## 4. BASIC RESPONSES Jump raises - minors N/A Jump raises - Majors Pre-emptive relay over 1C; to play over 1D Jump shifts after minor opening Jump shifts after Major opening To play Responses to strong 2 suit open. N/A Responses to 2NT opening 3C = pass or correct, 3D = GF 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus **NoTrump** (if different) Overlead, A= att. K=count **Leads** Sequences: Four or more with an honour 4th 2nd highest From 4 small middle From 3 cards (no honour) In partner's suit Low from three Discards McKenney Count Reverse **Signal** on partner's lead: AQJ rev att; other rev count Signal on declarer's lead: Same **Notes** 6. SLAM CONVENTIONS **RKCB 3041** 4♣ Gerber when? Relay or pick minor 4NT: Blackwood Slam Notes Normally control ask; may occasionally use RKCB or MKCB Cue Bids Asking Bids 7. OTHER CONVENTIONS Denial cues Lebensohl Cue raises Defence to (1x) 1NT (x): XX rescue, all other bids to play www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



## **AUSTRALIAN BRIDGE** FEDERATION INC.



|  | ST  | ANDARE             | SYS         | TEM          | CAR      | D                |           |
|--|---|--------------------|-------------|--------------|----------|------------------|-----------|
| ABF Nos.   | 120601  | Don Allen          |             |              |          |                  |           |
| & Names:   | 126209  | Trevor Fuller      |             |              |          |                  |           |
| Basic System:  | Strong Clu  | ıb                 |             |              |          |                  |           |
| Brown Sticker  | Class   | sification: Gre    | en 🗌        | Blue         |          | Red X            | Yellow    |
|  |   | 1. OPE             | ENINC       | BIDS         | 3        |                  |           |
| Describe streng  | gth, minimum  | length, or specifi | c meanin    | 9            |          |                  | Canape    |
| 14 15+ (17+  | )* any shape  |                    | 1♥          | 10-14 (1     | 2-16)*   | 4+ S <4 H        |           |
| 1 10-14 (12  | 2-16)* 4+H <  | 4 S                | 1♠          | 10-14 (1     | 2-16)*   | 4+H & 4+S        |           |
| <b>1NT</b> 10-14 (1                                    | 2-16)* <4H  | <4S                |             |              |          | may contain 5 ca | ard Major |
| 1NT Responses  | 2♣ Game   | Interest relay     |             |              |          |                  |           |
| 2♦ Pick a  | a major   | -                  | 2           | To play      | /        |                  |           |
| 2 <b>♥</b> To pla                                      | ау  |                    | 2N          | T Pick a     | minor    |                  |           |
| other 3-leve   | el any to play  | , raiseable        |             |              |          |                  |           |
| 2 10-14 (12  | 2-16)* 5+4+ k   | ooth minors, no    | 4 card r    | najor        | 4th sea  | at 12-16 6+0     | 2         |
| - ,  | )* 6+ in eith   |                    |             | -            | 4th sea  | at 12-16 6+[     | )         |
| 2 4-9 (4-11  | )* 5+ hearts  | and 4+ another     | -           |              | 4th sea  | at 12-16 6+l     | Н         |
|  |   | and 4+ minor       |             |              | 4th sea  | at 12-16 6+5     | 3         |
| <b>2NT</b> 10-14 (1                                    | 2-16)* 6+ C   | or D (single sui   | t) 3N1      | Specific     | Ace a    | sk               |           |
| other 2NT 4th  | other 2NT 4th seat 5+4+ minors (not 5422)                                   |                    |             |              |          |                  |           |
|  | 2. PRE-ALERTS   |                    |             |              |          |                  |           |
| * In 3/4th sea   | In 3/4th seat, all point ranges are +2  1NT opening = flat, no 4 card major |                    |             |              |          |                  |           |
| Extensive use of relays 1 level openings may be canape |   |                    |             |              |          |                  |           |
|  |   |                    |             |              |          |                  |           |
|  | 3. C  | OMPETITIV          | E BIDS      | / OVE        | RCAL     | LS               |           |
| Negative doubles th                                    | rough 4   | H Jump overcall    | s weak      | NV, int V    |          |                  |           |
| Responsive double                                      | s through 4   | H Unusual N        | T Two I     | owest unb    | oid suit | S                |           |
| 1NT overcall - imme                                    | ediate 15-18  | }                  | Immediate ( | cue of minor | S & of   | ther minor       |           |
| 1NT overcall - re-op                                   | pening 10-14  | 1                  | Immediate ( | cue of Major | C & o    | ther major       |           |
| Over weak twos   | X= TO; Lebe   | nsohl applies      | Over op     | ening threes | X= TC    | )                |           |
| Over opponent's 1N                                     | X= SS, 2  | 2C= C+ anothe      | r, 2D = D   | + major,     | 2H= bo   | oth majors,      |           |
| 2S= 5+ spad  | es and 4+ m   | inor, 2NT= big     | two suite   | d            |          |                  |           |
|  |   |                    |             |              |          |                  |           |

## 8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

|                |                          | J.,   | miniman length, or specific |            | . 3                |
|----------------|--------------------------|-------|-----------------------------|------------|--------------------|
| 1♣ 1♦          | 0-8 (0-6) any shape      | 2     | 9+ (7+) 5+C                 | 3          | 9+ (7+) 3154       |
| 1♥             | 9+ (7+) 4+S              | 2     | 9+ (7+) 3 suit, short M     | 3 <b>Y</b> | 9+ (7+) 2164       |
| 1♠             | 9+ (7+) 4+H              | 2♠    | 9+ (7+) 5+C & 5+D           | 3♠         | 9+ (7+) 2074       |
| 1NT            | 9+ (7+) flat             | 2NT   | 9+ (7+) 5+D, 4C             | 3NT        | 9+ (7+) 2074, 3con |
| 2♣             | 9+ (7+) 4+D              | 3♣    | 9+ (7+) 2254 or 1174        | 4♣         |                    |
| other          |                          |       |                             |            |                    |
| 1♦ 1♥          | 12+ GI relay             | 2     | 8-11 3H, or <10 4H          | 3 💙        | barrage, to play   |
| 1 🖍            | to play                  | 2♠    | splinter (H as trump)       | 3 <b>♠</b> | N/A                |
| 1NT            | to play if opener flat   | 2NT   | 4+H, flat invit (11-13)     | 3NT        | to play            |
| 2♣             | to play                  | 3♣    | splinter                    | 4♣         | N/A                |
| 2              | to play                  | 3◆    | splinter                    | 4          | N/A                |
| other          | 4H to play, neither pron | nises | nor denies strength         |            |                    |
| 1♥ 1♠          | 12+ GI relay             | 2     | to play                     | 3 🄷        | splinter           |
| 1NT            | to play if opener flat   | 2♠    | 8-11 3S, or <10 4S          | 3 <b>Y</b> | splinter           |
| 2♣             | to play                  | 2NT   | 4+S, flat invit (11-13)     | <b>3♠</b>  | barrage, to play   |
| 2              | to play                  | 3♣    | splinter                    | 3NT        | to play            |
| other          | 4S to play, neither pron | nises | nor denies strength         |            |                    |
| 1 <b>♠</b> 1NT | to play if opener flat   | 2♠    | to play                     | 3          | to play            |
| 2♣             | GF relay                 | 2NT   | pick minor                  | 3♠         | to play            |
| 2              | GI relay                 | 3♣    | to play                     | 3NT        | to play            |
| 2              | to play                  | 3◆    | to play                     | 4♣         |                    |
| other          |                          |       |                             |            |                    |
| 1NT 3♣         | to play                  | 3♠    | to play, raiseable          | 4          | MSKC               |
| 3◆             | to play                  | 3NT   | to play                     | 4          | to play            |
| 3♥             | to play, raiseable       | 4♣    | MSKC                        | 4          | to play            |
| other          |                          |       |                             |            |                    |
| 2♣ 2♦          | to play                  | 2NT   | pick a minor                | 3 💙        | to play, raiseable |
|                | GF relay                 |       | to play                     |            | to play, raiseable |
| 2♠             | GI relay                 | 3     | to play                     | 3NT        | to play            |
| other          |                          |       |                             |            |                    |
| 2♦ 2♥          | pass or correct          | 3♣    | natural NF                  | 3          | pass or correct    |
|                | pass or correct          | _     | natural NF                  |            | to play            |
| _              | GI relay                 | 3     |                             |            | pre-emptive        |
| other          | ·                        |       |                             |            |                    |
| lotes          |                          |       |                             |            |                    |

Notes

| 2   |      |          |                                       |            |                         |       |                        |
|---|------|----------|---------------------------------------|------------|-------------------------|-------|------------------------|
| a pass or correct other  2  | 2    | -        |                                       | • •        |                         |       |                        |
| other  2♠ 2NT GI relay 3♣ pass or correct 3♣ pre-emptive 3♣ to play 3♦ GI in spades other  2NT 3♣ pass or correct 3♠ natural invitational 3♦ GF 3NT to play 4♠ to play 3♥ natural invitational depress or correct 3♠ natural invitational depress or correct 3♠ GF 3NT to play 4♥ to play 3♥ natural invitational depress or correct 3♠ natural invitational depress or correct depre |      |          | •                                     |            |                         |       | •                      |
| 2♠ 2NT GI relay 3♣ pass or correct 3♣ pass or correct 3♣ pass or correct 3♠ pass or correct 3♠ pass or correct 3♠ pass or correct 3♠ GI in spades 3NT to play 4♠ to play 5♠ pass or correct 3♠ GF 3NT to play 4♠ to play 5♠ natural invitational 5♠ pass or correct 4♠ to play 6  3♠ natural invitational 6  3♠ pass or correct 7♠ pass o |      |          | pass or correct                       | <b>3♠</b>  | pass or correct         | 4     | to play                |
| 3♣ pass or correct 3♠ pre-emptive 3♦ Gl in spades 3NT to play 4♠ to play 3NT to play 4♠ to play 4♠ to play 4♠ to play 4♠ to play 5NT to p |      | _        |                                       |            |                         |       |                        |
| 3♦ Gl in spades other  2NT 3♣ pass or correct 3♠ natural invitational 4♦ pass or correct 3♦ GF 3NT to play 4♥ to play 3♥ natural invitational 4♣ pass or correct 4♠ to play 5♥ natural invitational 50 other 4NT = pick a minor  9. CONVENTIONS  Unusual NT: Two lowest unbid suits  4th Suit Forcing One round N/A (relays used) Game force Defence to 3NT opening X general TO  Defence to Opening Twos X = TO  Multi 2♠ Multi 2D X=TO of S, 2H = TO of H  RCO style 2-s X = TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♠):  1♣ /2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or Gl  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X = TO  4♠ X = penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of POD1; POR1 to regain relay steps  | 2♠   |          | •                                     | •          |                         | _     | •                      |
| other  2NT 3♣ pass or correct 3♠ natural invitational 3♦ GF 3NT to play 3♥ natural invitational 4♣ pass or correct 4♠ to play 3♥ natural invitational 4♣ pass or correct 4♠ to play 4♥ to play 4NT = pick a minor  9. CONVENTIONS  Unusual NT: Two lowest unbid suits  4th Suit Forcing 9. One round N/A (relays used) 9. Game force  NT Checkback X Priorities: Major fit  Defence to 3NT opening X general TO  Defence to Opening Twos X = TO  Multi 2♠ Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s X = TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape to 2D/H/S are weak jumps, X = clubs  strong 1♣/2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X = TO  4♠ X = penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of POD1; POR1 to regain relay steps   |      |          | •                                     |            |                         |       |                        |
| 2NT 3♣ pass or correct  3♠ natural invitational  3♠ pass or correct  3♠ natural invitational  3♠ pass or correct  3♠ pass or correct  4♠ to play  3♥ natural invitational  4♣ pass or correct  4♠ to play  other 4NT = pick a minor   9. CONVENTIONS   Unusual NT: Two lowest unbid suits  4th Suit Forcing  One round  N/A (relays used)  Game force  NT Checkback  Priorities: Major fit  Defence to 3NT opening  X general TO  Defence to Opening Twos  X = TO  Multi 2♠ Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s  NOTHER NOTES  NATIONAL STATE ST |      | 3        | GI in spades                          | 3NT        | to play                 | 4     | to play                |
| 3  GF 3NT to play 4  to play 3  natural invitational 4  pass or correct 4  to play 3  natural invitational 4  pass or correct 4  to play 5  conventions    Sumusual NT: Two lowest unbid suits  |      | other    |                                       |            |                         |       |                        |
| anatural invitational other 4NT = pick a minor  9. CONVENTIONS  Unusual NT: Two lowest unbid suits  4th Suit Forcing One round N/A (relays used) Game force NT Checkback NT Priorities: Major fit  Defence to 3NT opening X general TO  Defence to Opening Twos X = TO  Multi 2♠ Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s X = TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♠):  1♣ / 2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or Gl  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X = TO  4♠ X = penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of POD1; POR1 to regain relay steps  | 2NT  |          |                                       | 3♠         | natural invitational    | 4     | pass or corrrect       |
| 9. CONVENTIONS  Unusual NT: Two lowest unbid suits  4th Suit Forcing One round N/A (relays used) Game force NT Checkback N Priorities: Major fit  Defence to 3NT opening X general TO  Defence to Opening Twos X= TO  Multi 2◆ Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s X= TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♣):  1♣ / 2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4◆ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of POD1; POR1 to regain relay steps   |      |          |                                       |            |                         |       |                        |
| 9. CONVENTIONS  Unusual NT: Two lowest unbid suits  4th Suit Forcing One round N/A (relays used) Game force NT Checkback Negrorities: Major fit  Defence to 3NT opening Negrorities: Major fit  Defence to Opening Twos Negrorities: Major fit  Multi 2 Negrorities: Major fit  Defence to Opening Twos Negrorities: Major fit  Multi 2 Negrorities: Major fit  Defence to Opening Twos Negrorities: Major fit  Note 2.5  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2 Negrorities: Negrorities Negrorities: Negrorities Negrorities: Negrorities Negrorities: Negrorities Negrorities: Negrorities: Negrorities Negrorities: |      | •        |                                       | 4 <b>♣</b> | pass or correct         | 4     | to play                |
| Unusual NT: Two lowest unbid suits  Ath Suit Forcing One round N/A (relays used) Game force  NT Checkback N Priorities: Major fit  Defence to 3NT opening X general TO  Defence to Opening Twos X= TO  Multi 2◆ Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s X= TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♣):  1♣/2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or Gl  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4◆ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of POD1; POR1 to regain relay steps  |      | other    | ·                                     |            |                         |       |                        |
| Ath Suit Forcing One round N/A (relays used)  NT Checkback Nefferce to 3NT opening X general TO  Defence to Opening Twos X= TO  Multi 2 Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s X= TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2 ):  1 / 2 / 2   Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4 / 4 X= TO  4 X= TO  4 X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of POD1; POR1 to regain relay steps   |      |          | 9                                     | ). C       | ONVENTIONS              |       |                        |
| NT Checkback X Priorities: Major fit  Defence to 3NT opening X general TO  Defence to Opening Twos X= TO  Multi 2♠ Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s X= TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♣):  1♣/2♣  Diver 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X= TO  4♠ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps  | Jnu  | sual     | NT: Two lowest unbid                  | suits      |                         |       |                        |
| Defence to 3NT opening  X general TO  Defence to Opening Twos  X= TO  Multi 2◆  Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s  X= TO single suit option Other 2-s  Defence  1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to  2D/H/S are weak jumps, X = clubs  strong  (2♣): 1♣/2♣  Defence  2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses  Over opp 2 level openings  Take out of 4 level pre-empts  4♣/4◆  X= TO  4♠  X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of POD1; POR1 to regain relay steps   | 4th  | Suit     | Forcing One round                     |            | N/A (relays used)       |       | Game force             |
| Defence to 3NT opening  X general TO  Defence to Opening Twos  X= TO  Multi 2♠  Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s  X= TO single suit option  Other 2-s  Defence  1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to  2D/H/S are weak jumps, X = clubs  strong  (2♣):  1♣ / 2♣  Defence  2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses  Over opp 2 level openings  Take out of 4 level pre-empts   4♣/4♠  X= TO  4♠  X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of POD1; POR1 to regain relay steps  | NT ( | Chec     | kback X Priorities:                   | <br>Majo   | or fit                  |       |                        |
| Defence to Opening Twos X= TO  Multi 2♠ Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s X= TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♠):  1♣ / 2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps  | Defe | ence     | _                                     | neral      | ТО                      |       |                        |
| Multi 2  Multi 2D X=TO of S, 2H= TO of H  RCO style 2-s  X= TO single suit option  Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♣):  1♣ / 2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps  |      |          |                                       |            |                         |       |                        |
| Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♠):  1♣ / 2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   |      |          |                                       |            | H= TO of H              |       |                        |
| Other 2-s  Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♣):  1♣ / 2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X= TO  4♠ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   |      |          |                                       |            |                         |       |                        |
| Defence 1D/H/S = natural overcall, 1NT = colour, 2C = rank, 2D = shape  to 2D/H/S are weak jumps, X = clubs  strong (2♣):  1♣ / 2♣  Diver 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   |      | •        | _                                     | 000        |                         |       |                        |
| to 2D/H/S are weak jumps, X = clubs  strong (2♣):  1♣ /2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♠ X= TO  4♠ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   |      |          |                                       | rcall      | 1NT - colour 2C - ran   | < 2D  | – shane                |
| strong (2♣):  1♣/2♣  Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♦ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   |      |          |                                       |            |                         | ν, Ζυ | - Shape                |
| Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♦ X= TO  4♥ x= TO 4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   |      |          |                                       |            |                         |       |                        |
| Over 1NT Interference 2 suit= nat; XX= better minor, D or GI  Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4 X= TO  4★ X= TO  4★ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   |      | _        | , ,                                   |            |                         |       |                        |
| Lebensohl - other uses Over opp 2 level openings  Take out of 4 level pre-empts 4♣/4♦ X= TO  4♥ x= TO 4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   |      |          |                                       |            |                         |       |                        |
| Take out of 4 level pre-empts  4♣/4♦ X= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   | Ove  | r 1N7    | Interference 2 suit= r                | nat; X     | X= better minor, D or G | il    |                        |
| 4♥ x= TO  4♠ X= penalties; 4NT= playable in 2 suits  10. OTHER NOTES  Use of P0D1; P0R1 to regain relay steps   | Leb  | enso     | ohl - other uses Over                 | opp 2      | level openings          |       |                        |
| 10. OTHER NOTES Use of P0D1; P0R1 to regain relay steps   | Tak  | e out    | t of 4 level pre-empts                |            | 4♣/4 <b>♦</b> X= TO     |       |                        |
| Use of P0D1; P0R1 to regain relay steps   | 4    | <b>!</b> | x= TO                                 |            | 4♠ X= penaltie          | s; 4N | T= playable in 2 suits |
|   |      |          | 1                                     | 0. C       | THER NOTES              | •     |                        |
| Note most bids other than relay step are non-forcing  | Use  | e of F   | · · · · · · · · · · · · · · · · · · · |            |                         |       |                        |
|   | Not  | e mo     | ost bids other than relay             | step       | are non-forcing         |       |                        |
|   |      |          | ,                                     |            | Ü                       |       |                        |
|   |      |          |                                       |            |                         |       |                        |
|   |      |          |                                       |            |                         |       |                        |
|   |      |          |                                       |            |                         |       |                        |