BASIC RESPONSES										
Jump raises - minors	limit 🗌 forci	ng D Other:	Preemptive (inverted)							
Jump raises - majors	limit 🗌 forci	ng D Other:	Preemptive							
Jump shifts after minor opening	Тс	minor - 7-10 HCP ra	aise, to major - weak							
Jump shifts after major opening	Тс	minor - Bergen raise	e, to major - nat, invitational							
Responses to strong 2 suit oper	ing 24	- negative or waiting	g, other - natural							
Responses to 2NT opening Simple stayman, transfers, 3♠ forces 3NT, Texas										
PLAY CONVENTIONS										
'NT' Versus Notrump	'S'	Versus Suit	= Both							
Sequence leads:	Overle	ad all	All except AK x (x)							
Underlead	d Other: A	- count, K - attitude								
Four or more with an honour 4th highest attitude										
3rd/5th	Other:									
From 4 small 2n	d highest	Other:								
From 3 cards (no honour) top middle solution										
Signal on partner's lead:	high encour	age	low encourage							
Other: Reverse count										
Signal on declarer's lead Reverse count										
Discards McKenney high encourage low encourage										
odd/eve	en Other	Subsequent - rev	verse count							
Count nate	ural revers	e 🔽								
	CON	ENTIONS								
4NT: Blackwo	od 🗌	RKCB 🖂 C	Other: 1430, specific king ask							
4 ♣ Gerber	when?									
	Other Conven	tions								
Support X + XX		4SF								
Ogust		Fit showing jum	ps in competition							
Splinters		Long suit game	Long suit game tries							
Bergen raises, Jacoby 2NT		1st + 2nd round	1st + 2nd round cues							
Criss cross + inverted minor	3	Reverse Kokish	1							
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STANDARD SYSTEM CARD										
Names:	Shane Harriso	La	Lauren Travis							
ABF Nos:						701815				
Basic System:	2/1 GF			Brow						
Classification:	Green	⊠ Blue	e 🗆	Red		Yello	w 🗆			
		0	PENIN	g Bli	DS					
Describe strengt	h, minimum lengt	h, or specific me	eaning					Canape	e 🗌	
1 ≜ 3+, 11+ ŀ	ICP 1	3+, 11+ H	ICP	1♥	5+, 11+	HCP	1♠	5+, 11+ HC	P	
1 NT (14)1	15-17					may cor	ntain 5 car	d major	\bowtie	
2 ♣ Stayman:	simple	\mathbf{e}	extended	d 🗌]	Other:	Smolen			
Transfers	2• •		27 🍨				2 🛦			
2 NT	•	Othe	er: Super	raccept	S					
2 ♠ GF										
2♦ (5)6+ ♦,	6-10 HCP									
2♥ (5)6+ ♥,	6-10 HCP									
2 (5)6+ 4,	6-10 HCP									
2 NT 20-22	, balanced									
3 NT Gambling (1st/2nd), To play (3rd/4th)										
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE										
1M-1NT is forc	ing									

	COMPETITIV	E BIDDING						
Negative doubles through	4♥ Res	ough	4♥					
Jump overcalls Weak	Unusual NT	LUBS						
1NT overcall (immediate)	15-18	(re-opening)	11-14					
Immed cue of minor	Majors							
Immed cue of major	Other major + minor							
Over opponent's 1NT (weak)	2 ♣ - majors, 2	2♠ - majors, X - penalty, other - natural						
Over opponent's 1NT (strong)	2 ♣ - majors, 2	2						
Over weak twos	X - takeout, L	X - takeout, Lebensohl						
Over opening threes	X - takeout	X - takeout						

Describe strength, minimum tength or specific meaning 2NT 11-12 HCP, no major 1* 6 + HCP, 4+ */• 2N 11-12 HCP, no major 1* 6 + HCP, 4+ */• 3• Splinter 1* 6 + HCP, 1+ */• 3• Splinter 2• 10+, 5+ *, F to 3* 3• Splinter 2• 7+10, 5+ *, F to 3* 3• Splinter 2• Weak 6 * 3NT 13-15 HCP, no major 2• Weak 6 * 4 bids Exclusion, 4* - keycard 1* 6 + HCP, 4+ */• 3* Splinter 2• Weak 6 * 3* Splinter 2• Keycard 3* Splinter 2• Weak, 6 * 3* Splinter 2• Keycard 3* Splinter 2• Keycard 3* Splinter 2• Weak, 6 * 3* Splinter 2• Weak, 6 * 3* Splinter 2• Weak, 6 * 3* Splinter 2•			RESPONSES TO C	PENI	NG BIDS
1W/e 64 HCP, 44 ♥/e 3e Preemptive, 5+ € 1NT 6-10 HCP, no major 3e Splinter 2e 104, 5+ €, F to 3e 3e Splinter 2e 7-10, 5+ € 3e Splinter 2e Weak, 6 ♥ 3NT 13-15 HCP, no major 2e Weak 6 € 4 bids Exclusion, 4e - keycard 1e 1W/e 6+ HCP, 4+ ♥/e 3e 7-10, 5+ € 2e Weak 6 € 4 bids Exclusion, 4e - keycard 1e 1W/e 6+ HCP, 4+ ♥/e 3e 7-10, 5+ € 2e GF, 4+ € 3e Splinter 3e 2e GF, 4+ € 3e Splinter 3e 2e GF, 4+ € 3e Splinter 3e 2e Weak, 6 € 4e Keycard 11-12 HCP, no major 4 Other 4e - splinter, other - Exclusion 1v/e 1NT 6-12 HCP, semi-forcing 3e 6-10, 4 card raise 2e GF, 4+ € 3e 10-12, 4 card raise 3a 2v/e 6-9, 3 card raise 3NT <t< th=""><th></th><th></th><th>Describe strength, minimum length or spec</th><th>cific meanir</th><th>ng</th></t<>			Describe strength, minimum length or spec	cific meanir	ng
1NT 6-10 HCP, no major 3 • Splinter 2• 10+, 5+ •, F to 3 • 3 • Splinter 2• Weak, 6 • 3 NT 13-15 HCP, no major 2• Weak 6 • 4 bids Exclusion, 4 • - keycard 1• 1%/ • 6 + HCP, 4+ ♥/ • 3 • 7-10, 5+ • 2• Weak 6 • 4 bids Exclusion, 4 • - keycard 1• 1%/ • 6 + HCP, no major 3 • Preemptive, 5+ • 2• GF, 4 + • 3 • Splinter 2• GF, 4 + • 3 • Splinter 2• Weak, 6 • 3 NT 13-15 HCP, no major 2• Weak, 6 • 3 NT 13-15 HCP, no major 2• Weak, 6 • 3 NT 13-15 HCP, no major 2• Weak, 6 • 3 NT 13-15 HCP, no major 2• Weak, 6 • 3 NT 13-15 HCP, no major 2• Keycard 11-12 HCP, semi-forcing 3 • 6-10, 4 card raise 2• GF, 4 + • 3 * 10-12, 4 card raise 3 • 2• GF, 4 + • 3 *	1♣	1♦	6+ HCP, 4+ ♦	2NT	11-12 HCP, no major
2 10+, 5+ ← F to 3 3 Splinter 2 7.10, 5+ ← 3 Splinter 2 Weak, 6 ♥ 3NT 13.15 HCP, no major 2 Weak 6 ▲ 4 bids Exclusion, 4 ← keycard 1 1V/ ← 6+ HCP, 4+ ♥/ ▲ 3 7.10, 5+ ← 1NT 6.10 HCP, no major 3 Preemptive, 5+ ← 2 GF, 4+ ← 3 Splinter 2 10+, 5+ ←, F to 3 3 Splinter 2 Weak, 6 ◆ 3NT 13.15 HCP, no major 2 Weak, 6 ◆ 3 Splinter 2 Weak, 6 ◆ 4 Keycard 2 Weak, 6 ◆ 4 Keycard 2 Weak, 6 ◆ 3 10-12, 4 card raise 2 Weak, 6 ◆ 3 10-12, 4 card raise 2 GF, 4+ ◆ 3 10-12, 4 card raise 2 GF, 4+ ◆ 3 Splinter 2 GF, 4+ ◆ 3 NT 15-17, 3 card raise, 4333 2 GF, 4+ ◆ 3 Splinter 3		1♥/♠	6+ HCP, 4+ ♥/♠	3♣	Preemptive, 5+ 🜩
2• 7.10, 5+ ● 3• Splinter 2• Weak, 6 ● 3NT 13.15 HCP, no major 2• Weak 6 ● 4 bids Exclusion, 4● - keycard 1• 1*/• 6+ HCP, 4+ */● 3● 7.10, 5+ ● 1NT 6-10 HCP, no major 3● Preemptive, 5+ ● 2• GF, 4+ ● 3● Splinter 2• 10+, 5+ ●, F to 3● 3● Splinter 2• 10+, 5+ ●, F to 3● 3● Splinter 2• 10+, 5+ ●, F to 3● 3● Splinter 2• Weak, 6 ● 3NT 13-15 HCP, no major 2• Weak, 6 ● 4● Keycard 2NT 11-12 HCP, no major 4 Other 4● - splinter, other - Exclusion 1*/● 1NT 6-12 HCP, semi-forcing 3● 6-10, 4 card raise 2• GF, 4+ ● 3・ 10-12, 4 card raise 30T 2• GF, 4+ ● 3● 10-12, 4 card raise 30T 2• GF, 4+ ● 3● Splinter 15-17, 3 card raise, 4333 2• GF, 4+ ● 3●		1NT	6-10 HCP, no major	3♦	Splinter
2• Weak, 6 • 3NT 13-15 HCP, no major 2• Weak 6 • 4 bids Exclusion, 4 • keycard 1• 1*/• 6+ HCP, 4+ •/• 3• 7-10, 5+ • 1NT 6-10 HCP, no major 3• Preemptive, 5+ • 2• GF, 4+ • 3* Splinter 2• 10+, 5+ •, F to 3• 3• Splinter 2• Weak, 6 • 3NT 13-15 HCP, no major 2• Weak, 6 • 3* Splinter 2• Weak, 6 • 3NT 13-15 HCP, no major 2• Weak, 6 • 3NT 13-15 HCP, no major 2• Weak, 6 • 3NT 13-15 HCP, no major 2• Weak, 6 • 4• Keycard 2NT 11-12 HCP, no major 4 0 ther 4• • splinter, other - Exclusion 1*/• 1NT 6-12 HCP, semi-forcing 3• 10-12, 4 card raise 2• GF, 4 + • 3* 10-12, 4 card raise 30* 2• GF, 4 + • 3* 10-12, 4 card raise 30* 2• A tot ariase 3NT 15-17, 3 c		2	10+, 5+ ♣, F to 3♣	3♥	Splinter
2• Weak 6 ▲ 4 bids Exclusion, 4 ▲ - keycard 1• 1♥/▲ 6+ HCP, 4+ ♥/▲ 3 ▲ 7-10, 5+ ▲ 1NT 6-10 HCP, no major 3 ▲ Preemptive, 5+ ▲ 2• GF, 4+ ▲ 3 ▲ Splinter 2• Weak, 6 ▲ 3 ▲ Splinter 2• Weak, 6 ▲ 3 ▲ Splinter 2• Weak, 6 ▲ 4 ▲ Keycard 2• Weak, 6 ▲ 4 ● Splinter 2• GF, 4+ ▲ 3 ▲ 10-12, 4 card raise 2• GF, 4+ ▲ 3 ▲ 10-12, 4 card raise 2• GF, 4+ ▲ 3 ▲ Splinter 2• A card raise 3 ▲ Splinter 2•<		2♦	7-10, 5+ 🛖	3♠	Splinter
1 1 6+ HCP, 4+ ♥/♠ 3 7-10, 5+ ♠ 1NT 6-10 HCP, no major 3 Preemptive, 5+ ♠ 2 GF, 4+ ♠ 3 Splinter 2.● 10+, 5+ ♠, F to 3.♠ 3.♠ Splinter 2.● Weak, 6 ♠ 3.● Splinter 2.● Weak, 6 ♠ 4.♠ Keycard 2.● Weak, 6 ♠ 4.♠ Keycard 2.● Weak, 6 ♠ 4.♠ Keycard 2.● Weak, 6 ♠ 4.♠ Splinter 2.● Weak, 6 ♠ 4.♠ Keycard 2.NT 11-12 HCP, no major 4.0 Other 4 splinter, other - Exclusion 1.♥/♠ 1NT 6-12 HCP, semi-forcing 3.♠ 6-10, 4 card raise 2.● GF, 4+ ♠ 3.● 10-12, 4 card raise 3 2.● GF, 4+ ♠ 3.● 10-12, 4 card raise 3 2.● GF, 4+ ♠ 3 Splinter 3 2.● GF, 4+ ♠ 3 Splinter 3 2.● A card raise 3 Splinter 3		2♥	Weak, 6 💙	3NT	13-15 HCP, no major
1NT 6-10 HCP, no major 3* Preemptive, 5* * 2* GF, 4* * 3* Splinter 2* 10+, 5 * *, F to 3* 3* Splinter 2* Weak, 6 * 3NT 13-15 HCP, no major 2* Weak, 6 * 3NT 13-15 HCP, no major 2* Weak, 6 * 4* Keycard 2NT 11-12 HCP, no major 4 Other 4* - splinter, other - Exclusion 1*/* INT 6-12 HCP, semi-forcing 3* 6-10, 4 card raise 2* GF, 4+ * 3* 10-12, 4 card raise 10-12, 4 card raise 2* GF, 4+ * 3* 10-12, 4 card raise 3* 2* GF, 4+ * 3* 10-12, 4 card raise 3* 2* GF, 4+ * 3* 10-12, 4 card raise 3* 2* GF, 4+ * 3* 10-12, 4 card raise 3* 2* GF, 4+ * 3* Not Splinter 2* Ared raise 3* Splinter 3* 2* Natural, forcing 3*/* Natural, forcing, ong suit		2♠	Weak 6 🛓	4 bids	Exclusion, 4 - keycard
2• GF, 4+ ● 3• Splinter 2• 10+, 5+ •, F to 3• 3• Splinter 2• 10+, 5+ •, F to 3• 3• Splinter 2• Weak, 6 • 3NT 13-15 HCP, no major 2• Weak, 6 • 4• Keycard 2NT 11-12 HCP, no major 4 Other 4• - splinter, other - Exclusion 1•//• 1NT 6-12 HCP, semi-forcing 3• 6-10, 4 card raise 2• GF, 4+ ● 3• 10-12, 4 card raise 10-12, 4 card raise 2• GF, 4+ ● 3•/• Preemptive, 4+ card raise 10-12, 4 card raise 2• GF, 4+ ● 3•/• Splinter 15-17, 3 card raise, 4333 2• GF, 4+ ● 3•/• Splinter 2• GF, 4+ ● 3•/• Natural, raise, 4333 2NT 13+, 4 card raise 3•/• Splinter 2• Negative or waiting 2•/• Natural, 7+ HCP other - - Non-forcing, long suit 10-12, 4 card raise 2• Natural, forcing 3•/• Non-forcing, long suit 10 <th>1♦</th> <th>1♥/♠</th> <th>6+ HCP, 4+ ♥/♠</th> <th>3♣</th> <th>7-10, 5+ 🔶</th>	1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	7-10, 5+ 🔶
2+ 10+, 5+ •, F to 3• 3• Splinter 2* Weak, 6 • 3NT 13-15 HCP, no major 2• Weak, 6 • 3• 13-15 HCP, no major 2• Weak, 6 • 4• Keycard 2NT 11-12 HCP, no major 4 Other 4• - splinter, other - Exclusion 1•/• 1NT 6-12 HCP, semi-forcing 3• 6-10, 4 card raise 2• GF, 4+ • 3• 10-12, 4 card raise 2• 2• GF, 4+ • 3•/• Preemptive, 4+ card raise 2• 2• GF, 4+ • 3•/• Splinter 2• 2• Negative or waiting 2•/• Natural, 7• Splinter 2• 2• Natural, forcing 3•/• Natural, forcing; preemptive raise 2• 2• Natural, forcing 3•/•		1NT	6-10 HCP, no major	3♦	Preemptive, 5+ 🔶
2* Weak, 6 * 3NT 13-15 HCP, no major 2* Weak, 6 * 4* Keycard 2NT 11-12 HCP, no major 4 Other 4* - splinter, other - Exclusion 1*/* 1NT 6-12 HCP, semi-forcing 3* 6-10, 4 card raise 2* GF, 4+ * 3* 10-12, 4 card raise 2* GF, 4+ * 3* 10-12, 4 card raise 2* GF, 4+ * 3* 10-12, 4 card raise 2* GF, 4+ * 3* 10-12, 4 card raise 2* GF, 4+ * 3* Preemptive, 4+ card raise 2* GF, 4+ * 3* Splinter 2* GF, 4+ * 3* Natural, forcing: and raise 2* Negative or waiting 2*/* Natural, forcing; preemptive raise 2* Negative or waiting 2*/* Natural, forcing, long suit 2* Natural, forcing 3*/* Non-forcing, long suit 2* Natural, forcing 3*/* Non-forcing, long suit 2*/* 2* Natural, forcing 3*/* Splinter 2*/* 2* N		2♣	GF, 4+ 🛖	37	Splinter
2 Weak, 6 4 Keycard 2NT 11-12 HCP, no major 4 Other 4 - splinter, other - Exclusion 1 INT 6-12 HCP, semi-forcing 3 - 6-10, 4 card raise 2 GF, 4+ • 3 + 10-12, 4 card raise 2 GF, 4+ • 3 + 0-12, 4 card raise 2 GF, 4+ • 3 + 0-12, 4 card raise 2 GF, 4+ • 3 + 0 2 GF, 4+ • 3 + 0 2 6-9, 3 card raise 3 NT 15-17, 3 card raise, 4333 3 + 0 2 Negative or waiting 2 + 8 2 Negative or waiting 2 + 8 2 Natural, forcing 3 + 9 2 Natural, forcing 3 + 10 play 2 Natural, forcing 3 + 10 play 3 Natural, forcing 3 + 10 play 3 Natural, forcing 4 + 10 play 3		2♦	10+, 5+ ♦, F to 3♦	3♠	Splinter
2NT11-12 HCP, no major4 Other4 Other4 Other1*/*1NT6-12 HCP, semi-forcing3*6-10, 4 card raise2*GF, 4+ •3*10-12, 4 card raise2*GF, 4+ •3*/*Preemptive, 4+ card raise2*6-9, 3 card raise3NT15-17, 3 card raise, 43332NT13+, 4 card raise4*/*Splinter2*2*Negative or waiting2*/*Natural, 7+ HCP2*2*Natural, forcing3*/*Non-forcing, long suit2*2*Natural, forcing3*/*Non-forcing, long suit2*2*Natural, forcing3*/*Non-forcing, long suit2*2*Natural, forcing3*/*Non-forcing, long suit2*2*Natural, forcing3*/*Preemptive raise2*2*/*Preemptive raise3*/*Preemptive raise2*2*Natural, forcing3*/*Non-forcing, long suit2*2*Natural, forcing4*/*Splinter2*2*/*Ogust3NTTo play2*/*2NTOgust3NTTo play3*/*Preemptive raise4*/*Transfer to *3*Transfer to *4*Transfer to *3*Transfer to *4*To play3*Forces 3NT, minor/s4*To play		27	Weak, 6 🔻	3NT	13-15 HCP, no major
1♥/▲ 1NT 6-12 HCP, semi-forcing 3▲ 6-10, 4 card raise 2▲ GF, 4+ ▲ 3◆ 10-12, 4 card raise 2▲ GF, 4+ ▲ 3♥/▲ Preemptive, 4+ card raise 2♥/▲ 6-9, 3 card raise 3NT 15-17, 3 card raise, 4333 2NT 13+, 4 card raise 4♣/◆ Splinter 2● 2● Negative or waiting 2♥/▲ Natural, 7+ HCP 2● 2● Negative or waiting 3♥/▲ Natural, forcing; preemptive raise 2● 2● Natural, forcing 3♥/▲ Natural, forcing; preemptive raise 2● 2● Natural, forcing 3♥/▲ Non-forcing, long suit 2● 2● Natural, forcing 3♥/▲ Non-forcing, long suit 2● 2NT Ogust 3NT To play 2●/▲ 2NT Ogust 3NT To play 3●/◆ Preemptive raise 4♥/▲ Splinter 2●/▲ 2NT Ogust 3NT To play 3●/◆ Preemptive raise 4♥/▲ Splinter 3●/◆ Preemptive raise		2♠	Weak, 6 🛦	4♦	Keycard
2● GF, 4+ ● 3● 10-12, 4 card raise 2● GF, 4+ ● 3● 10-12, 4 card raise 2● GF, 4+ ● 3♥/● Preemptive, 4+ card raise 2● GF, 4+ ● 3♥/● Preemptive, 4+ card raise 2●/● 6-9, 3 card raise 3NT 15-17, 3 card raise, 4333 2NT 13+, 4 card raise 4●/● Splinter 2● 2● Negative or waiting 2♥/● Natural, 7+ HCP 2● 2● Negative or waiting 2♥/● Natural, forcing; preemptive raise 2● 2● Natural, forcing 3●/● Natural, forcing; preemptive raise 2● 2● Natural, forcing 3●/● Non-forcing, long suit 2NT Ogust 3NT To play 2●/● 2NT Ogust 3NT To play 2●/● 2NT Ogust 3NT To play 3●/● Natural, forcing 4●/● Splinter 3●/● Natural, forcing 4●/● Splinter 3●/● Natural, forcing 4●/● Splinter 3●/●		2NT	11-12 HCP, no major	4 Other	4
2• GF, 4+ • 3•/• Preemptive, 4+ card raise 2•/• 6-9, 3 card raise 3NT 15-17, 3 card raise, 4333 2NT 13+, 4 card raise 4•/• Splinter 2• 2• Negative or waiting 2•/• Natural, 7+ HCP 2• 2• Negative or waiting 2•/• Natural, forcing; preemptive raise 2• 2• Natural, forcing 3•/• Non-forcing, long suit 2• 2• Natural, forcing 3•/• Non-forcing, long suit 2• 2• Natural, forcing 3NT To play 2•/• 2NT Ogust 3NT To play 3•/• Preemptive raise 4•/• Preemptive raise or to play 2•/• 2NT 3a Stayman 4a Transfer to • 3• Transfer to • 4• Transfer to • 4• To play 3•	1♥/♠	1NT	6-12 HCP, semi-forcing	3🛳	6-10, 4 card raise
2*/• 6-9, 3 card raise 3NT 15-17, 3 card raise, 4333 2NT 13+, 4 card raise 4*/• Splinter 2• 2• Negative or waiting 2*/• Natural, 7+ HCP 2• 2• Natural, forcing 3*/• Natural, forcing; preemptive raise 2• 2• Natural, forcing 3*/• Non-forcing, long suit 2• 2• Natural, forcing 3*/• Non-forcing, long suit 2• 2• Natural, forcing 3NT To play 2•/• 2NT Ogust 3NT To play 2•/• 2NT Stayman 4•/• Splinter 3•/• Transfer to * 4•/• Transfer to * 3• Transfer to * 4• To play 3• Transfer to * 4• To play 3• Forces 3NT, minor/s 4• To play		2♠	GF, 4+ 秦	3♦	10-12, 4 card raise
2NT 13+, 4 card raise 4=/+ Splinter 2• 2• Negative or waiting other 2=/+ Natural, 7+ HCP 2• 2• Natural, forcing 2• 3=/+ Natural, forcing; preemptive raise 2• 2• Natural, forcing 2• 3=/+ Natural, forcing; preemptive raise 2• Natural, forcing 2• 3=/+ Non-forcing, long suit 2• Natural, forcing 3•/+ 3NT To play 2•/+ 2NT Ogust 3NT To play 2•/+ 2NT 3= Stayman 4=/+ Splinter 3• Transfer to • 4+ Transfer to • 4+ 3• Transfer to • 4+ To play 3• Forces 3NT, minor/s 4+ To play		2♦	GF, 4+ ♦	3♥/♠	Preemptive, 4+ card raise
2• 2• Negative or waiting 2•/• Natural, 7+ HCP 2• 2• Natural, forcing 3•/• Natural, forcing; preemptive raise 2• 2• Natural, forcing 3•/• Non-forcing, long suit 2• Natural, forcing 3•/• Non-forcing, long suit 2•/• 2NT Ogust 3NT To play 3•/• Natural, forcing 4•/• Splinter 3•/• Preemptive raise 4•/• Preemptive raise or to play 2NT 3• Stayman 4• Transfer to • 3• Transfer to • 4• To play 3• Transfer to • 4• To play 3• Forces 3NT, minor/s 4• To play		2♥/♠	6-9, 3 card raise	3NT	15-17, 3 card raise, 4333
other 3 Autural, forcing 3 Natural, forcing; preemptive raise 2 2 Natural, forcing 3 Natural, forcing; preemptive raise 2 Natural, forcing 3 Non-forcing, long suit 2 Natural, forcing 3 Non-forcing, long suit 2 Natural, forcing 3 To play 2 2 Natural, forcing 4 Splinter 3 Natural, forcing 4 Splinter 3 V Preemptive raise 4 Preemptive raise or to play 2 2 Stayman 4 Transfer to 4 3 Transfer to 4 To play 10 3 Transfer to 4 To play 10 3 Forces 3NT, minor/s 4 To play 10		2NT	13+, 4 card raise	4 ♣ /♦	Splinter
2• 2• Natural, forcing 3●/• Natural, forcing; preemptive raise 2• Natural, forcing 3♥/• Non-forcing, long suit 2NT Ogust 3NT To play 2♥/• Preemptive raise 4●/• Splinter 3♥/• Preemptive raise 4♥/• Preemptive raise or to play 2NT 3● Stayman 4● Transfer to ♥ 3• Transfer to ♥ 4• Transfer to ● 3• Transfer to ● 4♥ To play 3• Forces 3NT, minor/s 4● To play	2 🙅	2♦	Negative or waiting	2♥/♠	Natural, 7+ HCP
2▲Natural, forcing3♥/▲Non-forcing, long suit2NTOgust3NTTo play2♥/▲2NTOgust3NTTo play2♥/▲2NTOgust3NTTo play3●/◆Natural, forcing4●/◆Splinter3♥/▲Preemptive raise4♥/▲Preemptive raise or to play2NT3●Stayman4●Transfer to ♥3◆Transfer to ♥4◆Transfer to ●3◆Transfer to ●4♥To play3●Forces 3NT, minor/s4●To play		other			
2NTOgust3NTTo play2*/*2NTOgust3NTTo play2*/*2NTOgust3NTTo play3*/*Natural, forcing4*/*Splinter3*/*Preemptive raise4*/*Preemptive raise or to play2NT3*Stayman4*Transfer to *3*Transfer to *4*Transfer to *3*Transfer to *4*To play3*Forces 3NT, minor/s4*To play	2♦	2♥	Natural, forcing	3♣/♦	Natural, forcing; preemptive raise
2♥/▲ 2NT Ogust 3NT To play 3●/◆ Natural, forcing 4●/◆ Splinter 3♥/▲ Preemptive raise 4♥/◆ Preemptive raise or to play 2NT 3● Stayman 4● Transfer to ♥ 3◆ Transfer to ♥ 4◆ Transfer to ● 3◆ Transfer to ● 4◆ To play 3● Forces 3NT, minor/s 4● To play		2♠	Natural, forcing	3♥/♠	Non-forcing, long suit
3+ Natural, forcing 4+ Splinter 3*/• Preemptive raise 4*/• Preemptive raise or to play 2NT 3• Stayman 4• Transfer to ♥ 3• Transfer to ♥ 4• Transfer to ● 3• Transfer to ● 4• To play 3• Forces 3NT, minor/s 4• To play		2NT	Ogust	3NT	To play
3♥/▲ Preemptive raise 4♥/▲ Preemptive raise or to play 2NT 3▲ Stayman 4▲ Transfer to ♥ 3▲ Transfer to ♥ 4▲ Transfer to ♥ 3♥ Transfer to ▲ 4♥ To play 3▲ Forces 3NT, minor/s 4▲ To play	2♥/♠	2NT	Ogust	3NT	To play
2NT 3 Stayman 4 Transfer to ♥ 3 Transfer to ♥ 4 Transfer to ♥ 3 Transfer to ● 4 To play 3 Forces 3NT, minor/s 4 To play		3♣/♦	Natural, forcing	4 ♣/ ♦	Splinter
3◆Transfer to ♥4◆Transfer to ●3♥Transfer to ●4♥To play3●Forces 3NT, minor/s4●To play		3♥/♠	Preemptive raise	4♥/♠	Preemptive raise or to play
3♥Transfer to ▲4♥To play3▲Forces 3NT, minor/s4▲To play	2NT	3	Stayman	4	Transfer to 💙
3 Forces 3NT, minor/s 4 To play		3♦	Transfer to 🕈	4♦	Transfer to 🛓
		3♥	Transfer to 🛓	4♥	To play
3NT To play other		3♠	Forces 3NT, minor/s	4♠	To play
		3NT	To play	other	

CONVENTIONS

Additional responses to 1NT													
	3∉/3♦	3♣ - 5/5 minors, weak; 3♦ - 5/5 minors, strong											
	3♥/3♠	3 7 - 13	(54)	, 3♠ -	31(54)								
	4	Transfe	r to	47									
	4♦	Transfer to 4											
	4♥	To play											
	4 ≜ To play												
Unusua	INT:		min	ors [other s	uits			low	ver 2 unbid suits	\boxtimes
	other												
Other sl	am bidding	1			Cue B	ids	\bowtie			Asking Bids			
4th Suit	Forcing			One	e round		1 ♣ 1	-1♥-	1	- 1 round force	e	Game force	\boxtimes
NT Cheo	ckback	\boxtimes			Priorities	5	2 wa	iy, up	the	e line			
Defence	e to 3NT ope	ening						5 1					
Defence	to opening	g Two's:		Multi 2 X - 16+, 2NT - 15-18 HCP (system on), other - natural									
RCO style 2-s													
	Other 2-s												
Defence	to strong	X - ma	ajors, 1N	IT - r	ninors,	other	- n	atural					
Lebenso	ohl			Ove	r NT inter	ferer	nce	\square					
	Other uses	0	ver	weak	2s								
Take ou	t of 4 level	pre-empt				4 ♣ /4♦	>	<					
		4	•)	K			4♠	4NT					

OTHER NOTES