	BASIC RESPONSES	ARC
Jump raises - minors	limit forcing C Other:	
Jump raises - majors	limit 🗌 forcing 🗹 Other:	
Jump shifts after minor opening	Splinters (fit showing in competition)	Names: Justin HOW/
Jump shifts after major opening	Splinters (fit showing in competition)	ABF Nos:
Responses to strong 2 suit openi	ng 2D=waiting	Basic System: Acol
Responses to 2NT opening	Puppet Staymen, Transfers, 3S is a puppet to 3NT	Classification: Green
	PLAY CONVENTIONS	
'NT' Versus Notrump	'S' Versus Suit = Both	Describe strength, minimum le
Sequence leads:	Overlead all All except AK x (x)	1♣ 4+ 1
Underlead	Other:	1 NT 11-14
Four or more with an honour	4th highest 📝 attitude 🛄	2 <b>⊕</b> Stayman: simp
3rd/5th	Other:	Transfers 2♦ Hearts
From 4 small 2nd k	nighest 🗹 Other:	2 NT Diamonds
From 3 cards (no honour)	top middle bottom	2♣ Game force
Signal on partner's lead:	high encourage 🔄 low encourage 🗹	2• 4/4 spades and diam
Other:		2♥ 4/4 hearts and spade
Signal on declarer's lead	A+Q= attitude ask, K= Count ask	2♠ 4/4 clubs and spades
Discards McKenney	high encourage low encourage	2 NT 20-22 Balanced
odd/even	Other:	3 NT 1st/2nd Gambling
Count natura	I reverse	PRE-ALE
	CONVENTIONS	MEAN
4NT: Blackwood	RKCB C Other: 0314	1nt= 11-14 may be semi ba
4♣ Gerber ☑	when? 1NT/2NT	denies 4/4 in the majors
	Other Conventions	
Crohurst		
Swine		Negative doubles through
Cue bids		Jump overcalls Interm
Cue raises		1NT overcall (immediate)
Fourth suit forcing		Immed cue of minor
	©ABF Marketing	Immed cue of major
<b>VER</b>	PO Box 397	Over opponent's 1NT (weak)
	Fyshwick ACT 2609	Over opponent's 1NT (strong)
	Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos
	Copyright © BCC 6.3.20.1	Over opening threes



#### AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

			STA	NDA	RD S	SYST	EM C/	ARD			
Name	S:	Justin HC			_	Nathan					
ABF N	los:										
Basic	System:	Aco	I				Brov	vn Sticker			
Classi	fication:	Gr	een 🗹	Blue		Red		Yello	w 🗆		
				OF	PENI	NG BI	DS				
Descri	ibe streng	th, minimur	n length, or s	specific r	neaning					Cana	ape 🗌
1 <b>≜</b>	4+		1• 4+			1♥	4+		1 <b>≜</b>	4+	
1 NT	11-1	4						may cor	ntain 5 ca	ard major	$\square$
2♣ \$	Stayman:	S	imple 🗹		exten	ded	]	Other:			
Trai	nsfers	2♦ Hea	arts		27	Spades			2 <b>≜</b> C	lubs	
	2 NT	Diamonds		Other	: Su	per Acce	pts				
2♣	Game fo	orce									
2♦	4/4 spac	des and di	amonds								
27	4/4 hear	rts and spa	ades								
2♠	4/4 club	s and spa	des								
2 NT	20-22	Balanced	I								
3 NT	1st/2r	nd Gamblii	ng 3rd/4th	to play							
		PRE-A	LERTS:	CALL	S THA		( HAVI	E UNE>	(PECT	ED	
		ME	ANING/S	s or f	REQU	IRE SF	PECIAL	DEFE	NCE		
1nt= 1	11-14 ma	ay be semi	i balanced								
denie	s 4/4 in t	he majors									
			C	OMP	zia di la di	VE B		G			
Negat	ive double	es through		7S				s through		7S	
•	overcalls		ermediate		nusual N	•		y minors	as poss		
•		nmediate)		15-18			opening)	5	1-14		
	d cue of m	-	Micha				, <sub>()</sub>				

Canapae transfers X=pen Canapae transfers X=Clubs

X=T/O Leb

X=T/O

Michaels

RESPONSES TO OPENING BIDS								
		Describe strength, minimum length or s	pecific mea	aning				
1 <b></b>	1♦	4+♦ 6+ points	2NT	10-12 support				
	1♥/♠	4+M 6+ points	3♠	15+ raise				
	1NT	6-10 hcp	3♦	Splinter				
	2 🙅	6-9 raise	37	Splinter				
	2♦	Splinter	3♠	Splinter				
	2♥	Splinter	3NT	12-15 raise				
	2♠	Splinter	4 bids	to play				
1♦	1♥/♠	4+M 6+ points	3♠	Splinter				
	1NT	6-10 hcp	3♦	15+ raise				
	2	10+pts 4+clubs	3♥	Splinter				
	2♦	6-9 raise	3 <b>≜</b>	Splinter				
	2♥	Splinter	3NT	12-15 raise				
	2♠	Splinter	4♦	pre-emptive				
	2NT	10-12 support	4 Other	to play				
1♥/♠	1NT	6-10 hcp	3♠	Splinter				
	2♣	10+pts 4+clubs	3♦	Splinter				
	2♦	10+pts 4+diamonds	3♥/♠	15+ raise				
	2♥/♠	6-9 raise	3NT	12-15 raise				
	2NT	10-12 support	4 <b>♣/♦</b>	splinter				
2	2♦	Waiting	2♥/♠	6+suit semi solid				
	other	2nt= 10+ balanced						
2♦	2♥	To play	3♣/♦	to play				
	2♠	To play	3♥/♠	to play				
	2NT	Inquiry	3NT	to play				
2♥/♠	2NT	Inquiry	3NT	to play				
	3 <b>≜/</b> ♦	to play	4 <b>♣/</b> ♦	to play				
	3♥/♠	to play	4♥/♠	to play				
2NT	3뢒	Puppet staymen	4	key card setting clubs				
	3♦	Transfer	4♦	key card setting diamonds				
	3♥	Transfer	4♥	to play				
	3 <b>≜</b>	Puppet to 3NT	4 <b>♠</b>	to play				
	3NT	Minor suits slam try	other	to play/quantative				

Additional responses to 1NT										
3♣/3♦	Slam try, S	Sets suit								
3♥/3♠	Slam try, S	Sets suit								
4	Nemyats	emyats								
4♦	Nemyats	emyats								
4♥	To play, s	o play, stronger way								
4♠	To play, s	To play, stronger way								
Unusual NT:	m	inors 🛛	other suit	s 🗌		lower 2	2 unbid suits			
other										
Other slam biddin	g	Cue Bids	$\square$	ŀ	Asking Bids	$\square$				
4th Suit Forcing		One round					Game force	$\square$		
NT Checkback		Priorities								
Defence to 3NT op	pening									
Defence to openin	ng Two's:	Multi 2 🔶 🗙	(= values,	Natural	, Lebensol					
RCO style	2-s									
Other 2-s										
Defence to strong	<b>*</b>	1x= that suit or a	t/o x of th	at suitr						
Lebensohl		Over NT interfere	ence [							
Other uses										
Take out of 4 level	4 <b>♣</b> /4♦	t/o								
	4♥	t/o	4 <b>≜</b> t/c	)						

	BASIC RI	ESPONSE	S	
Jump raises - minors	limit 🗌 forcing	J 🗌 Oth	er: inverted	
Jump raises - majors	limit 🗌 forcing	j 🗹 🛛 Oth	er:	
Jump shifts after minor opening	splir	iters		
Jump shifts after major opening	splir	iters		
Responses to strong 2 suit openi	ng 2d =	neg/waiting,		
Responses to 2NT opening	mod puppe	et, transfers, piv	ots	
	PLAY CO	VENTION	IS	
'NT' Versus Notrump	'S'	/ersus Suit	= Both	
Sequence leads:	Overlead	l all	All except AK x (x)	$\checkmark$
Underlead	Other:			
Four or more with an honour	4th h	ighest 🗹	attitude	
3rd/5th	Other:			
From 4 small 2nd h	nighest 🗹 Otl	ner:		
From 3 cards (no honour)	top 🔽	middle [	s bottom	
Signal on partner's lead:	high encoura	ge 🗹	low encourage	
Other: High	n enc only on Aces,	nat count other	times	
Signal on declarer's lead	nat count or sr	nith peters		
Discards McKenney	high e	ncourage	low encourage	
odd/even	Other:			
Count natura	I 🗹 reverse			
	CONVE	NTIONS		
4NT: Blackwood	R	ксв 🗹	Other: 1430	
4 <b>≜</b> Gerber □	when?			
	Other Conventi	ons		
SWINE		Blackout		
Lebensohl		exclusion ke	ycard	
fit showing jumps		crowhurst		
splinters				
low level transfer responses				
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# AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

		STAN	DARD	SYST	EM C	ARD			
Names:	Peter Holland	ds		Justin H	loward				
ABF Nos:	656658								Ň
Basic System:	Acol				Bro	wn Sticker	· 🗌		
Classification:	Green	E E	Blue 🗌	Rec	1 🗆	Yello	w 🗆		
			OPEN	ING B	IDS				
Describe stren	gth, minimum lei	ngth, or spec	ific meanir	ng				Cana	pe 🗌
1 4+ (3)	1	• 4+		1♥	4+		1 <b>≜</b>	4+	
1 NT 11-	14 can be sem	i bal, denies	s 4-4 M			may co	ntain 5 car	d major	$\square$
2 <b>⊕</b> Stayman	simp	le 🗹	exte	ended		Other:			
Transfers	2♦ Pivot		27	Nat invi	itational		2 <b>≜</b> Na	t invitatior	nal
2 NT	pivot	C	ther:						
2♠ Gameforce									
2♦ 4+D, 4	2 ◆ 4+D, 4+S weak 1st/2nd, 4+D 4+H 3rd, intermediate 6 card suit 4th								
2♥ 4+H, 4+S weak 1st/2nd, weak single suiter 3rd, intermediate 6 card suit 4th									
2 weak (can be 4 at fave)									
2 NT 20-2	2 bal								
3 NT gam	bling 1st/2nd to	o play 3rd/4	th						
	PRE-ALE							ED	
	MEAN	NING/S O	R REQ	UIRE SI	PECIA	L DEFE	NCE		
Comic NT (ve	ery aggressive)	1		1NT	may con	itain singl	eton		
low level tran	sfer responses	5		2 lev	el openir	ngs vary i	n seat		
Pivots (struct	ure over 1nt)								
		CON	IPETI	<b>FIVE B</b>	IDDI	١G			
Negative doub	les through	7s		Responsi	ve double	es through	I	7s	
Jump overcalls	weak		Unusual	NT	LUBS				
1NT overcall (i	mmediate)	Со	mic	(re-	-opening)	1	1-14		
Immed cue of I	minor	micheals							
Immed cue of I	major	micheals							
Over opponent	's 1NT (weak)		2c=majors, 2d=good single suiter major, 2h/s bad major						
Over opponent	same as weak but X=4M 5m								
Over weak two	x= t.o								
Over opening t	hrees		x=t.o						
-									

RESPONSES TO OPENING BIDS								
		Describe strength, minimum length or sp	ecific mea	aning				
1♣	1♦	4+ hearts	2NT	10-12 bal				
	1♥/♠	4+spades, 4+diamonds	3♣	6-9 hcp 4+C				
	1NT	6-10	3♦	splinter				
	2 🙅	4+C, 10+	3♥	splinter				
	2♦	splinter	3♠	splinter				
	2♥	splinter	3NT	13-15 bal				
	2♠	splinter	4 bids	exclusion keycard				
1♦	1♥/♠	4+h, 4+S 6+	3♣	splinter				
	1NT	6-10	3♦	6-9 hcp 4+D				
	2♣	4+C 10+	3♥	splinters				
	2♦	4+D,10+	3♠	splinter				
	2♥	splinter	3NT	13-15 bal				
	2♠	splinter	4♦	preemptive				
	2NT	10-12	4 Other	exclusion keycard				
1♥/♠	1NT	6-10	3 <b>♣</b>	splinter				
	2 🙅	4+c 10+	3♦	splinter				
	2♦	4+d 10+	3♥/♠	16+ with support				
	2♥/♠	6-9 with support	3NT	13-15 with support				
	2NT	10-12 with support	4 <b>♣/</b> ♦	splinters				
2♣	2♦	waiting/negative	2♥/♠	6+ with 2 of the top three honours				
	other	after 2c-2d-2h= forces 2s, 2nt=25+,						
2♦	2♥	natural non forcing	3∉/♦	natural non forcing				
	2♠	to play	3♥/♠	to play				
	2NT	inquiry	3NT	to play				
2♥/♠	2NT	inquiry	3NT	to play				
	3 <b>♣/♦</b>	nat nonforcing	4 <b>♣/</b> ♦	nat nonforcing				
	3♥/♠	to play	4♥/♠	to play				
2NT	3♣	modified puppet stayman	4	5/5 majors				
	3♦	transfer to hearts	4♦	transfer to hearts				
	3♥	transfer to spades	4♥	transfer to spades				
	3♠	pivot to 3nt	4 <b>≜</b>	to play				
	3NT	both minors slam invite	other					

Additional respon	Additional responses to 1NT									
3♣/3♦	5/5 minors	weak, 5/5 minors	s slam try							
3♥/3♠	slam try ii	slam try in suit								
4♣	to play	o play								
4	to play	o play								
4♥	to play	o play								
4♠	to play									
Unusual NT:	mi	nors	other suits		lower 2 unbid suits	$\square$				
other										
Other slam biddin	g	Cue Bids	$\square$	Asking Bids	$\square$					
4th Suit Forcing		One round	]		Game force	e 🗹				
NT Checkback	$\square$	Priorities	lowest fe	eature						
Defence to 3NT op	pening									
Defence to openir	ng Two's:	Multi 2 🔶 🌶	Multi 2 X = values, pass then double is t/o							
RCO style	2-s	X = values, pass then double is t/o								
Other 2-s		x=t/o								
Defence to strong	•	x=majors, 1nt=m	inors							
Lebensohl		Over NT interfere	ence 🗹	/						
Other uses	over	weak twos								
Take out of 4 leve	l pre-empts		4 <b>♣</b> /4♦	x=t/o						
	4♥	x=t/o	4 <b>♠</b> x=t/	0						

	BASIC R	ESPONSES						
Jump raises - minors	limit 🗌 forcing	g D Other:	0-6 pre-empt					
Jump raises - majors	limit 🗌 forcing	g 🗹 Other:						
Jump shifts after minor open	ng wea	k in a major, or wea	ak raise					
Jump shifts after major open	ng spli	nters						
Responses to strong 2 suit of	pening							
Responses to 2NT opening mod puppet stayman, 3S=pivot, 3nt minors salm interest								
PLAY CONVENTIONS								
'NT' Versus Notrum	p 'S'	Versus Suit	√ = Both					
Sequence leads:	Overlea	dall	All except AK x (x)	$\square$				
Underle	ad Other: king	g for count, ace for s	signal					
Four or more with an honour 4th highest attitude								
3rd/5th	Other:							
From 4 small	end highest 🗹 Ot	her:						
From 3 cards (no hon	our) top NT	middle S	bottom					
Signal       on partner's lead:       high encourage       low encourage								
Other: nat count								
Signal on declarer's lead nat count								
Discards McKer	iney 🔄 high e	encourage	low encourage					
odd/e	ven 🗹 Other:							
Count na	itural 🗹 reverse							
	CONVE	INTIONS						
4NT: Blacky	rood 🗌 🛛 RI	KCB 🗹 🛛 Otl	ner: 1430					
4 <b>▲</b> Gerber	when?							
	Other Convent	ons						
Crowhurst, Swine, Cue bi	ds, Cue raises	supper accepts						
Long and Short Suit Trials	Š,	inverted mionrs						
Wonder bids over unnatu	al openings and respor	ice						
4nt Specific Ace Ask		1M-1nt-txf's						
Fourth suit game forcing		intermediate jumps (pls ask when)						

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				S	ΓAND	ARD	SYST	EM C	ARD			
Names	S:	Max H	HENBES	ST			Pete HC	OLLAND	)S			
ABF N	0S:											
Basic S	System:		ACOL					Bro	wn Sticker			
Classif	ication:		Green	$\square$	Blu	le 🗆	Red		Yellow	ı 🗆		
	OPENING BIDS											
Descrit	Describe strength, minimum length, or specific meaning Canape									ре 🗌		
1 4	4+(3)		1		4+		1♥	4+		1♠	5+	
1 NT	10-1	4 (sem	ni-balano	ced)					may con	tain 5 ca	ard major	
2 <b>♣</b> S	stayman:		simple	e 🛛	Z	exter	nded	]	Other:			
Tran	sfers	2♦	hearts			2💙	spades			2 <b>≜</b> cl	ubs	
2	2 NT	diamor	nds		Oth	ner: su	pper acce	ept of m	ninors bid t	he suit		
2♠	g/f											
2♦	weak											
27	weak											
2♠	weak											
2 NT	20-22	2										
3 NT	gamb	ling 1s	st and 2r	nd, te	o play 3r	d 4th						
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE												

COMPETITIVE BIDDING							
Negative doubles through 7H		Responsive doubles through			7S		
Jump overcalls weak/in	ntermediate	Unusual NT	sual NT 2 suiter 5/5				
1NT overcall (immediate)	15-1	8	(re-opening)	10-12			
Immed cue of minor	majors 5/5						
Immed cue of major	the other m						
Over opponent's 1NT (weak)	(	quiblet, mod rubensohl					
Over opponent's 1NT (strong)	(	quiblet, mod rubensohl					
Over weak twos		X=t/o					
Over opening threes	2	X=t/o					

RESPONSES TO OPENING BIDS								
		Describe strength, minimum length or s	specific mea	aning				
1♣	1♦	diamond suit	2NT	10-12 balanced				
	1♥/♠	suit	3♣	0-6 club raise				
	1NT	6-9	3♦	splinter				
	2	inverted	3♥	splinter				
	2♦	6-9 club raise	3♠	splinter				
	2♥	weak	3NT	to play				
	2♠	weak	4 bids	splinter				
1♦	1♥/♠	suit	3♠	6-9 diamond raise				
	1NT	6-9	3♦	0-6 diamond raise				
	2♣	suit	3♥	splinter				
	2♦	inverted 10+	3♠	splinter				
	2♥	weak	3NT	to play				
	2♠	weak	4♦	prempt				
	2NT	10-12 invite to 3nt	4 Other	splinter				
1♥/♠	1NT	6-9	3♠	splinter				
	2♣	suit	3♦	splinter				
	2♦	suit	3♥/♠	15+ raise				
	2♥/♠	6-9 raise	3NT	13-15 raise				
	2NT	10-12 raise	4 <b>♣</b> /♦	splinter				
2	2♦	less than an ace and a king	2♥/♠	suit				
	other							
2♦	2♥	suit	3∉/♦	suit/raise				
	2♠	suit	3♥/♠	stopper ask				
	2NT	inquiry	3NT	to play				
2♥/♠	2NT	inquiry	3NT	to play				
	3∉/♦	suit	4 <b>♣/♦</b>	splinter				
	3♥/♠	preempt	4♥/♠	to play				
2NT	3♣	mod puppet stayman	4	majors 5/5				
	3♦	hearts	4♦	hearts				
	3♥	spades	4♥	spades				
	3♠	pivot to 3nt	4♠	quant with either minor 5332				
	3NT	minors 4/4(5) slam invite	other					

Additional responses to 1NT										
3♣/3♦	slam try									
3♥/3♠	slam try									
4 🛖										
4◆										
4 🎔										
4♠										
Unusual NT:	m	inors inter suits suits inter								
other 2	suiter									
Other slam biddi	na	Cue Bids 🗹 Asking Bids 🗹								
4th Suit Forcing	-5	One round Game force	e 📈							
NT Checkback		Priorities	Ŭ LLI							
Defence to 3NT o		x=								
Defence to openi		Multi 2								
Derence to open	ing 1110 5.									
RCO style	2 <sub>-</sub> s	rubensohl								
NOO Style	, 2 3									
Other 2-s		rubensohl								
Other 2-S		Iddenson								
Defense to stron	~ •	wander hide (clear an offer unnetwol reasoned)								
Defence to strong	y 🕿	wonder bids (also on after unnatural responce)								
Lebensohl		Over NT interference								
Other use										
Take out of 4 leve										
	4♥	4♠								

BASIC RESPONSES		
Jump raises - minors limit 🗆 forcing 🗹 Other:		
Jump raises - majors limit forcing Other:		
Jump shifts after minor opening       Splinters	Names:	Ang
Jump shifts after major opening       Splinters	ABF Nos:	Angı
Responses to strong 2 suit opening 2D = Waiting	Basic System:	
Responses to 2NT opening3C = Puppet Stayman, Transfers	Classification:	
PLAY CONVENTIONS		
'NT' Versus Notrump 'S' Versus Suit - Both	Describe streng	gth, mi
Sequence leads: Overlead all All except AK x (x)	1♠ 3+(4)	-
Underlead Other:	1 NT 11-1	4
Four or more with an honour 4th highest attitude	2 <b>♣</b> Stayman:	
3rd/5th Other:	Transfers	2♦
From 4 small 2nd highest 🗹 Other:	2 NT	D
From 3 cards (no honour) top 🗹 middle 🗹 bottom 🗌	2 <b></b> Game I	Force
Signal       on partner's lead:       high encourage       Iow encourage	2 Weak 2	2 (may
Other: Nat Count	2 Weak 2	? (may
Signal on declarer's lead Nat Count	2 <b>≜</b> Weak 2	? (may
Discards       McKenney       high encourage       low encourage	2 NT 20-22	2 may
odd/even Cher:	3 NT Gam	bling <sup>·</sup>
Count natural reverse		PR
CONVENTIONS		
4NT: Blackwood C RKCB C Other: 1430		
4♣ Gerber ☑ when? 1NT - 4C & 2NT - 4C		
Other Conventions		
Swine		
Crowhurst	Negative doubl	es thro
	Jump overcalls	
	1NT overcall (ir	nmedi
	Immed cue of r	ninor
	Immed cue of r	najor
PO Box 397	Over opponent	's 1NT
Fyshwick ACT 2609	Over opponent	's 1NT
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak two	S
Copyright © BCC 6.3.20.1	Over opening t	hrees



## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

				S	TAN	NDAF	RD S	SYS	TE	M C	ARD				
mes	S:	Angu	is Jerer	ny N	lax &	Nathan									
FΝ	0S:														
sic S	System:		Acol							Brov	vn Sticker				
ssif	fication:		Greer	۱ 🗸	1	Blue		R	ed		Yellow				
						OP	ENI	NG	BII	DS					
scri	be streng	gth, mir	nimum le	ength	i, or sp	ecific m	eaning	]					Car	nape	
	3+(4)			1♦	4+			1	,	4+		1 <b>≜</b>	5+(4)		,
IT	11-1	4									may cont	ain 5 ca	ard major		$\square$
<b>₽</b> S	Stayman:		simp	ble	$\square$		exter	nded			Other:				
rar	nsfers	2♦	Н				27	S				2 <b>≜</b> C			
2	2 NT	D				Other:	Su	iper Ad	cep	ots					
	Game F	Force													
	Weak 2	(may	be 5 ca	rds)											
	Weak 2	(may	be 5 ca	rds)											
	Weak 2	(may	be 5 ca	rds)											
IT	20-22	2 mayl	be sem	i bala	anced										
IT	Gaml	bling 1	st/2nd,	To	Play 3	rd/4th									

#### PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

COMPETITIVE BIDDING									
Negative doubles through		4S		Responsi	ve doubles	4S			
Jump overcalls V	Neak		Unusual	NT	LUBS				
1NT overcall (immediate)		15	-18	(re-	opening)	10-14			
Immed cue of minor		Michaels							
Immed cue of major		Michaels							
Over opponent's 1NT (weak)			Landy						
Over opponent's 1NT (strong)			Landy						
Over weak twos			X = T/O	+ Lebens	ohl				
Over opening threes			X = T/O						

		RESPONSES TO C	OPENII	NG BIDS					
	Describe strength, minimum length or specific meaning								
1♣	1♦	Nat 4+	2NT	9-12 Fit					
	1♥/♠	Nat 4+	3♣	15+ Fit					
	1NT	5-10	3♦	Splinter					
	2	6-9 Fit	3♥	Splinter					
	2♦	Splinter	3♠	Splinter					
	2♥	Splinter	3NT	12-16 Fit					
	2♠	Splinter	4 bids	To play					
1♦	1♥/♠	Nat 4+	3♣	Splinter					
	1NT	5-10	3♦	15+ Fit					
	2 🙅	10+ HCP 4+	3♥	Splinter					
	2♦	6-9 Fit	3♠	Splinter					
	2♥	Splinter	3NT	12-16 Fit					
	2♠	Splinter	4♦	To Play					
	2NT	9-12 Fit	4 Other	To Play					
1♥/♠	1NT	5-10	3♣	Splinter					
	2 🛳	10+ HCP 4+	3♦	Splinter					
	2♦	10+ HCP 4+	3♥/♠	15+ Fit					
	2♥/♠	6-9 Fit	3NT	12-16 Fit					
	2NT	9-12 Fit	4 <b>♣/</b> ♦	Splinter					
2	2♦	Waiting	2♥/♠	8+ good 5+ suit					
	other								
2♦	2♥	Natural Forcing	3♣/♦	Pre-emptive					
	2♠	Natural Forcing	3♥/♠	Pre-emptive					
	2NT	Asking	3NT	To Play					
2♥/♠	2NT	Asking	3NT	To Play					
	3♣/♦	Natural Forcing	4 <b>♣/♦</b>	Pre-emptive					
	3♥/♠	Pre-emptive	4♥/♠	Pre-emptive					
2NT	3🛳	Puppet Staymen	4	Ace Ask					
	3♦	Hearts	4♦	Majors 5-5					
	3♥	Spades	4♥	To Play					
	3 <b>≜</b>		4♠	To Play					
	3NT	To Play	other						

Additional respon	ses to 1NT										
3∉/3♦	Slam Try										
3♥/3♠	Slam Try										
4	Ace Ask										
4♦	Both Majors 5-5										
4♥	To Play										
4♠	To Play										
Unusual NT:	m	inors	other suits		low	er 2 unbid suits	$\square$				
other											
Other slam biddin	g	Cue Bids		Asking Bids							
4th Suit Forcing		One round				Game force					
NT Checkback	$\square$	Priorities	Up The L	ine							
Defence to 3NT op	pening	X = Values	S								
Defence to openin	ng Two's:	Multi 2 X	K = Values								
RCO style	2-s	123 doubles									
Other 2-s		123 doubles									
Defence to strong	÷	X = majors, 1NT = minors									
Lebensohl		Over NT interfere	ence 🗹								
Other uses											
Take out of 4 leve	l pre-empts		4∉/4♦ >	K/4NT							
	4♥	X/4NT	4 <b>≜</b> 4NT								