## 4. BASIC RESPONSES Jump raises - minors Preempt Jump raises - Majors Preempt 1♣-2♦/♥=WK TRF, 1♣-2♠=L/R, 1♦-2♥/♠=WK NAT, 1♦-3♣=L/R Jump shifts after minor opening Jump shifts after Major opening Bergen. Into OM = 3 card L/R Responses to strong 2 suit open. Not applicable 3♣=INQ (then 3♥=no M,3NT=5♥). 3♦/♥=TRF, 3♠=m suit STAY Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** Versus Suit Versus **NoTrump** (if different) (or both) Overlead, A-Attitude K-Count Leads Sequences: Overlead, A-Attitude K-Count Four or more with an honour 4th highest 4th highest From 4 small 2nd highest 2nd highest Middle Middle From 3 cards (no honour) In partner's suit As above As above Discards Odd/Even Odd/Even Low-High = Even Low-High = Even Count REV count (\*low ENCRG) REV count (\*low ENCRG) **Signal** on partner's lead: Signal on declarer's lead: 1.REV count;2.S/Psometimes;3.NAT Smith Peters in NT sometimes Notes Vs NT, Ace or Queen asks for REV ATT (\*low ENCRG), King asks for unblock/REV count Vs Suit, Ace or Queen asks for REV ATT (\*low ENCRG), King asks for REV count In cash out situations, low ENCRG to partner's honour lead/odd ENCRG discard 6. SLAM CONVENTIONS 4♣ Gerber 4NT: Blackwood RKCB 1430 when? Slam Notes 4m is often Minorwood, D0P1/R0P1 (for numbers) & PEDO Cue Bids X 1st/2nd round CNTRLs in ascending suit order. 3NT can be trump CUE Asking Bids 7. OTHER CONVENTIONS 4SF FG **LEB** Bergen and Jacoby raises Leaping & Non-leaping Michaels Drury after 3rd/4th seat M opening Cue raises D0P1, R0P1 (for numbers), PEDO 4m often Minorwood Blackout 123 Xs 3rd suit FG www.abf.com.au PDF Form Rev. 17I21 by RoL MyRev. Copyright © ABF 2017



## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 196	6134 A	rjuna de Livera	o i o i E i ii	OATIB				
& Names: 402		ndrew Braithwa	ite					
Basic System: Sta	ndard							
Brown Sticker	Classific	cation: Green	X Blue	Red	Yellow			
1. OPENING BIDS								
Describe strength, m	inimum len	gth, or specific n	neaning		Canape			
1♣ 11+, 2+♣			1♥ 11+, 5+♥	1				
1♦ 11+, 4+♦			1♠ 11+, 5+♠					
<b>1NT</b> 15-17				may contai	n 5 card Major 🗶			
1NT Responses 2♣	Simple Sta	ayman Smolen						
2♦ TRF to ♥ (ca	n be mild S	S/T)	2♠ TRF to	2♠ TRF to ♣ (2NT = super accept)				
2♥ TRF to ♠ (ca	ın be mild S	S/T)	2NT TRF to	♦ (3♣ = super ac	ccept)			
other Super accepts of TRF to M. 3♣/♦/♥/♠ = 6+ card suit S/T								
24 Acol 2 any suit of	r any Gam	e Force or 22+ E	BAL/semi-BAL					
2♦ 4-7 HCP 6♥ or 6	À							
2♥ 8-11 HCP 6♥								
2♠ 8-11 HCP 6♠								
<b>2NT</b> 20-21 HCP BAI	_/semi-BAL		<b>3NT</b> Gamblin	ig, no more than	a Q outside			
other								
TDE 4. 4		2. PRE	-ALERTS					
TRF responses to 1		CD 2 or loop A	Bergen raise	5				
1♣/1♦ opening-(1♥O/C)-1♠ RESP=3 or less ♠								
	2 00	MDETITIVE	BIDS / OVE	DCALLE)				
Negative doubles through	3. CO		WK WK	HUALLS				
Responsive doubles through				uits 5+/5+ Constr	ructive plus			
1NT overcall - immediate	15-17		mediate cue of minor		Constructive plus			
1NT overcall - re-opening	11-14		mediate cue of Major		Constructive plus			
Over weak twos $X = T/C$			Over opening threes	X = T/O				
Over opponent's 1NT WK NT: X = PEN, $2 \rightleftharpoons$ = Both M, $2 \diamondsuit$ = 1M, $2 \checkmark / \spadesuit$ & 4+ m								
		,	, , –					
01111101		+ 5m, else as ab	ove					
		+ 5m, else as ab	ove					

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	ngui,	minimum length, or specific	C IIIe	ariirig		
1♣ 1♦	5+ HCP, 4+♥	2	4-7 HCP, 6♥	3◆	FG SPL raise, 5+ *CPs		
1♥	5+ HCP, 4+♠	2	4-7 HCP, 6♠	3 <b>Y</b>	FG SPL raise, 5+ *CPs		
1♠	5+ HCP, 4+♦ or BAL	2♠	10-11 HCP 5+♣ raise	3♠	FG SPL raise, 5+ *CPs		
1NT	10-11 HCP NAT	2NT	S/T 5+♣ raise	3NT	To play		
2	5-9 HCP 5+♣ raise	3♣	PRE 5+♣ raise	4♣	Minorwood		
other							
1♦ 1♥	5+ HCP, 4+♥	2	4-7 HCP, 6♥	3 💙	FG SPL raise, 5+ *CPs		
1♠	5+ HCP, 4+♠	2♠	4-7 HCP, 6♠	3♠	FG SPL raise, 5+ *CPs		
1NT	6-10 HCP NAT	2NT	S/T 4+♦ raise	3NT	To play		
2♣	NAT,FG unless rebid 3♣	3♣	10-11 HCP raise	4♣	FG SPL raise, 5+ *CPs		
2	5-9 HCP raise	3	PRE raise	4	Minorwood		
other							
1♥ 1♠	5+ HCP 4+♠	2	6-9 HCP 3 card raise	3	10-12 HCP 4+ card raise		
1NT	6-10 HCP NAT	2♠	10-12 HCP 3 card raise	3 <b>Y</b>	PRE raise		
2♣	NAT,FG unless rebid 3♣	2NT	FG 4+ card raise	3♠	10-14 HCP SPL raise		
2	NAT,FG unless rebid 3◆	3♣	6-9 HCP 4+ card raise	3NT	13-15 HCP likely (4333)		
other	1♥ - 4♣/♦ = 10-14 HCP SPL raise						
1 <b>♠</b> 1NT	6-10 HCP NAT	2♠	6-9 HCP 3 card raise	3♥	10-12 HCP 3 card raise		
2♣	NAT,FG unless rebid 3♣	2NT	FG 4+ card raise	3♠	PRE raise		
2	NAT,FG unless rebid 3♦	3♣	6-9 HCP 4+ card raise	3NT	13-15 HCP likely (4333)		
2	NAT,FG unless rebid 3♥	3◆	10-12 HCP 4+ card raise	4♣	10-14 HCP SPL raise		
other	1						
1NT 3♣	6+♣, S/T(RKCB RESPs)	3♠	6+♠, S/T(RKCB RESPs)	4	TRF to ♠		
3◆	6+♦, S/T(RKCB RESPs)	3NT	To play	<b>4</b>	To play		
3♥	6+♥, S/T(RKCB RESPs)	4♣	TRF to ♥	4	To play		
other	4♣/♦ can be definite slam going.TRF to M at 2 level can be mild S/T						
2♣ 2♦	0-3 or 10+ HCP	2NT	7-9 HCP 5+♣	3	7-9 HCP, 5+♠		
2	4-6 HCP any shape, FG	3♣	7-9 HCP, 5+◆	3♠	7-9 HCP, 5♠/4♥		
2♠	7-9 HCP, BAL,semi-BAL	3	7-9 HCP, 5+♥	3NT	7-9 HCP, 5♦/4♣		
other	2♣ - 2♦ - 2♥ = ART FG (then 2♠ = ART 0-3 HCP)						
2♦ 2♥	P/C	3♣	NAT, F1	3♠	P/C		
2♠	P/C	3	NAT, F1	3NT	To play		
2NT	INQ(3♣/♦RESP better)	3 <b>Y</b>	P/C	4♣	asks opener to TRF to M		
other	other 4♦ = asks opener to bid their M; 4♥/♠ = To play						
	* CPs - Control points (4 Aces and K of trumps - 2 CPs each: O of trumps - 1 CP:						

**Notes** \* CPs = Control points (4 Aces and K of trumps = 2 CPs each; Q of trumps = 1 CP; Kings outside SPL suit = 1 CP each)

2							
## NAT, F1 other  2♠ 2NT INQ for S/S (3♠=MIN) 3♣ NAT, F1 3♠ To play 4♣ SPL raise 3♣ NAT, F1 3♠ To play 4♣ SPL raise 3♣ NAT, F1 3♠ To play 4♣ To play 5PL raise 3♣ NAT, F1 3♠ To play 4♠ To play 6 Other  2NT 3♣ INQ (3NT RESP = 5♥) 3♠ m suit STAY 3♠ TRF to ♥ 3NT To play 4♠ NAT Minorwood RESPs 6 Other TRF to M and raise = mild slam interest  9. CONVENTIONS  Jnusual NT: Lower 2 unbid suits Constructive plus  4♣ NAT Minorwood RESPs 6 Other TRF to M and raise = mild slam interest  9. CONVENTIONS  Jnusual NT: Lower 2 unbid suits Constructive plus  4♣ NAT, to play ANAT, to play	2♥ 2♠	NAT, F1	3	NAT, F1	3NT	To play	
other  2♠ 2NT INQ for S/S (3♠=MIN) 3♠ NAT, F1 3♠ NAT, F1 3♠ NAT, F1 3♠ NAT, F1 3♠ To play 4♠ To play other  2NT 3♣ INQ (3NT RESP = 5♥) 3♠ m suit STAY 3♠ NAT, to play 3♥ TRF to ♥ 3NT To play 4♠ NAT Minorwood RESPs 4♠ NAT, to play other TRF to M and raise = mild slam interest  9. CONVENTIONS  Junual NT: Lower 2 unbid suits Constructive plus 4th Suit Forcing One round Game force ▼  NT Checkback Priorities: 2♠ PUP to ♦ or INV; 2♠ FG; 2NT PUP to 3♠ or INV  Defence to 3NT opening 123 Xs, 4♠/♦ = Both Ms  Defence to Opening Twos X for takeout Multi 2♠ 123 Xs, 2NT and suits NAT  RCO style 2-s 123 Xs, 2NT and suits NAT  Defence 1♠: X = Ms, 1NT = ms, jumps = WK, NAT to strong 2♠: X = T/O, 2NT and suits NAT  Defence 1♠: X = Ms, 2NT = ms, jumps = WK, NAT  to strong 2♠: X = Ms, 2NT = ms, jumps = WK, NAT  1♣/2♣  Over 1NT Interference Lebensohl Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts  4♠/4♠ ANT (X = cards)  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥ - 3♠ = 5+♠, NF - 3♥ = less than L/R in ♥ - 3♠ = 5+♠, FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises	2NT	INQ for S/S (3♣=MIN)	3 <b>Y</b>	To play	4 <b>♣</b>	SPL raise	
2 NT INQ for S/S (3 = MIN) 3 NAT, F1 4	3♣	NAT, F1	3♠	SPL raise	<b>4</b>	To play	
3♣ NAT, F1 3♣ To play 3♣ NAT, F1 3♠ To play 4♣ To play  4♠ To play  4♠ To play  4♠ To play  4♠ NAT Minorwood RESPs  3♠ TRF to ♥ 3NT To play  3♥ TRF to ♥ 3NT To play  3♥ TRF to ♥ 3NT To play  3♥ TRF to № 3NT To play  3♥ TRF to Mand raise = mild slam interest     CONVENTIONS	other						
NAT, F1 other  2NT 3♣ INQ (3NT RESP = 5♥) 3♠ m suit STAY 3♠ NAT, to play 3♥ TRF to ♥ 3NT To play 4♠ NAT Minorwood RESPs other TRF to M and raise = mild slam interest  9. CONVENTIONS  Junusual NT: Lower 2 unbid suits Constructive plus  4th Suit Forcing One round 123 Xs, 4♠/♦ = Both Ms  Defence to 3NT opening 123 Xs, 4♠/♦ = Both Ms  Defence to Opening Twos X for takeout  Multi 2♠ 123 Xs, 2NT and suits NAT  RCO style 2-s X = T/O, 2NT and suits NAT  Defence 1♠: X = Ms, 1NT = ms, jumps = WK, NAT  to strong 2♠: X = Ms, 2NT = ms, jumps = WK, NAT  1♣/2♣  Diver 1NT Interference Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts  4♠/4♠ X  4NT (X = cards)  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥ - 3♠ = 5+♠, NF - 3♥ = less than L/R in ♥ - 3♠ = 5+♠, FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises	2 <b>♠</b> 2NT	INQ for S/S (3♣=MIN)	3 <b>Y</b>	NAT, F1	4♣	SPL raise	
other  2NT 3♣ INQ (3NT RESP = 5♥) 3♠ m suit STAY 4♦ NAT Minorwood RESPs 3♦ TRF to ♥ 3NT To play 4♥ NAT, to play 3♥ TRF to ♠ 4♣ NAT Minorwood RESPs 4♠ NAT, to play other TRF to M and raise = mild slam interest  9. CONVENTIONS  Junusual NT: Lower 2 unbid suits Constructive plus  4th Suit Forcing One round Game force NT Checkback Priorities: 2♠ PUP to ♦ or INV; 2♦ FG; 2NT PUP to 3♠ or INV  Defence to 3NT opening 123 Xs, 4♠/♦ = Both Ms  Defence to Opening Twos X for takeout  Multi 2♠ 123 Xs, 2NT and suits NAT  RCO style 2-s 123 Xs, 2NT and suits NAT  Other 2-s X = T/O, 2NT and suits NAT  Defence 1♠ X = Ms, 1NT = ms, jumps = WK, NAT  to strong 2♠ : X = Ms, 2NT = ms, jumps = WK, NAT  1♣/2♣  Diver 1NT Interference Lebensohl  Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts 4♣/4♠ X  4♠ 4NT (X = cards)  10. OTHER NOTES  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥  - 3♠ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises	3♣	NAT, F1	3♠	To play	<b>4</b>	SPL raise	
ANT NAT Minorwood RESPs  3	3◆	NAT, F1	3NT	To play	4	To play	
3♦ TRF to ♥ 3NT To play 3♥ TRF to ♠ 4♣ NAT Minorwood RESPs other TRF to M and raise = mild slam interest  9. CONVENTIONS  Jnusual NT: Lower 2 unbid suits Constructive plus  4th Suit Forcing One round  NT Checkback Priorities: 2♠ PUP to ♦ or INV; 2♦ FG; 2NT PUP to 3♠ or INV  Defence to 3NT opening 123 Xs, 4♣/♦ = Both Ms  Defence to Opening Twos X for takeout  Multi 2♠ 123 Xs, 2NT and suits NAT  RCO style 2-s 123 Xs, 2NT and suits NAT  Other 2-s X = T/O, 2NT and suits NAT  Defence 1♠: X = Ms, 1NT = ms, jumps = WK, NAT  to  strong 2♠: X = Ms, 2NT = ms, jumps = WK, NAT  1♣/2♣  Over 1NT Interference Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts  4♣/4♠ X  4♠ 4NT (X = cards)  10. OTHER NOTES  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥ - 3♠ = 5+♠, NF - 3♥ = less than L/R in ♥ - 3♠ = 5+♠, FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises	other						
TRF to ♠ 0ther TRF to M and raise = mild slam interest  9. CONVENTIONS  Unusual NT: Lower 2 unbid suits Constructive plus  4th Suit Forcing One round  Game force  NT Checkback  Priorities: 2♠ PUP to ♦ or INV; 2♦ FG; 2NT PUP to 3♣ or INV  Defence to 3NT opening 123 Xs, 4♠/♦ = Both Ms  Defence to Opening Twos  X for takeout  Multi 2♠ 123 Xs, 2NT and suits NAT  RCO style 2-s 123 Xs, 2NT and suits NAT  Other 2-s  X = T/O, 2NT and suits NAT  Defence 1♣: X = Ms, 1NT = ms, jumps = WK, NAT  to strong 2♠: X = Ms, 2NT = ms, jumps = WK, NAT  1♣/2♣  Over 1NT Interference Lebensohl  Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts  4♣/4♠ X  4♠ 4NT (X = cards)  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥  - 3♠ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises	2NT 3♣	INQ (3NT RESP = 5♥)	3♠	m suit STAY	4	NAT Minorwood RESPs	
## Other TRF to M and raise = mild slam interest    Sunusual NT:   Lower 2 unbid suits   Constructive plus	3◆	TRF to ♥	3NT	To play	<b>4</b>	NAT, to play	
9. CONVENTIONS  Jnusual NT: Lower 2 unbid suits Constructive plus  4th Suit Forcing One round	3♥	TRF to ♠	4♣	NAT Minorwood RESPs	4	NAT, to play	
Unusual NT: Lower 2 unbid suits Constructive plus  4th Suit Forcing One round	other	TRF to M and raise = mile	d slam	n interest			
Ath Suit Forcing  One round  NT Checkback  Priorities: 2♠ PUP to ♦ or INV; 2♦ FG; 2NT PUP to 3♠ or INV  Defence to 3NT opening  123 Xs, 4♠/♦ = Both Ms  Defence to Opening Twos  X for takeout  Multi 2♠  123 Xs, 2NT and suits NAT  RCO style 2-s  123 Xs, 2NT and suits NAT  Other 2-s  X = T/O, 2NT and suits NAT  Defence  1♠: X = Ms, 1NT = ms, jumps = WK, NAT  to  strong  2♠: X = Ms, 2NT = ms, jumps = WK, NAT  1♣/2♣  Over 1NT Interference  Lebensohl  Lebensohl - other uses  Take out of 4 level pre-empts  4♣/4♠  X  4♠  4NT (X = cards)  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥  - 3♠ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises		9	). C	ONVENTIONS			
NT Checkback    Priorities: 2♣ PUP to ◆ or INV; 2◆ FG; 2NT PUP to 3♣ or INV   Defence to 3NT opening   123 Xs, 4♣/♦ = Both Ms   Defence to Opening Twos   X for takeout	Unusual	NT: Lower 2 unbid suits		Constructive plus			
Defence to 3NT opening  123 Xs, 4♣/♦ = Both Ms  Defence to Opening Twos	4th Suit	Forcing One round				Game force X	
Defence to 3NT opening  123 Xs, 4♣/♦ = Both Ms  Defence to Opening Twos							
Multi 2  123 Xs, 2NT and suits NAT  RCO style 2-s 123 Xs, 2NT and suits NAT  Other 2-s X = T/O, 2NT and suits NAT  Defence 1  X = Ms, 1NT = ms, jumps = WK, NAT  to strong 2  X = Ms, 2NT = ms, jumps = WK, NAT  Detence Lebensohl  1  After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts 4  ANT (X = cards)  Invisible CUEs - an eg is 1  - (2NT) - 3  = L/R in   - 3  = 5 + ♠, NF - 3  = less than L/R in   - 3  = 5 + ♠, FG  Mini-splinters by opener require 5 + *CPs. Some responses by opener to Jacoby raises							
Multi 2  123 Xs, 2NT and suits NAT  RCO style 2-s 123 Xs, 2NT and suits NAT  Other 2-s X = T/O, 2NT and suits NAT  Defence 1							
RCO style 2-s 123 Xs, 2NT and suits NAT  Other 2-s X = T/O, 2NT and suits NAT  Defence 1 ★: X = Ms, 1NT = ms, jumps = WK, NAT  to  strong 2 ★: X = Ms, 2NT = ms, jumps = WK, NAT  1 ★ / 2 ★  Over 1NT Interference Lebensohl  Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts 4 ★ 4 ★ X  4 ★ 4NT (X = cards)  Invisible CUEs - an eg is 1 ▼ - (2NT) - 3 ★ = L/R in ▼  - 3 ▼ = 5+★, NF  - 3 ▼ = less than L/R in ▼  - 3 ★ = 5+★, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
Other 2-s  X = T/O, 2NT and suits NAT  Defence  1 :  X = Ms, 1NT = ms, jumps = WK, NAT  to  strong  2 :  X = Ms, 2NT = ms, jumps = WK, NAT  Over 1NT Interference  Lebensohl  Lebensohl - other uses  After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts  4 / 4							
Defence to strong 2♣: X = Ms, 1NT = ms, jumps = WK, NAT  2♣: X = Ms, 2NT = ms, jumps = WK, NAT  Diver 1NT Interference Lebensohl  Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts 4♣/4♠ X  4♠ 4NT (X = cards)  Invisible CUEs - an eg is 1♥ - (2NT) - 3♣ = L/R in ♥  - 3♦ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises	·						
to strong 2♠: X = Ms, 2NT = ms, jumps = WK, NAT  1♣/2♣  Over 1NT Interference Lebensohl  Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts							
strong 1♣ / 2♣  Over 1NT Interference Lebensohl  Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts		,	-,,	,			
Dver 1NT Interference Lebensohl  Lebensohl - other uses After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts 4♣/4♠ X  4♠ 4NT (X = cards)  10. OTHER NOTES  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥  - 3♠ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
Dver 1NT Interference  Lebensohl - other uses  After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts  4♣/4	3						
Lebensohl - other uses  After T/O Xs of OPPTs weak 2s  Take out of 4 level pre-empts  4♣/4♠ X  4♠ 4NT (X = cards)  10. OTHER NOTES  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥  - 3♦ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
Take out of 4 level pre-empts  4♣/4♠ X  4♠ 4NT (X = cards)  10. OTHER NOTES  Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥  - 3♦ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
4			/U X				
Invisible CUEs - an eg is 1♥ - (2NT) - 3♠ = L/R in ♥  - 3♦ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
Invisible CUEs - an eg is 1♥ - (2NT) - 3♣ = L/R in ♥  - 3♦ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
- 3♦ = 5+♠, NF  - 3♥ = less than L/R in ♥  - 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
- 3♥ = less than L/R in ♥ - 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
- 3♠ = 5+♠, FG  1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
1M - 1NT - 2NT = artificial FG  Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
Mini-splinters by opener require 5+ *CPs. Some responses by opener to Jacoby raises							
of M require 5+ *CPs, and to Jacoby raises of m require 4+ CPs	Mini-sp	inters by opener require	5+ 3	CPs. Some responses	by op	pener to Jacoby raises	