

Describe strength, minimum length or specific meaning

| 14 | 1 | Natural, forcing | 2NT | Natural GF |
| :---: | :---: | :---: | :---: | :---: |
|  | 19/4 | Natural, forcing | 36 | pre-emptive |
|  | 1NT | 6-9 hcp Natural | 3 | Splinter Raise, Forcing |
|  | 26 | $4 / 5+10+$ hcp | $3{ }^{4}$ | Splinter Raise, Forcing |
|  | 2* | WJS | 34 | Splinter Raise, Forcing |
|  | 24 | WJS | 3NT | 12-14 hcp to Play |
|  | 24 | WJS | 4 bids | To Play |
| 1 | 19/4 | Natural, forcing | 3 | WJS |
|  | 1NT | 6-9 hcp Natural | 3 | pre-emptive |
|  | 26 | Natural GF | 34 | Splinter Raise, Forcing |
|  | 2 | 4/5+10+ hcp | 34 | Splinter Raise, Forcing |
|  | 2 | WJS | 3NT | 12-14 hcp to Play |
|  | 2. | WJS | 4 | Pre-emptive |
|  | 2NT | Natural GF | 4 Other | 4C: Splinter Raise, Forcing |
| 19/4 | 1NT | Natural, Semi-forcing | 3 | WJS |
|  | 26 | Natural GF | 3 | WJS |
|  | 2* | Natural GF | 3\%/4 | Limit Raises |
|  | 29/4 | Raise 6-9 hcp | 3NT | 12-14 hcp To Play |
|  | 2NT | Jacoby | 40/* | Splinter Raise, Forcing |
| 26 | 2* | Waiting | 2\%/4 | Positive |
|  | other | Positives include AQ, AK, or KQ in suit. |  |  |
| 2 | 2 | Natural, forcing | 3/4 | 3c: Natural, forcing, 3d: NF |
|  | 24 | Natural, forcing | 3\%/4 | Splinter Raise, Forcing |
|  | 2NT | Ogust | 3NT | To Play |
| 24/4. | 2NT | Ogust | 3NT | To Play |
|  | 3*/ | Natural, forcing | 40/4 | Splinter Raise, Forcing |
|  | 39/4 | Raise: NF | 4Y/2 | To Play |
| 2NT | 3 | Puppet Stayman | 4 | Gerber |
|  | 3 | Transfer to Hearts | 4* |  |
|  | 34 | Transfer to Spades | 4 |  |
|  | 34 | Minor Suit Stayman | 4. |  |
|  | 3NT | To Play | other |  |

CONVENTIONS

## Additional responses to 1 NT

| 3/3 | Natural Slamtry |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 3\%/34 | Natural Slamtry |  |  |  |  |  |
| 4* | Gerber |  |  |  |  |  |
| 4* |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |
| 41 |  |  |  |  |  |  |
| Unusual NT:Other |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
| Other slam bidding Cue Bids $X$ Asking Bids |  |  |  |  |  |  |
| 4th Suit Forcing One round $\triangle$ Game force |  |  |  |  |  |  |
| NT Checkback | Priorities $\quad$ xyz (2C=invit. 2D = game force) |  |  |  |  |  |
| Defence to 3NT opening |  |  |  |  |  |  |
| Defence to opening Two's: Multi 2 $\quad \mathrm{X}=12-15 \mathrm{bal}$ or $19+2 \mathrm{NT}=16-18 \mathrm{bal}$ |  |  |  |  |  |  |

RCO style 2-s

Other 2-s

Defence to strong

## Lebensohl

## Over NT interference

Other uses
Take out of 4 level pre-empts $\quad 4 / 4 \mathrm{TO}$
4. Xoptional

