


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NAT
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 HCP; Responses as opening 1NT
4 th : If op. is minor: 11-14 Resp. as. op. 1NT
If op. is major: 12-15 Resp. as. op. 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre-emptive or two style Ghestem
(1♣) - 2♣: ♣; (1♣)-2♦: ♥/♠ - 2NT: ♦/♥lowest;(1♣) - 3♣: ♦/♠;
(1x) - 2NT: lowest; (1x) - 3♣: highest
(1x) - 2x: extremes
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Two suiter style Ghestem
(1♣) - 2♣: ♣; (1♣) - 2♦: majors - 2NT: lowest
(1♣) - 3♣: ♦/♠; (1x) - 2NT: lowest; (1x) - 3♣: highest
(1x) - 2x: extremes
VS. NT (vs. Strong/Weak; Reopening;PH)
Hayashi
2♣:4+♥/♠; 2♦: one M; 2♥/♠: 5crd♥/♠ + m; 2NT: 5-5 m
Dbl: 2 nd : 15-18 hcp, 4 th : 11-14 hcp
VS. two suiter overcalls:
1 st CB - limit + fit; 2 nd CB 4crs Osuit F; dbl : points or penalty
After dbl all dbls are takeout
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs 2♦ (multi): 2♥/♠: short in ♥/♠ op.values;
dbl: 3+ crd in M op.values; 2NT: nat; Vs 2♥/♠ : 4♣/♦ = 5crd oM
and 5crd♣/♦; Vs 3♣ pre: 4♣: strong 2suiter (10 tricks); 4♦: majors
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♦: one M; 1♥/♠: ♥/♠ + m under 13 hcp.
1NT: both m; dbl: both M under 13 hcp, Jump over calls: weak
With 13hcp+ first pass; pass and then dbl: 15-17
OVER OPPONENTS' TAKEOUT DOUBLE
NS in 1 level: F1R; rdbl: 10+; 2 NT (9)10-12 + fit
If op.is M in 1 st or 2 nd pos.: Cappeleti ⁽³⁾

LEADS AND SIGNALS					
OPENING LEADS STYLE					
	Lead	In Partner's Suit			
Suit	4th				
NT	4th				
Subseq					
Other: 2 nd from 3 or more low cards					
AQ10 : asks for UB or count; KJ : asks for continuing the suit or not					
LEADS *** vs NT - *** vs SUIT CONTR. (IF DIFFERENT)					
A K	K Q	Q J	J 10	10 X	X X
A KX	K QX	Q JX	J 10X	10 9	X X
A KJX	K QXX	Q J10X	J 1098	10 9X	X X
A KJ10X	K QJX	K Q10X	K J109	9 8X	X X
A QJ10	K J10X	K Q109X	K 1098	10 X	
A J10X	K X	Q X	J X	10 X	
K JX		Q X	J X	10 X	
K X		Q X	J X		
SIGNALS WHEN FOLLOWING SUIT OR DISCARDING					
D = Discouraging E= Encouraging S= Suit Pref. 1= odd, 2 = even					
	High	Low	Odd	Even	
SUIT					
On part.lead	D1	E2	(S)	(S)	
On decl.lead	1	2			
Discarding	D	E			
NT					
On part.lead	D	E			
On decl.lead	1	2			
Discarding : 1 st discard against NT: D style Revovling ⁽⁴⁾					
DOUBLES					
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
Lightener; Negative; Maximal; Responsive; Support					
DOPI/ROPI					

W B F CONVENTION CARD	
	
NCBO: GREECE	
CATEGORY: NATURAL- GREEN	
PLAYERS: KAPAGIANNIDI - KANELLOPOULOU	
EVENT: ALL EVENTS	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5CRD MAJORS, 5CRD D exp 4441, 1NT: 6-10	
1NT over 1M : FIR	
1NT openings (14)15-17 HCP (5crd M, 6crd m, sing: possible)	
2/1 : GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ : strong (22+ HCP or 3 ½ losers)	
2♦ : 0-7 6CRD M any shape	
2♥ : 8-11 (12) 6CRD ♥ any shape	
2♠ : 8-11 (12) 6CRD ♠ any shape	
3NT: Gambling (1 st , 2 nd no outside value)	
VS 3NT Gambling: 4♣:4/5 M, 4♦ : 5/5M	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
Check back Stayman; Wolf sing off: 5NT grand slam try	
4 th suit forcing; RKCB (1430); Minorwood ⁽¹⁴⁾ ; exclusion ^(4a)	
Gerber ^(13a)	
PSYCHICS: Rare	

OPENING	ARTIFICIAL	MIN. NO OF CARDS	NEG.DBLN THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	No	2	4♦	11-21 hcp	2♣: inverted; 2♦: limit in ♣; 3♣: pre; 2NT: 10-12 1 NT: 6-10, 2♥: 5♠+4♥ (4-9 hcp), 2♠: 5♠+4♥ (9-11 hcp) ⁽¹⁵⁾	After 2♣: 2♦/♥/♠: values; ⁽¹⁾ 2 NT: values in ♥/♠ min, 1♣- 1M- 3♦ ⁽⁵⁾	
1♦	No	(4)5	4♦	11-21 hcp 4crd with sing ♣	2♦: inverted; 3♣: limit in ♦; 3♦: pre; 2NT: 10-12 1 NT: 6-10, 2♥: 5♠+4♥ (4-9 hcp), 2♠: 5♠+4♥ (9-11 hcp) ⁽¹⁵⁾	After 2♦: 2♥/♠: values; 2 NT: values in both majors min.	
1♥	No	5	4♦	11-21 hcp	1NT: 1RF; 3♣/♦: Bergen Raises or Splinter ⁽¹⁶⁾ 2NT: Jacoby, 2/1 GF; 3NT: 13-15(4333) Splinter: 9-11 hcp	Long and Short game tries ⁽²⁾ After 2NT: NS (sing); 3♥:18-19; 4♣/♦: 5crd ♣/♦ Good Suit; 4♥:11-14 After 1NTF: 2♣ may be 2crd 1♥-1NT-2x-3♥: limit raise+ 3fit 3NT: 15-17 3crd fit BH	In 3 rd seat may be 4crd 2♣: Drury fit (2♦:any) ^(16a)
1♠	No	5	4♦	No	AS 1♥opening		
1NT	-	-	-	(14) 15-17 hcp BH 6crd m or 5crd M or sing possible)	2♦: transfer for ♥ or 6+m ⁽⁹⁾ ; 2♥ transfer; 2♠: stayman for m ⁽¹⁰⁾ ; 2 NT: transfer for ♣ or 4441 ⁽¹¹⁾ ; 3♥/♠: 6crd slam try bad suit; 3♣/♦: inv to 3NT ⁽¹²⁾ ; 4♦/♥: transfer; 4♠: 4-4 m quan.; 2♣: NF stayman ⁽¹³⁾	1NT (dbl) -, 2♣: Stayman, pass: to play, rdbl: one or two 5crd m, others: system on ⁽⁴⁾ 1NT – pass - 2♣ - (dbl) ⁽¹⁷⁾	
2♣	Yes	-	-	(22)23+hcp or 9+ tricks, 2outside controls	2♦: relay; 2♥/♠: transfer 5crd, 7hcp; 2NT/3♣: transfer 6crd 7+hcp; 3/♦: 6crd♥; 3♥:6crd♠ 3♠: 5-5 m 7+hcp; 3NT: 6crd♥, solid suit ⁽⁶⁾	2♣ -2♦ -2♥: ♥ or 25+BH – 2SP (relay) ^(6.1) After 2NT: transfers, stayman are on; Second negative Jump in a suit: asking bid ^(6.2)	Against overcall: ⁽⁷⁾
2♦	Yes	6	-	0-7 hcp 6crd M any shape	2NT: relay; 2♥/♠: pass or correct; 4♣: bid the suit with transfer; 4♦: bid the suit; 4♥/♠: to play	After 2NT: 3♣/♦/♥/♠: min/max 3NT: AK in suit 2♦ - (dbl) – pass: to play// rdbl: ♣lead	In 4 th seat 6crd ♦ 12-14 hcp
2♥/♠	No	6		8-11(12) hcp 6♥ any shape 4+crd other M possible	2NT: relay	1) 3♣: sing (3♦ relay asking sing: 3♥: sing ♣, 3♠: sing ♦; 3NT: sing other M 2) 3♦: no sing, no other 4crd suit 3) 3♥/♠/3NT: 4crd+♣/♦/other M 4) 4m: 5crd m 5) 4M: 7crd	In 4 th seat 6crd 12-14 hcp
2NT	No			(19)20-22 HCP	3♣: stayman; 3♦/♥: transfer; 3♠: trsf to 3NT ⁽⁸⁾	After 3NT: ⁽⁸⁾	
3♣	No	6		Pre- emptive	3♦: Stayman for 3crd M	3♥/♠: 3crd ♥/♠; 3NT: no M; 4♣: both M without the A♣; 4♦: both M with the A♣	
3♦	No	7		Pre- emptive			
3♥/♠	No	7		Pre- emptive			
3NT	Yes	7		Gambling 7crd minor no outside value	4/5♣: choose or correct 4♦: strong asks for singleton	After 4♦ 4♥/♠: sing ♥/♠, 5♣/♦: sing ♦/♣ 4NT: no sign	In 3 rd or 4 th seat outside value is possible
4m/M		7		Pre- emptive			
5m/M		7		Pre- emptive			
HIGH LEVEL BIDDING							

Supplementary

1. Semi forcing in a minor 1CL/ D 1X 3 NT: semi forcing in CL / D	
2. Short and long game tries 1 H 2 H 1 SP 2 SP 2SP: SHORT IN A SUIT 2NT : SHORT IN A SUIT 2NT: relay 3CL: relay 3CL: Short in CL 3D: Short in D 3D: Short in D 3H: Short in H 3H: Short in SP 3SP: Short in CL 2NT: LONG IN SP 3CL: LONG IN CL 3CL: LONG IN CL 3D: LONG IN D 3D: LONG IN D 3H: LONG IN H	

3. Capeletti			4.REVOLVING (1rst discard against NT)		
1♥	(DBL)	RDBL: NAT	low ♣ → asks ♠	high ♣ → asks ♦	
		1NT : transfer for ♣	low ♦ → asks ♣	high ♦ → asks ♥	
		2♣ : transfer for ♦	low ♥ → asks ♦	high ♥ → asks ♠	
		2♦ : transfer for ♥	low ♠ → asks ♥	high ♠ → asks ♣	
		2♥ : bad support in ♥	4a) Exclusion 1 st step: 1 or 4 2 nd step: 0 or 3 3 rd step: 2 without the Q 4 th step: 2 with the Q Cheapest bid is asking the Q (exc. trump color) Trump bidding: no Q 5NT : Q with out side K NS : Q with side K		
1♠	(DBL)	RDBL: NAT			
		1NT : transfer for ♣			
		2♣ : transfer for ♦			
		2♦ : transfer for ♥			
		2♥ : transfer for ♠			
		2♠ : bad support in ♠			

5.		
1CL	1♥/♠	Asking Q of trumps : 5 in Suit is negative
3D : 18-19 with fit		

Drury Any bid FG except 2D relay 1SP 2CL 2D 2H (Max)	1SP (DBL) 4SP: PREEMTIVE 3NT: PREEMTIVE with outside value
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(1H/SP)	PASS	(3CL/D)	DBL	IF 9-11 : LEAD DIRECTION
				IF 6-9: TAKE OUT

1D	1SP
2H	3CL : 4CRD SP F!
3H : no 6-5	
4H : 6-5	

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6. 2CL opening (23+ HCP BH or 9+tricks, 2 outside controls)						
2♣	2♥	♠ 5+CRD, 7+HCP	6.1. 2♣	2♦	2♦	relay
	2♠	♥ 5+CRD, 7+HCP	2♥	♥ or 25+BH	2♠	relay
	2NT	♣ 6+CRD, 2TH	2NT	25+BH		
	3♣	♦6+CRD, 2TH	3♣	♣+♥		
	3♦	♥ One loser	3♦	♦+♥		
	3♥	♠ One loser	3♥	♥		
	3♠	5-5 minors 7+HCP	3♠	♠+♥		
	3NT	6+CRD solid suit				
2♣	2♦		2♣	2♦		
2♠	4♠	4crd support	2♠	3♣		Second negative (0-4, no A, K, 2Q)
			3♠	4♠		3crd support no outside value
			2♣	2♦		
			2♠	3♠		3crd support side suit control
2♣	2♦		2♣	2♦		
3♠	3♦	2 nd negative	3♦	3♥		2 nd negative or ♥nat
	3H/♠	5crd ♥/♠, 5+HCP (could be 4crd)		3♠		5crd ♠, 5+HCP (could be 4crd)
6.2.						
2♣	2♦	Jump in a suit : Solid or semisolid suit asking bid				
	Simple raise	No outside A or K, no TH in suit				
	New suit	A (maybe more than one) no TH in partners suit				
	NT	One or more K, no A, no TH in partners suit				
	Jump raise	No A, TH in partners suit				
	Jump in NS	A, TH in partners suit				
	Jump in NT	One or more K, TH in partners suit				

7. Against overcall IN 2♣			
2♣	overcall	pass	0-4 HCP
		DBL	Negative 5+HCP
		NT	5+HCP, good stopper
		New suit	5CRD, 7+HCP
		CB	1st R control
2♣	Pass	2♦	Overcall
pass	Forcing, BH or SBH		
DBL	Penalty		
NT	BH, good stopper		
NS	Good suit		
CB	Very strong hand (3suiters)		
2♣	Pass	NS	Overcall
Pass	Forcing, BH or SBH no fit		
DBL	Penalty no fit		

8. 2NT opening or 2CL/D/NT (25+BH) or 2NT/3NT natural overcall						
2NT	3♣	STAYMAN	2NT	3♠	TRSF 3NT	
	3♦	TRSF ♥	(4♣ : 4-4minors and maximum)			
	3♥	TRSF ♠	3NT	4♣/♦	6+CRD SLAM TRY	
	3♠	TRSF 3NT		4♥/♠	SHORTAGE WITH 5-5 OR 5-4 m	
	4♣	GERBER		5♣	Weak two suiter in m	
	4♦/♥	TEXAS		4NT	5-4 m + 2-2M	
	4♠	4- minors QUANT.	(5♥/♠: GRANDSLAM TRY)			
	5♣/♦	TO PLAY	(5NT: ASKS LONGER SUIT)			
*	2NT	3♣	*	2NT	3♣	
	3♦	3M	SMOLEN	3M	Other M	4CRD Support and Slam Try
				4♣/♦	5CRD ♣/♦	
				4NT	QUANT.	
*	2NT	3♦				
	3♥ : no 3crd support					
	3♠ : 3crd support					

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9. 1NT	2♦ : transfer for ♥		
		1. All the hands with ♥	
		2. Strong hand with 6crd minor	
	1NT	2D	
	2H	2SP	case 2. → strong hand with 6CRD minor
	2NT: relay	3CL	6CRD CL, bad suit
		3D	6CRD D, bad suit
		3H	6CRD CL, good suit
		3SP	6CRD D, good suit
		3NT	solid 6CRD minor
	1NT	2D	
	2SP (Super Max and fit in H)		
		2NT	case 1. → All the hands with H
		3CL	case 2. → 6CRD CL, bad suit
		3D	case 2. → 6CRD D, bad suit
		3H	case 2. → 6CRD CL, good suit
		3SP	case 2. → 6CRD D, good suit
		3NT	case 2. → solid 6CRD minor

10. 1NT	2SP: STAYMAN FOR Minors (strong 5+/4+ m or weak with D)	
	2NT: no 4CRD m	
	3CL: 4CRD CL no 4CRD D after 3Cl : 3D= weak with D, 3M = shortness 5/4+ m strong	
	3D: 4CRD D maybe 4CRD CL	
1NT	2SP	
2NT	3CL	5-5 m, weak hand
	3D	6CRD D, weak
	3H/SP	5-4 m, shortness in H/SP
	3NT	13-14 HCP 5422
	4NT	15-16 HCP 5422
	4H/SP	Void H/SP, 5-5 m, SLAM TRY
(4NT to play)		
	4m	6CRD m, no void

11. 1NT	2NT	TRANSFER FOR CL
3CL	PASS	CL, weak
	3D	4-1-4-4 (singleton heart)
	3H	1-4-4-4 (singleton spade)
	3SP	4-4-4-1 (singleton club)
	3NT	4-4-1-4 (singleton diamond) 10-14 HCP
	4D	4-4-4-1 (15+ HCP)
Any bid except the singleton is sign off		
	Pass	Less than 15 HCP
Bidding the singleton is asking controls (no K in singleton)		
	1 st step	0-2
	2 nd step	3
	3 rd step	4
	4 th step	5*
Any bid except the singleton is sign off		
Bidding the singleton is asking Queens * (with 6 controls and more next step is asking queens)		
	1 st step	One Queen (next step is asking who)
	2 nd step	No Queens
	3 rd step	SP and H or D and C (majors or minors)
	4 th step	SP and D or H and CL
	5 th step	SP and CL or H and D (Black or red)
	6 th step	3 Queen (no Q singleton)

12. 1NT	3CL/D	8+ HCP invitational to 3NT 6CRD+ CL/D
3NT : Hxx, or xxxx		
Pass: no fit		
NS : super max and super fit/ doubleton in NS		

13. NT NF STAYMAN

1NT	2CL
2H	2SP: 8-9 HCP with 4 CRD SP
	2NT 8-9- HCP no 4 CRD major
	3 in a minor: 5CRD minor and 4CRD SP, FG
	3H: invitational
	3SP: H and forcing
1NT	2CL
2SP	2NT: 8-9-HCP not necessary 4CRD major
	3 in a minor: 5CRD minor and 4CRD H, FG
	3H: SP and forcing
1NT	2CL
2D	2H: 4-4 or 5-4 the majors weak hand
	2SP: invitational 5SP and 4 H 6-8HCP
	3: 5CRD SP and 4CRD H, FG
	3SP: 5CRD H and 4CRD SP, FG

After the re-bid three in a minor

3NT: misfit
 3 in new suit : values there forcing (except 3SP on 2H natural showing 4-4 the majors)
 4 in the minor: fit in the minor, good hand, nor interesting for slam
 4 in a new suit: A in the new suit, fit in the minor, slam try

13a GERBER 1NT/4♣; 2NT/4♣; 2♣ and NT/4♣

4♦ = 0 or 4
 4♥ = 1
 4♠ = 2
 4NT = 3

5♣ is asking Kings

5♦ = 0 or 4
 5♥ = 1
 5♠ = 2
 5NT = 3

1NT **4NT**
 5CL/D/H/SP: 4CRD and Max
 6CL/D/H/SP: 5CRD and Max

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14. MINORWOOD			
4CL	KEYCARD IN CL	4D	KEYCARD IN CL
	4D : 1 or 4		4H: 1 or 4
	4H : 0 or 3		4SP: 0 or 3
	4SP: 2 Without the QCL		4NT : 2 without the QD
	4NT: 2 with the QCL		5CL : 2 with the QD
5D	Asking Kings	5H	Asking Kings
			Next step is asking Q except 1D 2D 4D 4SP (0-3) 4NT (To play) 5CL asking the Q
			NO Q of TRUMPS: rebid 5m
			If partner does have the Q then they start showing their specific Kings up the line, and the auction continues just as it would in a 1430 Keycard auction
Minorwood rules : We do not have a major fit, we found a minor fit, even if raising to 4m shows that fit for the first time.			
1CL	2CL	1NT	2SP (stayman for minor)
2NT	4CL (Minorwood)	3CL	4CL (minorwood)
		1CL	2CL (inverted)
		2X	4CL (Minorwood)
1D	pass	2D	(4CL)
4D	no minorwood		

15. 1CL/D			
2H	(4)5-9 HCP 5SP + 4H		
2SP	9-11 HCP 5SP + 4H		
1CL	2SP	1CL	2H/SP
PASS : to play		2NT	3CL
2NT : relay			3D
3CL: 6crd CL no interest in M			3H
3D : 6crd CL, 4CRD D, F1R			3SP
3H/SP: invitational			3NT
3NT : sign off			
1D	2H/SP	1D	1SP
2NT: as Above		2H	2SP = Forcing
3CL : 5CL/D or 6CL/5D no Major			
3D : 6CRD D no interest in Major		1D	1SP
3H/SP: invitational		2D	2H = Forcing
3NT: sign off			
		1CL	2H : (4-9) 5sp+4h
		2NT	3SP : 5SP+4H+3CL
		4CL = CL	
		4D = H	
		4H = SP	

16. BERGEN RAISES		
1H	3CL	1. 4CRD fit, 6-9HCP or 2. 4CRD fit, 12-14 HCP with singleton
3H	3SP	4crd fit, 12-14 singleton CL
	4CL	4crd fit, 12-14 singleton D
	4D	4crd fit, 12-14 singleton SP
1SP	3CL	1. 4CRD fit, 6-9HCP or 2. 4CRD fit, 12-14 HCP with singleton
3SP	3NT	4crd fit, 12-14 singleton CL
	4CL	4crd fit, 12-14 singleton D
	4D	4crd fit, 12-14 singleton H
Bidding the singleton is asking controls : 1 st step 0-2, 2 nd step : 3, 3 rd step:4 etc		
1H	3D	1. 4CRD fit, 9-11 HCP or 2. 4CRD fit, 15+ HCP with singleton
3H	3SP	4crd fit, 12-14 singleton CL
	4CL	4crd fit, 12-14 singleton D
	4D	4crd fit, 12-14 singleton SP
1SP	3D	1. 4CRD fit, 9-11 HCP or 2. 4CRD fit, 15+ HCP with singleton
3SP	3NT	4crd fit, 12-14 singleton CL
	4CL	4crd fit, 12-14 singleton D
	4D	4crd fit, 12-14 singleton H
Bidding the singleton is asking controls : 1 st step 0-2, 2 nd step : 3, 3 rd step:4 etc		

KAPAGIANNIDI - KANELLOPOULOU/ GREECE

Against overcalls on NT				
1.	1NT	(2CL) : no Landy	Dbl Others	Stayman System on
2.	1NT	(2D) : nat	Dbl	Negative
			2NT	Transfer to CL invitational
			3C/D	Transfer to H/SP invitational
			3H/SP	Nat, 5crd with stopper in D, GF
			4CL	Gerber
3.	1NT	(dbl)	Rdbl	One or two minors 5crd
			Others	System on
			2CL	Stayman
4.	1NT	(2M) : nat	Dbl	Negative
			2NT	Transfer 5+CL invitational
			3CL	Transfer 5+D invitational
			3D	Transfer 5+OM invitational
			3oM	Nat GF 5CRD+ with stopper
			3M (CB)	Stayman with stopper
			3NT	Natural with stopper or semistopper
5.	1NT	(2x) artificial (no landy)	dbl	8 HCP +
			Pass	0-7 HCP
			2 level NS	Natural
			2NT	Transfer 5+CL invitational
			3CL	Transfer 5+D invitational
			3D	Transfer 5+H invitational
			3H	Transfer 5+SP invitational
			3SP	5-5 minors FG
			4CL	Gerber
6.	1NT	2CL (Landy)	Dbl	Take out (every dbl from now on is take out)
			2D	To play
			2H	CL competitive
			2SP	D competitive
			2NT	Both minors
			3CL	Natural, Forcing
			3D	Natural, Forcing
			3H	5-5 minors, GF, singleton H
			3SP	5-5- minors, GF, singleton SP
			Pass	And then dbl = penalty
			Pass	And then bid their suit = GF (penalty in the other M)
			Dbl	And then bid one of their suits = stopper in this suit asks for the other one

17. 1NT PASS 2CL DBL

PASS: no CL values; 2D = 4M and 5+D
 2H = garbage both M
 XX = stayman invitational

2D = no CL values, no 4crd M)
 2H = 4crd SP,
 2SP = 4crd H,
 2 NT = both M 3CL = bid H
 3D = bid SP
 3H/SP = H/SP invitational

1NT PASS 2CL DBL
Any bid has CL values