

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level: usually 5+ cards, occasionally 4; 8+HCP NV or 10+HCP V
2 level: usually 5+ cards, occasionally 4; 10+HCP NV, or 12+HCP V
HCP may be lower with good suit quality (for lead-directing purpose)
Advancer raises overcall suit to 3 level with 4 card support <9HCP
Cue-bid by advancer is good raise in overcall suit, or shows big hand
Weak new-suit free bid by advancer; often shows misfit in overcall suit
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct 1NT overcall is 15-18HCP balanced, may have 5 card major
Systems on after 1NT overcall
Balancing 1NT overcall in fourth seat promises 15-17HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Michaels 2NT
Weak Jumps
Leaping Michaels (Note 9)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi Landy (Note 5) defense to strong NT: 2♣ - at least 5/4 both M
2♦ - weak 1 major , 2♥/2♠ - at least opening hand in bid major
2NT – both minors
DONT in balancing overcall of strong 1NT (Note 5)
Direct double of strong 1NT: penalty oriented, may be balanced 16-19
Double of weak 1NT: balanced 13-16 HCP, may have 5M
<b>VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double=take-out at 3-level, penalty at 4-level
Leaping Michaels 2 suiter
Cue-bid=forcing to game
3NT=to play at 3 level, may have long minor. 2NT=15-18BAL
Lebensohl 2NT after dbl by partner over a weak 2 shows weaker hand
Lebensohl 2NT after interference by opps over 1NT opening
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
over strong 1♣ opening CRASH (Note 13)
over strong 2♣ opening CRASH (Note 13)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-(x)-2M/3M/4M=weak raises; 2NT=limit raise; 3♣/3♦=Bergen
Raises (Note 4); 1M-(x)-xx=10+HCP; 1M-(x)-1NT=F1(semi)
1♠-(x)-2♥=3+S supp constructive; 1♥-(x)-2♦=3+H supp constructive
After original pass:1♠-(x)-2♠/2♦=Drury; 1♥-(x)-2♣=Drury; 3♣/3♦=nat

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	Usually 4 <sup>th</sup> /3 <sup>rd</sup> from honor	Same
NT	4 <sup>th</sup> from honor,	Same
Subseq		
Other: 2 <sup>nd</sup> /4 <sup>th</sup> leads thru declarer		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+); Ax	AK(+); Ax
King	AK(+); KQ(+); Kx	AK(+); KQ(+); Kx
Queen	AQJ(+); QJ(+); Qx	AQJ(+); QJ(+); Qx
Jack	AJT(+); KJT(+); JT(+); Jx	AJT(+); KJT(+); JT(+); Jx
10	AT9(+); KT9(+); QT9(+); Tx	AT9(+); KT9(+); QT9(+); Tx
9	9x	9x
Hi-X	Sx; xSx; xSxx(+)	Sx; xSx; xSxx(+)
Lo-X	HxxS(+);HxS	HxxS(+);HxS

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	ATT hi=discourage	CNT hi=odd	ATT hi=discourage
Suit 2	CNT hi=odd		CNT hi=odd
3			
1	ATT hi=discourage	CNT hi=odd	ATT hi=discourage
NT 2	CNT hi=odd		CNT hi=odd
3			

Signals (including Trumps):

S/P signal when dummy is singleton or void

UDCA Low cards encourage or show an even number

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take-out double usually with classic shape after 1M

Take out double may not have classic shape after 1m

Balancing take-out double in 4<sup>th</sup> seat promises 8-12 or 16+ HCP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLs

Standard negative doubles through 4♥

Support doubles through 2♠

Frequent non-penalty doubles through 4♥

Responsive doubles through 3♠

Maximal doubles

Step response to Cue-bid after double is a Herbert Negative Bid

<b>W B F CONVENTION CARD</b>	
<b>CATEGORY:</b> Green <b>NCBO:</b> Philippine Tournament Bridge Association (PTBA) <b>PLAYERS:</b> Ramos-Omapoy <b>EVENT:</b> 2019 APBF Youth Championships	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Aggressive openings/overcalls, especially under favourable vulnerability or if in 3/4 seat	
Mild pre-empts at 1/2 seat, may be aggressive at 3/4 seat	
2/1 game forcing, with many gadgets	
Usually Open 12+HCP V or 11+HCP NV using Rule of 20, may be lighter if in 3/4 seat or favourable vulnerability	
better minor; 1♣/1♦ shows 3+	
inverted minor raises, with limit raise jump in other minor, followed by frequent NT probes	
5-card majors, with comprehensive system of raises	
Stenberg 2NT game force shows 4+ major fit and 12+HCP	
1NT is balanced 15-17 HCP rarely with a 5+ major	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Comprehensive system of Major and Minor raises	
Strong GF jump shifts (16+HCP)	
Michaels two-suited overcalls	
Multi 2♦ (weak 2M)	
2♥/2♠: 5+ major and 4+ minor 5-11 HCP	
4♣/4♦ NAMYATS Opening	
Special Escape Bids after 1NT-x or 1NT-P-P-x (Note 6)	
New Minor Forcing F1 / 4 <sup>th</sup> Suit Forcing GF	
Reverse Drury after 1M opening in 3/4 seat	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
After an interference over 2♣ opening: dbl or rdbl shows negative, pass positive.	
If game force is established, forcing pass may apply over opponents' high level intervening bids.	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
We often bid games aggressively, w/ good fit and 50+% probability	
We often bid small slams aggressively, on 50+% probability	
We use Losing Trick Count for hand evaluation with a clear suit fit	
<b>PSYCHICS:</b> rare	

BID	ARTI- FICIAL	MIN #	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		3	Better minor, 11-21HCP	w/ 4+ M: 1M=4+M 5+HCP F1; jump shifts(except 2♦)=5+ suit 16+HCP GF w/ no 4+M & no 5+C: 1NT=6-10HCP; 2NT: 10-11 invitational; 3NT=12-15HCP w/ no 4+M & 5+C: 2♣=GF; 2♦=limit raise; 3♣=5-9HCP	(Note 10)
1♦		3	Better minor, 11-21HCP	w/ 4+ M: 1M=4+M 5+HCP F1; jump shifts(except 3♣)=5+ suit 16+HCP GF w/ no 4+M & no 5+D: 1NT=6-9HCP, 2♣=4+m 10+HCP F1; 2NT: 10-11 inv; 3NT=12-15HCP w/ no 4+M & 5+D: 2♦=GF; 3♣=limit raise; 3♦=5-9HCP	(Note 10)
1♥		5	5+H, 11-21 HCP	fit: 2♥=constructive; 3♥/4♥=pre-emptive or weak shapely supp; 3NT=bal 3 card supp 13-15 1♠=4+S 6+HCP F1; 1NT=F1(semi); 2m=4+m GF; 2♠=5+S 16+HCP 2NT=Stenberg GF (Note 12); 3♣/3♦=Bergen Raises (Note 4)	After 1♥-2♥: new suit=help ask; 2NT/3♥=game try; jump new suit=cue bid After 1♥-3♥: new suit=cue bid Passed hand reverse Drury (Note 8)
1♠		5	5+S, 11-21 HCP	fit: 2♠=constructive; 3♠/4♠=pre-emptive or weak shapely supp; 3NT=bal 3 card supp 13-15 1NT=F1(semi); 2♥=5+♥ GF; 2m=4+m GF; 3♥=5+H 16+HCP 2NT=Stenberg GF (Note 12); 3♣/3♦=Bergen Raises (Note 4)	After 1♠-2♠: new suit=help ask, 2NT/3♠=game try; jump new suit=cue bid After 1♠-3♠: new suit=cue bid; Passed hand reverse Drury (Note 8)
1NT		NA	Bal 15-17HCP, no 5+M	2♣=Stayman (does not promise 4M); 2♦/2♥=Jacoby Major Suit transfer 2♠=Minor Suit Stayman GF; 2NT=relay to 3♣ pass or correct 3♥/3♠=asking for stop in suit bid 4♣=5/5 majors GF, no slam; 4♦/4♥=high transfers; 4♠=minors; 4NT/5NT=Quantitative	(Note 1) Super-accepts after major transfer After major transfer: new suit=2 <sup>nd</sup> suit GF, jump new suit=CB slam try After 1NT-2♠: 2NT=no 4 card m; 3♣=4 card♣; 3♦=4 card♦ denies 4 card♣ 3♥=5/6 card ♣; 3♠= 5/6 card ♦
2♣	Art	NA	Strong 22+ HCP or strong shapely hands covered by Rule of 25 or Rule of 29 if <22 HCP	2♦=positive GF; 2♥=negative; 2NT=bal 8-10HCP 2♠/3♠/3♦/3♥= 5+ suit, headed by 2 of top 3 honors 3♠= 5+ cards in unknown suit headed by AKQ After an interference over 2♣ opening: dbl or rdbl shows negative, pass positive	After 2♣-2♦: 2♥, 2♠/3♠/3♦=natural suit; After 2♣-2♥: 2♠=artificial GF After 2♣-3♠, 3NT asks for suit, responder bids the suit below
2♦	Art	NA	weak 2M	2♥/3♥=NF relay (pass or correct); 2♠=NF relay (pass or correct), inv in 2NT=asking bid (see Note 11); 3♣/3♦=nat, long self-sufficient suit GF 4♣=bid suit below major; 4♦=bid major; 4♥/4♠=to play	
2♥	Art	5	5+H&4+m; 5-11HCP	2NT=forcing relay; 2♠/3♠/3♦= nat; 3♥/4♥=pre-emptive; 3♠/4♠/4♦= cue bid	
2♠	Art	5	5+S&4+m; 5-11HCP	2NT=forcing relay; 3♠/3♦/3♥= nat; 3♠/4♠=pre-emptive; 4♠/4♦/4♥= cue bid	
2NT		NA	20-21; Balanced	3♣= Puppet stayman (Note 3); 3/4♦/♥=transfer to ♥/♠; 3♠=minor suit stayman; 3NT=transfer to ♣ pass or correct to ♦; 4♣=5/5 both majors, no slam interest; 4♠:minors	(Note 2)
3♣		6	Normal pre-empt		
3♦		6	Normal pre-empt		
3♥		6	Normal pre-empt		
3♠		6	Normal pre-empt		
3NT	Art	7	Gambling 3NT in Minor	4/5/6♠=pass or correct; 4♦ forcing; 4♥/4♠ to play	
4♣	Art	NA	7.5-8.5 tricks in ♥	4♦: slam interest ; 4♥ to play	<b>HIGH LEVEL BIDDING</b>
4♦	Art	NA	7.5-8.5 tricks in ♠	4♥: slam interest ; 4♠ to play	Redwood 4♦ 1430 RKC in ♣, 4♥ 1430 RKC in ♦
4♥		8	Normal pre-empt		w/ explicit or implicit suit agreement: 4NT = RKCB 1430
4♠		8	Normal pre-empt		w/o suit agreement: 4NT = RKCB 1430 on last bid suit
4NT	Art	NA	Specific Ace-Asking	5♣: no ace; 5♦/5♥/5♠/6♠: one ace only , in the suit bid, 5NT: 2 aces (Note 7)	
5♣		8	Normal pre-empt		After major fit established, 5-level raise is a general slam try
5♦		8	Normal pre-empt		After 4NT; Response of 5NT is 2 key cards with void; 6C-one KC with void
5♥		8	Normal pre-empt		In case of intervention: DOPI (or ROPI) for counting step responses
5♠		8	Normal pre-empt		

## Note 1: 1NT Sequences

### Sequences after 1NT-2♣-2♦:

- 2♥/2♠: to play
- 2NT: inviting to 3NT
- 3♣: Minor Suit Natural, asks support
- 3♦: Minor Suit Natural, asks support
- 3♥: Smolen, game force, promises 5+♠ and 4♥
- 3♠: Smolen, game force, promises 5+♥ and 4♠
- 3NT: to play
- 4♣/4♦: Suit GF
- 4NT/5NT: Quantitative

### Sequences after 1NT-2♣-2♦-3♣/3♦:

Step Bid shows 3 card support; 3NT- shows 2 card support, and any other bid shows 4+ support

### Sequences after 1NT-2♣-2M:

- 2NT: inviting to 3NT
- 3♣: asking for club support; continuation:
  - 3♦: 3-card club support
  - 3♥: 4-card club support
  - 3NT: denies support (only 2 cards in clubs)
- 3♦: asking for diamond support; continuation:
  - 3♥: 3-card diamond support
  - 3♠: 4-card diamond support
  - 3NT: denies support, only 2 cards in diamonds
- 3M: inviting to game
- 4M: to play
- jump in new suit: agrees on M as trump suit, control-showing, slam try (mini-splinter or cue-bid)
- double jump in new suit: agrees on M as trump suit

### Sequences after 1NT-2♦-2♥ and 1NT-2♥-2♠ (Normal Jacoby Major Suit Transfers):

- 2♠ (after 1NT-2♦-2♥): promises 5H and 4+S, inviting to game, F1
- 2NT: inviting to 3NT or 4M
- 3♣/3♦: GF, asking for minor support; responses are:
  - 3NT: 2-card minor support; step is 3 and any is 4 card support; to agree in major bid 4M
- 3♥ (after 1NT-2♥-2♠): GF, 5-5 in majors, slam try; responses are:
  - 3♠: sets spades as trumps, asks for cheapest cue bid or serious 3NT
  - new suit: sets hearts as trumps, starts control-showing CB sequence
  - Note: If 5-5 Majors no slam try bid 1NT-4♣;
  - If 5-5 with slam try transfer first to spades then bid 3♥
- 3M: inviting to M game
- 3NT: choice of 3NT or 4M game
- Jump new suit GF, control-showing CB (possibly mini-splinter) and slam try; starts CB sequence
- 4NT: NF, quantitative invite to 6♥ or 6NT (minimum opener must pass or bid 5♥)
- 5M: slam try based on trump suit (opener with 2 of 3 top honour must bid 6M, with 3 of 3 top honour must bid 7M)
- 5NT: forcing to slam, grand slam try (minimum opener must bid 6NT or 6H)

### Super-accepts after 1NT-2♦ and 1NT-2♥ (Jacoby Major Suit Transfers):

A 1NT opener with 4 cards in the major transfer suit may super-accept as follows:

- 2NT: super-accept with maximum hand
- 3M: super-accept with minimum hand

## **Note 2: 2NT Continuation Sequences**

After 2♣-2♦-2NT (22+ HCP) or 2NT Opening (20-21)

- 3♣: Puppet Stayman (GF),
- 3♦: Jacoby transfer to hearts
- 3♥: Jacoby transfer to spades
- 3♠: Minor Suit stayman, guarantees both minors, 4-4 or better
- 3NT: transfer to clubs, p/c
- 4♣: 5-5 in Majors, no slam try
- 4♦: Texas transfer to hearts
- 4♥: Texas transfer to spades
- 4♠: Minors, no slam try

## **Note 3: Puppet Stayman Sequences:**

After Puppet Stayman ...2NT-3♣:

- 3♦: opener has no 5-card major, but at least one 4-card major
- 3♥: opener has 5-card hearts
- 3♠: opener has 5-card spades
- 3NT: opener has no 5-card major, nor 4-card major

After ...2NT-3♣-3♦:

- 3♥: responder shows 4 spades, does not deny 4+ hearts  
3NT=No 4 Spades, has 4 Hearts  
4♥=Have 4 Hearts, too
- 3♠: responder shows 4 hearts, denies 4+ spades
- 3NT: responder shows no 4-card major

After ...2NT-3♣-3♥/3♠:

- 3♠ (after 3♥): responder has fit, CB sequence starts
- 3NT: responder has no major fit, to play

After ...2NT-3♣-3NT:

- 4♣: responder asks for club support (response of 4♦/4♥/4♠ sets clubs as trumps, with 3/4/5 card support; 4NT denies support)
- 4♦: responder asks for diamond support (response of 4♥/4♠/5♣ sets diamonds as trumps, with 3/4/5 card support; 4NT denies support)

## **Note 4: Structure of Major Raises:**

- 1M-2M: 3 card constructive support
- 1M-1NT-(any)-2M: could be 3 card, weak hand
- 1M-1NT-(any)-3M: 3 card limit raise
- 1M-3M/4M: pre-emptive raise
- 1M-2♣/2♦-(any)-(simple raise to 2/3M): 3+ card support
- 1M-2♣/2♦-(any)-(raise to 4M): 3+ card support, minimum game force
- 1M-2NT: (Stenberg 2NT) 4+ card support, 12+ HCP
- 1M-3♣: 4 card support 7-9HCP
- 1M-3♦: 4 card support 9-11HCP
- 1M-3NT: 3 card support, balanced/semi-balanced, 13-15 HCP
- 1M-(double jump in new suit): splinter, 4+ card support, good hand, short in bid suit
- 1♥-2♠: Strong Jump Shift, tends to be 16+HCP
- 1♠-3♥: Strong Jump Shift, tends to be 16+HCP

**Note 5: Vs. Strong 1NT****MULTI LANDY**

DBL: penalty oriented

2♣: hearts and spades at least 5/4

2♦: weak in one Major

2♥: natural, opening hand

2♠: natural, opening hand

2NT: Minors

**DONT**

DBL: single-suiter hand

2♣: clubs and a higher suit

2♦: diamonds and a higher suit

2♥: majors

2♠: minors

**Note 6: Escape Sequences after 1NT-X or 1NT-P-P-X**

After 1NT-X, responder decides on whether to “escape”, or whether 1NT-X is playable. Responders uses the same set of responses for 1NT opening expect for modifications on Redouble and Pass.

Redouble: A redouble by the partner shows a single suiter: Bid 2♣, pass or correct.

Pass: A pass by the responder forces opener to redouble.

After redouble:

Pass: Penalty-oriented.

2♣: Promises at least a distribution of 4-4 in Clubs and an unspecified higher-ranking suit. The NT opener can either pass or correct to 2♦, which is an Asking Bid for the unspecified higher-ranking suit. If the suit is Diamonds, then the responder may pass; otherwise, the responder bids the unspecified higher-ranking suit.

2♦: Promises at least a distribution of 4-4 in Diamonds and an unspecified higher-ranking suit. The NT opener can either pass or correct to 2♥, which is an Asking Bid for the unspecified higher-ranking suit. If the suit is Hearts, then the responder may pass; otherwise, the responder bids the unspecified higher-ranking suit, which in this case is surely Spades.

2♥: This shows both majors

2♠: This shows both minors

After 1NT-P-P-X, the 1NT opener automatically passes, and transfers the “escape or play” decision to the responder. Responder passes for penalty, bids redouble for single-suiter hand and bids 2♣/2♦/2♥/2♠ to escape as above.

**Note 7: 4NT Opening (Asking for Specific Ace)**

Responses are:

5♣: no ace

5♦/5♥/5♠/6♣: one ace only, in the suit bid

5NT: 2 aces

**Note 8:****Reverse Drury:**

2♣ after an original Pass is Limit with 3 card support

2♦ after an original Pass is Limit with 4 card support

After intervention, Limit is cue bid

**Note 9: Leaping Michaels:**

- (2/3♥) - 4♣ : Clubs and spades
- (2/3♥) - 4♦ : Diamonds and spades
- (2/3♠) - 4♣ : Clubs and hearts
- (2/3♠) - 4♦ : Diamonds and hearts
- (3♣) - 4♣ : Majors
- (3♣) - 4♦ : Diamonds and an undisclosed major
- (3♦) - 4♣ : Clubs and an undisclosed major
- (3♦) - 4♦ : Majors

After (3♦) - 4♣, a bid of 4♦ asks for the major. The bids 4♥ and 4♠ are to play.

Following (3♣) - 4♦ the bid of 4♥ is played as pass-or-correct.

**Note10: Sequences after an opening bid in a minor****Inverted minor raises**

1m      2m      = inverted raise, GF by an unpassed hand  
                          = A jump by opener is splinter, reversing values. Any other bid shows minimum by opener and feature showing.

**Signing off with a longer minor, after showing a 4-card M**

1♣      1M  
 1N      3♦      = 6+ card ♦, weak hand

1♦      1M  
 1N      3♣      = 6+ card ♣, weak hand

**New Minor Forcing (NMF) and related sequences**

The sequence      1m      1M  
                          1N      2om

Is 1-round forcing, even by a passed hand

Because we play the above, these sequences follow:

1m      1M  
 1N      3M      = invite w/ 6 cards

1m      1M  
 2m      3M      = invite w/ 6 cards

This sequence is NOT forcing

1m      1♠  
 1N      2♥

We also agreed on the following:

1m      1♠  
 1N      3♥      = invite, 5-5

### Note 11: Sequences after 2♦ Opening (Weak in 1 M)

#### Weak responses

- 2♦ 2♥ = P/C, generally a hand weak in ♥, or just a very weak hand  
2♠ = P/C, not necessarily a game invite in ♥, but a hand that can take the correction to 3♥

#### Fit-showing responses (may be PRE)

- 3♥ = P/C, pre-emptive  
4♣ = asking opener to bid 4♦/4♥ to transfer  
4♦ = bid major  
4♥/♠ = To play

#### The 2N Ask

- 2♦ 2N =(mod OGUST)  
3♣ =MAX hand w/ ♥  
3♦ = MAX hand w/ ♠  
3♥ = MIN hand w/ ♥, subsequent bids are cues  
3♠ = MIN hand w/ ♠, subsequent bids are cues

When a maximum hand is shown, the bid of 3 in the suit shown is F

- 2♦ 2N and 2♦ 2N  
3♣ 3♥ 3♦ 3♠

The bid of the next step after a maximum response asks for a singleton

- 2♦ 2N and 2♦ 2N  
3♣ 3♦ 3♦ 3♥

This singleton ask must be made with slam interest as the response already commits the partnership to game; unless the response is a return to the suit (denying a singleton).

#### Non-fit responses

- 2♦ 3♣/♦ =suit, 1RF  
2♦ 4♥/♠ = to play

### **Note 12: 2N Force after 1M Opening (Swedish style) Stenberg**

After the 2N inquiry, opener describes her hand as follows:

3♣ = minimum hand  
3♦ = better hand, w/o a singleton  
3♥ = better hand w/ singleton ♣  
3♠ = better hand w/ singleton ♦  
3N = better hand w/ singleton in the OM  
4♣/♦/♥ = 5 card suit

If, after opener's 3♣ response, responder bids 3♦, that is asking if opener has a singleton and responses are as above.

i.e. 3♥/S/NT = singleton ♣/♦/OM, respectively

If, after opener's 3♣ or 3♦ response, responder bids 3♥, 3♠, or 3N, that shows a singleton in ♣, ♦, or OM, respectively.

After opener's response of 3♣ or 3♦, or after responder's rebid of 3♦, bids at the 4-level are cue bids.

### **Note 13: Interfering over their Precision 1♣ or STR 2♣**

Over Precision 1♣, we use CRASH, as follows:

DBL = 2 suits same COLOR  
1♦ = 2 suits same RANK  
1♥/♠ = Natural  
1N = 2 suits same SHAPE (♣+♥, ♦+♠)  
2♣ = Clubs Nat

Over a STR 2♣, we use "CRASH"

DBL = 2 suits same COLOR  
2♦ = 2 suits same RANK  
2♥/♠ = NAT  
2N = 2 suits of the same SHAPE (♣+♥, ♦+♠)  
3♣/♦ = NAT

Over Strong 2NT, we use CRASH

X = Same COLOR  
3♣ = Same RANK  
3♦ = Same SHAPE  
3♥/3♠ Natural