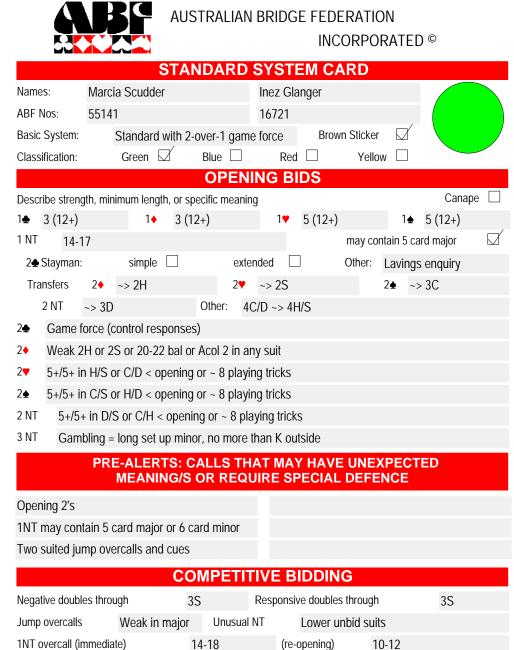
		BAS	IC RESPO	ONSES					RC
Jump raises -	minors	limit 🗌	forcing	Other:	Weak, inverted min	or raises			
Jump raises -	majors	limit 🗌	forcing	Other:					
Jump shifts af	ter minor opening		weak in ma	ijor, fit show	ing in minor		Namosi	Mor	ala Cauc
Jump shifts af	ter major opening		weak in ma	ijor (1S-3H=	splinter), fit showing	in minor	Names: ABF Nos:	Marc 5514	cia Scuc
Responses to	strong 2 suit openir	ng	2C: CAB, 3	H,3S = goo	d 6+ suit, 3NT = v go	ood suit	Basic Syste		
Responses to	2NT opening	(ed	quiv) 3C=4/5 St	ayman, 3D,	H transf, 3S 5S+4H,	3NT to play	Classificatio		Standa Greer
		PLA		NTIONS					
'NT'	Versus Notrump		'S' Versus S	Suit	✓ = B	oth	Describe str	ength, mi	inimum le
Sequence lead	ds:		Overlead all		All except AK x	(x)	1 3 (12	+)	-
	Underlead	Othe	er: J from KJ1	0 Overlea	d against slams		1 NT 1	4-17	
Four or more \	with an honour		4th highest	$\checkmark$	attitude		2 <b>⊕</b> Staym	an:	simp
	3rd/5th	Other:					Transfers	2♦	~> 2H
From 4 small	2nd h	ighest 🖂	Other:				2 NT	~> 3[	D
From 3 cards	(no honour)		top 📃	middle 🔽	bottom	,	2 <b>≜</b> Gam	ne force (	(control
Signal on	partner's lead:	high	encourage		low encourage	$\checkmark$	2♦ Wea	ik 2H or 2	2S or 20
	Other:						2♥ 5+/5	+ in H/S	or C/D
Signal on c	leclarer's lead	count	if thought appro	opriate			2♠ 5+/5	+ in C/S	or H/D
Discards	McKenney		high encouraç	je 🗌	low encourage		2 NT 5+	+/5+ in D	/S or C/
	odd/even		Other:				3 NT G	ambling	= long s
Count	natural		reverse					PR	RE-ALE
		C	ONVENTI	ONS					MEA
4NT:	Blackwood		RKCB 🗌	o o	her:		Opening 2		
4 🛖	Gerber	when?					1NT may c		
		Other (	Conventions				Two suited	i jump ov	vercalls
Splinters			POD	1 and POR	1				
Support x an	nd xx						Negative do	ubles thro	ough
Fit showing jumps after passing							Jump overc	alls	Weak
Fit showing j	umps of overcalls	5					1NT overca	ll (immedi	iate)
Cue raises o	f overcalls						Immed cue	of minor	
		© A D F A	larkating				Immed cue	of major	
	EK L	PO Box	/arketing 397				Over oppon	ent's 1NT	(weak)
		•	ck ACT 2609				Over oppon	ent's 1NT	(strong)
		1 el: 02	6239 2265				Over weak t	wos	

FAX: 02 6239 1816 Copyright © BCC 6.3.20.1



1C 2D (when C at least 3) = D + S, 1D 2D = C + S
--

1H 2H = C + S, 1S 2S = C + H

Х

Over opening threes

-
Mod DONT x = pen, 2C = single suiter, others 2 suiters
DONT x = single suiter, others 2 suiters
Х

14 + D forcing2NT12.15 bal forcing1%4 + H/S forcing35-8 unless passed or in comp1WT6-10 bal n 0 4 card major3splinter210+ unless passed or in comp3splinter210+ unless passed or in comp3splinter210+ unless passed or in comp3splinter2weak with H3NT16-17 any 4-3-3-32weak with S4 bidsnatural14 + H/S forcing3splinter16-10 bal n 0 4 card major3splinter2natural and game force3splinter210+ unless passed or in comp3splinter210- unless passed or in comp3splinter2weak with H3NT16-17 any 4-3-3-32weak with S3splinter2weak with S4weak with D212-15 bal forcing3fit showing jump2natural and game force3fit showing jump2natural and game force3fit showing jump212-15 bal forcing3fit showing jump212-15 bal forcing3splinters212-15 bal forcing3splinters212-15 bal forcing3splinters22P/C opp weak 2H, 2S, pref H3splinters22pass or correct4pass	RESPONSES TO OPENING BIDS						
1 is both any1 is both any1 if is a both any3 is both any1 if is a both any3 is splinter2 is a both any3 is splinter3 is a both any3 is a	Describe strength, minimum length or specific meaning						
INT6-10 bal no 4 card major3•splinter2•10+ unless passed or in comp3•splinter2•fit showing jump with D3•splinter2•weak with H3NT16-17 any 4-3-3-32•weak with S4 bidsnatural1•1*/*4 + H/S forcing3•5-8 unless passed or in comp2•natural and game force3•splinter2•natural and game force3•splinter2•10+ unless passed or in comp3•splinter2•natural and game force3•splinter2•weak with S4•weak with D2•weak with S4•weak with D2•weak with S4•weak with D2•natural and game force3•fit showing jump2•natural and game force3•/fit showing jump2•natural and game force3*/forcing raise, asks for cue2•natural and game force3*/forcing raise, asks for cue2•7-9 with support3NT16-17 bal2NT12-15 bal forcing4*/splinters2•0-1 controls (K=1 A=2)2*/2/3 cont. etc (incl 2NT)2•2*P/C opp weak 2H, 2S, pref H3*/2•P/C opp weak 2H, 2S, pref H3*/2•P/C opp weak 2H, 2S, pref H3*/2•pass or correct4*/3*/pass or correct4*/3*/pass or correct4*/<	1	1♦	4+ D forcing	2NT	12-15 bal forcing		
2e10+ unless passed or in comp fit showing jump with D3•splinter2•weak with H3NT16-17 any 4-3-3-32•weak with S4 bidsnatural1•1*/4 H/S forcing3•fit showing jump with C1•1*/6-10 bal no 4 card major3•5-8 unless passed or in comp2•natural and game force3•splinter2•10+ unless passed or in comp3•splinter2•weak with H3NT16-17 any 4-3-3-32•weak with S4•weak with D2•weak with S4•weak with D2•weak with S4•weak with D2•natural and game force3•fit showing jump1*/0-11 forcing3•fit showing jump2•natural and game force3*fit showing jump2•12-15 bal forcing4*splinters2•0-1 controls (K=1 A=2)2*2*2•P/C opp weak 2H, 2S, pref H3*2•P/C opp weak 2H, 2S, pref H3*2•pass or correct4*p		1♥/♠	4+ H/S forcing	3뢒	5-8 unless passed or in comp		
2+fit showing jump with D3+splinter2+weak with H3NT16-17 any 4-3-3-32+weak with S4 bidsnatural1*//4+ H/S forcing3-fit showing jump with C1NT6-10 bal no 4 card major3-5-8 unless passed or in comp2+natural and game force3+splinter2+10+ unless passed or in comp3+splinter2+10+ unless passed or in comp3+splinter2+weak with H3NT16-17 any 4-3-3-32+weak with S4+weak with D2+12-15 bal forcing4-Othernatural11*/0-11 forcing3-fit showing jump2+natural and game force3*fit showing jump2+natural and game force3*fit showing jump2+natural and game force3*fit showing jump2+7-9 with support3*forcing raise, asks for cue2*/7-9 with support3*splinters2*/7-9 with support3*splinters2*/7-9 with support3*forcing raise, asks for cue2*/7-9 with support3*splinters2*/7-10 controls (K=1 A=2)2*2*2*/P/C opp weak 2H, 2S, pref H3*3*/ass or correct3*spass or correct2*/2*/pass or correct4*pass or correct3*/pass or correct4*pass or correct <th></th> <th>1NT</th> <th>6-10 bal no 4 card major</th> <th>3♦</th> <th colspan="2">splinter</th>		1NT	6-10 bal no 4 card major	3♦	splinter		
2*weak with H3NT16-17 any 4-3-3-3 natural2*weak with S4 bidsnatural1*4 + H/S forcing3*f tshowing jump with C1NT6-10 bal no 4 card major3*5-8 unless passed or in comp2*natural and game force3*splinter2*10+ unless passed or in comp3*splinter2*weak with H3NT16-17 any 4-3-3-32*weak with S4*weak with D2*weak with S4*weak with D2*natural and game force3*fit showing jump2*natural and game force3*fit showing jump2*natural and game force3*/forcing raise, asks for cue2*/7-9 with support3VT16-17 bal2NT12-15 bal forcing4*/*splinters2NT12-15 bal forcing4*/*splinters2NT12-15 bal forcing3*/*forcing raise, asks for cue2*/0-1 controls (K=1 A=2)2*/e2/8/e2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suitsplinters2*/P/C opp weak 2H, 2S, pref H3*/esplinter2*/2NTenquiry3NTto play3*/pass or correct4*/e<		2♣	10+ unless passed or in comp	3♥	splinter		
2+weak with S4 bidsnatural1*1*/44+ H/S forcing3+ft showng jump with C1NT6-10 bal no 4 card major3+5-8 unless passed or in comp2+natural and game force3*splinter2+10+ unless passed or in comp3+splinter2+10+ unless passed or in comp3+splinter2+weak with S4+weak with D2+12+15 bal forcing4-Othernatural1*/*1NT0-11 forcing3+fit showing jump2+natural and game force3*/forcing raise, asks for cue2+7-9 with support3NT16-17 bal2NT12-15 bal forcing4++splinters2NT12-15 bal forcing4++splinters2NT12-15 bal forcing2*/+2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suitsplinters2+P/C opp weak 2H, 2S3+/+1-2+P/C opp weak 2H, 2S, pref H3/+1-2+P/C opp weak 2H, 2S, pref H3/+1-2+2+P/C opp weak 2H, 2S, pref H3/+2+2+pass or correct4+/+pass or correct3+pass or correct4+/+pass or correct3+pass or corr		2♦	fit showing jump with D	3♠	splinter		
Image: Product matriceIndication11000 minition1000 minition2000 minition1000 minition <td< th=""><th></th><th>2♥</th><th>weak with H</th><th>3NT</th><th>16-17 any 4-3-3-3</th></td<>		2♥	weak with H	3NT	16-17 any 4-3-3-3		
INT6-10 bal no 4 card major3 ·5-8 unless passed or in comp2•natural and game force3 ·splinter2•10+ unless passed or in comp3 •splinter2•10+ unless passed or in comp3 •splinter2•10+ unless passed or in comp3 •splinter2•weak with H3NT16-17 any 4-3-3-32•weak with S4 •weak with D2NT12 -15 bal forcing4 Othernatural10+ unless passed or in comp3 •fit showing jump2•natural and game force3 •fit showing jump2•natural and game force3 •forcing raise, asks for cue2•7-9 with support3NT16-17 bal2NT12 -15 bal forcing4 • •splinters2•0-1 controls (K=1 A=2)2 •/2/3 cont. etc (incl 2NT)2•2•0-1 controls (K=1 A=2)2 •/2•P/C opp weak 2H, 2S3 •-2•P/C opp weak 2H, 2S, pref H3 •/2•/P/C opp weak 2H, 2S, pref H3 •/2•/P/C opp weak 2H, 2S, pref H3 •/2•/pass or correct4 •/3•/pass or correct3•/pass or correct4 •/3•/pass or correct3•/pass or correct3•/pass or correct3•/pass or correct3•/pass or correct3•/pass or correct4•/pass or correct3•/ <th></th> <th>2♠</th> <th>weak with S</th> <th>4 bids</th> <th>natural</th>		2♠	weak with S	4 bids	natural		
2*natural and game force3*splinter2*10+ unless passed or in comp3*splinter2*10+ unless passed or in comp3*splinter2*weak with H3NT16-17 any 4-3-3-32*weak with S4*weak with D2NT12-15 bal forcing4 Othernatural1%*1NT0-11 forcing3*fit showing jump2*natural and game force3*fit showing jump2*natural and game force3*forcing raise, asks for cue2*/*7-9 with support3NT16-17 bal2NT12-15 bal forcing4**splinters2NT12-15 bal forcing4**splinters2NT12-15 bal forcing4**splinters2NT12-15 bal forcing4**splinters2NT12-15 bal forcing4**splinters2NT12-16 protos (K=1 A=2)2*/*2/3 cont. etc (incl 2NT)Other3any = solid suit, 3NT = very solid suitsplinters2*P/C opp weak 2H, 2S, pref H3*/*asor correct2*/*P/C opp weak 2H, 2S, pref H3*/*pass or correct2*/*P/C opp weak 2H, 2S, pref H3*/*pass or correct2*/*pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct3*/*pas	1♦	1♥/♠	4+ H/S forcing	3♣	fit showng jump with C		
2+10+ unless passed or in comp3+splinter2*10+ unless passed or in comp3+splinter2*weak with H3NT16-17 any 4-3-3-32+weak with S4+weak with D2NT12 -15 bal forcing4+Othernatural1*/*1NT0-11 forcing3+fit showing jump2*natural and game force3+fit showing jump2*natural and game force3*/+forcing raise, asks for cue2*/*7-9 with support3NT16-17 bal2NT12 -15 bal forcing4+/+splinters2*/*7-9 with support3NT16-17 bal2NT12 -15 bal forcing2*/+2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2//+2//3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit3*/+-2*/*P/C opp weak 2H, 2S, pref H3*/+-2NTenquiry3NTto play2*/*pass or correct4*/+pass or correct3*/*pass or correct4*/+pass or correct2*/*2NTenquiry4*/+pass or correct2*/*2NTpass or correct4*/+pass or correct3*/*pass or correct4*/+pass or correct3*/*pass or correct4*/+pass or correct3*/*pass or correct4*/+pass or correct3*/*pass or correct4*/+pass or correct <th></th> <th>1NT</th> <th>6-10 bal no 4 card major</th> <th>3♦</th> <th>5-8 unless passed or in comp</th>		1NT	6-10 bal no 4 card major	3♦	5-8 unless passed or in comp		
2*weak with H3NT16-17 any 4-3-3-32*weak with S4*weak with D2NT12 -15 bal forcing4*weak with D2NT12 -15 bal forcing4*fit showing jump2*natural and game force3*fit showing jump2*natural and game force3*/*forcing raise, asks for cue2*/*7-9 with support3NT16-17 bal2NT12 -15 bal forcing4**splinters2*/*7-9 with support3NT16-17 bal2NT12 -15 bal forcing4**splinters2*/*0-1 controls (K=1 A=2)2*/*2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2/*2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2*/*P/C opp weak 2H, 2S, pref H3*/*-2*/*P/C opp weak 2H, 2S, pref H3*/*-2*/*Pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct3*/*pas		2♣	natural and game force	3♥	splinter		
24 weak with S4+ weak with D2NT12-15 bal forcing4 Other natural1V/41NT0-11 forcing natural and game force3+ fit showing jump2+ anatural and game force3+/ forcing raise, asks for cue2V/47-9 with support3NT2NT12-15 bal forcing4+/+ splinters2NT12-15 bal forcing4+/+ splinters2+ any = solid suit, 3NT = very solid suit16-17 bal2NT0-1 controls (K=1 A=2)2+/+ 2/+2+ other0-1 controls (K=1 A=2)2+/+ 2/+2+ other0-1 controls (K=1 A=2)2+/+ 2/+2+ any = solid suit, 3NT = very solid suit2-/++ 2/-+2+ any = solid suit, 3NT = very solid suit3+/+ 2/++2+ any = solid suit, 3NT = very solid suit2-/++ 2/-+2+ any = solid suit, 3NT = very solid suit3+/+ 2/++2+ any = solid suit, 3NT = very soli		2♦	10+ unless passed or in comp	3♠	splinter		
2NT12 - 15 bal forcing4 Othernatural1*/*1NT0-11 forcing3*fit showing jump2*natural and game force3*/*forcing raise, asks for cue2*/natural and game force3*/*forcing raise, asks for cue2*/7-9 with support3NT16- 17 bal2NT12 -15 bal forcing4*/*splinters2*/7-9 with support3NT16- 17 bal2NT12 -15 bal forcing4*/*splinters2*/0-1 controls (K=1 A=2)2*/*2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2/12/12*/P/C opp weak 2H, 2S3*/*12*/P/C opp weak 2H, 2S, pref H3*/*12*/P/C opp weak 2H, 2S, pref H3*/*12*/ang in quiry3NTto play2*/pass or correct4*/*pass or correct3*/pass or correct </th <th></th> <th>2♥</th> <th>weak with H</th> <th>3NT</th> <th>16-17 any 4-3-3-3</th>		2♥	weak with H	3NT	16-17 any 4-3-3-3		
1x10 cut locarig10 cut locarig10 cut locarig1x/41NT0-11 forcing34fit showing jump24natural and game force3*/4forcing raise, asks for cue2*/47-9 with support3NT16-17 bal2NT12 -15 bal forcing44/4splinters2*0-1 controls (K=1 A=2)2*/42/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2/42/3 cont. etc (incl 2NT)2*P/C opp weak 2H, 2S34/43*/42*P/C opp weak 2H, 2S, pref H3*/4-2*/42NTenquiry3NTto play2*/42NTenquiry3NTto play3*/4pass or correct4*/4pass or correct3*/4pass or correct4*/4pass or correct		2♠	weak with S	4♦	weak with D		
2*natural and game force3*fit showing jump2*natural and game force3*/*forcing raise, asks for cue2*/*7-9 with support3NT16-17 bal2*/*7-9 with support3NT16-17 bal2*/*12-15 bal forcing4*/*splinters2*0-1 controls (K=1 A=2)2*/*2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2*/*2/3 cont. etc (incl 2NT)2*P/C opp weak 2H, 2S3*/*-2*P/C opp weak 2H, 2S, pref H3*/*-2*/*P/C opp weak 2H, 2S, pref H3*/*-2*/*P/C opp weak 2H, 2S, pref H3*/*-2*/*pass or correct4*/*pass or correct2*/*pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct		2NT	12 -15 bal forcing	4 Other	natural		
2*natural and game force3*/*forcing raise, asks for cue2*/*7-9 with support3NT16-17 bal2NT12-15 bal forcing4*/*splinters2*0-1 controls (K=1 A=2)2*/*2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2*/*2/3 cont. etc (incl 2NT)2*P/C opp weak 2H, 2S3*/*-2*P/C opp weak 2H, 2S, pref H3*/*-2*/*P/C opp weak 2H, 2S3*/*-2*/*P/C opp weak 2H, 2S3*/	1♥/♠	1NT	0-11 forcing	3♣	fit showing jump		
2*/*7-9 with support3NT16- 17 bal2NT12 -15 bal forcing4**splinters2*0-1 controls (K=1 A=2)2*/*2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2*/*2/3 cont. etc (incl 2NT)2*P/C opp weak 2H, 2S3**3**2*P/C opp weak 2H, 2S, pref H3*/*-2*P/C opp weak 2H, 2S, pref H3*/*-2*/*P/C opp weak 2H, 2S3**2*/*P/C opp weak 2H, 2S**2*/*P/C opp weak 2H, 2S**2*/*P/C opp weak 2H, 2S**3*/*pass or correct**3*/*pass or correct**3*/*pass or correct*<		2♣	natural and game force	3♦	fit showing jump		
2NT12 - 15 bal forcing4**splinters2*2*0-1 controls (K=1 A=2)2*/*2/3 cont. etc (incl 2NT)other3any = solid suit, 3NT = very solid suit2*/*2/3 cont. etc (incl 2NT)2*2*P/C opp weak 2H, 2S3*/*3*/*2*P/C opp weak 2H, 2S, pref H3*/*3*/*2NTenquiry3NTto play2*/*2NTenquiry3NTto play2*/*2NTenquiry3NTto play3*/*pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct3*pass or correct4*pass or correct		2♦	natural and game force	3♥/♠	forcing raise, asks for cue		
2 • 10 burroteing2 • 10 burroteing3 pinters2 • 2 • 0-1 controls (K=1 A=2)2 •/ •2/3 cont. etc (incl 2NT)3 any = solid suit, 3NT = very solid suit3 •/ •2 • 2 • P/C opp weak 2H, 2S3 •/ •2 • P/C opp weak 2H, 2S, pref H3 •/ •2 • P/C opp weak 2H, 2S, pref H3 •/ •2 • 10P/C opp weak 2H, 2S, pref H2 • 2 • 11enquiry3 • 11enquiry3 • 11pass or correct3 • 12pass or correct3 • 14pass or correct3 • 15pass or correct3 • 16pass or correct3 • 17pass or correct3 • 16pass or correct3 • 17pass or correct3 • 17pass or correct3 • 16pass or correct3 • 17pass or correct3 • 16pass or correct3 • 17pass or correct3 • 17pass or correct3 • 17pass or correct3 • 17pass or correct3 • 18pass or correct3 • 19pass or correct3 • 19 <th></th> <th>2♥/♠</th> <th>7-9 with support</th> <th>3NT</th> <th>16- 17 bal</th>		2♥/♠	7-9 with support	3NT	16- 17 bal		
other3 of a solid suit2 of a solid suit of a first solid suit2 other3 any = solid suit, 3NT = very solid suit2 otherP/C opp weak 2H, 2S3 other2 otherP/C opp weak 2H, 2S, pref H3 other2 otherenquiry3NT2 otherenquiry3NT2 otherenquiry3NT3 otherpass or correct4 other3 otherpass or correct3 other<		2NT	12 -15 bal forcing	4 <b>♣/♦</b>	splinters		
22P/C opp weak 2H, 2S32P/C opp weak 2H, 2S, pref H32P/C opp weak 2H, 2S, pref H32NTenquiry3NT22NTenquiry3ass or correct3pass or correct3ass or correct4ass or correct3ass or correct4ass or correct3ass or correct4ass or correct3ass or correct4ass or correct3ass	2♣	2♦	0-1 controls (K=1 A=2)	2♥/♠	2/3 cont. etc (incl 2NT)		
2P/C opp weak 2H, 2S, pref H enquiry3342NTenquiry3NTImage: Constant of the second s		other	3any = solid suit, 3NT = very solid suit				
2NTenquiry3NT2*/*2NTenquiry3NTto play3*/*pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct3*/*pass or correct4*/*pass or correct3*enquiry4*pass or correct3*pass or correct4*pass or correct	2♦	2♥	P/C opp weak 2H, 2S	3♣/♦			
2 NTenquiry3NTto play3 · ·pass or correct4 · ·pass or correct3 · ·pass or correct4 · ·pass or correct3 · ·pass or correct4 · ·pass or correct2NT3 ·enquiry4 ·pass or correct3 ·pass or correct4 · ·pass or correct3 ·pass or correct4 ·pass or correct		2♠	P/C opp weak 2H, 2S, pref H	3♥/♠			
3+/+pass or correct4+/+pass or correct3*/+pass or correct4*/+pass or correct3*/+pass or correct4*/+pass or correct2NT3+enquiry4+pass or correct3+pass or correct4+pass or correct		2NT	enquiry	3NT			
3*/*pass or correct4*/*pass or correct2NT3*enquiry4*pass or correct3*pass or correct4*pass or correct	2♥/♠	2NT	enquiry	3NT	to play		
2NT 3• enquiry 4• pass or correct   3• pass or correct 4• pass or correct		3∉/♦	pass or correct	4♣/♦	pass or correct		
3pass or correct4pass or correct3pass or correct4pass or correct3pass or correct4pass or correct3pass or correct4pass or correct		3♥/♠	pass or correct	4♥/♠	pass or correct		
3*pass or correct4*pass or correct3*pass or correct4*pass or correct	2NT	3	enquiry	4♣	pass or correct		
3 ▲ pass or correct 4 ▲ pass or correct		3♦	pass or correct	4♦	pass or correct		
		3♥	pass or correct	4♥	pass or correct		
3NT to play other		3♠	pass or correct	4♠	pass or correct		
		3NT	to play	other			

## CONVENTIONS

Additional response	ses to 1NT							
3♣/3♦	game force	e, asks for RKCB responses with Qxx or better						
3♥/3♠	game force	e, asks for RKCB responses with Qxx or better						
4 🛖	~> 4H (SA	A Texas)						
4	~> 4S (SA	A Texas)						
4♥	to play							
4♠	to play							
Unusual NT:	mi	nors	other suits		lower 2 unbid suits	$\square$		
other								
Other slam bidding	q	Cue Bids		Asking Bids				
4th Suit Forcing		One round	one level	two leve	el Game force	$\square$		
NT Checkback	$\square$	Priorities	3 card si	upport, 4 other ma	ijor			
Defence to 3NT op	ening	natural						
Defence to openin	g Two's:	Multi 2 $\diamond$ 2NT= 15-18 x = any other strong hand						
				5	0			
RCO style	2-s	as above						
,								
Other 2-s		x = take out						
Defence to strong	<b>•</b>	CRASH (2C =colour; 2D=rank, 1NT=shape)						
-		· · · · · · · · · · · · · · · · · · ·						
Lebensohl		Over NT interfer	ence 🗹					
Other uses								
Take out of 4 level	pre-empts		4 <b>♣</b> /4♦	Х				
	4♥	Х	4 <b>≜</b> 4NT					

## **OTHER NOTES**

Over strong 1C x = 16+

Over 1H or 1S overcall of strong 1C, 1NT is forcing