		BASIC R	ESPO	NSE	S
Jump raises	- minors limit	☐ forcino	g 🗆	other	Bergen 5 card support 0-6
Jump raises	- majors limit	☐ forcinç	g 🗆	other	Bergen 4 card support 0-6
Jump shifts a	after minor openin	ıg W	eak Exclu	sion Bid	1
Jump shifts a	after major openin	ıg Sr	olinter or B	egen R	aise
Responses t	o strong 2 suit op	ening 2	is waiting	bid and	d denies a source of tricks
Responses t	o 2NT opening	Puppet S	Stayman, [†]	Transfe	rs to Majors, 3♠= 5♠& 4♥
	F	PLAY CO	NVEN	TIOI	NS
'NT' \	/ersus Notrump	'S	' Versus S	Suit	= Both
Sequence le	ads:	Overlead	all		All except AK x (x)
	Underlead	other O	verlead ex	cept Ak	C - K for count or A for Attitude
Four or more	e with an honour	4th hiç	ghest [attitude
3	rd/5th	other			
From 4 smal	I 2nd high	est 🗹 otl	ner		
From 3 cards	s (no honour)	top [midd	lle 🔽	Z bottom \square
Signal on	partner's lead:	high encoura	ge \Box		low encourage
	other Rever	se Count exce	pt Ace lea	d which	is Low Encourage
Signal on o	declarer's lead	Reverse Co	unt		
Discards	McKenney	high er	ncourage		low encourage
	odd/even	d other			
Count	natural	reverse			
		CONV	ENTIC	NS	
4NT:	Blackwood	□ RK	_/		other 1430
4♣	Gerber \square	when? CR	O after NT	only	
		Other Conv	entions		
Forcing 1NT	, 2/1 Game Force	1	2NT (Good Ba	ad, 2NT Scrambling
Negative Fre	ee Bids, 2 way Re	verse Drury	2NT (Checkba	ack for length, Jacoby 2NT
Unassuming	Cue Raises, Nar	nyats	Pupp	et Stayr	man, Impossible 2♠
Long Suit Tr	ials, Support Dou	bles	KERI	CAD,	SWINE, 2C Checkback
Bergen Sytle	e Raises, Ougust,	Lebensohl	DOPI	, ROPI,	DEPO
		©ABF Marke			
44		PO Box 397 Fyshwick AC			



Tel: 02 6239 2265 FAX: 02 6239 1816



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S	TANDAR	D SYSTEM CARD							
Names: Andrew Rich	ıman	Sandra Richman							
ABF Nos: 382655		377910							
Basic System: Standa	rd - Variable N7	T - 2/1 Game Force - Multi Twos							
Classification: Green	□ Blue	Red Yellow							
	OPENING BIDS								
Describe strength, minimu									
1♠ 3+♠12+ 1	♦ 3+♦12+	1♥ 5+♥10+ 1♠ 5+♠10+							
1 NT Variable 15-18 V	ul or 10-12 Not								
2 ≜ Stayman: simple	□ e	extended U other KERI							
transfers 2♦ transfe	•	2♥ transfer ♠ 2♠ Range Probe							
2 NT transfer ♣	other	3♠3♦3♥is splinter in suit above, 3♠splinter ♠							
2♠ Game Force									
		11 Semi Bal / 9 play tricks in ♣♦ (4th seat 6♦12-14)							
2♥	• •	·							
2♠	• •	·							
	• •	eat 20-21 Semi Bal)							
3 NT Pre-empt in a Min	•	•							
		THAT MAY HAVE UNEXPECTED EQUIRE SPECIAL DEFENCE							
Variable No Trump 15-18	Vul or 10-12 NV	V Opening 4♣= Strong 4♥Opening							
No Stayman, Walsh Diam	ond Responses	Opening 4◆= Strong 4◆Opening							
2 over 1 game force & Fo	rcing 1NT	Opening 4NT = Specific Ace Ask							
	COMPET	TITIVE BIDDING							
Negative doubles through	4♥	Responsive doubles through 4♥							
Jump overcalls Weak	Unı	usual NT Lowest two unbid suits							
1NT overcall (immediate)	15-18	(re-opening) 10-14							
Immed cue of minor	Highest & Ano	other (except after Strong 1♣opening)							
Immed cue of major	Highest & Ano	other							
Over opponent's 1NT (we	ak) Cap	paletti							
Over opponent's 1NT (stro	ong) Cap	paletti							
Over weak twos	X =	takeout then Lebensohl							
Over opening threes	X =	X = takeout							

		RESPONSES TO	OPEN	IING BIDS
		Describe strength, minimum leng	th or spe	cific meaning
1 ♣	1♦	6+ 4♦no major unless strong	2NT	11-12 no 4 card ♥♠
	1 ₩ ♠	6+ 4 card ♥♠maybe longer ♦	3♠	<6 points, 6 card ♣
	1NT	8-10 no 4 card◆♥◆or 4333	3◆	Forcing ♣ raise no 4 card ♥ ♠
	2♣	6-10 4 card ♣	3♥	< 5 points 7 card ♥
	2♦	<6 points, 6 card ◆	3♠	< 5 points 7 card ♠
	2♥	<5 points, 6 card ♥	3NT	To play
	2 ♠	<5 points, 6 card ◆	4 bids	Other minor is RKC1430
1•	1 ∀ ♠	6+ 4 card ♥ ♠	3♣	Forcing ◆raise no 4 card ♥♠
	1NT	6-10 no 4 card ♥◆	3♦	<6 points, 5 card ◆
	2♠	10 + points 4+ ♣	3♥	< 5 points 7 card ♥
	2♦	6-9 points 4 card ◆	3♠	< 5 points 7 card♠
	2♥	<5 points, 6 card ♥	3NT	To play
	2♠	<5 points, 6 card ♠	4◆	Long ◆
	2NT	_11-12 no 4 card ♥♠ or 4333	4 Othe	Other minor is RKC1430
1 ₩ ♠	1NT	Forcing 6-11	3♣	Bergen 4 card support 7-10
	2♣	Game Force 4+ ♠ / Drury	3◆	Bergen 4 card support 10-13
	2♦	Game Force 4+ ♦ / Drury	3 ♥ ♠	Bergen 4 card support 0-6
	2 ∜ ♠	3 card support 8-10	3NT	Bergen 3 card support 13-16
	2NT	Jacoby 4 card support 14+	4 ♣♦	Splinter
2 ♣	2♦	Waiting - no source of tricks	2 ♥ ♠	5+ suit KQxxx or better
	other	3 ♣ 3♦is KQxxx or better		
2•	2♥	Pass/Correct	3 ♣ ♦	3♠ Strength? 3♦To Play
	2♠	Pass/Correct - ♥Game?	3 ♥ ♠	Pass/Correct
	2NT	Length?	3NT	To Play
2 ∀ ♠	2NT	Which Minor?	3NT	To Play
	3♣♦	3♠Pass/Correct 3♦To Play	4♣♦	4♣Pass/Correct 4♦To Play
	3 ♥ ♠	To Play	4 ♥ ♠	To Play
2NT	3♣	Puppet Stayman (5 card)	4♣	CRO 1430
	3♦	Transfer to ♥	4♦	To Play
	3♥	Transfer to ♠	4♥	To Play
	3♠	5♠and 4♥	4♠	To Play
	3NT	To Play	other	4NT is Pick a Minor

CONVENTIONS to 1NT

Additional resp	ponses to	1NT							
3 ⊈ 3♦	3 ≜ is ♦sp	8 ≜ is ♦splinter 3♦is ♥splinter							
3♥3♠	3♥is ♠s	Vis ≜splinter 3≜is ≜ splinter							
4♣	CRO 14	30							
4♦	Transfer	to v with I	RKC contin	uations					
4♥	Transfer	to with I	RKC contin	uations					
4♠	To Play								
Unusual NT:	mino	rs \square	other sui	ts \square	lower 2	2 unbid suits	5		
other									
Other slam bid	ldina	Cue B	ids 🔽	Asking	a Bids				
4th Suit Forcin	•	One round			9	Game force			
NT Checkback	ĭ ⊢/	Prior	ities oth	ar maior 3	3 card supp				
Defence to 3N	-		0	•	• • • • • • • • • • • • • • • • • • • •	t/o longer ≙			
Defence to ope		A – Multi	•		•)-15, jump 16+			
Deterice to ope	ening 2-s.					, ,	uite		
RCO sty	lo 2 c				•	ısk, cuebid 2 s	uits		
RCO Sty	IE 2-5	X = 10+,	overcall 11	-15, X late	21 = 10+				
Other 2	_	V 10 #	C!L _!!			V latar 10			
Other 2-s	S					X later = 10+			
					Bid Transfer				
Defence to stro	ong 🕏				~	suited any sui	it		
			U		a higher, 2	∀≜ Weak			
Lebensohl	-	er NT inter		M					
Other us	es Par	tner X of v	veak two F	2HO bids a	at 2 level = 0	Good/Bad			
			roun mo ₁ i	iiio bias c					
Take out of 4 lo	evel pre-e		4 4 4						

OTHER NOTES

3◆overcall of 3♣pre-empt promises ◆and a major

1NT overcall by opponents of our 1♣opening then 2♣from responder is Stayman

4NT opening is Specific Ace Ask - 5♣none, Other bids = Ace, 5NT = Ace ♣

Negative free bids - If opener can't rebid at 2 level 6-9 & not forcing, else 7-11 & forcin

If we Pre-empt and then become defenders - Pre-empters partner leads lowest card

		BAS	IC RE	SPC	NSE	S
Jump raises	- minors limit		forcing	\square	other	wk over 1♦ (N/A over 1♣
Jump raises	- majors limit		forcing	\square	other	weak (0-7)
Jump shifts a	after minor openin	g	varie	s acco	rding to c	ppening
Jump shifts a	after major openin	g	fit sh	owing j	umps, in	vitational with support
Responses t	o strong 2 suit ope	ening	N/A			
Responses t	o 2NT opening	3	8 ♣ = F1, ot	hers =	correctab	ole
	F	'LA	CON	VEN	1OITI	IS
'NT' \	ersus Notrump		'S' \	ersus :	Suit	= Both
Sequence le	ads:	0	verlead all			All except AK x (x)
	Underlead [oth	er Jour	nalist v	NT	
Four or more	with an honour		4th highe	est	S a	ttitude
3	rd/5th	other	Journ	alist v N	IT - attitu	de lead (lower the better)
From 4 smal	I 2nd highe	est [√ othe	r		
From 3 cards	s (no honour)		top \Box] mid	dle 🔽	bottom
Signal on	partner's lead:	high 6	encourage		low e	ncourage
	other REO (odd=ei	ncourage,	even =	suit pref	erence)
Signal on o	leclarer's lead	REC)			
Discards	McKenney		high enco	ourage		low encourage
	odd/even		other	REO		
Count	natural		reverse		REO (od	d=odd, even=even)
		С	ONVE	NTIC	ONS	
4NT:	Blackwood	abla	RKCE	_		ther Norman responses
4♣	Gerber 🗆 v	when?	4♣= (Control	response	e (A=1, K=half)
		Oth	er Conver	ntions		
Swine				Alpha	a asks	
Unassuming	cues			Gam	ma asks	
Western cues Modified Roman asks						
Rubensohl				Posit	ive slam	doubles
Archimedes				DOP	I/ROPI co	ontrol responses
Δ	ΒŒ	PO E	F Marketii Box 397			



Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816



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STANDARD SYSTEM CARD						
Names: Richard Misior Bruce Williams	\					
ABF Nos:						
Basic System: Precision - modified	/					
Classification: Green □ Blue □ Red ☑ Yellow □						
OPENING BIDS						
Describe strength, minimum length, or specific meaning Canape L						
1♠ 15+, any shape 1♦ 10-14, 0+ ♦ 1♥ 10-14, 5+ ♥ 1♠ 10-14, 5+ ♠						
1 NT 11-14 hcp, balanced, 4333, 4432, 5332 (m) may contain 5 card major L	J					
2♣Stayman: simple ✓ extended □ other						
transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♠ transfer to ♠						
2 NT transfer to ◆ other						
2♣ 6+ ♣10-14 hcp or weak II ♦ or weak 5+/5+ ♥+ ♠						
2						
2♥ 8-9 pt ♥ < 15 hcp or weak II ♠or weak 5+/5+ ♠+ ♦						
2♠ 8-9 pt ♠ < 15 hcp or weak II ♠or weak 5+/5+ ♦+ ♥ 2 NT weak 5+/5+ ♠+ ♥or ♦+ ♠						
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE						
1♣= 15 + hcp, any shape						
1♦= 10-14 hcp, 2 or 3 suits, may be 0 ♦						
2 ♠2 ♦2♥, 2♠, 2NT = myxo two's						
COMPETITIVE BIDDING						
Negative doubles through 4♥ Responsive doubles through 4♥						
Jump overcalls weak Unusual NT minors or minor + major						
1NT overcall (immediate) 15-18 (re-opening) 11-14						
Immed cue of minor Michaels						
Immed cue of major Michaels						
Over opponent's 1NT (weak) Pottage	Pottage					
Over opponent's 1NT (strong) Brozel						
Over weak twos X with Rubinsohl responses						
Over opening threes opt X						

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		RESPONSES TO C	PEN	ING BIDS
		Describe strength, minimum lengtl	or spec	cific meaning
1 ♣	1•	negative, 0-8	2NT	9-10 hcp, balanced
	1 ₩ ♠	9+ hcp, 5+ suit	3♠	9+ hcp, at least 5/5 minors
	1NT	11+ hcp, balanced (*see 3NT)	3♦	5-8, 6/7 •, 2/4 top honours
	2♣	9+ hcp, 4+ ♣	3♥	5-8, 6/7 v , 2/4 top honours
	2♦	9+ hcp, 5+ ◆	3♠	5-8, 6/7 4 , 2/4 top honours
	2♥	9+ hcp, triple suited, both majo	r\$NT	11-14, balanced, any 4333
	2♠	9+ hcp, at least 5/5 majors	4 bids	
1 ♦	1 ₩ ♠	1 ♥ =NF with ♥or 11-12 any	3♣	preemptive
	1NT	< 11 hcp, no 4 card major	3♦	preemptive
	2♠	< 11 hcp, natural	3♥	preemptive
	2♦	GF - 13+ hcp, any distribution	13 ≜	preemptive
	2♥	< 11 hcp, 6+ card suit	3NT	To play
	2♠	< 11 hcp, 6+ card suit	4♦	
	2NT	<11 hcp, at least 4/4 in minors	4 Other	1 1♠= < 11 hcp, 4+ ♠ no 4 ♥
1 ₩ ♠	1NT	Forcing relay, 11 + hcp	3 ♣	FSJ - invitational
	2♣	< 11 hcp, 5+ ♣	3♦	FSJ - invitational
	2♦	< 11 hcp, 5+ ♦	3 ♥ ♠	preemptive raise - 0-7 hcp
	2 ₩ ♠	6-10 hcp, 3 card support	3NT	To play
	2NT	8-10 hcp, 4 card support	4 ♣♦	wk at least 9 cd, suit + support
2♣	2•	NF relay	2 ∜ ♠	correctable
	other	2NT = F1		
2 ♦	2♥	NF Relay	3 ♣ ♦	Correctable
	2♠	Correctable	3♥♠	Correctable
	2NT	F1	3NT	To play
2 ∀ ♠	2NT	F1	3NT	To play
	3♣♦	correctable	4 ♣♦	correctable
	3 ∜ ♠	correctable	4 ∜ ♠	correctable
2NT	3♣	F1	4♣	correctable
	3♦	correctable	4◆	correctable
	3♥	correctable	4♥	correctable
	3♠	correctable	4♠	correctable
	3NT	To play	other	

		CC	NVENTI	ONS							
Additional resp	onses to	1NT									
3 ⊈ 3♦	6+ suit, a	at least 2/3	top honours,	invitational							
3 ♥ 3♠	6+ suit, a	at least 2/3	top honours,	invitational							
4♣	preempti	ive transfe	r to ♥								
4◆	preempti	emptive transfer to ♠									
4♥	To play	•									
4♠	To play	. 3									
Unusual NT:	mino	rs 🗹	other suits		lower 2	unbid suits					
other or	other mi	nor + majo	r								
Other slam bide	ding	Cue Bi	ds 🗹	Asking Bid	s 🗹						
4th Suit Forcing	g (One round				Game force					
NT Checkback		Priori	ties								
Defence to 3NT	opening	Bid	minor = pick a	major							
Defence to ope	ning 2-s:	Multi	over Euro	pean 2♦- X	= t/o of	♠ 2 ♥ =t/o of ♥					
RCO style	e 2-s	X = 15 + a	iny shape, 2N	IT = 17-20 l	oalanced	I					
Other 2-s		X = 15 + a	iny shape, 2N	IT = 17-20 l	oalanced	I					
Defence to stro	ng 뢒	Brozel - X	= ♣+ ♥, 1♦=	+ ♥ , 1 ♥ = \	+ ♠						
		1 ♠ = ♠ + m	inor, 1NT = 4	+ •, 2 level	= single	suit					
Lebensohl	Ov	er NT interf	erence \square								
Other use	es										
Take out of 4 le	vel pre-er	mpts	4 ₫ 4♦	Χ							
	4♥	Χ	4 ♠ X								
		. 01	HER NO	TES_							
		O I	TILIX NO	ILS							

	BASIC RESPONSES							
	Jump raises	s - minors limit		forcing	\square	other		
	Jump raises	s - majors limit		forcing		other	pre-emptive	
	Jump shifts	after minor openin	g	19+ F	Points, 5	-Card suit		
	Jump shifts	after major openin	g	3+ of	the Maj	or, 4+ of th	ne bid suit, 10-12	
Points	Responses	to strong 2 suit ope	ening	N/A				
Tuan afaua	Responses	to 2NT opening	;	3 ♣= Romex	Stayma	an ***, 3 🔷	3 ♥, 3 ♠=	
Transfers		P	LA	Y CON	VEN	IOITI	IS	
	'NT'	Versus Notrump		'S' \	ersus :	Suit	✓ _{= Both}	
	Sequence le	· ·	0	verlead all			All except AK x (x)	
	·	Underlead [oth	ier				
		re with an honour 3rd/5th	othei	4th highe	est	✓ at	titude	
	From 4 sma			✓ othe				
or ≜ or	r Flooring ro	ticks in(†por honour)		top	l mid	dle 🔽	bottom	
in 🔻		partner's lead:	high	encourage eference	_		ow encourage	
	Signal on	declarer's lead			f the tim	e, Reverse	e count when	
needed	Discards		NT	high enco	urage		low encourage S	7
		odd/even		other				_
	Count	natural		reverse	\triangleleft	When need	ded	
				ONVE	NITI	ONS		
	4NT:	Blackwood		RKCE		/	ther 14-30 RKCB ♥/ ♠onli	V
	4N1. 4♠		wu vhen?				aturally, uncontested	y
auction	42	Gerber Bez (er Conver		DCCII DIU II	aturany, uncontested	
	Fourth Suit F	forcina	Our	ei Culivei		hurst 2 ≜ a	fter 1NT rebid	
	Ogust 2NT a	· ·				ng 1NT res		
	Michael's Cu				. 0.0	.g	polico	
		efense over 1NT						
		man after 2NT ***						
balanced	500	BC	PO I Fysh Tel:	BF Marketir Box 397 nwick ACT 02 6239 2 : 02 6239	2609 265			

bid of suit at 4-level is forcing takeout



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	S	IANDARD	SYSTEMCA	ARD	
Names:	Adam Guarin	o-Watson	Allan Greenwood		
ABF Nos:	463701		570133		
Basic Syste	m: 5-Card	Majors, Standard, Mu	ulti-Twos		
Classification	n: Green	□ Blue ☑	Red □ Ye	ellow 🗆	
		OPEN	ING BIDS		
Describe str	rength, minimu	um length, or speci	fic meaning	Canape	³ \square
12-20,	3+ 1	12-20, 3+	1♥ 12-20, 5+	1♠ 12-20, 5	+
1 NT (15) 16-18		may co	ntain 5 card major	Ц
2 ≜ Stayma	an: simple	exte	ended \Box of	her	
transfers	2♦ => 2♥	2	=> 2♠	2♠ => 3♣	
2 NT	=> 3 ♦		Super Accepts for ♣= 2l	NT, for ♦= 3 ♣	
_		oints Bal, 9+ Playing Tr			
	,	r suit, 9 playing tricks	s in		
_ ,	ints, 5 ♥and 4+				
	ints, 5 ≜ and 4+				
2.141	Points, 5/5 in the				
3 NT Gan	nbling (long mind	or, no outside stoppe	rs)		
PR				UNEXPECTE	D
		G/S OR REQ	UIRE SPECIAL	DEFENCE	
2 ♦ , ♥ and ♠ =	European Multi				
2 ♣ Response	after 1NT rebid	is Checkback			
		COMPETI	TIVE BIDDIN	G	
Negative do	oubles through	3 ♠	Responsive double	s through 2 ♠	
Jump overc	alls Weak	Unusu	ıal NT 5+/5+ Lowe	est unbid suits	
1NT overca	II (immediate)	16-18 Bal.	(re-opening)	11-14 Bal.	
Immed cue	of minor	Michael's (♥& ♠)			
Immed cue	of major	Michael's (Other ma	ajor and a minor)		
Over oppon	ent's 1NT (we	ak) Cappell	letti (X = 13+)		
Over oppon	ent's 1NT (stro	ong) Cappell	letti (X = 16+)		
Over weak	twos	X = take	eout, opening hand; 2N	Γ = 16-18(19)	
Over openir	ng threes	X = takeout,	16+ points (13+ in pass-out seat), Cu	е	

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RESPONSES TO OPENING BIDS
             Describe strength, minimum length or specific meaning
      1•
             6+ Points, 4+ ♦'s
                                           2NT
                                                  10-12 Points Balanced
            6+ Points, 4+ ♥'s / ♠'s
                                           3♣
                                                   15+ Points, 5+ ♣'s
             6-9 Points Balanced
                                                  12+ HCP, ♦singleton, 5+ ♣'s
             6-9 Points, 5+ ♣'s
                                           3
                                                  12+ HCP, ♥singleton, 5+ ♣'s
       2♠
             19+ Points, 5+ ♦'s
                                                  12+ HCP, ♠singleton, 5+ ♠'s
       2
                                           3♠
             19+ Points, 5+ ♥'s
                                            3NT
                                                   13-16(17) Points Balanced
       2
                                                  ♣=Trump Ask;◆♥♠=10+HCP,void,5+♣
             19+ Points, 5+ ♠'s
                                            4 bids
             6+ Points, 4+ ♥'s / ♠'s
                                                  19+ Points, 5+ ♣'s
      1₩♠
                                           3♣
             6-9 Points
                                           3•
       1NT
                                                   15+ Points, 5+ ◆'s
             10+ Points, 4+ ♣'s
                                                  12+ HCP, ♥singleton, 5+ ♦'s
       2♣
                                                  12+ HCP, ♠singleton, 5+ ♦'s
       2
                                           3♠
             6-9 Points, 5+ ♦'s
                                                  13-16(17) Points Balanced
       2
             19+ Points, 5+ ♥'s
                                            3NT
                                                  Trump Ask
       2♠
             19+ Points, 5+ ♠'s
                                            4
                                           4 Other 4 ♥/ ♠=10+ HCP, void, 5+♦'s
       2NT
             10-12 Points Balanced
1₩♠
      1NT
                                           3♣
             10+ Points, Forcing
                                                   10-12 Pnts 3+ ♥/ ♠and 4+ ♣
       2♣
             6-9 Points, 4+ ♣'s
                                           3 🍁
                                                   10-12 Pnts 3+ ♥/ ♠and 4+ ♦
       2
             6-9 Points, 4+ ◆'s
                                            3₩♠
                                                  Pre-emptive
                                            3NT
             6-9 Points, 3+ ♥'s / ♠'s
       2NT
                                            4≰♦
             10-12 Points, 3+ ♥/ ♠
             <8 Points or <2 top tricks or waiting 2♥♠ 8+ Points, 4+ ♥'s / ♠'s
2
      2
Game Force other
             2NT = 8+ Points (Semi)Balanced, Denies 4 ♥'s /
2
       2♥
             Pass or convert
                                                  To play
 Multi
                                                  3+ / 3+ in ♥/ 	 at least one quick trick
       2♠
             Pass or convert
                                                  N/A
             Asking bid
                                            3NT
       2NT
2♥♠
      2NT
             Asking bid
                                                  To Play
                                            3NT
             To play
       3♣♦
                                            4♣♦
                                                   N/A
            Pre-Emptive
                                                  To Play
                                            4♥♠
             Romex Stayman ***
                                                  Gerber (and after Stman)
      3♣
2NT
                                            4♣
(After 2D)<sub>3</sub>♦
             Transfer to 3 ♥
                                           4
       3
             Transfer to 3 ♠
                                           4
                                                  To Play (Weak, 6(7) card ♥suit
             Transfer to 3NT (has ♣or ♦)
                                                  To Play (Weak, 6(7) card ♠suit
       3♠
            To Play
                                                  5 ♣/ ♦= Weak, 6(7) card ♣/ ♦suit
       3NT
```

CONVENTIONS Additional responses to 1NT 3**⊈**3♦ 13+ Points, 5+ ♣/ ◆ 3♥3♠ 13+ Points, 5+ ♥/ ♠ Gerber 4 4 **4** 4 **Unusual NT:** other suits lower 2 unbid suits minors other \square Cue Bids 🔽 Asking Bids Other slam bidding Game force 4th Suit Forcing One round NT Checkback 1)2NT=14-15 2)Major Raise 3)Unbid Major 4)2 Defence to 3NT opening 4 ♠/ 4 ♦=Takeout of suit bid: 4 ♥/ 4 ♠ Defence to opening 2-s: X = Takeout of 2 = Takeout of 2:2NT = 16-18(19) Balanced RCO style 2-s Other 2-s Myxo's: X = Opening Hand; Next suit up = Takeout of 2NT = 16-18(19) Balanced Defence to strong • \square Over NT interference Lebensohl Other uses Take out of 4 level pre-empts 4**4**4♦ Double 4**◆** Double **4♥** Double **OTHER NOTES** *** Romex Stayman (3 ♣): (3NT)=4/4 in ♥& ♠; After 3 ♦response, 3 ♥asks for a 4 card After 3 ♥response, 3 ♠asks if its a 4 or

=To Play: X=Other 16+

that suit

⁾⁼⁵ **\(\)**'s ; (3 **\)**)=4 or 5 **\(\)**'s ; (3 **\)**)=Other (3\$\(\)\(\)it; 3 **\(\)**shows suit, 3NT denies.

suit; 4 ♥shows 5 ♥'s, 3NT shows 4 ♥'s.

⁵ card 🔻