	BASIC RES	SPONSES	
Jump raises - minors	limit D forcing	Other:	Preemptive
Jump raises - majors	limit D forcing	Other:	Preemptive
Jump shifts after minor opening	Criss (Cross Inverted Mi	nors
Jump shifts after major opening	Berger	n Raises	
Responses to strong 2 suit opening	g 2D = V	Vaiting	
Responses to 2NT opening	Puppet, Trans	sfers	
	PLAY CON	VENTIONS	
'NT' Versus Notrump	'S' Ve	rsus Suit	= Both
Sequence leads:	Overlead al		All except AK x (x)
Underlead	Other: Ace =	Count , King= At	iitude
Four or more with an honour	4th high	est 🗹	attitude
3rd/5th	Other:		
From 4 small 2nd I	highest 🗹 Other	:	
From 3 cards (no honour)	top	middle 🔽	bottom
Signal on partner's lead:	high encourage		low encourage
Other:			
Signal on declarer's lead			
Discards McKenney	high enc	ourage	low encourage
odd/even	Other:		
Count natura	I reverse	\checkmark	
	CONVEN	TIONS	
4NT: Blackwood		/	ther: 1430, Specific Kings
4 ∳ Gerber □	when?		J. J
	Other Conventions	5	
2 Way Checkback		Cue Bids 1/2 rou	und
4SF		Support X/XX	
Lebensohl		Bergen Raises	
Cue Raises		Jacoby 2NT	
Ogust		Fit Showing Jun	nps in Comp.
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		STAN	DARD	SYST	ЕМ С	ARD			
Names:	diner		Justin	Howard					
ABF Nos:									
Basic System:	2/1				Bro	own Sticker			
Classification:	Gree	n 🗹 🛛 B	lue 🗆	Re	d 🗌	Yello	w 🗆		
			OPEN	ING B	IDS				
Describe stren	gth, minimum lei	ngth, or specific	meaning					Canap	e 🗆
1♠ 3+		1• 3+		1•	5+		1 ≜	5+	
1 NT 15-	-17	,				5	ntain 5 card	major	
2 ⊕ Stayman	: sim	ple 🗹	exte	nded		Other:			
Transfers	2♦ Heart		27	Spade	S		2 ≜ Clu	bs	
2 NT	Diamonds	0	ther: S	mollen					
2♠ Game									
2• Weak	6-10 6+Diamoi	nds							
	6-10 6+Hearts								
2♠ Weak	6-10 6+Spades	5							
2 NT 20-2									
3 NT Gar	nbling								
		LERTS: CA ANING/S O)	
1NA 1NIT I							TOL		
1M - 1NT =	Forcing								
		CON	IPETI						
Negative doub	les through	4H		Respons	ive double	es through		4H	
Jump overcalls	Weal	(Unusual	NT	L.U.B.	S			
1NT overcall (i	mmediate)	15-	18	(re	e-opening)) 1	1-14		
Immed cue of	minor	Majors							
Immed cue of	•	Major & Mi	nor						
Over opponen	t's 1NT (weak)		X=Penal	ties, 2C =	= Majors,	2D=Single	e suited Ma	ajor,	
Over opponen	t's 1NT (strong)		2H/S = M+m, 2NT = Both Minors, 3C/D = Natural						
Over weak two	S		X= Take out, Lebensohl						
Over opening	hrees		X= Take	out					

		RESPONSES TO C	PENI	NG BIDS	
		Describe strength, minimum length or spec	cific meanir	ng	
1 ≜	1♦	4+ Natural	2NT	10-12 Balanced	
	1♥/♠	4+ Natural	3♠	preemptive	
	1NT	6-9 No 4 Card Major	3♦	Splinter	
	2♠	10+ 5+Clubs - F to 3C	3♥	Splinter	
	2♦	7-10 5+ Clubs	3♠	Splinter	
	27	Weak Natural	3NT	To Play	
	2♠	Weak Natural	4 bids		
1•	1♥/♠	4+ Natural	3♣	7-10, 5+ ♦	
	1NT	6-9 no 4 Card Major	3♦	Preemptive	
	2	Natural Game Forcing	3♥	Splinter	
	2♦	10+, 5+ ♦, F to 3♦	3♠	Splinter	
	27	Weak Natural	3NT	To Play	
	2♠	Weak Natural	4♦	Natural	
	2NT	10-12 Balanced	4 Other		
1♥/♠	1NT	Forcing	3♣	6-9 4cs	
	2♣	Natural Game Forcing	3♦	10-12 4cs	
	2♦	Natural Game Forcing	3♥/♠	Preemptive, 4+ card raise	
	2♥/♠	6-9 3cs	3NT	15-17, 3 card raise, 4333	
	2NT	14+ 4cs	4 ♣/♦	Splinter	
2♣	2♦	Waiting	2♥/♠	Natural	
	other	2NT = 8-10 Balanced			
2♦	27	Natural	3 ♣/ ♦	Natural	
	2♠	Natural	3♥/♠	Splinter	
	2NT	Forcing Enquiry	3NT	To Play	
2♥/♠	2NT	Forcing Enquiry	3NT	To Play	
	3∉/♦	Natural	4 ♣/ ♦	Splinter	
	3♥/♠	Preemptive Raise	4♥/♠	To Play	
2NT	3♠	Puppet Staymen	4	Transfer to 4H	
	3♦	Hearts	4♦	Transfer to 4S	
	3♥	Spades	4♥	To Play	
	3♠	5/5 Minors	4♠	To Play	
	3NT	To Play	other		

Additional respons	ses to 1NI								
3♣/3♦	3 ♣ - 5/5 m	inors, weak; 3♦	- 5/5 minors, strong						
3♥/3♠	3♥ - 13(54), 3🏚 - 31(54)							
4	Transfer to	Transfer to Hearts							
4	Transfer to	Spades							
4♥	To Play								
4 ≜	To Play								
Unusual NT:	mi	nors	other suits 🗌 lower 2 unbid suits						
other									
Other slam bidding	1	Cue Bio	ids 🗹 Asking Bids 🗆						
4th Suit Forcing	•	One round	Game force						
NT Checkback		Priorities	2 Way						
Defence to 3NT op	ening								
Defence to opening	•	Multi 2♦	X= 16+ 1NT = 15-17 Balanced						
RCO style 2	2-s								
,									
Other 2-s									
Defence to strong	4	X=Majors, 1NT	T= Minors						
0		· j · · · ,							
Lebensohl		Over NT interf	ference						
Other uses	over	weak 2 opening	qs						
Take out of 4 level			4∉/4♦ X= Takeout						
	4♥	X= Takeout	4 ▲ 4NT						

	BASIC RESPONSES	
Jump raises - minors limi	t D forcing D Other:	weak
Jump raises - majors limi	t 🗌 forcing 🗌 Other:	weak
Jump shifts after minor opening	weak/splinter/raise	
Jump shifts after major opening	splinter	
Responses to strong 2 suit opening		
Responses to 2NT opening	muppet txf pivots	
	PLAY CONVENTIONS	
'NT' Versus Notrump	'S' Versus Suit	= Both
Sequence leads:	Overlead all	All except AK x (x)
Underlead	Other: A=Atti K=count	
Four or more with an honour	4th highest	attitude
3rd/5th	Other:	
From 4 small 2nd highe	st 🗹 Other:	
From 3 cards (no honour)	top 🗹 middle 🔽	bottom s
Signal on partner's lead:	high encourage	low encourage
Other: count		
Signal on declarer's lead	count	
Discards McKenney	high encourage	low encourage
odd/even	Other:	
Count natural	reverse	
	CONVENTIONS	
4NT: Blackwood	🗆 🤉 КСВ 🗹 О	ther: 1430
4 ● Gerber □ w	hen?	
	Other Conventions	
Midget		
crowhurst		
gass stuff		
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			STAN	DARD	SYS	TE	M CA	RD				
Names:	Max	Henbest			Peter	⁻ Holla	ands					
ABF Nos:												
Basic System	n:	Acol					Brown	n Sticker			`	
Classification	ו:	Green	D B	lue 🗆	I	Red		Yello	w 🗆			
				OPEN	ING	BID	S					
Describe stre	ength, mini	imum leng	th, or specific	meaning							Canape	
1♠ 4(3(2)))	1	4		1	• 4	ļ		1	4		
1 NT 1	1-14 no 4	4 in the M	N					may co	ntain 5 d	ard ma	ijor	
2 🕁 Stayma	an:	simple	e 🗹	exte	nded			Other:				
Transfers	2♦	Н		27	S				2♠	С		
2 NT	D		0	ther:								
2 ≜ G/F												
2• weak	k in hearts	s or diam	onds									
2• Weal	k both M											
2 ≜ weak	K											
2 NT 20)-22											
3 NT ga	mbling/T	o play										
	Р		ERTS: CA NING/S O							ED		
txf after 1C,	, txf after	1nt rebid			١n	/erted	l minors	, txf in le	ow leve	l comp)	
txf after 1M			2nt									
Italian style		5										
			CON	IPETI	ΓΙΥΕ	BID	DINC	9				
Negative dou	ubles throu	ıgh	7S		Respo	nsive	doubles	through			7S	
Jump overca	Ills	weak/ir	ntermediate	Unusual	NT	lu	ıbs					
1NT overcall	(immediat	te)	15-	18		(re-op	ening)	1	0-14			
Immed cue o	of minor		Michaels									
Immed cue o	of major		Michaels									
Over oppone	Over opponent's 1NT (weak)											
Over oppone	ent's 1NT (strong)		mod Qui	blet							
Over weak tw	NOS			XXX leb								
Over opening	g threes			XXX								

		RESPONSES TO		IG BIDS
		Describe strength, minimum length or	specific meanin	g
1 £	1♦	txf	2NT	Nat
	1♥/♠	txf	3♠	0-7hcp nat
	1NT	nat	3♦	splinter
	2 🛖	10+	3♥	splinter
	2♦	8-10 club raise	3♠	splinter
	27	weak	3NT	natural
	2♠	splinter	4 bids	
1♦	1♥/♠	nat	3♣	8-10 diamond raise
	1NT	nat	3♦	0-7hcp nat
	2♣	nat	37	splinter
	2♦	10+	3♠	splinter
	2♥	weak	3NT	nat
	2♠	weak	4♦	
	2NT	nat	4 Other	
1♥/♠	1NT	nat	3♠	splinter
	2 🛳	nat	3♦	splinter
	2♦	natural	3♥/♠	weak
	2♥/♠	6-9 3 card raise	3NT	13-15 heart support
	2NT	10-12 or 16+ heart support	4 ♣ /♦	splinter
2 뢒	2♦	waiting-neg	2♥/♠	natural
	other			
2♦	27	p/c	3♣/♦	natural F or p/c
	2♠	natural F	3♥/♠	p/c
	2NT	asking	3NT	to play
2♥/♠	2NT	asking	3NT	to play
	3♣/♦	nat F/NF	4 ♣/♦	
	3♥/♠	to play/ natural F	4♥/♠	toplay
2NT	3♣	Muppet	4	majors
	3♦	hearts	4	hearts
	37	spades	4♥	spades
	3 ≜	pivot	4♠	(233)5 quant
	3NT	10-11 minors	other	

Additional respons	ses to 1NT								
3♣/3♦	slam try								
3♥/3♠	slam try	slam try							
4♣	majors								
4	hearts								
4♥	spades								
4♠	(233)5 qua	int							
Unusual NT:	mi	nors	other suits		lower 2	2 unbid suits	\square		
other									
Other slam bidding]	Cue Bio	ts 🖂	Asking Bids	\square				
4th Suit Forcing		One round				Game force	\square		
NT Checkback	\square	Priorities	lowest fe	ature					
Defence to 3NT ope	ening	4C=t/o							
Defence to opening	g Two's:	Multi 2♦	XXX						
RCO style 2	2-s								
Other 2-s									
Defence to strong	£	bid something	good						
Lebensohl		Over NT interf	erence 🗹	, 					
Other uses									
Take out of 4 level	pre-empts		4♣/4♦						
	4♥		4♠						

	BASIC RESPON	NSES
Jump raises - minors	limit 🗌 forcing 🗌	Other: Inverted Minor
Jump raises - majors	limit 🗆 forcing 🗆	Other: NT Raises
Jump shifts after minor opening	Splinters - Mir	ni, Maxi & Mega
Jump shifts after major opening	Splinters - Mir	ni, Maxi & Mega
Responses to strong 2 suit oper	ng 2D = Waiting.	Kokish
Responses to 2NT opening	Puppet, Transfers for	r Majors, Minor Stayman
	PLAY CONVENT	TIONS
'NT' Versus Notrump	'S' Versus Sui	it = Both
Sequence leads:	Overlead all	All except AK x (x)
Underlea	Other: Ace - Rev. At	t., King - Nat. Count
Four or more with an honour	4th highest	attitude
3rd/5th	Other:	
From 4 small 2r	I highest 🗹 Other:	
From 3 cards (no honor) top m	iddle 🗹 bottom 🗔
Signal on partner's lead:	high encourage	low encourage
Other: N	atural Count	
Signal on declarer's lead	Natural Count	
Discards McKenn	y high encourage	low encourage
odd/eve	n 🗹 Other:	
Count nat	ral 🗹 reverse 🗌	
	CONVENTIO	NS
4NT: Blackwo	/	Other: 1430
4 ● Gerber	when?	
	Other Conventions	
Crowhurst		
Swine		
Cue Bibs - 1st/2nd		
Pete's Sliding Scale of Awar	ness	
U U		
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STANDARD SYSTEM CARD													
Names:	I	Lucy I	Henbest				Angus	Munro					
ABF Nos:													
Basic Syste	em:		Acol					Br	rown Sticker				
Classificatio	on:		Green	\square	Blue		Re	d 🗆	Yellow	v 🗆			
	OPENING BIDS												
Describe st	trength	, minin	num lengt	h, or spec	ific me	aning					C	anape	
1♣ 3+			1	4+			1♥	4+		1♠	5+		
1 NT	12-14								may con	tain 5 ca	rd major		\square
2 ⊕ Stayn	nan:		simple	e 🗹		exter	nded [Other:				
Transfer	S	2♦	Hearts			27	Spades	5		2 ≜ C	lubs		
2 NT	D	iamo	nds		Othe	: Su	uper acco	epts					
2 ≜ Gar	me Fo	rce											
2♦ We	ak witl	h eith	er minor										
2 v We	ak												
2 ≜ We	ak												
2 NT 2	20-22 E	Bal											
3 NT 🛛 🕻	Gambli	ing											

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

2/1 Rebids forcing for one round 1NT opening denies 4/4 Majors

COMPETITIVE BIDDING 5S Negative doubles through 5S Responsive doubles through Jump overcalls Weak Unusual NT L.U.B.S. 1NT overcall (immediate) 15-18 (re-opening) 10-14 Immed cue of minor Micheals - both majors 5+/5+ Michaels - other major and a minor 5+/5+ Immed cue of major Over opponent's 1NT (weak) X = Values, 2C = Landy, 2D = good suit Over opponent's 1NT (strong) As above X - Take Out + Lebensohl Over weak twos Over opening threes X - Take Out

		RESPONSES TO	OPENIN	NG BIDS
		Describe strength, minimum length or sp	ecific meanir	ıg
1 	1♦	4+ ♦, 6+	2NT	10-12 bal (no 4-card Major)
	1♥/♠	4+ M, 6+	3♠	6-9, 🛳 support
	1NT	6-9	3♦	Short 🔶 & 🛳 support 10-12
	2	10+ ♣ support	3♥	Short 💙 & ቋ support 10-12
	2♦	Short 🔶 & 뢒 support 6-9 OR 13+	3♠	Short 🛦 & 🛳 support 10-12
	27	Short 💙 & ቋ support 6-9 OR 13+	3NT	12-15 bal (no 4-card Major)
	2♠	short ♠ & ♠ support 6-9 OR 13+	4 bids	
1♦	1♥/♠	4+ M, 6+	3♣	Short ♣ & ♦ support 6-9 OR 13+
	1NT	6-9	3♦	6-9, ♦ support
	2 🛳	Natural 10+	3♥	Short ♥ & ♦ support 10-12
	2♦	10+, 🔶 support	3♠	Short ♠ & ♦ support 10-12
	27	Short ♥ & ♦ support 6-9 OR 13+	3NT	12-15 bal (no 4-card Major)
	2♠	Short ♠ & ♦ support 6-9 OR 13+	4♦	Minorwood
	2NT	10-12 bal (no 4-card Major)	4 Other	
1♥/♠	1NT	6-9	3♣	Short ♣ & M support 6-9 OR 13+
	2♣	Natural 10+	3♦	Short & M support 6-9 OR 13+
	2♦	Natural 10+	3♥/♠	16+ & M support (semi-balanced)
	2♥/♠	6-9 & M support	3NT	12-15 & M support (no shortage)
	2NT	10-12 & M support (no shortage)	4 ⊕ /♦	Short m & M support 10-12
2♣	2♦	Waiting	2♥/♠	Semi-solid Suit
	other	2NT = 8-10 bal, 3m = good suit		
2♦	2♥	Natural Forcing	3∉/♦	Pass or Correct
	2♠	Natural Forcing	3♥/♠	
	2NT	Strong Invitational	3NT	To Play
2♥/♠	2NT	PSSA	3NT	To Play
	3 ♣/ ♦	Natural Forcing	4 ♣ /♦	Short m and M support (GF)
	3♥/♠	Pre-emptive	4♥/♠	To Play
2NT	3	Puppet Stayman	4	Slam Try
	3♦	Transfer to 💙	4♦	Slam Try
	3♥	Transfer to 🛓	4♥	Slam Try
	3♠	Minor Stayman	4♠	Slam Try
	3NT	To Play	other	

Additional respons	ses to 1NT								
3♣/3♦	Slam Try								
3♥/3♠	Slam Try	Slam Try							
4♣	Transfer to	o 🕈 (Mild Slam Inte	erest)						
4♦	Transfer to	o 🛦 (Mild Slam Inte	erest)						
4♥	Natural - T	o Play							
4♠	Natural - T	o Play							
Unusual NT:	m	inors	other suits		lower 2 unbid suits	\square			
other									
Other slam bidding	J	Cue Bids	\square	Asking Bids					
4th Suit Forcing		One round			Game force	\square			
NT Checkback	\square	Priorities	Feature	s up the line - Crow	vhurst				
Defence to 3NT ope	ening	X - Penal	ties, 4C - Tak	e Out					
Defence to opening	g Two's:	Multi 2 2NT = 15-18 Bal, Suits Natural, X = 16+ unbalanced							
RCO style 2	2-s								
Other 2-s									
Defence to strong	£	X - Majors, NT -	Minors, Bids	Natural					
Lebensohl		Over NT interfer	ence 🖂	Lebensohl - der	nies a stopper				
Other uses									
Take out of 4 level	pre-empts		4 ⊕ /4♦	X - Take Out					
	4 🎔	X - Take Out	4 ♠ X -	Take Out					

		BA	ASIC RE	SPON	ISES			
Jump raises - minors	5	limit 🗌	forcing		Other:	inverted		
Jump raises - majors	5	limit 🗆	forcing	\square	Other:			
Jump shifts after min	or opening		splint	ers				
Jump shifts after maj	jor opening		splint	ers				
Responses to strong	2 suit opening	g	2d = 1	neg/waitii	ng,			
Responses to 2NT o	pening	r	nod puppet,	, transfers	s, pivots			
		PL	AY CON	IVENT	IONS			
'NT' Versu	s Notrump		'S' V	ersus Suit		= Both		
Sequence leads:			Overlead a	all		All except AK x (x)		
	Underlead	0	ther:					
Four or more with an	honour		4th hig	hest [\checkmark	attitude		
3rc	d/5th	Othe	er:					
From 4 small	2nd h	nighest [Othe	er:				
From 3 cards	(no honour)		top 🗹] mi	ddle S	bottom		
Signal on partne	er's lead:	hiç	gh encourage	• 🗸		low encourage		
0	ther: High	h enc only o	on Aces, nat	t count ot	her times			
Signal on declare	er's lead	nat c	ount or smit	th peters				
Discards	McKenney		high en	courage		low encourage		
	odd/even	\checkmark	Other:					
Count	natura		reverse					
			CONVE	NTIO	IS			
4NT:	Blackwood	_	RK			her: 1430		
4🛖	Gerber	when?						
		Othe	Conventior	าร				
SWINE				Blacko	ut			
Lebensohl				exclusion keycard				
fit showing jumps				crowhu	ırst			
splinters								
low level transfer r	esponses							
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			vick ACT 260	19				
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			UZ UZ 39 1010 it © BCC 6.3.20.1	J				



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		STAN	DARD	SYSTI	EM CA	ARD				
Names:	Justin Howard									
ABF Nos:	656658									
Basic System:	Acol				Brov	vn Sticker		f \		
Classification:	Green		Blue 🗌	Red		Yello	w]		>
			OPEN	ING BI	DS					
Describe streng	th, minimum leng	th, or specific	: meaning					C	Canape	
1♣ 4+ (3)	1	♦ 4+		1♥	4+		1	≜ 4+		
1 NT 11-1	4 can be semi	bal, denies	4-4 M			may co	ntain 5	card major	· [Z
2 ⊕ Stayman:	simpl	e 🗹	exte	nded 🗌		Other:				
Transfers	2♦ Pivot		27	Nat invit	ational		2♠	Nat invita	ational	
2 NT	pivot	(Other:							
2 ≜ Gamefo	orce									
2♦ 4+D, 4+	S weak 1st/2nd	d, 4+D 4+H	3rd, interm	nediate 6 d	card suit 4	4th				
2♥ 4+H, 4+	S weak 1st/2nd	d, weak sing	le suiter 3	rd, interme	ediate 6 c	card suit 4	4th			
2 ≜ weak (c	an be 4 at fave)								
2 NT 20-22	2 bal									
3 NT gamb	ling 1st/2nd to	play 3rd/4th								
		ERTS: CA						ΓED		
Comic NT (ver	y aggressive)		1NT may contain singleton							
low level transfer responses			2 level openings vary in seat							
Pivots (structure over 1nt)										
		CO	MPETIT	TIVE B	IDDIN	G				
Negative double	es through	7s		Responsiv				75	5	
Jump overcalls	weak		Unusual		LUBS	5				
1NT overcall (im		Co	mic	(re-	opening)	1	1-14			
Immed cue of m		micheals		x -	5					
Immed cue of m	ajor	micheals								
Over opponent's 1NT (weak)			2c=majors, 2d=good single suiter major, 2h/s bad major							
Over opponent's 1NT (strong)			same as weak but X=4M 5m							
Over weak twos			x= t.0							
Over opening threes			x=t.0							

		RESPONSES TO (PENI	NG BIDS				
Describe strength, minimum length or specific meaning								
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				
	27	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♣	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 ♣/♦	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 ♣/♦	nat nonforcing	4 ♣/ ♦	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♠	to play				
	3NT	both minors slam invite	other					

Additional response	es to 1NT										
3∉/3♦	5/5 minors weak, 5/5 minors slam try										
3♥/3♠	slam try in suit										
4🛖	to play										
4♦	to play										
4♥	to play										
4♠	to play										
Unusual NT:	mi	nors	other suits	lower 2	ower 2 unbid suits						
other											
Other slam bidding		Cue Bi	ds 🗹	Asking Bids							
4th Suit Forcing		One round		-		Game force	\square				
NT Checkback		Priorities	lowest fe	eature							
Defence to 3NT ope	ening										
Defence to opening	j Two's:	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	Þ	x=majors, 1nt=minors									
Lebensohl		Over NT inter	ference 🖂								
Other uses	over	weak twos									
Take out of 4 level	pre-empts		4 ♣ /4♦	x=t/o							
	4 🖤	x=t/o	4 ♠ x=t/	0							