

Describe strength, minimum length or specific meaning

| 14 | 1* | $5+\mathrm{pts}, 4+$ cards | 2NT | 10-12, no higher 4+ card suit |
| :---: | :---: | :---: | :---: | :---: |
|  | 19/4 | $5+\mathrm{pts}, 4+$ cards | 36 | Pre-emptive |
|  | 1NT | 8-11 pts, no 4+ card major | 3 | splinter agreeing |
|  | 2 | Game force in ${ }^{\text {e }}$ | 34 | splinter agreeing en |
|  | 2 | Criss cross limit raise | 34 | splinter agreeing to |
|  | 24 | less than 5 pts, 6+ cards, to play | 3NT | 13-15, no higher suit |
|  | 24 | less than 5 pts, 6+ cards, to play | 4 bids | 4 = RKCB |
| 1* | 19/4 | $5+\mathrm{pts}, 4+$ cards | 3 | Criss cross limit raise |
|  | 1NT | Forcing for one round | 3 | Pre-emptive |
|  | 26 | Game force | 34 | splinter agreeing |
|  | 2 | Game force in | 34 | splinter agreeing |
|  | 2 | less than 5pts, 6+ cards, to play | 3NT | 13-15, no higher suit |
|  | 2. | less than 5 pts, 6+ cards, to play | 4 | RKCB |
|  | 2NT | 10-12, no higher 4+ card suit | 4 Other | not used |
| 1 1 / | 1NT | 5-9 pts, no higher 4+ card major | 3 | Limit raise, 4+ card support |
|  | 26 | Game force | 3 | 8-9 pts, 4+ card support |
|  | 2* | Game force | 3\%/4 | Pre-emptive |
|  | 29/4 | $8-9 \mathrm{pts}, 3+$ card support | 3 NT | not used |
|  | 2NT | Jacoby Game Forcing raise | 4* | Splinter, very distributional |
| 26 |  | $3+$ controls | 24/4 | $\vee=0-1$ con, $\mathbf{=}=2$ con, bal |
|  | other | $2 \mathrm{NT}=2$ con, transfer to 3 |  |  |
| 2 | 2 | pass or correct | 3/4 | pass or correct |
|  | 24 | pass or correct | 3V/4 | pass or correct |
|  | 2NT | enquiry | 3NT | pass or correct |
| 2\%/4 | 2NT | enquiry | 3NT | pass or correct |
|  | 3*/4 | pass or correct | 4*/4000 | pass or correct |
|  | 39/4 | pass or correct | 4V/4 | pass or correct |
| 2NT | 3 | enquiry | 45 | pass or correct |
|  | 3) | pass or correct | 4* | pass or correct |
|  | $3 \%$ | pass or correct | 4 | pass or correct |
|  | 34 | pass or correct | 4 | pass or correct |
|  | 3NT | pass or correct | other | pass or correct |

CONVENTIONS

## Additional responses to 1 NT



## OTHER NOTES

## Active use of law of total trick

Wide ranging pre-empts and overcalls opposite a passed hand
Overcalls show opening values with $21 / 2$ defensive tricks
Interference over opponents strong bids based on distribution, often with little strength Pre-empts opposite non-passed hand based on Rule of 2,3 and 4

