#### **BASIC RESPONSES** AUSTRALIAN BRIDGE FEDERATION forcing 1♣3♠ ART, 1♦-3♦ INV Jump raises - minors limit other INCORPORATED © Jump raises - majors limit other weak 4+ 0-5 (Bergen) forcina STANDARD SYSTEM CARD after 1♣ ART, after 1♦ NAT NF Jump shifts after minor opening Names: Mike Hughes Ted Griffin Jump shifts after major opening Bergen (but OM NAT NF) ABF Nos: 29327 24287 Responses to strong 2 suit opening NA strong club relay: ALL BIDS CAN BE +2 POINTS 3rd/4 Basic System: Responses to 2NT opening minors to play, majors NAT forcing Green Blue 🛛 Red □ Yellow □ Classification: **PLAY CONVENTIONS OPENING BIDS** = Both $\boxtimes$ 'NT' Versus Notrump 'S' Versus Suit Describe strength, minimum length, or specific meaning Canape Overlead all All except AK x (x) 1♠ 15+, 17+ 3rd/4th 1♦ 2+,10-14(16 3rd/4th) 4+, 10-14(16) 1♠ 4+, 10-14(16) Sequence leads: Underlead other 1 NT 13-15 BAL no 5M (15-17 3rd/4th poss 5M) may contain 5 card major Four or more with an honour 4th highest attitude 2♠ Stavman: simple $\square$ extended other relay, at least game inv 3rd/5th reverse count, no honour content transfers 2♦ 5+♥ 2♥ 5+♠ 2♠ 5+♠ or 6+♦.inv+ other From 4 small 2nd highest bottom (= reverse count) 2 NT weak 6+m or GF,4Mpther 3-level bids are GF splinters top 🔽 From 3 cards (no honour) middle bottom 10-14 6+♣ no 4M. In 3rd/4th 10-16 5+♣ can have 4M Signal on partner's lead: high encourage low encourage 10-14 6+♦ no 4 other. In 3rd/4th 10-16 6+♦ can have 4 other. reverse count if attitude clear, suit pref if likely singleton 4-10 6♥. Occasionally 5 or 7 cards. Signal on declarer's lead reverse count if relevant 4-10 6♠. Occasionally 5 or 7 cards. 4-10 both minors, 5+/5+ Discards McKenney high encourage low encourage reverse count if relevant. Suit pref within spots 3 NT odd/even Gambling, 7+ solid minor. Can (and usually will) have a card outside. reverse original Count natural reverse PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED **MEANING/S OR REQUIRE SPECIAL DEFENCE** CONVENTIONS 1♥ opening can have any longer side suit Many bids are NAT NF. $\boxtimes$ 4NT: Blackwood RKCB other Style is to relay with all INV+ hands. 1♠ opening denies 4♥, can have longer minor Gerber when? Bergen raises (2N,3♠,3♦). 1M-2M construct1NT response to 1♥ shows (3)4-5 card ♠ Other Conventions **COMPETITIVE BIDDING** 1M-2M 3 card support, 9-11 then X=PEN artificial relay responses relay over 1♥,1♥,1N is next suit, 2♠ over 2rNo lebensohl (2N = NAT or scramble) Negative doubles through Responsive doubles through relay over 1♦ is 1N (1♥,1♠ over 1♦NNF) fit jumps by passed hand Jump overcalls weak NV int V Unusual NT lower two suits, weak or strong splinters in obvious situations 3-level splinters when hand first shows BAL 1NT overcall (immediate) (15)16-18(19) (re-opening) 11-15 Bergen raises (3♣6-9 OR GF;2N,3♦9-11 baover weak 2, 2N : 3M weak else splinter Immed cue of minor Michaels, ♠ and other, 5/5+, weak or strong Immed cue of major Michaels, OM and a minor, 5/5+, weak or strong ©ABF Marketing Over opponent's 1NT (weak) {transfers to next suit. 2♠ can be both majors. If overcaller PO Box 397 Fyshwick ACT 2609 Over opponent's 1NT (strong) {bids a second suit, canape & strong. Special bids for 5/5s Tel: 02 6239 2265 Over weak twos double = T/O. Responses NOT lebensohl. FAX: 02 6239 1816 Copyright © BCC 6.3.20 Over opening threes double = T/O

		RESPONSES TO C	PEN	IING BIDS			
Describe strength, minimum length or specific meaning							
1♣	1•	0-8(9) any. 0-6 if passed hand 2NT ♦ 1-suited, short ♥					
	1 <b>♥</b> /♠	ART, GF 1♥=>♠, 1♠=>♥	3♠	♦ 1-suited, some 6322			
	1NT	9(10)+ BAL GF	3♦	2=3=5=3 GF			
	2♣	Both minors, GF	3♥	1=3=6=3 GF			
	2♦	♣1-suited, GF	3♠	1=3=7=2 GF			
	2♥	3-suited short major, GF	3NT	1=2=7=3 (8)9-12(13)			
	2♠	♦ 1-suited, GF, 7222 or short ¶	4 bids	ART ◆ 1-suited (4NT = B/W)			
1∳	1 <b>♥</b> /♠	NAT NF usually 6-12 occ 3-car	d§♣	NAT NF			
	1NT	Relay 12+ near GF	3♦	NAT NF			
	2♣	NAT NF	3♥	NAT NF			
	2♦	NAT NF	3♠	NAT NF			
	2♥	NAT NF	3NT	to play			
	2♠	NAT NF	4♦	NAT NF			
	2NT	Both minors less than INV	4 Othe	rto play (4N = B/W)			
1 <b>♥</b> /♠	1NT	1 <b>♥</b> -1N=♠, 1♠-1N=relay	3♠	4card raise, 6-8 OR flat GF rais			
	2♣	NAT NF	3♦	4-card raise, 9-11, UNBAL			
	2♦	NAT NF	3 <b>♥/</b> ♠	PRE, 4+card raise, 0-5			
	2 <b>♥</b> /♠	3card raise (8)9-11(12)	3NT	5-card raise to 4M with defense			
	2NT	4card raise, BAL, 9-11	4♣/♦	splinter raise			
2♣	2•	ART major suit stopper enq	2 <b>♥</b> /♠	2♥ NAT NF, 2♠=GF relay			
	other	2N = NAT constructive, then ra	ise is w	eak, other 3-level bids splinters			
2•	2♥	ART major suit stopper enq	3♣/♦	3♣=NAT, cons. 3♦=not cons			
	2♠	GF relay	3 <b>♥/</b> ♠	splinter			
	2NT	NAT, constructive, forcing to 34	♦3NT	to play			
2 <b>♥</b> /♠	2NT	forcing enquiry (then 3M = min	) 3NT	to play			
	3♣/♦	NAT forcing	4♣/♦	splinter			
	3♥/♠	not constructive	4 <b>♥</b> /♠	to play			
2NT	3♣	to play	4♣	to play			
	3♦	to play	4♦	to play			
	3♥	NAT forcing	4♥	to play			
	3♠	NAT forcing	4♠	to play			
	3NT	to play	other	to play $(4N = B/W)$			

## CONVENTIONS

Additional re	esponses to	1NT							
3♣/3♦	GF splin	GF splinters, not 5/4 in majors							
3♥/3♠	GF splin	GF splinters, not 5 in other major							
4♣	texas, to	texas, to play 4♥							
4♦	texas, to	texas, to play 4♠							
4♥	to play	to play							
4♠	to play								
Unusual NT:	mino	rs $\square$	other suits		lower 2	unbid suits			
other	cues are M	lichaels, hig	jher unbid ma	ajor & othe	er, 5/5+, v	veak or strong			
Other slam b	oidding	Cue Bid	ls_⊠	Asking Bio	ds $\Box$				
4th Suit Ford	cing (	One round	□ NA			Game force			
NT Checkba	ck 🗆	Prioriti	ies NA						
Defence to 3	NT opening	doub	le for cards,	1 T/O doub	ole				
Defence to o	pening Two	's: Multi 2	double for	cards, 1 T	O doubl	e,			
		4 minor is	Leaping Mich	naels					
RCO s	style 2-s	double for cards, 1 T/O double							
		4 minor is	complementa	ary leaping	Michaels	S			
Other	2-s	double for	T/O if NAT, o	otherwise a	is above				
		4 minor is l	leaping Mich	aels					
Defence to s	trong 뢒	X= <b>♣♥</b> ,1N=	<b>♦</b> ♠,1 <b>♦</b> -2 <b>♣</b> = \$	suit and su	it above.	All weak,			
		can be 4-4	or even 4-3.	Jumps we	ak. Good	d hands pass.			
Lebensohl	O۱	er NT interfe	erence $\Box$	NO. In r	esponse	to T/O double	, 2N		
Other	uses NA	T by unpass	sed or openir	ng hand, ot	herwise <sub>l</sub>	oick minor.			
Take out of	4 level pre-e	mpts	4♣/4♦	double = 7	T/O				
4♥ conv X, 4N T/O 4♠ conv X, 4N T/O									
		ОТ	HED NO	TEO					

## **OTHER NOTES**

In uncontested auctions, we relay with INV+ hands (second relay GF), else bid NNF.

In contested auctions, actions are typically NNF at 2-level, GF at 3-level.

Doubles are usually T/O or ART. Typically 2 cards or T/O Xs. 1 T/O X if we are GF.

Relays broken by bidding more than two steps up (1N stops relays after 1♣ opening).

Cue bids show support for partner's suit (whether opener or overcaller).

Points are indicative only - hands upgrade or downgrade according to shape & texture.

#### **BASIC RESPONSES** AUSTRALIAN BRIDGE FEDERATION forcing other Jump raises - minors limit INCORPORATED © $\boxtimes$ Jump raises - majors limit forcina other STANDARD SYSTEM CARD Weak 4-6 hcp, 6+ suit, poor support for opener's suit Names: Jump shifts after minor opening **Ruth Jamieson** Peter Jamieson Jump shifts after major opening Weak: 2S = 4-6hcp but 3D or 3C or 3H = 7-9hcp ABF Nos: 44687 30600 Responses to strong 2 suit opening 2D=less than 3 controls, others positive version May 6, 2005 Basic System: Modified Acol Responses to 2NT opening Transfers to M, 3C= 5 card Stayman, 3S= 5S,4H Green Blue 🛛 Red □ Yellow □ Classification: **PLAY CONVENTIONS OPENING BIDS** = Both 'NT' Versus Notrump 'S' Versus Suit Describe strength, minimum length, or specific meaning Canape $\Box$ Overlead all All except AK x (x) 1♠ 11+hcp, 3 cards 1♦ 11+hcp, 4 cards 1♥ 11+hcp, 4 crds 1♠ 11+hcp, 5 cards Sequence leads: Underlead from KJ10 we lead J 12-14 (good 11 allowed) may contain 5 card major other attitude extended Four or more with an honour 4th highest 2♠ Stavman: simple 🛛 other 3rd/5th other transfers 2 to 2H 2 to 2S 2**♠** to 3C From 4 small 2nd highest other usually 2nd highest 2 NT to 3D other middle bottom From 3 cards (no honour) Game Force -if Balanced has 25-26 hcp or 29-30 hcp Signal on partner's lead: high encourage low encourage Multi -Weak 2 either major suit or 23-24 hcp balanced (if 3NT jump rebid=27+balanced) Anchored Multi: H & minor, 6-10 hcp, 5+5+ shape Some (rare) count or Mckenneys if stiff in dummy or dummy =strong2♥ Signal on declarer's lead count (low= odd number) but its not mandatory Anchored Multi: S & minor, 6-10 hcp, 5+5+ shape Discards McKenney high encourage low encourage 21-22 balanced, can contain 5 card major first discard may be neutral or "spare" card odd/even other Gambling, solid 7 card minor (no outside A or K in 1st or 2nd seat) Count natural reverse PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED **MEANING/S OR REQUIRE SPECIAL DEFENCE** CONVENTIONS Modified SWINE escape bids if you X our>:1NT opening bid $\boxtimes$ 4NT: Blackwood RKCB other Our 1NT rebid shows 15-18 balanced Gerber when? Support X and XX at 1 and 2 level Other Conventions **COMPETITIVE BIDDING** Splinter & mini splinter bids Help suit trial bids Mandatory superaccepts our 1NT auction Exclusion Cue bids over our 4M opening Negative doubles through 4H Responsive doubles through 4D over our 3NT Opening= slam try Cue raise of pard's major in competition Jump overcalls Unusual NT two lowest unbid suits 5+5+ weak Truscott 2NT all suits if you X our 1 suit operaximal game try doubles in our major auct 1NT overcall (immediate) 15-18 (re-opening) 11-14 2C Crowhurst checkback our 1NT rebid Modified Michaels: Highest unbid suit & another 5+5+, weak or str Immed cue of minor Michaels: Other major plus a minor. 5+5+, weak or strong Immed cue of major ©ABF Marketing Over opponent's 1NT (weak) Pottage: Dble=Penalty, bids show 11+ HCP, 2D=majors PO Box 397 Fyshwick ACT 2609 Over opponent's 1NT (strong) as above +2C= unknown 6+ suit, 2M= 5 that M+ minor Tel: 02 6239 2265 Double Over weak twos FAX: 02 6239 1816 Copyright © BCC 6.3.20 Over opening threes Double

		RESPONSES TO C	PEN	IING BIDS							
	Describe strength, minimum length or specific meaning										
1♣	1•	6+ hcp, 4 plus diamonds	2NT	GF Club Fit, often slam hopes							
	1 <b>♥</b> /♠	6+ hcp , 4 plus suit	3♠	about 10-11 hcp, non forcing							
	1NT	6-9 hcp, non forcing	3♦	Splinter, GF, usually 5+ Clubs							
	2♣	weak raise	3♥	Splinter, GF, usually 5+ clubs							
	2♦	weak jump shift 4-6 hcp, 6+suit	3♠	Splinter, GF, usually 5+ clubs							
	2♥	weak jump shift 4-6 hcp, 6+ su	it3NT	13-15 hcp, flat, to play							
	2♠	weak jump shift 4-6 hcp, 6+ su	it4 bids	natural, weakish							
1♦	1 <b>♥</b> /♠	6+ hcp, 4+ suit	3♣	weak jump shift, 7-9 hcp, 6+ suit							
	1NT	6-9 (bad10) hcp, non forcing	3♦	about 10-11 hcp, non forcing							
	2♣	10+ hcp, 4 plus suit	3♥	splinter, GF on diamonds							
	2♦	weak raise	3♠	splinter, GF on diamonds							
	2♥	weak jump shift, 4-6 hcp, 6+su	it3NT	13-15 flat, to play							
	2♠	weak jump shift, 4-6 hcp, 6+su	it4♦	weak shapely, non forcing							
	2NT	GF Diamond raise, slam hopes	4 Othe	r 4M or 4C are natural, to play							
1 <b>♥</b> /♠	1NT	6-9 hcp, non forcing	3♣	weak jump shift 7-9 hcp, 6+ suit							
	2♣	10+ hcp, 4+ suit	3♦	weak jump shift 7-9 hcp, 6+ suit							
	2♦	10+ hcp, 4+ suit	3 <b>♥/</b> ♠	limit raise +3S to 1H= GF spInter							
	2 <b>♥</b> /♠	weak raise (2S to 1H =WJshift)	3NT	13-15 hcp, very flat							
	2NT	Jacoby style, GF, 4= support	4♣/♦	Splinter 11-14 hcp, 4+ support							
2♣	2♦	less than 3 controls	2 <b>♥</b> /♠	positive, natural 5+ suit							
	other	2NT= flat positive or 4441 positive									
2•	2♥	Pass or correct	3♣/♦	natural, game hopes, non forcing							
	2♠	P or correct - interest H game	3 <b>♥/</b> ♠	pass or correct, ditto 4H							
	2NT	Game interest relay	3NT	to play as is 4S							
2 <b>♥</b> /♠	2NT	Relay asking for exact shape	3NT	to play	ì						
	3♣/♦	pass or correct	4♣/♦	pass or correct							
	3 <b>♥</b> /♠	natural, non forcing	<b>4♥</b> /♠	to play							
2NT	3♣	5 card Stayman	4♣	forcing, natural, slammish							
	3♦	Tfr to H	4♦	forcing, natural, slammish							
	3♥	Tfr to S	4♥	to play							
	3♠	5S and 4H	4♠	to play							
	3NT	to play	other								

# CONVENTIONS

Additional res	ponses to	o 1NT						
3♣/3♦	Invitational, 2 of top 3 honours							
3♥/3♠	long suit slam hopes							
4♣	natural,	natural, forcing, slam hopes on this suit						
4◆	natural,	forcing, slar	m hopes on t	his suit				
4♥	to play							
4♠	to play							
Unusual NT:	mino	ors $\square$	other suits		lower 2	unbid suits	$\boxtimes$	
other								
Other slam bio	dding	Cue Bio	ds 🗵	Asking Bi	ds $\square$			
4th Suit Forcir	ng	One round				Game force	$\boxtimes$	
NT Checkback		Priorit	ies show	3 card sup	port in mo	ost (not all) au	ıctions	
Defence to 3N	T openino	4C=	takeout with	longer/bet	ter hearts	, 4D= T/out, S	S focus	
Defence to op	ening Two	o's: Multi 2	2 <b>♦</b> 2H= T/O	of H, 2S= 7	Γ/O of S,	X= 16+ hcp		
		2NT= 15-1	8 bal stoppe	rs both M				
RCO sty	ıle 2-s	X= 16+hcp	then Leben	sohl, and 1	1-2-3 doul	oles apply		
		2NT = 15-1	18 balanced					
Other 2-	S	X = takeou	ıt					
Defence to str	ong 뢒	X= minors,	, 2NT= extre	me minors	, 1suit= th	nat suit suit ab	ove	
			ŭ			- our 2D= bo		
Lebensohl		ver NT interfe			•	ng or overcal		
Other us		•	our X of you		eak or mu	ulti 2bid		
Take out of 4 I	evel pre-e	empts	4♣/4♦	Double				
	4♥	Double	4♠ 4N	IT				
OTHER NOTES								
		<u> </u>						

### **BASIC RESPONSES** forcing $\Box$ other Jump raises - minors limit Jump raises - majors limit forcina other Jump shifts after minor opening in M weak; 1♣2♦,1♦-3♣= 9-11 6 cd suit Jump shifts after major opening fit showing 1 rd force Responses to strong 2 suit opening n/a Responses to 2NT opening see over **PLAY CONVENTIONS** = Both 'NT' Versus Notrump 'S' Versus Suit Sequence leads: Overlead all All except AK x (x) Underlead other attitude 4th highest Four or more with an honour 3rd/5th other other 2nd highest From 4 small (no honour) middle bottom From 3 cards top Signal on partner's lead: high encourage low encourage other Signal on declarer's lead count high encourage low encourage Discards McKenney odd/even other Count natural reverse CONVENTIONS Blackwood RKCB ⊠ 4NT: other Gerber □ when? Other Conventions Jacoby over 1 M;splinters & mini-splinters pass forces XX then lower of touching suits PODI, support X's. forcing 1NT resp over 1 M neg free bids at 2 level only after 2♥/♠resp to 1NT 3♣=enq SWINE - XX=2♣&drop resp's bid 2♣=♠+M,2♦=♦+♠,2♥/♠ nat ©ABF Marketing PO Box 397 Fyshwick ACT 2609 Tel: 02 6239 2265



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## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDA	RD SYSTEM CARD								
Names: Steven Bock-Neville Moses									
ABF Nos: 5355 44441									
Basic System: 2/1 game force (20.vi.05)									
Classification: Green 🗆 Blue	e ⊠ Red □ Yellow □								
OF	PENING BIDS								
Describe strength, minimum length, or	specific meaning Canape								
1♠ 3 11pts+ 1♦ 3 11pt									
1 NT 15-18	may contain 5 card major								
2♠ Stayman: simple □	extended 🖾 other								
transfers 2♦ -> <♥	2♥ ->♠ 2♠ ->♠								
2 NT → oth	ner super accepts								
2♣ game force control resp 2<♦=	=0-1,2♥=2,2♠=3 2NT=6-8<2 cont								
2 8-11 M at least 5-4 - 2NT end	1 3♣=5♥4♠,3♦=4♥5♠,3♥=6♥,3♠=6♠3NT=5-5								
2♥ 6-10 6♥									
2♠ 6-10 6♠									
2 NT 21-22 bal resp 3♣=5 cd sta	yman 3♦/♥=trans,3♠=5♠4♥.								
3 NT gambling;set-up m no more	e than K outside.								
	S THAT MAY HAVE UNEXPECTED REQUIRE SPECIAL DEFENCE								
2♦ opening									
Ghestem									
COMP	ETITIVE BIDDING								
Negative doubles through 34									
Jump overcalls M weak; Ghester	Ignusual NT Ghestem (lower 2 unbid)								
1NT overcall (immediate) 15+	18 (re-opening) 11-14								
Immed cue of minor Ghestem	(extreme suits)								
Immed cue of major Ghestem	m (extreme suits)								
Over opponent's 1NT (weak)	ASPRO								
Over opponent's 1NT (strong)	ASPRO								
Over weak twos	X = t o								
Over opening threes	X = † 0								

		RESPONSES TO (	<b>DPEN</b>	IING BIDS				
Describe strength, minimum length or specific meaning								
1♣	1♦	4+ <b>♦</b> ; 6+pts	2NT	11-12 bal				
	1 <b>♥</b> /♠	4+ <b>♥</b> / <b>♠</b> ;5+pts	3♣	54<10pts unl passed or over in				
	1NT	6-10pts no 4cd M unl flat	3♦	Splinter				
	2♣	10+ 5 <b>♣</b> no 4 cd M	3♥	Splinter				
	2♦	9-11 6 cd ♦ usu 2/3 top hon	3♠	Splinter				
	2♥	4-8 pts 6♥	3NT	13-15 bal				
	2♠	4-8 pts 6♠	4 bids	4♣ = RCKB in ♣				
1•	1 <b>♥</b> /♠	4+ <b>♥</b> / <b>♠</b> 5+ pts	3♣	9-11 6 cd <b>♣</b> usu 2/3 top hon				
	1NT	6-10pts no 4 cd M unl flat	3♦	5 < 10 pts unl passed or over in				
	2♣	4+♣ forces to 2NT	3♥	Splinter				
	2♦	10+5♦ no 4 cd M	3♠	Splinter				
	2♥	4-8 pts 6♥	3NT	13-15 bal				
	2♠	4-8 pts 6♠	4♦	RKCB in ♦				
	2NT	11-12 bal	4 Othe	Splinters				
1 <b>♥</b> /♠	1NT	5-11 forc	3♠	fit showing jump 1 rd force				
	2♣	game force with ♠ (3+)	3♦	fit showing jump 1 rd force				
	2♦	game force with ◆	3 <b>♥/</b> ♠	10-11 with supp unbal				
	2 <b>♥</b> /♠	6-9 with supp	3NT	15-16 4-3-3-3 shape				
	2NT	Jacoby	4♣/♦	Splinters				
2♣	2•	0-1 cont < 6pts	2♥/♠	2 <b>♦</b> =2 cont; 2 <b>♦</b> =3 cont				
	other	2NT = <2 con 6-9 3NT=,2 co	n 9+ pt	S				
2•	2♥	to play	3♣/♦	to play				
	2♠	to play	3 <b>♥/</b> ♠	invitational				
	2NT	enquiry (see over)	3NT	to play				
2 <b>♥</b> /♠	2NT	enquiry (Ogust resp)	3NT	to play				
	3 <b>♣/</b> ♦	nat & forc	4 <b>♣/</b> ♦	Splinters				
	3♥/♠	pre-emptive	4 <b>♥</b> /♠	to play				
2NT	3♣	5 cd Stayman	4♣	nat				
	3♦	->♥	4♦	nat				
	3♥	->♠	4♥	to play				
	3♠	5♠ 4♥	4♠	to play				
	3NT	to play	other	4NT = quantitative				

	CONVENTIONS							
Additional res	Additional responses to 1NT							
3♣/3♦	6 cd suit - 8-10 pts 1/3 top hon							
3 <b>♥</b> /3♠	forc 6 cd suit - cue with hon doubleton or better							
4♣	-> 4♥							
4♦	-> 4♠							
4♥	to play							
4♠	to play							
Unusual NT:	minors $\square$ other suits $\square$ lower 2 unbid suits							
other								
Other slam bio	dding Cue Bids $oxtimes$ Asking Bids $oxtimes$							
4th Suit Forcir	ng One round ☐ 1 level 2 levelGame force	$\boxtimes$						

support resp's suit

NT Checkback

Defence to 3NT opening

Forcing 1NT after 1M

 $\boxtimes$ 

Priorities

Defence to 3NT opening	X=lead owr	n suit if nil dummy's first if nil ♠	
Defence to opening Two	o's: Multi 2♦ X=1	12+ 5♦; else wait and X later,new suit strong	& nat 2
	Stayman & trans	S	
RCO style 2-s	As above		
Other 2-s	X = to		
Defence to strong <b>♣</b>	ASPRO		
Lebensohl O	ver NT interference		
Other uses Afte	er X weak 2		
Take out of 4 level pre-empts		4 <b>♣</b> /4♦ X	
4♥	X 4	4 <b>★</b> 4NT	

**OTHER NOTES** 

After 1♣/1♦- 1♥1NT does not deny 4 ♠. 1♠ shows 5-4 or 4441 Opening 4NT = specific Ace ask 5♥ shows no Ace & 5NT shows ♥A