



# WBF Convention Card 2.18

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: Strong Club - BLUE Country: USA Event: ALL EVENTS Players: Robert HAMMAN - Paul SOLOWAY
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1-level:4M OK, 54Ms; most 1-suiters (6-18); then, new suit=NF; CUE=FIT or good; No		Lead		In Partner's Suit	
jump new=INV, 6+, 12-15; JUMP CUE="dist raise; 2NT=NAT, then Wolff cont;	Suit	4th from H		Sxx if supported, HxxS	
jump raise=PRE; RDBL=Hx(x)+ values; /(1NT) resp: DBL=other 2	NT	same		same	
or 3-card SUP(sound); 2NT=good 4-card SUP; new suit JUMP=FIT	Subseq	same		same	
Snapdragon. 2-level (quite AGGR): new suit=NF 2-level, F at 3-level	Other:	High or second highest from bad holding			
(no 3rd hand bid)=F, 2NT=INV; new suit jump=INV, NAT; jump CUE=SPL; FIT:[11]					
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15+-18; semi-BAL; same as over 1NT opening; If 3rd hand	Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE
interference: NEG DBLs, TRF LEB over new suit, CUE relates to last suit	Ace	AK, Axx(+)		Strong; ASKS CT or UB	Strong 1♣ with ART, "strength" RESP; 4-card M (11-16):
BAL /1M OP: 1NT: 11-16; TRF, 2♣=STAY + range finder (NT may rebid 2NT, MAX)	King	AKx(+); KQx(+)		ASKS ATT: KQx(+)	Canape, 1M may have longer ♣, 1♥ only may have longer ♦,
JUMP 2NT (BAL): 19-21, 2NT SYSTEM ON	Queen	QJx(+); QJ		QJx(+)	any shape if WK; 1♦=3+; Open light, Respond light;
4th live 1NT: NAT (15-18), 1NT SYSTEM ON	Jack	J10(x)(+); KJ10x(+)		J10(x)(+); KJ10x(+)	PRE: Fairly sound; NAT weak 2M; Aggressive COMP style;
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x)(+); H109x(+)		109(x)(+); H109x(+)	Frequent non-PEN DBL; 1M-1NT is not forcing
1-Suit: PRE, nonvul, new suit=F (poss L/D); Interm, vul	9	9x; 9xx or 9Sx; 98(x)(+)		9x; 9xx or 9Sx; 98(x)(+)	but may be up to 11HCP, may be 4333M
2-Suit: 2NT: 1 over 2 suits, WK or STR; subsequent DBL is	Hi-x	Sx; xSx; xSxx; Sxx		Sx; xSx; xSxx; Sxx	1NT Openings: 14-16; ex vul in 3rd and always in 4th: 15-17
STR, and new suit is SPL (not FRAG)	Lo-x	HxS; HxxS(x)(+)		HxS; HxxS(x)(+)	2 OVER 1 Responses: /1M: F1; 1♦-2♣ = FG unless rebid 3♣
Reopen: Good hand, 6+cards					SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			Some WEAK or STRONG responses to our 2C Opening [14]
(1m)-2m=♥+♠, 5+/4+, PRE or STR;	Suit: 1st	Partners Lead	Declarer's Lead	Discarding	FLANNERY 2♦(11-16 HCP)
(1M) or (1M-P-1NT)- 2M=4OM/5+♣, normal O/C strength	2nd	Lo=DISCRG(OBV	Hi/lo=E	Hi=ENCRG	GAMBLING 3NT: SOL m, no outside A or K
(1m)-3m: NAT sound PRE but stop ask Reopen; (1M)-3M: stop ASK:	3rd	SHIFT)	S/P	S/P	/1M-2♣:(1) 3-card L/R, ANY shape; (2) NAT, FG or (3) 2♣/3♣
(1x)-P-(P): 2x=FG, 1 or 2-suiter; /WK 2M: jump m=m+M	NT: 1st	Hi/lo=E		Hi/lo=E	/1M-3x = ART (raises, TRF and SPL, ANY)
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	same as above	Hi/lo=E	as above	COMP over our 1♣ opening [2]
vs STR NT: DBL=♥+m; 2♣=♠+m; 2♦=♥+♠; 2M=NAT; 2NT=♣+♦ or	3rd	S/P	S/P		1M-(P)-1NT-(2x); 2NT: 6♥, extras; 1M-P-1NT-P-2NT: same, Wolff continuations
STR 2-suiter; /STAY: DBL, TRF=L/D; /TRF: CUE=2-suiter, 2NT=♣+♦,		Signals (including Trumps): REMAINDER COUNT=STND;			FIT-SHOWING JUMPS (FIT) by PH and COMP[11]
P then DBL=T/O.		ODDBALL: high card from either is unusual			
vs WK: DBL=HCP, FP thru 2♦, /2♥ or higher, TRF LEB, DBL=cards		3-way signal; Trump: Oddball, S/P or RUFF			OVER OPPONENT'S 1NT OVERCALL [12]
P=NF; 2♣ = ♥+♠; 2R=TRF (possible canape); 2♠=♣ or ♦, good;		DOUBLES			Interference over our 1NT [7]
/STAY: DBL=HCP, 2R=TRF; /2x: DBL=HCP, 2NT=18-21; CUE=2-suiter		TAKEOUT DOUBLES (Style; Responses; Reopening)			Interference over our 2M, 3x opening [9]
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)		Light with classic shape; 4333 with 13 outside; ext-RESP DBLs			Countering 2-suited Overcalls[13]
2M: LEB (after DBL); 3M=STOP ASK; 4m=5OM/5m, FG; 4M=S/T ♣+♦;		EQUAL LEVEL CONVERSION; NT rebid=19+; Dbler COMP bid=Xtra			
4NT=♣+♦; 2NT=16-19, then, 3♣=♦, 3♦=5+OM, OM=♣, CUE=STAY, /3m:		2nd DBL after MIN RESP=3-card SUP, Xtra; Resp=aggressive			
4m=Ms; 4M=STR(FP); 4NT=BW; /3♣; 4♦=5♦/5M, FG; /3M: CUE=5OM/5m		CUE=FG/M, to S/A /m; JUMP CUE=SOL, OTHER [10]			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
JUMPS: PRE; DBL=♥+♠; NT = ♣+♦		Over 1H, suggests 4♠ but with decent hand may have			(WK1NT)-DBL-(any)-Pass: F thru 2♦; (3♣)-DBL/BID-(5♠): P/DBL inversion
Same After ♣ - P-♦(neg):		fewer (1♠=5, or 4 good); 1♦-(1♠)-DBL: 4+♥ or good hand;			No F/P after we DBL a 2-suited overcall
		1♦-(2♠)-DBL: could be 1M + FIT;			Pass/Double inversion in many high-level forcing situations [2]
Same after ♣-P-♥(neg):		1♦-(3♠)-DBL: shape or sound; Repeat same suit NEG DBL=T/O			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE		Opener shows good hand with DBL, free bid is COMP, may			
/1♦: new suit=F1; 2NT=L/R; 3NT=NF raise; 3♦=PRE; RDBL=F2NT		have 3-card SUP; Most low-level DBLs are COMP, closer to T/O			
(prefer 1M where feasible); new suit jump=PRE, NAT		Ext-MAX DBL; After 2/1: "over" DBL=PEN, "under" DBL=co-op			Psychics: Rare
/1M: 2M=WK raise, 2M-1=CONST raise, 2NT=L/R, 3NT=F raise,		PEN (3 cards typical); 4th suit DBL			
RDBL=F2M, P and DBL=PEN; 1NT, 2x=TRF or L/D+SUP, JUMPs=FIT					

OPENING BID DESCRIPTIONS							
Opening	Artif	Min.	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Y	0		17+ if BAL; 16+ UNBAL	1♠=0-7; 1♥=8-11;ANY; 1♣=12+, ANY; 1NT=12+, 5+♥	1♣-1♠:1M=4+,canape poss,NF;1NT=17-19 BAL;	1♣-1♥: 8-11HCP,UNBAL
1♣					2m: 8-11, NAT; 2♥: 8-11, 4441ANY;	2m=5+,NF; 2♥=FG NAT; 2♠/3m=NAT;	1♣-1♠:8-11, BAL
1♣					2♠=TRF♣,3♣ thru 3♥=TRF (all 1-loser); 2NT=ANY SOL	2NT=22-24;3M=SOL,demands CUE; 1♣-1M:	1♣-1NT: 8+, BAL
1♣					3♠ thru 4♥: TRF, broken suits; 3NT:6/6 m's,0HCP;	1NT=17-19 or 22+;2M=NAT;1♥:2♠=444(1),17-20;	
1♣					3♠ thru4♥: TRF (broken suit)	2NT=21+4441/1♠:2NT=4441,17+; 3x=SOL [1]	
1♠		3	4♠	11-16;3♠ if MIN, BAL, 4/5♣	1♥: 5+(4♥UNBAL); 1♠: 4+;1NT: 6-11;; 2♠=INV+[3]	1♠ rebid:5♠or 0-1♥; 4SF: ART; 1♠-3♣:[3]; 1NT rebid:	2NT=NAT, Wolff by OP
1♠				4♥ if 3451/4441♣, MAX or 6♠;	2M: STR NAT; 2NT:12-15 or18+; 2♣:FG unless rebid 3♣	SPL in RESP M pos, Op's Rebids:2OM, 3C, reverse [3]	
1♠				All 41♥44 hands	3C=C+D,mixed; 3♠:PRE; 3M:PRE; 3NT:16-17,BAL(4♥ pos)	New suit Jump:5/5,F; 2♣ PUP 2♠; 2♠ ART FG	
1♥		4	4♠	11-16, 4+♥; longer minor pos,	1NT: 6-11,4♠+3♥ SUP pos; 2♣: FG,or 2/3♣ or	1NT rebid: 2♣: PUP, 2♠=FG STAY; ART rebid	2♣=L/R,4M, then, 2M=no gam
1♥				44Ms pos; All 1♠444	3♥,mixed; 2♠:INV,5♠+3♥; 3♣: FG raise; 3♠: :L/R;	over 2m[4], 3♣:[5]; 1♥-1NT; 2m-2♠: 4333♥,L/R;	RESP new=S/S; OP new=S/S;
1♥					3♥:mixed; 3NT:♠SPL,13-15; 3♠=10-12 SPL,ANY	1♥-2♠:STR JS or 5+♠/3♥,FG [4]1♥-1♠;3m[4]	3♠=FIT / 3♣=NAT,INV
1♠		4	4♠	11-16, 4+, may be 4♠5♣ or	1NT:6-11; 2m/2NT/3♣/3M: as /1♥; 3♠:♥TRF, STR;	ART rebids /2m:[6]; /3♣: [5]; Continuations:[4]	2NT: NAT
1♠				4441m, MIN	3♥:L/R or 0-12 SPL,ANY; 3NT: ♥SPL,13-15; 4♥:NAT	1♠-3♠; 4m=SPL for ♥	2♣: L/R as /1♥, OP 2♥ rebid=F
1NT			4♠	1/2all,3(NV): 14-16; 3/4: 15-17	2C:STAY; 2R:TRF; 2S: TRF C or range finder;	1NT-2♣; 2♠:2♥=WK, Ms; 2♠=INV; 3♣=ART, F;	
1NT				5-card M, 6m or	2NT:ASKS 5M (w/ m SPL); 3C=D; 3D=C+D, FG; 3M: SPL;	3♠=5+m,S/T; 3M=SMOLEN;4♣=Gerber; 1NT-2♣; 2M:	
1NT				5/4 shapes are OK	4♣: Aces; 4R:TEXAS; 4S: QUANT,4♠4♠	3♣=ART, F; 3OM=SPL, ANY;4♣=BAL S/T;4♠=RKCB	
1NT					2D-2H;2S: relay; 2H-2S-2NT:relay;INV S:start 2C	/TEXAS: +1=RKCB, new=EXCLUSION RKCB	
2♣		6	3S	11-16, 6+♣, side suit possible	2♠:INQ; 2M/3M=INV; 2NT/3♣=PUP; 3C/D/H=TRF, INV+[14];	2♠: 2♥=1M, then 2♠=ASK (INV+), 2NT/3♣=INV;	
2♣					3S=6S/4H, FG; 4♣:semi-PRE; 4♠=RKCB; 4M=END	2♠: 2♠=MAX; 2NT=BAL MIN; 3C=UNBAL MIN	
2♠	Y	0		11-16,4S + 5/6♥	2m/3♣: S/O; 3♠:INV; 3M: FG M; 4♣: ♠SPL;	2NT: 3m=SPL (then 3M=INV);	2NT=NAT/INV; 3M INV
2♠					4♠: ♥SPL, mild try; 2NT=INQ	3♥/3NT=4522, MIN/MAX; 3♠=4/6; 4m=454m0	
2♥		5		WK, 4-10 HCP	2NT=INQ; new=F1; 4OM=Play; 4♠=PRE; 4♣=RKCB	2NT: [8]	
2♠					2NT=INQ; new=F1; 4OM=Play; 4♠=PRE; 4♣=RKCB	2NT: [8]	
2NT			4♠	20-22-HCP	STAY; 3R; TRF; 3♠:1/2m's; 4♣:Gerber; 4R:TEXAS;	4♠: 44m's, Quantitative	
3♣		6		****also 3♠, 3♥, 3 ♠**** Fairly classic	4♣=RKCB (/3♣, 4♠=RKCB); new suit=F		
3NT		7		SOL m, no side A,K	♣ bids=P/C; 4♠=SPL ASK, then lo/mi/ho,5m=BAL;	4NT=slam try, opener needs 8m	
4♣		7		****also 4♠, 4♥, 4♠**** classic, PRE			
HIGH LEVEL BIDDING							
RKCB (0314): when no suit is agreed, still 0-3,1-4, 2, 2+ (something Note#7							
good about the hand; Queen ask after steps 1,2 is cheapest							
non-trump suit bid:next step denies Q, all others show (K's up-the-							
line,trump suit shows Q, denies K). Almost mandatory 5NT.							
KICKBACK (one over) RKCB when suit is agreed or implied.							
"Two Over", "three over" KICKBACK in game conflict situations.							
When 4NT is NAT, 5C=Aces, continuations are NAT. In general,							
CUE-bidding is not strongest slam try. When KICKBACK used,							
4NT=CUE (replacement). Many SPLs, and ANY SPL,mostly lo/mi/hi							
One-under-ours (5-level): DEPO (Roman);TRF, then SPL							

**Note...1 After 1C Opening**

1C -1D

- 1M 4+ -cards; bid 4-card M before a longer minor, NF  
e.g. AKxx AQ KQxxx xx
  - 1NT 17-19, BAL; NF
  - 2m 5+ -cards; Forcing. Can have M with 21+
  - 2H NAT
  - 2S NAT, 5+S, F1
  - 2NT 22-24 HCP, BAL; then, RESP as 2NT opener
  - 3C NAT, like a STR 2-bid
  - 3D NAT, like a STR 2-bid
  - 3M SOL M: demands CUE with Ace; 3NT with King(s); 4M=no A or K
- 

**Note...2 Interference over our 1C**

Versus **double**:

- 1C-(DBL) -Pass 0-5 HCP
- RDBL BAL, FG
- 1D 6-7 HCP
- other as without interference, NAT, 8+ HCP
- If DBL shows specific suit, 1NT=8+ with stopper (not 12+ with hearts)

Versus a **1-level overcall**:

- 1C-(1D) -Pass 0-5 HCP
- DBL 6-7 HCP [ then, a CUE=8-11, no stopper, no 5-card suit]
- 1NT 8+ HCP, stopper
- 2D 12+, no stopper, no 5-card suit
- others NAT, 8+
- NB: with 5S and 7HCP bid 1S rather than DBL

- 1C-(1H) -Pass 0-5 HCP
- DBL 6-7 HCP (followed by cuebid: 8-11, no stopper, no 5 card suit)
- SUIT 8+ HCP, FG
- 1NT 8+ HCP, FG, stopper
- CUE 12+, no stopper, no 5-card suit

- 1C - (O/C) - 1NT - (P)
- suit Natural, including theirs
- 2NT Baron (suits up the line)

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

Versus Interference after **1C-(P)-1x**:

1C (P) 1D (DBL) (where DBL could be anything)  
???

Pass NF (reopening DBL by 1C or 1D bidder=takeout)  
RDBL 20-23, awkward hand (good canapé)  
1M NAT, NF, 5+M  
1NT 17-19 (system on)  
2m NAT, Forcing  
2M STR 2-bid  
2NT 22-24 (system on)  
3m STR 2-bid  
3M Semi-PRE (not a solid suit)  
3NT Tricks

1C (P) 1D (1M)  
???

Pass NF (reopening DBL by 1C or 1D bidder=takeout)  
DBL Takeout; with STR 2-suiters start with DBL  
Sui NAT, NF  
1NT Sound 18-19 [System on]  
JUMP STR 2-bid  
JUMP CUE Solid suit type  
2NT 22-24 [System on]

1C (P) 1M (DBL) (where DBL could be anything)  
???

Pass Neutral; later double by either partner=PENALTY  
RDBL 4+H or S (suit doubled)  
1S/2m/2H 5+ cards, reason to bid  
2S/1H 4441, 17+ HCP  
1NT 17-19 [System on]  
CUE NAT, 6+cards  
Jump CUE Solid suit type  
2NT 22-24 [System on]

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1C (P) 1M thru 2S (Bid thru 3D)  
???

Pass Usually BAL, antipositional for NT, could be PURE PEN if known ART, 2-suiter  
DBL of "NAT" PEN "over"; then, if non-raise, "over" DBL=PEN, "under" DBL=T/O,  
"cards"; If raise, DBL=T/O

DBL of known 2-suiter Def vs 1+ suit(s); Pass, then DBL=PEN; then RESP's DBL=PEN  
(even "under" the bidder)

1NT Unlimited (similar for 2NT nonjump in COMP)  
Suit NF  
Jump Strong two-bid  
Cue NAT

1C (P) 1M (ART 2-suiter)  
DBL PENALTY of one or both

1C (P) 1M (NAT + another)  
DBL PENALTY of suit bid

1C (P) 1M (3C=D)  
DBL PENALTY of D

1C (P) 1M (3C=D)  
P (3D) DBL T/O

1C (P) 1M (3C=D)  
P (3D) P (P)  
DBL T/O

**Versus NAT bids through the two-level:**

Pass 0-5 HCP  
Double of 1x: 6-7 HCP or 8-11 HCP with no stopper, no 5-card suit  
Suit 8+ HCP, 5+ -cards  
1NT 8+ HCP, stopper, can be off shape (or 14+)  
CUE 12+ HCP, no stopper, no 5-card suit

1C (1H) 2S 4-8 HCP, 6/7 S  
2NT NAT  
3C 1 or 0 loser D  
3D 1 or 0 loser H (caters to psych)  
3H 1 or 0 loser S  
3S Playable opposite a void, not great hand

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1C (1S) 2NT NAT

3C 1 or 0 loser D

3D 1 or 0 loser H

3H 1 or 0 loser S (caters to psych)

1C (1NT\* **crash**) 2NT NAT

3C 1 or 0 loser D

3D 1 or 0 loser H

3H 1 or 0 loser S

1C (1NT\* minors) 2NT 5/5 Majors, FG

3C 5/5 majors, COMP

3D 1 loser H

3H 1 loser S

3S Solid H or Solid S

Opener's CUE of opponent's suit after Responder's POSITIVE is NATURAL

Versus competition at **three-level or higher**:

Pass 0-7 HCP

Double 8-13 HCP, semi-BAL, no stopper

Suit 8+ HCP, 5+ -cards

NT 7+ -13 HCP, NAT, stopper

CUE 14+ HCP, no 5-card suit

Versus a **known two-suiter higher than 1D**:

Minimum CUE 8-11 HCP

Maximum CUE 12+ HCP

Versus two-suited DBL, Crash, etc: Ignore: i.e. bid normally

### Other Sequences

PRINCIPLE: In competition, at any level, unless specifically defined to the contrary, bids are natural after responder has bid notrump.

Trap passes are possible, opener will generally keep bidding. Doubles are penalty in game-forcing auctions but takeout through 3D if:

- (1). No game force in existence.
- (2). Opponents bid and raise a suit (not a strained preference)

Pass/double inversion in forcing (high-level (3H+) situations)

PRINCIPLE: If partner has bid a suit that you have not supported (and you have bid no suit of your own),

Raising   WEAKEST support route  
Double   FIT (strong)  
Pass and pull   FLEXIBLE

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### Note...3 After 1D Opening

#### 1D -2D: INV+

1D – 2D

2H	BAL
2S	Unbal (2nt asks SPL: lo-middle-high)
2NT	Clubs, denies 4D
3C	2-suiter (3D asks: 3M = natural, 3NT/4C = C)
3D	NF (3M = stoppers; 4H = RKCB; 4S = SPL; 4NT = Nat)
3M	Strong SPL

1D – 2D

2H – 2S	Forces 2NT
2NT	FG
3C	Natural (Limit)
3D	INV
3M	Strong SPL
3NT	16 – 18

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1D – 2D  
2H – 2S  
2NT–3C      SPL  
      3D      17+-19 BAL  
      3M      SPL

1D – 2D  
2NT- 3C      F1

1D – 3C      Clubs and diamonds, mixed raise values  
All 4H = RKCB  
Exclusion RKCB: 4S and higher      0/3; 1/4

**1D-1M; 2OM**

1D – 1H  
2S              Always 3H unless 6 – 5  
      2NT      Possible weak hand  
3C              Extra Value, 6D + 3H  
3D              MIN, 6D + 3H

1D – 1H  
2S – 2NT  
3C/3D – 3H      Signoff

1D – 1H  
2S – 3C      Usually 5+ H, good hand  
      3D      F1  
      3H      6+H, GF

1D – 1S  
2H – 2S  
2NT              4 – 6 with stopper  
3C              Extra 4 – 6  
3D              Min 4 – 6  
3H              6 – 5  
3S              Min 3-card raise

1D – 1S  
2H – 2NT  
3C              3S + 6D and any minimum  
3D              4H – 6D  
3H              6 – 5  
3S              Extra values with 3S  
3NT              Extras, 4 – 6



HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1D – 1S  
 2H – 3C GF, 5+ spades  
 3D 4 – 6  
 3H 5 – 6  
 3S 3S + 6D  
 3NT To play

**1D – 1M; 3C 3-card M SUPP with 4 or 5 of either minor; 5/5 also**

1D – 1H  
 3C – 3D F1  
 3H 1=3=4=5  
 3S 1=3=5=4  
 3NT 0=3=5=5

1D – 1H  
 3C – 3D  
 3H – 3S Creates GF  
     3NT To play  
     4C/4D INV, NF  
     4H To play

1D – 1H  
 3C – 3H NF  
     3S 5+ H, GF; then all CUES

1D – 1H  
 3C – 3D  
 ANY – 4S RKCB in 5 card minor

1D – 1S  
 3C – 3D F1  
     3H 5S, GF  
     3S Sign off  
     3NT To play  
     4C 4+ trumps; GF  
     4D 4+ trumps; GF

1D – 1S  
 3C – 3D  
 3H 3=1=4=5  
 3S 3=1=5=4  
 3NT 3=0=5=5  
     - 4C INV, NF

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

- 4D INV, NF

1D – 1S

3C – 3D

Any – 4H RKCB in 5 card minor (If 5D– 5C, 4NT = RKCB diamonds)

1D – 1S

3C – 3H

4C CUE for spades

4D CUE for spades

**Opener's Reverse over 1NT RESP:**

1D -1NT

2H - 2S 4 spades or ART MAX

- 2NT Not 4S, not MAX

- 3C NF

- 3D 4+D, NF

1D - 1NT

2S Always 5+D

- 2NT Extras

- 3C NF

- 3D MIN, 3+D

- 3H F, card in H

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**Note:..4**

**1H-1S; 3C Always 3-card S SUPP**

1H-1S

3C-3D ASK

3H 3 4 1 5

3S 3 5 1 4

3NT 3 5 0 5

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1H – 1S  
 3C – 3D  
 3H – 3S      Sign off

1H – 1S  
 3C – 3D  
 ANY–4C      INV, NF

1H – 1S  
 3C – 3H      GF    3 hearts  
           3S      GF    5+S  
           3NT     To play  
           4C      GF

**1H – 1S**  
**3D – 3H**      forces 3S  
 3S – 3NT      4 spades, 3 hearts + stopper; choice of game  
           4C      asks shape  
           4D      inv diamonds

1H – 1S  
 3D – 3NT      To play  
           4C      RKCB diamonds  
           4D      GF; 4+ trumps

1H – 1S  
 3D – 3H  
 3S – 4C  
 4D            3 4 5 1  
 4H            3 5 4 1  
 4S            3 5 5 0  
           Then, 4S a place to play  
           4NT = RKCB 5 card suit (lower D)  
           5C = RKCB 5 card suit (higher)

**1H – 1NT**  
**2S – 2NT**      PUP to 3C (sign off in a minor)

1H – 1NT  
 2S – 3C/3D    F1

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

- 1H-2C** FG NAT, or NF when 3C rebid, or any distribution with 3-card limit raise
- 2D (1) 1444, 12-14- HCP  
(2) 4H5m, MIN  
(3) 4H4C, BAL, MIN  
(4) 5+H, MIN
- 2H 5+H, MAX
- 2S MAX:  
(1) 1444, 15-16 HCP  
(2) Minor canapé  
(3) 4S6H  
(4) 5S6H  
(5) 6H4C
- 2NT 12-13 HCP, BAL, NF (not 5H)
- 3C Extra values:  
(1) 5H4C, extras  
(2) Fair 5/5
- 3D SPL
- 3H 6+H, 1-loser suit at worst
- 3S SPL (S), with 5+H, extras
- 3NT 6H + stoppers, Hx in clubs
- 4C D SPL with 3514 or 2515, always 5H
- 4D S SPL with 1534, 1525, always 5H

- 1H-2D NAT, FG or 2/3 D (NF)
- 2H 5- or 6-card H, MIN or 5H4C, good
- 2S ART, multi-meanings:  
(1) WK C canapé  
(2) 1444, 11+to14- HCP  
(3) 6+H good hand, bad suit  
(4) 6H4S, 15-16 HCP  
(5) 6H5S  
(6) 6H4D
- 2NT BAL MIN, not 5H, not 44 Ms, could have 4D
- 3C Extra value canapé or good 5/5
- 3D 4+D; many hand types
- 3H 6+H, good suit
- 3S Always 5H
- 3NT 3415, good spades, 14+-16 HCP; 2425 possible (club canapé)
- 4C 3541 or 2551, always 5H
- 4D Picture, no outside controls, 2542

**1H - 2S Strong Jump Shift or 5+S and 3H**

1H - 2S  
 2NT All MIN  
 3C Canapé, either minor  
 3D Good H hand  
 3H Moderate H hand  
 3S Good hand for S  
 3NT To play, likely 1=4=4=4, 14-16 HCP

1H - 2S  
 2NT-3m 4+m  
 -3H 3H, 5+S  
 -3S STR JS, no second suit  
 -3NT  
 -4m 3-card m, 3H/5+S, 18-19 HCP  
**Then, OP 4NT =To play**

1H - 2S  
 3C - 3D ASK  
 3H C  
 3S D, no C stopper  
 3NT D with C stopper

1H - 2S  
 3D - 3H ASK  
 3S Good 1-suiter  
 [RESP continues: 3NT=slam-suitable, 4m=SPL with H, 4H=MIN]  
 3NT 2-suiter with clubs, 6/4 or 5/5  
 4C 2-suiter with diamonds, 6/4 or 5/5

1H - 2S  
 3m - 3S STR JS

**Note:..5 FG M Raise**

1M-3C 4+M, any shape, FG  
 3D MIN  
 3H Extras, BAL or some SPL, Always 5+H  
 3S ART, extra value C canapé  
 3NT(/1H) ART, extra value D canapé  
 3NT(/1S) 5S4x, BAL, extras  
 4m Decent suits, 5/5+  
 4H (/1S) Decent suits, 5/5+  
 4M Good trumps, concentrated, not much else;e.g. AKQxx or AKxxxx

**Note..6**

- 1S-2C FG NAT, or 2/3 C or random distribution with 3-card limit raise  
2D All MIN without 4H: (1) 5- or 6-card S; (2) WK C canapé; (3) 4S4C, no stoppers;  
(4) 5S4D; (5) 5S4C  
2H Natural, may be 44  
2S Good hand, 6+S or 5S4D  
2NT BAL, 12-13 HCP, not 5S  
3C MAX: (1) 5S4C; (2) 5S5C; (3) 4S5C  
3R SPL, 5S  
3S MAX, 1-loser suit  
3NT 6S + stoppers, Hx in C,  
4C 5S/5C with D SPL  
4D 5S/5C with H SPL  
\*\*There is no D canapé when 1S is opened.

- 1S-2D NAT, FG or 2/3 D  
2H NAT  
2S Catchall, 5+S, or 5+S and 4+C, weak  
2NT BAL, 12-13 HCP, not 5S, may have 4m  
3C 5/5 or 4/5 with good clubs, extras  
3D Many hand types  
3H SPL, 5S  
3S MAX, very good suit  
3NT Canapé (C): 4315 or 4225, good H  
4C 5341 or 5251, always 5S  
4D 5242 Picture

**1S-2C**

**2H-2NT**

- 3C 6-4, 5-5, Good 5-4, 15-16 HCP  
3D C raise  
3H Weak, 5/5  
3S Weak, 6/4
-

Note:..7 **General Principles Interference over our 1NT**

- (1) If they have one KNOWN suit (not via DBL/2C), transfer LEB around the known suit.
- (2) If they have two known suits:
  - (a) DBL=PEN if their bid is in a genuine suit
  - (b) Use cue-bids like two-way Stayman as much as possible
  - (c) Apply INV+ transfers to other suits whenever feasible
  - (d) 3S always 5/5+ in other two suits
  - (e) 2NT natural, so no transfer to C, therefore 3C/(3D) often NAT/COMP
- (3) If they bid no higher than 2C with no known suit, play as much of system as possible (using DBL as Stayman where required)
- (4) If they bid higher than 2C (2D+) with no known suit, the idea is to show as many hand types as possible without overcomplicating the structure: transfer LEB will show at least INV values.
- (5) Our normal approach with weak COMP hands that must go to the three-level is to pass and hope to bid later. Thus, when 2NT=LEB, it is really a respectable hand with clubs, forcing to game if followed up with a NEW SUIT or a CUE-BID.
- (6) Fast actions SHOW stoppers if SLOW actions are available.
- (7) If they show an unknown one-suiter, we must wait until they identify their suit in order to make a NEG (takeout) double.
- (8) If they show or imply a suit in which we might still have a good contract, we can pass and bid or jump-bid that suit NATURAL(ly), or we can possibly use TEXAS.
- (9) After a LEB transfer to C, Responder's M rebid is generally used to show 4OM.
- (10) TEXAS whenever we can jump to it.
- (11) Unless they have shown a minor, showing both minors is important for us.

1NT (DBL=PEN) ???

Pass Content (We can't play 1NT redoubled!); delayed DBL=T/O

RDBL Puppet to 2C (to play 2C or 2D)

2C STAY

2R TRF

2S Minor suit STAY

2NT INV to game with one minor

3x/4C PRE

4R Texas

**Note..8 2M-2NT**

2M-2NT is INQ; then, 3C=MIN or MAX, 3D=Fair, 3H=MIN with 4 of OM, 3S=MAX with 4 of OM; 3NT=Great suit

2M-2NT-3C-3D=INQUIRY: allowing MIN hand to still bid game

2NT, then 4C, i.e. Delayed 4C=RKCB

After response to 2NT, cheapest non-signoff, non-3NT, non-4C asks shortage.

---

**Note..9 Interference over 2M opening**

Over DBL:	RDBL	STR
	2S (over 2H)	NAT,NF
	2NT/3C/3D/3H	Transfers [TRF to ours shows Honor]

2H-(2S)-2NT/3C/3R Transfers (Same structure as over DBL)

Direct COMP raise=PRE

Jumps are FIT and lead-directing. Then, Opener's DBL is likely SPL in responder's suit.

2M-(ANY):-DBL=PENALTY, new suit=Forcing

Interference over 3x or higher

New suits over double or 3-level overcall are NAT, NF, but might be lead-directing

Double by preemptor=Lightner

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**Note...10 After our Takeout Double**

After cue-bid response, both partners bid naturally; however, when cue-bid is by a PH, doubler aims to bid missing M if he has it;

(1x) DBL (1Y) DBL PENALTY, 4+ cards in Y, some values  
(1x) DBL (1M) 2M NAT, 5-card suit, about 5-7 HCP  
(1m) DBL (1x) 2m Cue-bid, promises rebid if UPH  
(1C) DBL (1D/1N) 2C H+S, does not promise rebid  
(1D) DBL (2C) 2D H+S, does not promise rebid

P (1D) DBL (P)  
2D Does not promise rebid

(1M)-DBL-(2M): DBL RESP(about 8+ HCP)  
2NT Minors, light 3D, or strong 3OM+  
3C might be light  
3D Constructive  
cheap OM COMP  
3H CUE FG,4S  
3S CUE FG,good long unknown suit, no S stopper  
JUMP 3S 5S,no stop INV  
4m INV  
4OM Long OM, not much defense  
4M Minors, M control, slam try  
4NT Minors, not slammish  
5m Long suits, not great hands  
MANY EXTENDED agreements, e.g,

(1S) DBL (2S) DBL  
(P) 3m (P) 3H 4-card suit, INV no spade stopper

(1S) DBL (2S) DBL  
(P) 3C (P) 3D 4+D/4H, values (right partscore)

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**Note...11 Fit-Showing Jumps**

"Fit-showing Jumps": All four-level minor-suit jumps by responder show four-card fit plus decent suit bid; better than PRE values.

1S (2H) 4m FIT-jump

Fit-showing jumps are forcing to the cheapest level in the fitting suit, unless we double the opponents.

Fit-showing jumps that force to game set up Forcing Pass situation (pass/double inversion): Pass is the most penalty-oriented action since it requests a reopening double. DBL is a 4 1/2 M bid. Pass and pull is the strongest action.

New suit jumps by PH or in competition (after an action on its right [but not NEG DBL] or in UNAMBIGUOUS situations) by Advancer are FIT JUMPS: four+ card support and at least nine combined cards in the two suits.

P (1D) 1S (2D)  
3H FIT (H+S)

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**Note..12 Over Opponents NT O/C**

1D-(1NT)-DBL 9+ HCP, some sound 8's

- 2C STAY
- 2D TRF (then new suit=NF)
- 2H TRF (then new suit=NF)
- 2S Both minors, emphasis on diamonds
- 2NT Both minors or ART FG, usually a 2suiter
- 3x PRE
- 3NT More minors
- 4C More PRE
- 4M NAT
- 4NT More minors

1M-(1NT)-DBL Sound 9+ HCP,(slightly higher minimum)

- 2C C+OM, usually 55+
- 2D D+OM, usually 55+
- 2M WK raise
- 2OM NAT,NF
- 2NT Both minors, or ART FG, usually a 2-suiter
- 3x PRE
- 3NT More minors
- 4x FIT, length
- 4M PRE
- 4OM NAT
- 4NT More minors

After penalty double of 1NT, pass is forcing up to and including 2D and all DBLs are for PENALTY. If Comic NT, then new suit, we are forced to 2NT.

If opponents escape to 2H or higher, P=NF. DBLS under the suit bid are for takeout, all DBLs over the suit bid are penalty

New suit by penalty doubler of 1NT=NF; 2NT=natural cue-bid=FG

1D/1M-(3NT):Natural bidding; 4NT=Plain Blackwood; Delayed 4NT=RKCB; DBL, then bid=Doubt

1D/1M (3NT) DBL (P)

P (4C) 4H Pass or correct (two places to play)

**Note...13 Countering Two Suited Overcalls**

Michaels

1D-(2D=Majors,4/5+): Pass Nothing to say or PEN coming next

- DBL BAL, values, invites cooperation (no F/P)
- 2H COMP, with C ("other" minor)
- 2S L/R+ in D (or antipositional FG)
- 2NT NAT
- 3C NAT, FG
- 3D COMP
- 3M SPL, big D fit (later 4NT=Exclusion RKCB)
- 3NT NAT, based on D fit
- 4C/5C Fit, D+C with values for 4D/5D
- 4D/5D PRE
- 4M NAT
- 4NT Blackwood, aces

1H-(2H=5+S/5+m): Pass Neutral or PEN

- DBL BAL, values, invites coop (no F/P)
- 2S C, COMP+(OP bids 3C unless extras)
- 2NT L/R(3 trumps)
- 3C D, COMP+(OP bids 3D unless extras)
- 3D L/R(4 trumps)
- 3H COMP
- 3S FG S SPL for H
- 3NT FG BAL H raise
- 4m FG m SPL for H
- 4H PRE
- 4S RKCB (H)
- 4NT Exclusion RKCB-H, void in S
- 5m Exclusion RKCB-H, void in m

1S-(2S=5+H/5+m): Pass=Neutral or PEN; DBL=BAL, values, invites coop(no F/P);  
2NT=C, COMP+ (OP's 3C=expected); 3C=D, COMP+(OP bids 3D unless extra values);  
3D=L/R (3 trumps); 3H=L/R(4 trumps);3S=COMP; 3NT=F, BAL S RAISE; 4m=m SPL  
for S; 4H=H SPL for S; 4S=PRE; 4NT=RKCB (S);5m/5H=Exclusion RKCB (S)

**Unusual 2NT (UNT)**

1D-(2NT=5+H/5+C): Pass Neutral, may be unilateral PEN

- DBL BAL, transferable values (no F/P)
- 3C L/R in D (still below 3D)
- 3D COMP
- 3H Spades; NEG DBL or NEG FREE-BID
- 3S NAT, FG
- 3NT NAT, NF, based on D fit
- 4C C Splinter for D
- 4D PRE
- 4S NAT
- 4H RKCB-D
- 4NT H SPL for D
- 5C/5H Exclusion RKCB for D
- 5D NAT, PRE

1H-(2NT=5+D/5+C): Pass Neutral, may be unilateral PEN

- DBL BAL, values, invites cooperation (no F/P)
- 3C NEG DBL/NEG FREE BID in S  
(opener stalls with 3D)
- 3D L/R in H
- 3H COMP
- 3S NAT, FG
- 3NT FG H raise, usually BAL
- 4m m SPL for H
- 4H PRE
- 4S NAT
- 4NT RKCB (H)
- 5m Exclusion RKCB (H)

1S-(2NT=5+D/5+C): Pass=Neutral, may be unilateral PEN; DBL=BAL, values, invites cooperation (no F/P); 3C=NEG DBL or NEG FREE BID with H; opener stalls with 3D; 3D=L/R in S; 3H=NAT, FG; 3S=COMP; 3NT=FG S raise, usually BAL; 4m=SPL; 4H=NAT; 4S=PRE; 4NT=RKCB(S); 5m=Exclusion RKCB(S)

"Upper Suits"

1H-(2H=5+S/5+D): Pass=Neutral, may be PEN of S or D; DBL=BAL, values, invites cooperation (no F/P); 2S=C, COMP; 2NT=L/R in H (3 trumps); 3C=NAT, FG; 3D=L/R in H (4 trumps); 3H=COMP; 3S/4D=SPL for H; 3NT=FG, H raise (usually BAL); 4C=FIT-JUMP; 4H=PRE; 4S=RKCB-H; 4NT=EXCLUSION RKCB-H, S shortage; 5D=EXCLUSION RKCB-H; 5C=NAT

## HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1S-(2S=5+H/5+D): Pass=Neutral, may be PEN of OM or D; DBL=BAL, values, invites cooperation (no F/P); 2NT=C, COMP; 3C=NAT, FG; 3D=L/R(3 trumps); 3H=L/R(4 trumps); 3S=COMP; 3NT=FG S raise (usually BAL); 4C=FIT-JUMP; 4D/4H=SPL; 4S=PRE; 4NT=RKCB-S; 5D/5H=EXCLUSION RKCB-S; 5C=NAT

### Top And Bottom Suits (A.K.A. "Extremes" Or "High/Low")

1D-(2D=5+S/5+C): Pass=Neutral, may be unilateral PEN; DBL=BAL, transferable values (no F/P); 2H=NAT/NF, decent suit; 2S=H, FG; 2NT=NAT; 3C=L/R in D; 3D=COMP; 3S/4C=SPL raise of D; 3H=FIT-JUMP; 3NT=NAT, NF, based on D fit; 4D=PRE; 4H=RKCB (D); 4S/5C=EXCLUSION RKCB-D; 4NT=Ace asking; 5D=PRE

1H-(2H=5+S/5+C): Pass=Neutral, may be penalty double of OM or D; DBL=BAL, values, invites cooperation (no F/P); 2S=D, NEG DBL or NEG FREE BID; 2NT=L/R (3 trumps); 3C=L/R(4 trumps); 3D=NAT,FG; 3H=COMP; 3S/4C=SPL; 3NT=H raise (usually BAL); 4D=FIT-JUMP; 4H=PRE; 4S=RKCB-H; 4NT=EXCLUSION RKCB-H, short S; 5C=EXCLUSION RKCB-H; 5D=NAT, PRE

1S-(2S=5+H/5+C): Pass, DBL, 2NT are as above; 3C=COMP D; 3D=NAT, F; 3H=L/R(4 trumps); 3S=COMP; 3NT=FG S raise (usually BAL); 4C/4H=SPL raise of S; 4D=FIT-JUMP, S+D; 4S=PRE; 4NT=RKCB-S; 5C/5H=EXCLUSION RKCB-H; 5D=NAT, PRE

### Colorful Cue Bids (Black Cue=Reds; Red Cue=Blacks)

1D-(2D=5+S/5+C): Pass=Neutral, may be unilateral PEN; DBL=BAL, transferable values(no F/P); 2H=NAT/NF, decent suit; 2S=H, FG; 2NT=NAT; 3C=L/R+in D; 3D=COMP; 3S/4C=SPL raise; 3H=FIT-JUMP; 3NT=NAT, NF, based on D fit; 4D=PRE; 4H=NAT; 4S=RKCB-D; 4NT=EXCLUSION RKCB-D, short S; 5C=EXCLUSION RKCB-D; 5D=PRE

1H-(2H=5+S/5+C): Pass,DBL are as above; 2S=D, NEG DBL or NEG FREE BID; 2NT=L/R(3-card support); 3C=L/R(4-card support); 3D=NAT, FG; 3H=COMP; 3S/4C=SPL; 3NT=F, H raise (usually BAL); 4D=FIT-JUMP, H+D; 4H=PRE; 4S=RKCB-H; 4NT=EXCLUSION RKCB-H, short S; 5C=EXCLUSION RKCB-H; 5D=NAT,PRE

1S-(2S=5+H/5+D): Pass, DBL as above; 2NT=C, NEG DBL or NEG FREE BID; 3C=C, FG; 3D=L/R(3-card support); 3H=L/R(4-card support); 3S=COMP; 3NT=FG S raise(usually BAL); 4C=FIT-JUMP; 4D/4H=SPL; 4S=PRE; 4NT=RKCB-S; 5D/5H=EXCLUSION RKCB-S; 5C=NAT

### Astro Cue Bids

See Defense for TOP and BOTTOM CUE-BID

**Top And Another Cue-Bids**

1D-(2D=5+S/5+x): Pass,DBL as above;2H=NAT/NF;2S=C, COMP+;2NT=NAT; 3C=D, INV+; 3D=H, INV+;3H/4C=FIT-JUMP; 3S=SPL; 3NT=NAT, NF, (D fit); 4D/4H=NAT,PRE;4S=RKCB-D;4NT=EXCLUSION RKCB-D, short S;5C/5D=NAT/PRE

1M-(2M=5+OM/5+m):See Defense vs MICHAELS (OM+unknown m)

**Ghestem**

1D-(3C=5+S/5+H:Uppers): Pass,DBL as above; 3D=COMP; 3H=C, COMP+; 3S=Good raise in D; 3NT =NAT, NF, (D fit);4C=NAT, FG; 4D=PRE;4H=RKCB-D;4S=SPL;4NT=H SPL; 5C=FIT; 5D=NAT, PRE

1D-(3C=5+C/5+S: Extremes): Pass, DBL as above; 3D=COMP/INV raise (use DBL to separate ranges); 3H=NAT, NF; 3S=H, FG; 3NT=NAT, NF,D fit; 4C/4NT=SPL(4NT=S);4D/5D=NAT,PRE;4H=FIT;4S=RKCB(D);5C/5S=EXCL RKCB(D)

1D-(3C=5+H/5+C:Lowers): Pass, DBL as above; 3D=COMP+(DBL separates ranges); 3H=S, COMP+; 3S=NAT, FG; 3NT=NAT, NF, D fit;4C/4NT=SPL; 4H=RKCB-D;4D/5D=PRE;4S=FIT; 5C/5H=EXCLUSION RKCB(D)

1H-(3C=5+S/5+D):Pass, DBL=as above; 3D=L/R; 3H=COMP;3S=C, FG;3NT=F, H raise (usually BAL);4C=NAT, NF;4D=SPL;4H=PRE;4S=RKCB-H;4NT/5D=EXCLUSION RKCB (4NT=S shortage);5C=NAT, PRE

1H-(3C=5+S/5+C:Extremes):Pass,DBL as above;3D=NAT, NF;3H=COMP/INV (DBL separates ranges);3S=D, FG;3NT=FG raise (may be S SPL: 4C asks:then, 4D=S SPL; 4H=No SPL);4C=SPL C;4D=FIT(4S asks, then,4NT=C SPL; 5C=S SPL; 5D=Both; 5H=no SPL); 4H=NAT, PRE;4S=RKCB-H; 4NT/5C=EXCLUSION RKCB-H (4NT=S shortage);5D=NAT, PRE

1H-(3C=5+D/5+C:Lowers: Pass,DBL as above;3D=S,COMP-INV;3H=COMP;3S=NAT, FG; 3NT=FG H raise, usually BAL;4C/4D=SPL;4H=LIM/PRE;4S=NAT,PRE; 4NT=RKCB-H; 5C/5D=EXCLUSION RKCB (H)

1H-(3D=5+S/5+D:Uppers):Pass, DBL as above;3H=COMP/INV (DBL:separates ranges); 3S=C, FG;3NT=FG raise (may be S SPL: 4C asks:then, 4D=S SPL; 4H=no SPL);4C=NAT,NF; 4D=SPL D;4H=NAT PRE;4S=RKCB-H;4NT=SPL S; 5C=NAT

**Any Two Unbid Suits**

1D-(2NT=ANY 2):Pass,DBL as above;3C=D, LIM/COMP+;3D=H, COMP+;3H=S, COMP+; 3S=C, COMP+;3NT=NF, D fit;4D=PRE; 4C/4S=FIT;4NT=FIT with H;4H=RKCB-D;5D=PRE

1M-(2NT=ANY 2): Similar to above, TRF, etc

**Note.. 14 After our 2C Opening**

Responses to 2C:

2D INQ  
2M NAT, INV, 5+cards, can be corrected to 3C  
2NT Puppet to 3C, for FG 2-suiter or WK C  
3C INV + in D  
3D INV + in H  
3H INV + in S  
3S 6S/4H, GF  
4C semi-PRE  
4D RKCB(C)  
4M signoff

2C-2D

2H either M  
2S MAX  
2NT BAL, MIN  
3C UNBAL, MIN  
3D 6/5, NAT, any strength or 6/4, MAX  
3M 6/5, NAT, very good

2C-2D

2H -2S all INV hands  
-2NT FG hands  
-3C INV, no Major  
-3D NAT, FG  
-3H 5H, D stopper  
-3S 5S, D stopper

2C-2NT

3C-3D Majors, 5/5+, GF  
-3M M + D, GF

By Passed Hand:

2C – 2NT Natural  
3C To play  
3D/H/S INV