pass 2♠ 3♥			
			X			
		f) Take out doubles	- 1♣(♦)(♥) Pass 1NT Pass			
				X		
			- 1♣ Pass 1NT Pass			
			2♣ X			
			- 1x Pass 1y Pass			
			1NT X			
			- 1♣ 1♥ 1♣ Pass			
			1NT 2♥ X			
			- 1♣ Pass 1♣ Pass			
			1NT 2♥ X			
			- 1♣ 1♥ 1♣ Pass			
			2♣ X			
		g) Doubles asking for a lead	- 1NT Pass 3NT X			
			- Against slam, double asks for an unusual lead			