

WEAK NOTRUMP (roughly 11-15) or MINI-NOTRUMP (roughly 9-12 HCP)

DBL HCP (pull only with length AND weakness; delayed pull to 2C=SCRAMBLE)
 DBL(PH)* 6+C or 6+D
 2C* H+S, constructive (may be lighter if reopening)
 2D* 6+H or 6+S, constructive (may be lighter if reopening)
 2H* H+m (at least 5/4 either way)
 2S* S+m (at least 5/4 either way)
 3M NAT, playing strength, not HCP, according to VUL

After they run from 1NT doubled, **FORCING PASSES only through 2D**; our partnership's first DBL AFTER THAT is COOPERATIVE TAKEOUT; subsequent DBLs are COOPERATIVE PENALTY (and are usually passed by an unexceptional hand).

Should they run to **2H or higher, PASS=NF**, and DBL is COOPERATIVE TAKEOUT (cards); **TRANSFER LEBENSOHL** (along the same lines as if the bidding had gone: e.g. 1NT (2M) 3C=D, INV+)

(1NT) 2C* (P) 2D* ART, asks longer M: H with equal length
 2NT NAT, INV
 3M 4/5M, mildly INV (with STR INV, ask with 2D*, then bid 3M)

(1NT) 2D* (P) 2H/2S* Pass or correct (2S=constructive in H)
 3HS/4H* Pass or correct to S
 3S* NAT/INV, a sound opening bid with a strong suit
 2NT* Game try with support for both majors

(1NT) 2D* (P) 2NT*
 3C* H, some extras
 3D* S, some extras
 3M NAT, minimum

(1NT) P (P) 2D*
 2S* Constructive with support for both majors

(1NT) 2D* (DBL) Pass* D, suit good enough to prefer play opposite SPL
 RDBL* Puppet to 2H, to play in advancer's OWN suit
 2M* Pass or correct
 Higher As without the DBL

(1NT) 2M* (P) 2NT* Value-showing ASK for the minor
 3m* Pass or correct
 2S NAT, NF
 3OM NAT/INV, a sound opening bid with a strong suit

Same agreements apply if third hand bids 2S over a 2H overcall.

When an ART 2NT is available, DBL by advancer is PEN (unless he doubles a forcing bid, in which case DBL shows a useful opening bid, strength outside the suit being doubled)

A DBL by intervenor is TAKEOUT, in context, extra values

(1NT) P (2C) DBL DBL of 1NT (14-18-)
 2D* H (could be CANAPE two-suiter)
 2H* S (could be CANAPE two-suiter)
 2S* Good hand with C or D ("Reject" Advances?)
 2NT Very good DBL of 1NT (roughly 18+-21; 2NT system ON)
 3m Lesser hand than 2S*

(1NT)	P	(2C)	2D*	H (could be CANAPE two-suiter)
			2H	Confirms CANAPE (now pass-or-correct technique)
			2NT*	NAT, 5+H/4+m, extras
			3m	6+H, extras
			3H	

Same techniques used by 2D* bidder if opponents compete to 2S

(1NT)	P	(2C)	2H*	S (could be CANAPE two-suiter)
			2S	Confirms CANAPE (now pass-or-correct technique)
			2NT*	NAT, 5+S/4+m, extras
			3m	6+S, extras
			3H	

Same techniques used by 2H* bidder if opponents DBL 2H

(1NT)	P	(2M)	DBL	DBL of 1NT (14-18-) where 2M=NAT
			2NT	Very good DBL of 1NT (roughly 18+-21; 2NT system ON)
			3M	Strong two-suiter

(1NT)	P	(2R)*	DBL	Takeout of the ANCHOR transfer suit (where 2R=TFR)
			2R+1	Two-suiter, OM+m
			2NT	Very good DBL of 1NT (roughly 18+-21; 2NT system ON)
			Pass, then DBL	Lesser or imperfect takeout
			Pass, then 2NT	C+D

See also: “**DEFENSE vs the MINI-NOTRUMP**” by EOK (Bridge Today Magazine)

