

RESPONSES TO OPENING BIDS
Describe strength, minimum length or specific meaning

|  | 1 | 4+ cards 5+hcp | 2NT | 11-12 fit |
| :---: | :---: | :---: | :---: | :---: |
|  | 1/1 | 4+ cards 5+hcp | 3 | inverted |
|  | 1NT | 6-9 | 3 | splinter |
|  | 20 | inverted | 3 | splinter |
|  | 2 | weak 6+ card suit | 31 | splinter |
|  | 2ง | weak 6+ card suit |  | to play |
|  | 21 | weak 6+ card suit | 4 bids |  |
| 1 | 1/1 | 4+ cards 5+hcp | 3 | splinter |
|  | 1NT | 6-9 | 3 | inverted |
|  | 2 | 4+ cards 10+hcp |  | splinter |
|  | 2 | inverted | 3. | splinter |
|  | 2 | weak 6+ card suit |  | to play |
|  | 2 | weak 6+ card suit |  | to play |
|  | 2NT |  | 4 Other | various |
| 1/19 | 1NT | 6-9 | 32 | $5-9$ bergen |
|  | $2 \cdot$ | 4+ cards 10+hcp | 3 | 10-11 bergen |
|  | 2 | 4+ cards 10+hcp |  | weak or splinter |
|  | 2/1 | 4-9 |  | splinter |
|  | 2NT | 12+ fit | 4* | splinter |
| 2 | 2 | relay | 2/19 | 2 suited positive |
|  | other | 2 suited positive |  |  |
| 2 | 2 | pass or correct |  | pass or correct |
|  | 2. | pass or correct | 3v1 | pass or correct |
|  | 2NT | force | 3NT | n/a |
| 2/1 | 2NT | force | 3NT | play |
|  | 3* | pass or correct | 4* | pass or correct |
|  | 3v1 | pre-empt | 4V1 | play |
| 2NT | 3. | enquiry | 4* | n/a |
|  | 3 | n/a | 4 | n/a |
|  | $3 \times$ | play | 4 | play |
|  | 31 | play | 4. | play |
|  | 3NT | play | other |  |

OTHER NOTES

CONVENTIONS
Additional responses to 1 NT

Lebensohl Over NT interference $\boldsymbol{\square}$

Other uses
Take out of 4 level pre-empts 4
4 X
4. 4NT


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| 14 | 1 <br> $1 / 1 /$ <br> 1NT <br> 2 <br> 2 <br> 2 <br> 2 | $\begin{aligned} & \text { <8 H.C.P. } \\ & >8 \text { н.С.Р. \& } 5 \text { H/S } \\ & 8-13 \text { н.C.P. } \\ & >7 \text { н.C.P. \& } 5 \text { Clubs } \\ & >7 \text { н.C.P. \&5Diamonds } \end{aligned}$ <br> Weak with 6 Hearts <br> Weak with 6 Spades |  | $14+$ H.C.P. <br> >7,4441, Single Blac <br> >7,4441, Single Red <br> Weak and Long <br> Weak and Long <br> N.A. <br> N.A. |
| :---: | :---: | :---: | :---: | :---: |
| 1 | 1) | 6+with 4 Hearts/Spades |  | Strong Force |
|  | 1NT | 6-10 H.C.P. \& No 4C3M |  | Strong Force |
|  | 2. | 11-13H.C.P.\& No 4C.M. |  | Strong Force |
|  | 2 | 11-13H.C.P.\$ No 3C.Na |  | Strong Force |
|  | 24 | Strong Force |  | 14+ H.C.P. No 4C.M. |
|  | 2 | Strong Force | 4* N.A. |  |
|  | 2NT | 16 + H.C.P. | 4 Other $\mathbf{N}$. $\mathbf{A}$. |  |
| 1/1/ | 1NT | 6-10H.C.P. No 4C.M. Strong Force |  |  |
|  | 2. | 11+ H.C.P 4 Cs Min ${ }^{\text {3 }}$ |  | Strong Force |
|  | 2 | 11+ H.C.P. 4 Ds Min 3 V |  | 9-11 H.C.P.\&Support |
|  | 2V/1. | 6-10H.C.P.\&Support 3NT T |  | To Play |
|  | 2NT | 16+ H.C.P. | 44 | Splinter |
| 2. | 2 | Relay | 2/4 ${ }^{\text {c }}$ To Play |  |
|  | other | 2N.T. =Game Force. $3 \mathrm{H} / \mathrm{S}=5 \mathrm{Card} \& 10+\mathrm{H} . \mathrm{C}$. |  |  |
| 2 | 2 | Pass or Correct | 34 | To Play |
|  | 2. | Pass or Correct | 3V/4 | Pass or call Game |
|  | 2NT | Game Force | 3NT | To Play |
| 2V/4. | 2NT | Game Force | 3NT | To Play |
|  | 34 | Pass or Correct | 4 | Invitational |
|  | 3V/1/ | To Play | 4V/1/ | To Play |
| 2NT | 31 | To Play | 4. | Invitational |
|  | 3 | To Play | 4 | Invitational |
|  | $3 \times$ | To Play | 4 | To Play |
|  | 3. | To Play | 4. | To Play |
|  | 3NT | To Play | other |  |

CONVENTIONS
Additional responses to 1 NT

| 3\$3 | Game Force |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| 3\%3. | Game Force |  |  |  |
| 4. | Game Force |  |  |  |
| 4. | Game Force |  |  |  |
| 4v To | To Play |  |  |  |
| 4. T | To Play |  |  |  |
| Unusual NT: <br> other | minors $\square$ other suits | lov | ower 2 unbid suits | $\square$ |
| Other slam bidd 4th Suit Forcing |  | Asking Bids | Game force | $\square$ |
| NT Checkback | k Priorities |  |  |  |
| Defence to 3NT | T opening |  |  |  |
| Defence to open | ening 2-s: Multi Double | with Ope | ening Hand |  |
|  | 2N.T. with 16+ | H.C.P. |  |  |
| RCO style | le 2-s Roman |  |  |  |
| Other 2-s |  |  |  |  |

Defence to strong Double for Majors-2N.T. for Minors
Lebensohl Over NT interference $\quad \square$

Other uses
Take out of 4 level pre-empts 4N. 4 T . is Take Out
4 Ditto 4. Ditto




KANTAR: Played over a take-out double
Responses by opener's partner: 5-6 HCP with three card support: single jump 7-8 HCP with three card support: single raise 9-10 HCP pass then bid again 11+ HCP redouble
Immediate change of suit $=$ intolerance of partner's suit $=8+\mathrm{HCP}$

