BASIC RESPO	INSES		AUSTRALIAN	BRIDGE FEDERATIO
Jump raises - minors limit forcing forcing	Other: inverted minors			INCORPOR
Jump raises - majors limit \square forcing \square	Other:		STANDARD	SYSTEM CARD
Jump shifts after minor opening if Maj 4-8 lo	ng suit;if min 9-11 6cd suit	Names: STEVEN BOO		NEVILLE MOSES
Jump shifts after major opening fit showing		ABF Nos: 5355		44441
Responses to strong 2 suit opening 2♣-2♦0-1co	nt;2♦2con;2♠3con;2NT6-8<2con	Basic System:		Brown Sticker
Responses to 2NT opening 2♦-2♥-2NT -then 5	5 cd Stay	Classification: Green	☑ Blue □	Red Vellow
PLAY CONVEN	ITIONS	Olassineation. Green		NG BIDS
'NT' Versus Notrump 'S' Versus S	suit = Both	Describe strength, minimum len		
Sequence leads: Overlead all	All except AK x (x)	1♠ 11+ 3	11+ 3	1♥ 11+ 5
Underlead Other: A lead calls	for att; K count.	1 NT 15-18		may conf
Four or more with an honour 4th highest	attitude	2♣ Stayman: simple	e exter	nded Other:
3rd/5th Other:		Transfers 2♦> ♥	2♥	> •
From 4 small 2nd highest Other:		2 NT> ♦	Other: St	uper acccepts
From 3 cards (no honour) top r	middle bottom	2♣ game force control res	sp	
Signal on partner's lead: high encourage	low encourage	2 7-11 weak 2 Maj OR 2	21-22 bal OR ACOL 2	2 any suit
Other:		2♥ 7-11 5+♥ + 4+anr suit		
Signal on declarer's lead nat count		2♠ 7-11 5+♠ + 4+ anr sui	t	
Discards McKenney high encourage	e 🚺 low encourage 🔲	2 NT minors weak OR str	ong	
odd/even Other: McK w	vhen obvious	3 NT gambling set up mir	nor no more than K or	utside
Count natural reverse				AT MAY HAVE UNEX JIRE SPECIAL DEFEN
CONVENTIO			intere on nege	
4NT: Blackwood RKCB	Other: relay cues	2♦ opening; namyats		
4♣ Gerber when?				
Other Conventions				
forcing 1NT resp after 1 Maj SWII	NExx=bid2 ♣ &drop resp;2 ♣=♣ +Maj		COMPETIT	IVE BIDDING
Jacoby after 1 Maj 2♦=	++★; 2♥/♠= nat pass forces xx	Negative doubles through	3♠	Responsive doubles through
splinters & mini splinters then	resp = lower of 2 touching suits.	Jump overcalls weak	Unusual f	NT lower unbid suits
after 2♥/♠ resp to Stay 3♣enq neg f	free bids @ 2 level only	1NT overcall (immediate)	15+-18 bal	(re-opening) 11
DOPI & ROPI namyats supp	x's & xx; inverted minors	Immed cue of minor	extreme suits	
©ABF Marketing		Immed cue of major	extreme suits	
PO Box 397		Over opponent's 1NT (weak)	mod Han	n:2 ♣ =Majs;2♦=sing suit;2♥
Fyshwick ACT 2609 Tel: 02 6239 2265		Over opponent's 1NT (strong)	Mod Han	n
FAX: 02 6239 1816		Over weak twos	X = take	out
Copyright © BCC 6.3.20.1		Over opening threes	X = take	out



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			STANE	DARD	SYST	EM C	ARD			
Names:	STEV	'EN BO	CK		NEVILL	E MOS	ES			
ABF Nos:	5355				44441					
Basic System:						Bro	own Sticker			
Classification:		Green		llue 🗆	Rec		Yello	w \square		
			(OPENI	NG B	IDS				
Describe streng	jth, min	imum len	gth, or speci	fic meaning	9				Canap	ре 🗆
1 ♣ 11+ 3		1	11+ 3		1♥	11+	5	1♠	11+ 5	
1 NT 15-	18					_/	may co	ntain 5 car	d major	
2♣ Stayman:		simple	e 🗌	exter	nded	Z	Other:	M only it	f 15-16	
Transfers	2♦	> 💗		2♥	> 🏚			2♠	> ♣	
2 NT	> ♦		0	ther: su	iper acco	cepts				
2 ♣ game for	orce co	ntrol res	sp							
2♦ 7-11 we	eak 2 N	1aj OR 2	21-22 bal O	R ACOL 2	any sui	t				
2▼ 7-11 5+	v + 4+	anr suit								
2♠ 7-11 5+	• + 4+	anr sui	t							
2 NT minor	rs wea	k OR str	ong							
3 NT gamb	oling se	et up mir	nor no more	than K o	utside					
			RTS: CAI ING/S O						ED	
2♦ opening; n	amvat	S								
	· , · ·									
			COM	IPETIT	IVE D	וחחו	NC			
N C L L		,							Ō.	
Negative double	es inrol		3♠				les through		3♠	
Jump overcalls		weak		Unusual N			unbid suits			
1NT overcall (ir		te)		18 bal	(re-	opening) 1	1-14 bal		
Immed cue of n			extreme si							
Immed cue of n	•		extreme s							
Over opponent's 1NT (weak)				mod Ham:2♣=Majs;2♦=sing suit;2♥/♠suit + min						
Over opponent		(strong)		Mod Han						
Over weak two:				X = take						
Over opening the	rees			X = take out						

		RESPONSES TO	OPENI	NG BIDS
		Describe strength, minimum length or	specific mea	ning
1♣	1♦	4+ 6+pts	2NT	11-12 bal
	1 ♥ /♠	4+ ♥ / ♠ 5+pts	3♠	5♣<10pts unl pass or over int
	1NT	6-10pts no 4cdM unl flat	3♦	splinter
	2♣	10+5♣ no 4cd Maj	3♥	splinter
	2♦	9-11 6cd • usu 2/3 top hon	3♠	splinter
	2♥	4-8 pts 6♥	3NT	13-15 bal
	2♠	4-8pts 6 ♠	4 bids	4♣RCKBin♠;4♥/♠ nat
1♦	1 ♥ /♠	4+ ♥ / ♠ 5+pts	3♠	9-11 6♣ usu 2/3 top hon
	1NT	6-10 pts no 4cd Maj unl flat	3♦	5◆<10pts unl pass or over int
	2♣	4+♣ force to 2NT	3♥	splinter
	2♦	10+ 5♦ no 4 cd Maj	3♠	splinter
	2♥	4-8 pts 6♥	3NT	13-15 bal
	2♠	4-8 pts 6♠	4♦	RKCB in ◆
	2NT	11-12 bal	4 Other	4 ♥ /♠ nat
1 ♥ /♠	1NT	5-11 forcing	3♣	fit show jump 1 rd force
	2♣	game force with ♠ (3 +)	3♦	fit show jump 1 rd force
	2♦	game force with ◆	3 ♥/ ♠	10-11 with support unbal
	2 ♥ /♠	6-9 with supp	3NT	15-16 4-3-3-3 shape
	2NT	Jacoby 15+	4♣/♦	splinters
2♣	2♦	0 - 1 cont <6pts	2 ♥ /♠	2/3 cont
	other	2NT = <2 cont 6-8 3NT<2 cont 9+	pts	
2•	2♥	pass or correct	3♣/♦	to play
	2♠	pass or correct	3 ♥/ ♠	pass or correct
	2NT	enquiry	3NT	to play
2 ♥ /♠	2NT	enquiry; 2♠ over 2♥ = p or c	3NT	to play
	3♣/♦	nat non -forcing	4♣/♦	splinters
	3 ♥ /♠	3♥pre-empt; 3♠ p or c	4♥/♠	to play
2NT	3♣	to play	4♣	slam try in ♣
	3♦	to play	4♦	slam try in ◆
	3♥	nat forcing	4♥	to play
	3♠	nat forcing	4♠	to play
	3NT	to play	other	5♣/♦ to play

CONVENTIONS

Additional resp	onses to 1NT	•							
3♣/3♦	7-9 pts 1/	pts 1/3 top hon							
3♥/3♠	forc 6 cd	d suit - cue with honx or better							
4♣	minorwoo	od							
4◆	minorwoo	od							
4♥	to play								
4♠	to play								
Unusual NT:	m	ninors	other suits		lower 2 unbid suits				
other	over opening	g bid = 2 lower suits	5						
Other slam bid	ding	Cue Bids		Asking Bids					
4th Suit Forcin	g	One round \Box		at 2 level	Game force				
NT Checkback		Priorities	bid lower	suit					
Defence to 3N7	opening	X=lead ow	n suit;if nil d	lummy's first, if n	il ♠				
Defence to ope	ening Two's:	Multi 2♦ X	=12+5 ♦ or 1	16+ unbal -else v	vait & X later.				
		new suit strong; 2	NT=15-18 k	oal then Stay & tr	ansfers.				
RCO st	yle 2-s	As above							
Other 2	-S	X = take out							
Defence to stro	ong 🏚	Mod Ham							
Lebensohl		Over NT interfere	nce 🖂	slow shows					
Other u	ses afte	r X of weak 2							
Take out of 4 le	evel pre-empts	S	4♣/4♦	X					
	4♥	Χ	4 ♠ 4NT						

OTHER NOTES

After 1♣/♦ 1H- 1NT does not deny 4 ♠; 1♠ shows 5-4 or 4-4-4-1
After TO X of 1 opening single raise 3-6 double raise 7-9. XX = 10+ lack of fit;
1NT = not forc with fit; 2NT forc with fit.

BASIC RESPONSES	A R AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit ☑ forcing □ Other: Inverted	INCORPORATED ©
Jump raises - majors limit \square forcing \square Other: BERGEN	STANDARD SYSTEM CARD
Jump shifts after minor opening $1 - 2 / 4 = (-6HCP) + cards$	
Jump shifts after major opening 1♥-2♠and1♠-3♥=(LR+ & 3card Sup),else Bergen	Names: PAUL LAVINGS FRANK BUDAI ABF Nos: 35092 225487
Responses to strong 2 suit opening 2♥=wait , 2NT (8+) bal others 8+ 3+ Controls	
Responses to 2NT opening Puppet Stayman: 3♠=4♥&5♠	Basic System: WEAK NT - 2♣= Majors > Opening - BERGEN Classification: Green ☑ Blue □ Red □ Yellow □
PLAY CONVENTIONS	OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning Canape
Sequence leads: Overlead all All except AK x (x)	1♠ 3+ (11-21) 1♦ 3+ (11-21) 1♥ 5+ (11-21) 1♠ 5+ (11-21)
Underlead Other: Q may be from KQx(x.) if want att., others overleads	1 NT (11-14) 4333, 4432, 5332 may contain 5 card major
Four or more with an honour 4th highest attitude attitude	2♣ Stayman: simple □ extended □ Other: 2♣garbage/3♣puppet
3rd/5th Other:	Transfers 2♦ hearts 2♥ spades 2♠ clubs
From 4 small 2nd highest Other: highest or 2nd highest	2 NT diamonds Other:
From 3 cards (no honour) top middle bottom	2♣ (5-10) 4+/4+ majors
Signal on partner's lead: high encourage attitude - (count on K)	2+ (22+) unbalanced or (23+) balanced
Other: McKenney when obvious	2♥ (5-10) Weak 2 in ♥
Signal on declarer's lead count	2♠ (5-10) Weak 2 in ♠
Discards McKenney high encourage low encourage	2 NT (20-22) Balanced (all 5332's)
odd/even Other:	3 NT Preempt in either minor
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood RKCB Other: (1430) then Spec. King	Bergen Raises (majors) Cue Raises (all suits)
4♣ Gerber ☐ when? Never - MRKCB if in GF auction	4th suit game force Jacoby
Other Conventions	4♣; 4♦ opening RCKB Fit Jumps in Competition - Mini Splinters
Leb /opps w2 & Dbl by pd; Leap M/opps W2 After 2♠: 2NT- 3♠ Longer ♥	COMPETITIVE BIDDING
Cue Raises (all suits) 3 ♦ = Longer ♠	Negative doubles through 4♠ Responsive doubles through 4♠
Bergen Raises 3♥ = 6 ♥	Jump overcalls Variable Unusual NT Michaels
3M-(0-6), 3♠ (7-9), 3♦-(10-12), 2nt-(13+) 3 ♠ = 6 ♠	1NT overcall (immediate) (15-18) sys on (re-opening) (11-14) sys on
Blackout after reverses 3NT = 5♥ & 5♠	Immed cue of minor Both majors - 5/5 - weak or game force
	Immed cue of major Other major/either minor - 5/5 - weak or game force
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) 2♣=♠&♥, 2♦=1 Major, 2♥=♥&m, 2♠=♠&m, 2NT=m
Fyshwick ACT 2609	Over opponent's 1NT (strong) as above
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos Double (Lebensohl)
Copyright © BCC 6.3.20.1	Over opening threes Double



A RC AUSTRALIAN BRIDGE FEDERATION

		RESPONSES TO C	PENI	NG BIDS
		Describe strength, minimum length or sp	oecific mea	ning
1 ♣	1♦	(6+) 4+ diamonds	2NT	(15+) 4+ clubs
	1 ♥ /♠	(6+) 4 + major	3♣	pre-emptive raise
	1NT	(6-10) no 4 card suit other then ♣	3♦	splinter
	2♣	(10-12) 4+ clubs	3♥	splinter
	2♦	(<6) 6+ card suit	3♠	splinter
	2♥	(<6) 6+ card suit	3NT	to play, balanced (14-15)
	2♠	(<6) 6+ card suit	4 bids	slam interest splinters;4♣RKCB
1 ♦	1 ♥ /♠	(6+) 4+ major	3♣	(<6) 6+ card suit
	1NT	(6-10) denies 4 card major	3♦	pre-emptive raise
	2♣	(10+) 4+ clubs, normally 5	3♥	splinter
	2♦	(10-12) 4+ diamonds	3♠	splinter
	2♥	(<6) 6+ card suit	3NT	to play, denies major or 4♦
	2♠	(<6) 6+ card suit	4♦	RKCB
	2NT	(15+) 4+ diamonds	4 Other	To play
1 ♥ /♠	1NT	(6-9) 1♥ - 1NT denies 4♠	3♣	(7-9) 4+ major
	2♣	(10+) natural FORCE to 2NT	3♦	(10-12) 4+ major
	2♦	(10+) natural FORCE to 2NT	3♥/♠	(0-6) 4+major 1 ★ :3 ♥ =3crd LR+
	2 ♥ /♠	(6-9) 3+ supp;1♥:2♠3card LR+	3NT	to play, denies 4 other major
	2NT	(13+) 4+ support	4♣/♦	(15+) splinter 4+ support
2♣	2♦	Equal Majors - no game interest	2♥/♠	Preference
	other	2NT - game interest or better		
2•	2♥	Wait	3♣/♦	
	2♠		3 ♥/ ♠	
	2NT		3NT	
2 ♥ /♠	2NT	game interest or better inquiry	3NT	to play
	3♣/♦	natural, forcing	4♣/♦	Splinter - shows support
	3 ♥/ ♠	to play, usually weakish	4 ♥ /♠	raise to play else splinter
2NT	3♣	Puppet Stayman	4♣	slam interest in ♣
	3♦	Transfer to ♥	4♦	slam interest in ◆
	3♥	Transfer to ♠	4♥	to play
	3♠	5 ≜ &4♥	4♠	to play
	3NT	to play, unusual	other	4NT = Quant

CONVENTIONS

Additional resp	onses to 1NT	•							
3♣/3♦	3♣= pupp	= puppet, 3♦=♦&♠ slam interest,							
3♥/3♠	slam inter	erest, then 3nt, 4♥ or 4♠ to play, others cues							
4♣	RKCB(♣)								
4♦	RKCB (♠)	CB (♦)							
4♥	To play								
4♠	To play								
Unusual NT:	m	ninors \square	other suits		lower 2 unbid suits				
other	1m - 2nt = 5a	/5 either major and	d either min	or					
	1M - 2nt = 5a	/5 minors	,						
Other slam bid	ding	Cue Bids		Asking Bids					
4th Suit Forcin	g	One round]		Game force				
NT Checkback		Priorities	2 Way						
Defence to 3N7	T opening	CASH TO	P HONOU	R					
Defence to ope	ening Two's:	Multi 2♦ X (values 13+), then X=T/O, then X=penalty							
		Immediate suit bid - 2 level honours + length (8+) 3 level (9+)							
RCO st	yle 2-s	X (values 13+), then X=T/O, then X=penalty							
		Immediate suit bid - 2 level honours + lenght (8+) 3 level (9+)							
Other 2	-S	X (values 13+), then X=T/O, then X=penalty							
		Immediate suit bid - 2 level honours + lenght (8+) 3 level (9+)							
Defence to stro	ong 🏚	Pass = (13+) or garbage at adverse vul, x/1 ◆/1 ▼/1 ♠ = wonder bids							
		1nt = (6-10) 6+ n	ninor or ♥,	2 ♣ =2M,2 ♦ =1M,2	V / ± =M & m				
Lebensohl		Over NT interfer	ence 🖂	ſ					
Other u	ses afte	r opponents weak	2 and parti	ners doubles					
Take out of 4 le	evel pre-empts	5	4♣/4♦	X = takeout					
	4♥	x= takeout	4 ♠ X=	takeout , 4NT= 2 s	suits				
		OTU	ED NO	TEC					
		UIH	ER NO						

Any pass or correct bid by opponent is treated as natural (X= takeout)

After our 1NT & they X- XX = Puppet to 2♠ (single suit); Bid = suit and a higher suit, 2S = GF

BASIC RESPONSES	AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit □ forcing □ Other: Weak	INCORPORATED ©
Jump raises - majors limit □ Other: Weak	STANDARD SYSTEM CARD
Jump shifts after minor opening Bad weak 2 (3-7 hcp) in majors	Names: Ross Stuart Richard Douglas
Jump shifts after major opening Bergen	ABF Nos: 71511
Responses to strong 2 suit opening Miles/Kokish	Basic System: 2/1 Game Force
Responses to 2NT opening 5 card stayman	Classification: Green Blue Red Yellow
PLAY CONVENTIONS	OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning
Sequence leads: Overlead all All except AK x (x)	1♠ 3, 11+ hcp 1♦ 3, 11+ hcp 1♥ 5, 11+ hcp 1♠ 5,
Underlead Other: A for count or unblock, K for attitude against NTs	1 NT 15-17 may contain 5 card may
Four or more with an honour 4th highest attitude	2♠ Stayman: simple ☐ extended ☐ Other: 5 card Stayr
3rd/5th Other:	Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs
From 4 small 2nd highest Other:	2 NT Diamonds Other: superaccept major with 4 trumps
From 3 cards (no honour) top middle bottom	2♣ 22+ hcp balanced, nine tricks in a major, or game force
Signal on partner's lead: high encourage low encourage	6-10 hcp, 6 cards in either major, or 20-21 hcp balanced
Other:	2♥ 6-10 hcp, 5-5 in majors or minors
Signal on declarer's lead Reverse count	2♠ 6-10 hcp, 5-5 in reds or blacks
Discards McKenney high encourage low encourage	2 NT 6-10 hcp, 5-5 in ♠+♦ or ♥+♣
odd/even Other:	3 NT Gambling, no outside A or K
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood RKCB Other: 1430	Inverted minor raises
4♣ Gerber □ when?	RCOs
Other Conventions	
Jacoby Fit showing jumps in competition	COMPETITIVE BIDDING
Truscott Lebensohl after double of weak twos	Negative doubles through 4♥ Responsive doubles through
Drury Rubinsol	Jump overcalls Weak Unusual NT 2 lower unbid suits
2 way checkback Support doubles and redoubles	1NT overcall (immediate) 15-18 (re-opening) 11-14
	Immed cue of minor Michaels (Weak or 16+)
ADD Madating	Immed cue of major Michaels (Weak or 16+)
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) HELLO (Double for penalties)
Fyshwick ACT 2609	Over opponent's 1NT (strong) HELLO (Double shows ♣s or a red 2 suiter
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos Double
Copyright © BCC 6.3.20.1	Over opening threes Double



Names	S:	Ross Stuar	t		Richar	d Douglas	S			
ABF N	los:	71511								
Basic :	System:	2/1 G	ame Force	Э						
Classi	fication:	Gree	n 🗆	Blue	Re	ed \square	Yello	w \square		
				OPEN	NING E	IDS				
Descri	ibe streng	th, minimum	length, or s	pecific mean	ing				Canape	
	3, 11+ l	hcp	1♦ 3,	11+ hcp	1♥	5, 11+			5, 11+hcp	,
1 NT	15-1					_	may cor	ntain 5 car	•	
	Stayman:	sim	ıple 📙	ex	tended l		Other:	5 card S	-	
	nsfers	2♦ Heart	ts	2				2 ♠ Clu	ubs	
		Diamonds			•	ept major	with 4 tru	mps		
		balanced, r		•	ŭ					
2♦		p, 6 cards in		•	1 hcp bala	anced				
2♥		p, 5-5 in maj								
2♠		p, 5-5 in red								
2 NT		hcp, 5-5 in ₫								
3 NT	Gamb	oling, no out	side A or I	<						
				CALLS T					ED	
		IVIEA	INING/S	OR REC	UIKE S	PECIAL	. DEFE	NCE		
Invert	ed minor	raises								
RCOs	5									
			CC	OMPETI	TIVE E	BIDDIN	IG			
Negati	ive double	es through	4	1♥	Respons	sive double	s through		4♥	
Jump	overcalls	Wea	k	Unusua	al NT	2 lower	unbid su	its		
1NT o	vercall (in	nmediate)		15-18	(re	e-opening)	1	1-14		
Immed	d cue of m	ninor		Michael	s (Weak o	or 16+)				
Immed	d cue of m	najor		Michael	s (Weak o	or 16+)				
Over c	opponent's	s 1NT (weak)		HELLC	(Double	for penalt	ies)			
Over c	opponent's	s 1NT (strong)	HELLC	(Double	shows 🔩	or a red	2 suiter		
Over v	veak twos	5		Double						
Over c	pening th	nrees		Double						

		RESPONSES TO	OPENII	NG BIDS			CON	IVENTIONS			
		Describe strength, minimum length or	specific mea	ning	Additional respo	onses to 1NT	-				
1♣	1•	6+hcp, 4+ ◆	2NT	11-12 hcp, (no 4 card major)	3♣/3♦	3♠/3♦ Good suit, slam interest					
	1 ♥ /♠	6+hcp, 4+ ♥/ ♠	3♣	0-5 hcp, 5+ ♣	3♥/3♠	3♥/3♠ Good suit, slam interest					
	1NT	6-10 hcp (no 4 card major)	3♦	splinter, 5+ ♣	4♣	Gerber					
	2♣	10+ hcp, 5+ ♣	3♥	splinter, 5+ ♣	4◆	Transfer t	to 4 v if followed b	y 4NT is RKCB			
	2♦	6-9 hcp, 5+ ♣	3♠	splinter, 5+ ♣	4♥	Transfer	to 4 ♠ if followed b	y 4NT is RKCB			
	2♥	3-7 hcp, 6 cards	3NT	13-15 hcp, no 4 card major	4♠						
	2♠	3-7 hcp, 6 cards	4 bids	void splinter	Unusual NT:	m	ninors 🗌	other suits	lo	wer 2 unbid suits	
1+	1 ♥ /♠	6+hcp, 4+ cards	3♠	6-9 hcp, 5+ ♦	other						
	1NT	6-10 hcp (no 4 card major)	3♦	0-5 hcp, 5+ ◆				,		,	
	2♣	natural & GF unless rebid	3♥	splinter	Other slam bidd	ing	Cue Bids	/	Asking Bids \Box		
	2♦	10+ hcp, 4+ ◆	3♠	splinter	4th Suit Forcing		One round	Z		Game forc	.е 🗌
	2♥	3-7 hcp, 6 cards	3NT	13-15 hcp, no 4 card major	NT Checkback		Priorities				
	2♠	3-7 hcp, 6 cards	4◆		Defence to 3NT	opening		4♣ T/O prefer ♥,	4♦ T/O prefer ♠		
	2NT	11-12 hcp, (no 4 card major)	4 Other	void splinter	Defence to oper	ening Two's: Multi 2		X is TO of ♠, pas		s TO of 🔻	
1♥/♠	1NT	6-10 hcp	3♠	6-8 hcp, 4 card support				2NT is 15-18, sy	stem on		
	2♣	natural & gf unless rebid 3♣	3♦	9-11 hcp, 4 card support	RCO styl	le 2-s					
	2♦	natural & gf unless rebid 3♦	3♥/♠	♥ pre-empt, ★ splinter	Others 2 a	_					
	2 ♥ /♠	6-10 hcp, 3 card support	3NT	12-15 hcp, 2 card support	Other 2-s	5					
	2NT	13 hcp, 4 card support	4♣/♦	splinter	Defence to stror	na 📤					
2♣	2♦	negative	2 ♥ /♠		Deterior to stroi	ig z					
	other	Miles/Kokish			Lebensohl		Over NT interfe	rence 🗌 Tra	insfers		
2•	2♥	pass or correct	3♣/♦	natural forcing	Other us	es Ove	er T/O doubles of	weak twos			
	2♠	pass or correct	3♥/♠	pass or correct	Take out of 4 lev	el pre-empts	S	4 ♣ /4♦ Doubl	le		
	2NT	strong enquiry	3NT	4-4 in the majors		4♥	Double	4 ♠ 4NT			
2♥/♠	2NT	strong enquiry	3NT		Ī		OTH	IER NOTES			
	3♣/♦	pass or correct	4♣/♦	pass or correct			011	ien notes			
	3♥/♠	pass or correct	4♥/♠	pass or correct	1NT (X) XX is						
2NT	3♣	pass or correct	4♠		1NT (2♠) X is		V la maker and the				
	3♦	strong enquiry	4♦		1NT (X) 2 ♣ is	s Lavings if .	x is not penalty				
	3♥	pass or correct	4♥								
	3♠	pass or correct	4♠								
	3NT		other								