Recommended Defence to **1♥** Fert (if **1♠** Fert * adjust system for balancing cuebid of Fert bid)

(1♥)= 0-7 Any	**(1♥) Pass (Pass) ?**
X = 16+ Any (Then **1♠** = 0-7 ART, **1NT**=6-8 Bal, others = 8+ natural GF After (**1♥**) X (**P**) **1♠**; **2♣** by doubler = Art. 22+ GF, rest nat, NF Subseq **X**s of opponents natural bids = Take-out **1♠** = Natural. Treat as **1♠** opening bid – ie usual system as if partner opened **1♠**. **1NT** = 13-15 HCP, then Stayman, Transfers etc	**X** = Takeout **1♠** = Natural. Treat as **1♠** opening bid – ie usual system as if partner opened **1♠.** **1NT** = 13-15 HCP, then Stayman, Transfers etc
2♣ = Natural overcall, with new suit natural and forcing, **2NT** natural invitational, and **2♦** as artificial cuebid (ie good raise to **3♣** or art. GF) **2♦/2♥** = Natural overcall, with new suit natural and forcing, **2NT** natural invitational, **3♣** as artificial cuebid (ie good raise to **3♦/2♥** or art. GF) **2♠** = Weak Jump **3♣/♦** = Intermediate jump. **3♥/♠** = Natural preemptive	**2♣** = Natural overcall, with new suit natural and NON-forcing, **2NT** natural invitational, **2♦** as artificial cuebid (ie good raise to **3♣**or art. force) **2♦** = Natural overcall, with new suit natural and NON-forcing, **2NT** natural invitational, **3♣** as artificial cuebid (ie good raise to **3♦** or art. force) **2♥** = Michaels. ♠ & a minor * (just pass with hearts or maybe double if strong) **2♠, 3♣/♦** = Intermediate Jump **3♥** = artificial asks stopper in hearts (to play **3NT**)
Defence to Strong Pass (eg 16+) Treat as Precision **1♣** – ie **1♣** is both majors, **1NT** minors, or your usual defence to a strong **1♣.** (Note **1♣** replaces the **X**)	**Defence to intermediate Pass (eg 8-12)** **1NT** = 15-17 HCP, then Stayman, Transfers etc. Otherwise normal bidding methods.