### Defensive and Competitive Bidding

#### Overcalls (Style: Responses; 1 / 2; Level; Reopening)
- 1M overcall light with shape, else sound
- After 1x-2m overcall, transfer response from opponent's suit (note 20, 21)
- Jump shift is fit-showing or NAT. Jump raise is PRE after opponent 1m-1N (NF), 2♠=M's with different/same length
- After opponent 1M-1N (or similar), 2♣=m+oM, cue bid = any strong m
- 2♣ = any other 2 suits 55+, weak (note 5)

#### INT Overcall (2♠/4♠ Live; Responses; Reopening)
- 2♣ = puppet to 2♠, then 2x or 3♣ = S/O, 3♣ = INV, 2N = INV with ♠
- 2♠ = INV, 2N = invite, 3x = FG
- Forcing stayman: (1M)-1N-cue bid
- Non-forcing stayman: (1m)-2♣; (1M)-1♠-2♣; 2♣-cue bid

#### Jump Overcalls (Style; Responses; Unusual NT)
- 1♠: Weak, vulnerability dependent, may intermediate if partner passed
- 2♠: Intermediate or strong, 2NT = 55+ two lower unbid suits

#### Direct & Jump Cue Bids (Style; Response; Reopen)
- Direct cue = Michael over NAT, intermediate or strong
- Jump cue = 1 running suit, ask for stopper, P/C response

#### VS. NT (vs. Strong/Weak; Reopening; PH)
- Astro vs. weak no trump (note 23): X=14+, 2♣=m+7/♣ and any other suit, 2M=6+M intermediate
- 2N=two neighboring suits 11 cards or more,
- Gladiator vs. strong no trump (note 24): X♣+♣, 2m=m+♣, 2N=MAT, 2N=both m

#### VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
- Vs. 2M: X = T/O, cue = ask for stopper, 4m = m+M 55+, 2N = NAT 16-18
- Vs. 4♠: X = NT, 4♣=m+T/O or S/O or 5♠+5m

#### VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♠ or 2♠
- Vs. strong 1♠, X=♠'s 5M, 1♠=4/5♠ 5M, IN=♠'s or M's, P/C through 3♠
- 1M = 4+M, 2N = 55+♠ or ♠
- 2♣ = 6+♠ or 55+♣, 2♣ = 6/♣ or 55+♣
- 2♠ = 6+♠ or 55+♣, 2♣ = 6♣ or 55+♣, P/C through 4♠

#### OVER OPPONENTS' TAKEOUT DOUBLE
- 1M-(X): 1♣=B, 2♠=♣, 2♠=♣ (1♣ open), 1 under 2M=normal single raise
- 2M=bad raise, 2♠=limit raise or better, jump shift=fit-showing, 3M=PRE
- Support X/XX through 4♠

#### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
- Opponent overcall 1M after 1♣ opening, X = negative
- Support X/XX through 2♣
- Opponent overcall after 1♠ opening, X = optional, usually (semi)BAL

#### LEADS AND SIGNALS

### Opening Leads Style
- **Lead**: Vs. Suit  Vs. NT
- **Suit**: 3rd and low  3rd and low, top from 3 low if raised
- **NT**: 4th and MUD 3rd and low, top from 3 low if raised
- **Subseq**: ATT/count  ATT/count
- **Other**: count

### Leads
- **Lead**:  Vs. Suit  Vs. NT
- **Ace**:  AKx, Ax  AKx, AKxx, AQx
- **King**:  AK, KQx  STRONG: AK[Tx, KOT9x, etc.
- **Queen**:  OQ, Qx  KQ, OQ x
- **Jack**:  KTx, Jx, Jx  QTx, JT(x)
- **10**:  KTx9x, QT9x, Tx, HJT(x)  HJT(x), JTx, AQT9, T9(x)
- **9**:  K9Jx, 9x  HT9(x), 9Tx, A98x, 9Jx, 9x

### Signals in Order of Priority
- Partner's Lead  Declarer's Lead  Discarding
- 1 low = ENC  low = even  low = ENC
- Suit 2 low = even  low = low S/P  low = even
- 3 low = low S/P  same  low = low S/P
- 1NT 2 same  same  low = ENC
- 3 same  same  low = even

### Doubles

### Takeout Doubles (Style; Responses; Reopening)
- Takeout double through 4♠, T/O + optional at 4-level
- Doubleton in unbid m is OK
- Doubler raises freely in comp

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
- Opponent overcall 1M after 1♣ opening, X = negative
- Support X/XX through 2♣
- Opponent overcall after 1♠ opening, X = optional, usually (semi)BAL

### IMPORTANT NOTES
- 1♣-1♣: Pass = MIN 5+♠'s 4♠'s, rarely happen
- **Psychics**: sometimes
<table>
<thead>
<tr>
<th>OPENING</th>
<th>TICK IF</th>
<th>MIN. NO. OF</th>
<th>NEG. DBL THRU</th>
<th>DESCRIPTION</th>
<th>RESPONSES</th>
<th>SUBSEQUENT ACTION</th>
<th>PASSED HAND BIDDING</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♣</td>
<td>V</td>
<td>ART F1, 16+any</td>
<td></td>
<td>1♣ = 0-7, 2♣ = 5-7, 6♣+ or 6♣ M, else = ART FG: 2♣ = 8-11 BAL</td>
<td></td>
<td>(note 9)</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>1♣ = 5♣ or 12♣ BAL, 1♣ = 1N, 2♣ = 11♣, 2N♣ = 4-4 BAL</td>
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<td></td>
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<td></td>
<td></td>
<td>2♣ = one stiff M, 2♣ WJS, 2♣ FG or rev Flannery</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>1♥</td>
<td>V</td>
<td>2</td>
<td>11-15, 2+♠'s</td>
<td>1♠ = NAT, may only 3 or psyche if 0-7 HCP, 1N♠ = 8-10, 2N♠ = 7+ or psyche</td>
<td>2♠ = relay, 2♠ = one M or WJS or SJS, 2♠ = rev Flannery</td>
<td>2♠ = one M or WJS or SJS, 2♠ = rev Flannery</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2♠ = PRE or 13+ BAL, 3♠ = 4♠ M's PRE</td>
<td>2♠ = one M or WJS or SJS, 2♠ = rev Flannery</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1♦</td>
<td>5 (4 3rd)</td>
<td>11-15, 5+♦'s</td>
<td></td>
<td>1N♦ = F, 2♣ = 8-10, 2♣ = 11-15, 2♣ = 16+ ♦'s FG</td>
<td>3♠ = 3♠ fewer INV or 16+ ♦'s BAL, 3♠ = 13-15 ♦'s BAL</td>
<td>2♠ = one M to play, JS = fit-showing</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3♠ = one stiff ♦, 3N♥ = 4♠ M's PRE</td>
<td>2♠ = one M to play, JS = fit-showing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>INT</td>
<td>9-12 1/2 seat NV, 14-16 else</td>
<td>2♠ = ask for 5♠ or 6♠, INV or less, NF, 2♠ = FG relay</td>
<td>5♠ or 6♠ is OK</td>
<td>2♠ = to play, 2N♠ = 5♠ M or 6♠</td>
<td>2♠ = one M to play or FG with some majors, 2M = INV, 2N♠ = 5♠ M's weak</td>
<td>(note 13)</td>
<td></td>
</tr>
<tr>
<td>2♠</td>
<td>6</td>
<td>11-15, 6+♠'s</td>
<td></td>
<td>2♠ = relay, 2♠ = 5♠ or 6♠ M or ♦ fit, NF, 3♠ = INV</td>
<td>2♠ = comp or ♦ fit, NF, 3♠ = INV</td>
<td>(note 15)</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2♠ = one stiff ♦, 2N♠ = 11-15 ♦'s BAL</td>
<td>2♠ = one stiff ♦, 2N♠ = 11-15 ♦'s BAL</td>
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</tr>
<tr>
<td>2♥</td>
<td>V</td>
<td>mini-multi: 3-10, 6+♠'s or 6♠ ♦'s</td>
<td></td>
<td>2♠ = 3♠ M's, ♦ = ask for transfer</td>
<td>2♠ = 3♠ M's, ♦ = ask for transfer</td>
<td>(note 16)</td>
<td></td>
</tr>
<tr>
<td>2♦</td>
<td>V</td>
<td>3</td>
<td>11-15, 4♣14, 4405, 4315, 3415</td>
<td>2♠ = 4♠ M's INV+, 3♠ = 11♠ M's INV, 4♠ = PRE</td>
<td>2♠ = 4♠ M's INV+, 3♠ = 11♠ M's INV, 4♠ = PRE</td>
<td>(note 1)</td>
<td></td>
</tr>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>2♠ = PRE, 3♠ = one stiff ♦, 4♠ = one stiff ♦, 4♠ = void</td>
<td>2♠ = PRE, 3♠ = one stiff ♦, 4♠ = one stiff ♦, 4♠ = void</td>
<td>(note 12)</td>
<td></td>
</tr>
<tr>
<td>2♥</td>
<td>V</td>
<td>3</td>
<td>11-15, 3145, 3154</td>
<td>2♠ = relay, else = to play</td>
<td>2♠ = relay, else = to play</td>
<td>(note 2)</td>
<td></td>
</tr>
<tr>
<td>2NT</td>
<td>V</td>
<td>0-9, 6+♥'s</td>
<td></td>
<td>3♥ = relay, 3♥ = to play, 3M = NAT, F</td>
<td>3♥ = relay, 3♥ = to play, 3M = NAT, F</td>
<td>(note 3)</td>
<td></td>
</tr>
<tr>
<td>3♣</td>
<td>V</td>
<td>NAT PRE</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>3♥</td>
<td>V</td>
<td>♠ PRE</td>
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<td></td>
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<tr>
<td>3♦</td>
<td>V</td>
<td>any solid suit w/o side A/K</td>
<td></td>
<td>4♦ = P/C, 4♦ = ask for suit</td>
<td>4♦ = P/C, 4♦ = ask for suit</td>
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</tr>
<tr>
<td>3NT</td>
<td>V</td>
<td>one solid minor with side A/K</td>
<td></td>
<td>4♦ = P/C, 4♦ = ask for splinter, 4M = CAB</td>
<td>4♣ = 4♣ ♦ = short, 4N♠ = short om, 5♣ ♦ = no short</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4♣</td>
<td>7</td>
<td>NAT PRE</td>
<td></td>
<td></td>
<td></td>
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<td></td>
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<tr>
<td>4♥</td>
<td>7</td>
<td>NAT PRE</td>
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<tr>
<td>4♦</td>
<td>7</td>
<td>NAT PRE</td>
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<tr>
<td>4♠</td>
<td>NAT PRE</td>
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<tr>
<td>4NT</td>
<td>NAT PRE</td>
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</table>

### HIGH LEVEL BIDDING

Cue bid style: A, K, singleton, or void. XX shows first control if opponent X.

Two honors in self suit, one honor in partner’s suit. (not trump suit)

If partner denied a necessary control, the next cue bid only shows that control.

RKC 1430, EKB

DOPI if opponent bid under our 5-trump.

DEPO if opponent bid our 5-trump or higher.

After double, pass = 1st step, XX = 2nd step
Supplementary notes for Wei-Bung Wang and Chien-Yao Tseng (TPE)

Note:..1: 2♦ opening: 11-15, short in ♦, 4-4-1-4, 4-4-0-5, 4-3-1-5, or 3-4-1-5.
Response: 2N=relay, 3♦=44M, INV or better, 3M=INV, 4♠=PRE, 4♦=Blackwood.
  After 2N response:
  3♣=MIN not 4-4-0-5, 3♦=4-4-0-5 (3♣/3N=MAX/MIN), 3M=MAX 3-card, 3N=MAX 4-4-1-4.
  After relay for shape and range:
  4♠=any INV, 4♦=any S/O (unless rebid 4N=RKCB ♠), 4♦/4♠/4N=RKCB ♠/♦/♥.
  Over X: XX=Pen, Pass to play if opener has 4♦’s, 2N=system on, else NF.
  Over overcall: X=Pen, 2N=system on, else NF.

Note:..2: 2♠ opening: 11-15, short in ♥, 3-1-4-5 or 3-1-5-4.
Response: 2N=relay, else to play.
  After 2N response: bid 5 cards minor.
  Responder rebids 3♥ for range ask (3♥=MAX, 3N=MIN), then
  4♥=any INV, 4♦=any S/O (unless rebid 4N=RKCB ♠), 4♥/4♦/4N=RKCB ♠/♦/♥.

Note:..3: 2N opening: 0-9, 6+♦’s. Response: 3♠=relay, 3M=NAT, F.
  After 3♠ response: 3♦=bad PRE, else opener bid misfit major.

Note:..4: Over opponent 1m-1N:
  X=T/O, 2♠=both M’s with different length, 2♦=both M’s with the same length.

Note:..5: Over opponent 1M-1N: (including inverted 1♥-1♠∗)
  X=STR BAL, 2m=m+oM 54+ or 45+, 2M=one STR suit, ask for stopper; 2N=any two suits
  55, 3m=intermediate, Pass then X=T/O in M. 1N over 1♥-1♠∗=one m w/ stopper.

Note:..6: Transfer response. Example 1♠-(X)-2♠=♥. Used mostly after we overcall 1M/2m, 1M-(X), or
  opponent overcall our 1♠.

Note:..7: 2N for takeout. Example 1N P P 2♥; P P 2N, showing two minors.

Note:..8: Optional double over artificial opening.

Note:..9: Response to 1♣:
  1♥=0-7, 2M=4-7, 6+M, else=FG; 1♥=5+♦’s or 12+BAL, 1♣=5+♥’s, IN=5+♠’s, 2♣=5+♦’s,
  2♦=8-11 BAL, 2N=44A short in m, 3♣=4-1-4-4 or 15+HCP 1-4-4-4, 3♥=8-14HCP 1-4-4-4,
  3♦=any solid suit with one side A/K, 3♠/3N=solid minor/major w/o side A/K.

  1♣-1♥; 1♥ = (1) 20-24 BAL (2) 4+♦’s unBAL, F1.
  After 1♣-1♥; 1M:
  2♣=5-7 no 3 fit, 2♦=5-7 3 fit in M, but 1♣-1♥; 1♣-2♣ may 0-4, 6+♥’s.
  After positive response:
  NT=usually BAL, next 3 suit steps=unbid suits (ART, with precedence to unbid M). Replies
  show fit/values.

Note:..10: Response to 1♦:
  1M=NAT, but may only 3 cards if 0-7HCP, or psyche with very bad hand, 1N=8-11, 2♣=no
  4M’s, one m or BAL INV/FG, 2♦=one M 6+suit,WJS or SJS (KQxxxxx & FG), 2♥=5♠’s 4/5♥’s,
  3-9, 2♠=5/6♥’s 4/5♦’s, INV, 2N=puppet to 3♣, to play or 13+BAL, 3♠=44+ in m’s, PRE,
  3/4♦=NAT PRE, 3♥/3♠=♣/♦, short in ♦/♥, ST, 3N/4M=to play, 4♠=puppet to 4♥ to play or
  11 cards in M’s ST.
Note:..11: After 1♥-1♣:
2♠=3 cards support, unBAL (may 2-4(52) if NV), 2♦=55+ in m, 2N=6+♦'s, MAX, 3♣=6♦'s 4♠'s, MAX, 3♥/3♥=4 cards support, short in ♠/♠, MAX.

After 1♥-1♣:
2♠=short in ♠, 2♣=short in ♥ or ♦, 2N=6+♦'s, MAX, 3♣=6♦'s 4♠'s, MAX, 3♥=4♥'s 6♦'s, MAX(V), or 4-2-(52) MAX(NV), 3♥/3♥=4 cards support, short in ♠/♥, MAX.

After 1♥-2♣: (1:1/2 seat NV (2) else
2♥=(1) MIN 4-1-3-5, 1-4-3-5, 4-4-4-1, (2) 11-13 BAL or 4-4-4-1,
2N=(1) 1-3-15 BAL, (2) MIN 4-1-3-5, 1-4-3-5,
2♠=5+♦'s MAX, 3♠/3♥=44+ m's unBAL, MIN/MAX, 3♣/3♠/3N=1-4-3-5/4-1-3-5/4-4-4-1,
MAX.

Note:..12: Response to 1M:
1N=F1, 2M=8-10, 2N=4+cards support FG, 3M-2=BAL, INV with support or 16+ exactly 3 cards support, 3M-1=13-15 BAL exactly 3 card support, 3M=P, PRE, 3N+1=one stiff splinter, 3M+2= void splinter, 4M=may strong BAL, 1♥-2♣=WJS, 1♥-3♥=SJS.

Note:..13: Response to 1N:
2♥=ask for 5M or 6m, OPENER CAN PASS, 2♦=FG, relay, 2M=to play, 2N=FG, semiBAL CoG, may 5431 4441 sometimes, 3♥=INV, may bad hand, 3N=S/O, 4♠/4♥=transfer to 4♥/4♦, 4M=to play.

After 2♥ response: relay for distribution & strength.
After 2N response: 3♥=no 5M or 6m, 3♣=5♠'s, 3♣=5♥'s, 3♣=6♠'s, 3N=6♦'s.
After 1N-2N-3♣: 3♣=44+ suit INV, 3♥=6♠'s, 3♠=5♠'s, 3N=6♦'s.
After opponent's X: 2♠=to play or 44(43)M (XX=♦+♥, 2♠=♦+♣), 2♠=to play or 44(43)M's.

Note:..14: Response to 1N: (passed hand, 1♥-1♣; 1♥, or 1♥-1♣; 1♥-1♣; 1♥)
2♥=(1) Flint, one M to S/O, or (2)FG with some majors, 2M=5+ suit INV, 2N=5-5 m's weak, else the same.

After 2♥ response, opener P/C facing case 1, then
3♠=44+M's, 2N=puppet stayman, the following are the same as 1N-2N.
After 2♥ response and 3♠ rebid: opener 3♥=waiting, else NAT, responder 3M=Smolen, 4♥=5-5M, 4♥/4♥=transfer.

Note:..15: Response to 2♥:
2♥=relay, 2M=7-12 NAT or bad hand with club fit, NF, 2N=puppet to 3♠, comp, ♦ INV, or one 5-card M CoG, 3♠=INV, 3♥/3♥/6+♥'s/6+♠'s INV+, 3♣=♦ FG, 3N/4M=to play, 4♥=RKB.

After 2♥-2♥:
2♥=one 4+M's, 2♠=MIN, 2N=two side stoppers, 3♠=semiBAL, else, 3♥/3♥=stopper, short in others, 3♠/3N=♠'s stopper, short in ♥/♥.

After 2♥-2♥:
Pass=MIN, 2♥/3♥/4♥=NAT (then 2N=lebensohl), 3♥=NAT INV, 3♥=3♥'s, short ♠, MAX, 3♥=4♥'s, MIN, 4♠=raise to 4♥, 2N=lebensohl, puppet 3♠, then Pass=play, 3♥/3♥=5-6 two suiter, 3♥=3♥'s MAX, not short ♠.

After 2♥-2♥:
Pass=MIN, 2♥/3♥/4♥=NAT INV, 1♥/♥/3♥=3♥'s, short ♥/♥, MAX, 3♣=4♠'s, MIN, 4♠=raise to 4♠, 2N=lebensohl, puppet 3♠, then Pass=play, 3♥/3♥=5-6 two suiter, 3♣=3♣'s MAX, no short.

Note:..16: Response to 2♥:
2M/3M/4♥=P/C, 4♠=to play, 2N=relay, 3♠=fit both M INV, 3♥/4♥=fit both M, partner comp
freely, 4♠=ask for transfer.

After 2♣-2N:
3♣=MIN, 3♦/3♥=bad suit ♣/♠, 3♠/3N=good suit ♣/♠, 4♦/4♣=solid suit ♣/♠.

After 2♦-2N; 3♠-3♦ (relay):
3M=NAT, 3N/4♦+=one-loser ♠/♥.

After 2♣-3♠:
3♦/3♥=MIN ♣/♠, then 3♠/4♣ ask SPL; 3♠/3N=MAX unBAL ♣/♠, then 3N/4♣ ask SPL;
4♦/4♣=MAX BAL ♣/♠, then 4♦/4♥ = mild slam try.

Note:..17: Opponent overcall 1N:
1♦-(1N): 2♦/2♣=Astro, 4+/'s/′s and a side suit, 2♥/2♠=6+suit.
1♥-(1N): 2♦/2♣= support, 9+/4-8, 2♥/2♠=, INV+/NF.
1♠-(1N): 2♦/2♣=, INV+/NF, 2♥/2♠= support, 9+/4-8.

Note:..18: Transfer lebensohl when (1) 1x X 2x (2) 1x X 2x P; P X P (3) 1N 2x (4) 1x 1N 2x (5) 2x X P
(6) 2x P P X; P (7) 1♦ 2x.
2♦=T/O, 2M=to play, 2N=puppet 3♣, but if opponent bid club, 2N=′s INV+ or better,
3♣=stayman if opponent bid minor, 3♠~3♥=next suit INV or better, but ask for 4-card major if the next suit is opponent’s suit, 3♠=ask for stopper, 4♠=leaping Michael, if opponent
bid M, 4♠=m+oM; if opponent bid m, 4♠=om+M, 4♠=both M.

After 3♠ stayman: 3♥/3♥=△/♠, 3♣/N=no M, no/with stopper, 4♦/♣=both M, ask partner to
transfer/directly bid.

Note:..19: Unusual vs. unusual: (after opponent’s two-suit bid)
If partner have bid, then lower/higher cue bid=higher/lower suit.
Else, lower/higher cue bid=lower/higher suit.

Note:..20: Transfer response example.
After (1♦)-1♣, opponent pass/double or bid under 2♣:
2♥=♣, 2♥=9+support points, 2♠=4-8 support points, 2N=12+support points with 4+trump,
3♣=fit-showing or NAT, 3♥=9-11 support points with 4+trump, 3♥=fit-showing, 3♠=4-8
support points 4+trump. If opponent raise 2♥, then X=♥ (cue bid double). If opponent free
bid 2♥, then X=9+support points still, if opponent free bid 2♣, then X=5+′s, 2♠′s.

Note:..21: Transfer response example.
After (1♥)-2♦, opponent pass/double or bid 2♥ or under:
2♥=♠, 2♠=ask for stopper, 2N=♠, 3♠=INV, 3♥=raise, 3♥=4′s and ♠ support, 3♠=5+′s
and ♠ support. Cue bid double applies.

Note:..22: Response to Michael.
After (1♠)-2♠: 2M=to play, 3M=constructive, 3♠/3♣=♠/♥ INV+.
After (1♣)-2♠: 3♠/4♣/4♥/5♣=P/C, 3♥=♣ constructive raise, 3♥=to play, 3♠=♥ ST, 2N=relay.
After (1♥)-2♥: 3♥/3♥/4♣/4♥/5♥=P/C, 3♥=♣ INV+, 3♠=constructive.
After 2N relay: 3♠/3♥=weak with ♠/♥, 3♥/3♥=strong with ♠/♥.

Note:..23: Astro after opponent’s weak no trump (14+-17, 14-16, 13-17, or worse):
X=strength, 2♣=4+′s and another suit, or 1-4-4-4, 2♥=4+′s and another suit, or 4♠441,
2M=6+M, 2N=65 two suits but not 1♠+ or ♣+♠.
Selection: 65+♠/♣=2♣, 65+♣/♠=2♠, 4♠5♥=2♥, 5♣4/5♥=2♣.

Note:..24: Gladiator after opponent’s strong no trump (15-17 or better):
X=4+′s and another suit, 2m=m+♣, 2M=NAT, 2N=both m.