	4. BASIC F	RESPONSES		
Jump raises - minors Inverte	ed Other: 3	3♣ = 6-9, 5 +♣ ; 3♦ = 6-	9, 5+♦	
Jump raises - Majors Preem	pt Other: 0)-6, 4M		
Jump shifts after minor opening	2M = 0-5, 6M; 1♣-2	• = 10-12, (5)6 ♣ ; 1 ♦ -3	♣ = 10-12, 5	+•
Jump shifts after Major opening	2♠ = 10-11, 3♥; 3♣	= 7-9, 4 fit; 3♦ = 10-11	, 4 fit; 3♥ = 10	0-11, 3♠
Responses to strong 2 suit open	2♦ = Waiting; 2 ∀ = 0	0-4, no A/K; 2♠/3m = 5-	-suit, semi-po	s; 2NT = 5+♥
Responses to 2NT opening	3♣=Ask for 5M; 3♦/	V =5+ V / ♠ ; 3 ♠ =6+ ♣ or	55mm; 4 ♣ =6	♦ ; 4 ♦ / ♥ = ♥ / ♠
		DNVENTIONS		ow priorities
	Versus Suit (or b	oth) Versus	NoTrump	(if different)
Leads Sequences:	Most overlead but see	#below		
Four or more with an honour	4th highest			
From 4 small	2nd highest			
From 3 cards (no honour)	Middle			
In partner's suit	Top of xxx if supported			
Discards	Low Encourage			
Count	Low-High = Even			
Signal on partner's lead:	Low encourage (suit pr	ref/rev count) Bergen	raises (ON o	ver X)
Signal on declarer's lead:	1. Low-High = Even; 2.	Suit preference (We o	nly signal if re	elevant)
Notes # Overlead seque	ences but 10 promises i	nterior sequence e.g. k	(J10/K109. 9	from 109x(x)
Ace asks for Attitude; Kir	ng for Rev Count or unb	lock. High-Low in trum	ps = odd no /	suit preference
Second discard may be s	standard current count i	f relevant		
	6. SLAM CO	ONVENTIONS	5	
4NT: Blackwood R	KCB 3041 4	Gerber when?		
Slam Notes K	Kickback; Exclusion; D0	P1/R0P1; Non-serious	3NT; 5NT Pic	k a slam
Cue Bids 1st and 2	2nd controls shown toge	ther, up the line		
Asking Bids After RK0	C response: non-trump	step 1 = Q ask; step 2	= K ask	
	7. OTHER C	ONVENTION	S	
Blackout after Reverses		Support doubles to	3♥	
2 way Reverse Drury (2	№ = 3 fit; 2 ♦ = 4 fit)	After 1NT(Pen X): F	asks for XX	or 5 card suit
2 ♣ -2 ♦ -2 ♥ = ♥ or Balane	ced 26+	After 1NT(2♣ or Art	ificial X): Sys	tem on
Kokish Game Tries after	1M-2M	Cue raises		
2NT often 2 places to pla	ay in competition	Jump Cue opposite	overcall = Mi	xed Raise
www.abf.com.	After X, Equ	al Level Conversion to	= no extra	values
PDF Form Rev. 13E21	by RoL 1♣/♦ (1NT)	2♣ = ♥+♠		
MyRev. June 201	9 Smolen. 1N	Γ-2 ∲ -2 ♦ : 2 ♥ = weak w	ith ∀ + ∲ ; 2 ∲ :	= 5♠, inv;
Copyright © ABF 20	013	3♥ = 4♥+5♠	, FG; 3♠ = 4 4	+5 ∀ , FG



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 726249 Renee Cooper	
& Names: 764914 Deana Wilson	
Basic System: Standard American: 2/1 Game F	Forcing
Brown Sticker Classification: Green	X Blue Red Yellow
1. OPEN	ING BIDS
Describe strength, minimum length, or specific me	eaning Canape
1♣ 10-21, 2+♣ (4+♣ or Bal outside 1NT range)	1♥ 10-21, 5+♥
1♦ 10-21, 5+♦ or 4♦441	1♠ 10-21, 5+♠
1NT 15-17 (May upgrade good 14). Rarely a Sir	ngleton Honour may contain 5 card Major
1NT Responses 2♣ Simple Stayman	Other:
2♦ 5+♥	2♠ (5)6+♣
2♥ 5+♠	2NT (5)6+ ♦
other 3♣ = Puppet Stayman; 3♦ = 6+ cards, s	lam try; 3♥/♠ = 6+ cards, slam try, no splinter
2♣ Game Force or Balanced 24+	
2♦ Multi: Either 22-23 Balanced or 6-10 with 6♥	or 6♠
2♥ 6-10, 5♥, 4+ minor	
2♠ 6-10, 5♠, 4+ minor	
2NT 20-21. Rarely a Singleton Honour	3NT Solid 7 or 8 card minor, no outside A or K
other $4 = 8 + \text{ tricks in } \checkmark$; $4 < 8 + \text{ tricks in } 4 < 8 + \text{ tricks in } 4 < 1 < 1 < 1 < 1 < 1 < 1 < 1 < 1 < 1 <$	
2. PRE-	ALERTS
Transfers after 1♣ opening (may be light)	Multi 2♦ opening
Transfer rebids after 1♦-1♥/♠	Inverted & criss cross Minor raises (OFF over X)
Transfers after 1♥(X);1♠(X); (1any)1M(X)	Bergen raises (ON over X)
	BIDS / OVERCALLS
, ,	Weak (Intermediate in 4th). (Short1♣)2♦ = Majors
Troop on one of the original	Two lowest unbid suits
	ediate cue of minor 5/5+ Majors but Natural if 1♣=<4
	ediate cue of Major 5M+5m (3♣ = P/C; 3♦ = Inv in M)
	over opening threes X = T/O. Michaels
	• ♥ or ♠; 2M = M+m; 2NT = ♣+♦; 3♣ = ♣; 3♦ = ♦
X over Strong NT (and over Weak NT by Passec	i nanu) = 4ivi+5iii

Describe strength, minimum length, or specific meaning

1♣ 1		Describe stre	ngtn,	minimum length, or specifi	c mea	aning
1	1♣ 1♦	4+, 4+♥ (See 10, Note 1)	2	10-12, 5+♣	3◆	Splinter, FG
1NT 6-10, 4+♣, NF 2NT Bal 11-12 not 4♥/♠ 3NT 13-15, not 4♥/♠ other 4♦ = RKCB agreeing ♠; 4♥/♠ = To Play 1♠ 6+, 4+♥ 2♠ 0-5, 6♥ 3♠ Splinter, FG 1♠ 6+, 4+♠, not 4♥/♠, NF 2NT Bal 11-12, not 4♥/♠ 3NT 13-15, not 4♥/♠ 1NT 6-10, 4+♠, not 4♥/♠, NF 2NT Bal 11-12, not 4♥/♠ 3NT 13-15, not 4♥/♠ 1NT 6-10, 4+♠, FG 3♠ 10-11, (4)5+♠ 4♠ Splinter, FG 1♠ 6+, 4+♠, FG 3♠ 10-11, (4)5+♠ 4♠ Splinter, FG 1♠ 6+, 4+♠, FG 3♠ 10-11, 3♥ 3♠ 10-11, 4♥ 1NT 5-12, semi-forcing, <3♥ 2♠ 10-11, 3♥ 3♠ 0-6, 4♥ 2♠ (3)4+♠, FG 2NT 12+, 4+♠, FG 3♠ Splinter 2♠ 4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 2♠ (3)4+♠, FG 2NT 12+, 4+♠, FG 3♠ 0-6, 4♠ 2♠ (3)4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♠ = To Play 1NT 3♠ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♠ 3♦ 6+♠, slam try 3NT To Play 2♠ 6+♠, slam try 3NT To Play 3♦ 6+♠, slam try, no SPL 4♠ Gerber 4♠ NT = Invitational 2♠ 2♠ Waiting 2NT Semi-positive, 5+♠ 3♠ Solid suit 2♠ 2♠ Waiting 2NT Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3NT other 4♠/♠ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 4♠ Pass or correct 4♠ P	1♥	4+, 4+♠ (See 10, Note 2)	2	0-5, 6♥	3 Y	Splinter, FG
2♣ 12+, 4+♣, FG other 4♦ = RKCB agreeing ♣; 4♥/♠ = To Play 1♦ 1♥ 6+, 4+♥ 2♥ 0-5, 6♥ 3♠ Splinter, FG 1♠ 6+, 4+♠, not 4♥/♠, NF 2NT Bal 11-12, not 4♥/♠ 3NT 13-15, not 4♥/♠ 2♣ 12+, 4+♠, FG 3♣ 10-11, (4)5+♦ 4♠ Splinter, FG other 4♥/♠ = To Play 1♥ 1♠ 6+, 4+♠ 1NT 5-12, semi-forcing, <3♥ 2♠ 10-11, 3♥ 3♥ 0-6, 4♥ 2♠ (3)4+♠, FG 3♠ 7-9, 4♥ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 3♠ 10-11, 3♠ 2♠ (3)4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 0-6, 4♠ 2♠ (3)4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 0-6, 4♠ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 0-6, 4♠ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♠ = To Play 1NT 3♠ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♠ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♠ = To Play 2♠ 2♠ Waiting 2NT Semi-positive, 5+♥ 3♠ Solid suit 2♠ 0-4, no A or K 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3NT or Play other 4♠/♠ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 4♠ Asks for transfer to Majo other 4♠ Pass or correct 4♠ Pass or correct 4♠ As	1♠	4+, 4+♦	2♠	0-5, 6♠	3♠	Splinter, FG
other 4	1NT	6-10, 4+♣, NF	2NT	Bal 11-12 not 4♥/♠	3NT	13-15, not 4 ♥ /♠
1 1	2♣	12+, 4+♣, FG	3♣	6-9, (5)6+4	4♣	Pre-emptive
1♠ 6+, 4+♠ 2♠ 0-5, 6♠ 3♠ Splinter, FG 1NT 6-10, 4+♠, not 4♥/♠, NF 2NT Bal 11-12, not 4♥/♠ 2♣ 12+, 4+♠, FG 3♣ 10-11, (4)5+♠ 4♣ Splinter, FG 2♠ 12+, 4+♠, FG 3♠ 10-11, (4)5+♠ 4♣ Splinter, FG 0ther 4♥/♠ = To Play 1№ 1♠ 6+, 4+♠ 2 2♥ 6-9, 3♥ 3♠ 10-11, 4♥ 1NT 5-12, semi-forcing, <3♥ 2♠ 10-11, 3♥ 3♥ 0-6, 4♥ 2♣ (3)4+♠, FG 2NT 12+, 4+♥, FG 3♠ Splinter 2♠ 4+♠, FG 3♣ 7-9, 4♥ 3NT 13-15, 3343/3334, NF 0ther 4♠/♠ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 2♠ (3)4+♠, FG 2♠ 2♠ 4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♠ (3)4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♠ (4)♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♠ 5+♥, FG 3♠ 10-11, 4♠ 5plinter 1NT 3♣ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♠ 3♠ 6+♠, slam try 3NT To Play 3♥ 6+♠, slam try 3NT To Play 3♥ 6+♠, slam try, no SPL 4♠ Gerber 4♠ To Play 0ther 4NT = Invitational 2♠ 2♠ Waiting 2NT Semi-positive, 5+♠ 3♠ Solid suit 2♠ 0-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ 0-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Pass or correct 2♠ Pask for M; 2♦-2NT: 3♣=♥, max (FG); 3♥=♠, max (FG); 3♥=♠, min	other	4♦ = RKCB agreeing ♣; 4	!♥/ ♠	= To Play		
1NT 6-10, 4+♠, not 4♥/♠, NF 2NT Bal 11-12, not 4♥/♠ 2♣ 12+, 4+♠, FG 3♣ 10-11, (4)5+♦ 4♣ Splinter, FG 2♠ 12+, 4+♠, FG 3♠ 6-9, (4)5+♦ 4♠ Pre-emptive other 4♥/♠ = To Play 1№ 1♠ 6+, 4+♠ 2 2♥ 6-9, 3♥ 3♠ 10-11, 4♥ 1NT 5-12, semi-forcing, <3♥ 2♠ 10-11, 3♥ 3№ 0-6, 4♥ 2♣ (3)4+♠, FG 2NT 12+, 4+♥, FG 3♠ Splinter 2♠ 4+♠, FG 3♣ 7-9, 4♥ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 2♣ (3)4+♠, FG 2NT 12+, 4+♠, FG 3♠ 0-6, 4♠ 2♣ (3)4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♣ (3)4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♥ 5+♥, FG 3♠ 10-11, 4♠ 4♣ Splinter other 4♠/♥ = Splinter; 4♠ = To Play 1NT 3♣ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♠ 3♦ 6+♠, slam try 3NT To Play 3♥ 6+♠, slam try 3NT To Play 3♥ 6+♠, slam try, no SPL 4♠ Gerber 4♠ To Play other 4NT = Invitational 2♣ 2♠ Waiting 2NT Semi-positive, 5+♠ 3♠ Solid suit 2♠ 0-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ 0-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Pass or correct 2♠ Pask for M; 2♦-2NT: 3♣=♥, max (FG); 3♥=♠, max (FG); 3♥=₱, min	1♦ 1♥	6+, 4+ ♥	2	0-5, 6♥	3♥	Splinter, FG
2♣ 12+, 4+♣, FG 3♣ 10-11, (4)5+♦ 4♣ Splinter, FG 2♦ 12+, 4+♠, FG 3♠ 6-9, (4)5+♦ 4♠ Pre-emptive other 4♥/♠ = To Play 1♥ 1♠ 6+, 4+♠ 2 2♥ 6-9, 3♥ 3♠ 10-11, 4♥ 1NT 5-12, semi-forcing, <3♥ 2♠ 10-11, 3♥ 3♥ 0-6, 4♥ 2♣ (3)4+♠, FG 2NT 12+, 4+♥, FG 3♠ Splinter 2♦ 4+♠, FG 3♣ 7-9, 4♥ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 2♣ (3)4+♠, FG 2NT 12+, 4+♠, FG 3♠ 0-6, 4♠ 2♦ 4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♠ (3)4+♠, FG 3♠ 10-11, 4♠ 4♠ Splinter other 4♠/♠ = Splinter; 4♠ = To Play 1NT 3♣ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♠ 3♦ 6+♠, slam try 3NT To Play 4♥ 6+♠ 3♦ 6+♠, slam try, no SPL 4♠ Gerber 4♠ To Play other 4NT = Invitational 2♣ 2♠ Waiting 2NT Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3NT other 4♠/♠ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♠ Asks for transfer to Majo other 4♠ = Ask for M; 2♠-2NT: 3♠=♥, max (FG); 3♥=♥, min; 3♠=♠, min	1 🛧	6+, 4+♠	2♠	0-5, 6♠	3♠	Splinter, FG
12+, 4+ ↑, FG other 1	1NT	6-10, 4+♣, not 4♥/♠, NF	2NT	Bal 11-12, not 4♥/♠	3NT	13-15, not 4 ♥ /♠
other 4♥/♠ = To Play 1♥ 1♠ 6+, 4+♠ 2♥ 6-9, 3♥ 3♠ 10-11, 4♥ 1NT 5-12, semi-forcing, <3♥ 2♠ 10-11, 3♥ 3♠ Splinter 2♠ 4+♠, FG 2NT 12+, 4+♥, FG 3♠ Splinter 2♠ 4+♠, FG 3♣ 7-9, 4♥ 3NT 13-15, 3343/3334, NF other 4♣/♠ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 2♠ (3)4+♠, FG 2NT 12+, 4+♠, FG 3♠ 0-6, 4♠ 2♠ 4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♥ 5+♥, FG 3♠ 10-11, 4♠ 4♠ Splinter 1NT 3♣ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♥ 3♥ 6+♠, slam try, no SPL 4♠ 6+♠ 5% 6+♠, slam try, no SPL 4♠ 6+♠ 5% 5% 6+♠, slam try, no SPL 4♠ 6+♠ 5% 5% 6+♠, slam try, no SPL 4♠ 6+♠ 5% 5% 5% 6+♠, slam try, no SPL 5% 6+♠	2♣	12+, 4+♣, FG	3♣	10-11, (4)5+♦	4♣	Splinter, FG
1	2	12+, 4+♦, FG	3	6-9, (4)5+♦	4	Pre-emptive
1NT 5-12, semi-forcing, <3♥ 2♠ 10-11, 3♥ 3♥ 0-6, 4♥ 2♠ (3)4+♠, FG 2NT 12+, 4+♥, FG 3♠ Splinter 2♠ 4+♠, FG 3♠ 7-9, 4♥ 3NT 13-15, 3343/3334, NF other 4♠/♠ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 3♠ 0-6, 4♠ 3♠ 0-6, 4♠ 3♠ 0-6, 4♠ 3♠ 0-6, 4♠ 3♠ 0-6, 4♠ 3№ 13-15, 3343/3334, NF 2♠ (3)4+♠, FG 3♠ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♥ 5+♥, FG 3♠ 10-11, 4♠ 3♠ Splinter 0+♠/♥ = Splinter; 4♠ = To Play 1NT 3♠ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♠ 3♠ 6+♠, slam try, no SPL 4♠ Gerber 4♠ To Play 3♥ 6+♥, slam try, no SPL 4♠ Gerber 4♠ To Play 0+her 4NT = Invitational 2♠ 2♠ Waiting 2NT Semi-positive, 5+♠ 3♠ Solid suit 2♥ 0-4, no A or K 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Solid suit 5 Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Solid suit 5 Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3NT 5 Other 4♠/♠ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♥ Pass or correct 3♠ 6+♠, signoff 3NT To Play	other	4 ♥ /♠ = To Play				
2♣ (3)4+♣, FG	1♥ 1♠	6+, 4+♠	2	6-9, 3♥	3	10-11, 4♥
2	1NT	5-12, semi-forcing, <3♥	2♠	10-11, 3♥	3	0-6, 4♥
other 4♣/♦ = Splinter; 4♥/♠ = To Play 1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 2♣ (3)4+♣, FG 2NT 12+, 4+♠, FG 3♠ 0-6, 4♠ 2♦ 4+♠, FG 3♣ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♥ 5+♥, FG 3♠ 10-11, 4♠ 5plinter other 4♠/♥ = Splinter; 4♠ = To Play 1NT 3♣ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♥ 3♠ 6+♠, slam try 3NT To Play 4♥ 6+♠ 3♦ 6+♠, slam try, no SPL 4♣ Gerber 4♠ To Play other 4NT = Invitational 2♣ 2♠ Waiting 2NT Semi-positive, 5+♥ 3♠ Solid suit 2♠ 0-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3NT other 4♠/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ Pass or correct 3♣ 6+♠, signoff 3♠ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Majo other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, min (FG); 3♥=♥, min; 3♠=♠, min	2♣	(3)4+♣, FG	2NT	12+, 4+♥, FG	3♠	Splinter
1♠ 1NT 5-12, semi-forcing, <3♠ 2♠ 6-9, 3♠ 3♥ 10-11, 3♠ 2♠ (3)4+♠, FG 2NT 12+, 4+♠, FG 3♠ 0-6, 4♠ 3NT 13-15, 3343/3334, NF 2♥ 5+♥, FG 3♠ 10-11, 4♠ 5Plinter 4♠/♥ = Splinter; 4♠ = To Play 1NT 3♠ Asks for 5M 3♠ 6+♠, slam try, no SPL 4♠ 6+♠ 3♥ 6+♠ 5Play 5Plinter 5Play 5Pla	2	4+♦, FG	3♣	7-9 , 4♥	3NT	13-15, 3343/3334, NF
2♣ (3)4+♣, FG 2♦ 4+♠, FG 3♣ 7-9, 4♠ 3NT 13-15, 3343/3334, NF 2♥ 5+♥, FG 3♠ 10-11, 4♠ 5Plinter other other 4♠/♥ = Splinter; 4♠ = To Play 1NT 3♣ Asks for 5M 3♠ 6+♠, slam try 3NT To Play 4♥ 6+♠ 3♥ 6+♥, slam try, no SPL 4♠ Gerber 4♠ To Play other 4NT = Invitational 2♣ 2♠ Waiting 2NT Semi-positive, 5+♠ 3♠ Solid suit 2♠ O-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Pass or correct 2♠ Pass or correct 2♠ Pass or correct 3♣ 6+♠, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for M; 2♠-2NT: 3♠=♥, max (FG); 3♦=♠, max (FG); 3♥=♠, max (FG); 3♥=♠, min; 3♠=♠, min	other	4♣/♦ = Splinter; 4♥/♠ = -	Γο Pla	ay		
2	1 ♠ 1NT	5-12, semi-forcing, <3♠	2	6-9, 3♠	3 💙	10-11, 3♠
2♥ 5+♥, FG other 4♠/♥ = Splinter; 4♠ = To Play INT 3♣ Asks for 5M 3♠ 6+♠, slam try 3NT To Play 4♠ 6+♠ 3♦ 6+♠, slam try, no SPL 4♠ 6+♠ 3♥ 6+♥, slam try, no SPL 4♠ Gerber 4♠ To Play other 4NT = Invitational 2♣ 2♠ Waiting 2NT Semi-positive, 5+♥ 3♠ Solid suit 2♠ O-4, no A or K 3♠ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3NT other 4♠/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♥ Pass or correct 2♠ Pass or correct 3♠ 6+♠, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Majo other 4♠ = Ask for M; 2♠-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	2♣	(3)4+♣, FG	2NT	12+, 4+ ♠ , FG	3♠	0-6, 4
other 4♦/♥ = Splinter; 4♠ = To Play 1NT 3♣ Asks for 5M 3♠ 6+♠, slam try 3NT To Play 4♥ 6+♠ 3♥ 6+♥, slam try, no SPL 4♠ Gerber 4NT = Invitational 2♣ 2♠ Waiting 2NT Semi-positive, 5+♥ 3♠ Solid suit 2♠ O-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3NT other 4♠/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♥ Pass or correct 2♠ Pass or correct 3♣ 6+♠, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Major other 4♠ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	2	4+♦, FG	3♣	7-9, 4	3NT	13-15, 3343/3334, NF
Asks for 5M 3	2	5+ ♥ , FG	3	10-11, 44	4♣	Splinter
3	other	4♦/♥ = Splinter; $4♠$ = To	Play			
3♥ 6+♥, slam try, no SPL 4♣ Gerber 4♠ To Play other 4NT = Invitational 2♣ 2♦ Waiting 2NT Semi-positive, 5+♥ 3♥ Solid suit 2♥ 0-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♦ Semi-positive, 5+♦ 3NT other 4♣/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♦ 2♥ Pass or correct 3♣ 6+♣, signoff 3♠ Pass or correct 2♠ Pass or correct 3♦ 6+♠, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Major other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	1NT 3♣	Asks for 5M	3♠	6+♠, slam try, no SPL	4	6+♥
other 4NT = Invitational 2♣ 2♠ Waiting 2NT Semi-positive, 5+♥ 3♥ Solid suit 2♥ 0-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♦ Semi-positive, 5+♦ 3NT other 4♣/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♥ Pass or correct 2♠ Pass or correct 3♣ 6+♣, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Majo other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	3◆	6+♦, slam try	3NT	To Play	4	6+♠
2♣ 2♠ Waiting 2NT Semi-positive, 5+♥ 3♥ Solid suit 2♠ 0-4, no A or K 3♣ Semi-positive, 5+♠ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♠ Semi-positive, 5+♠ 3NT other 4♣/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♥ Pass or correct 2♠ Pass or correct 3♣ 6+♠, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Major other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	3♥	6+♥, slam try, no SPL	4♣	Gerber	4	To Play
2♥ 0-4, no A or K 3♣ Semi-positive, 5+♣ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♦ Semi-positive, 5+♦ 3NT other 4♣/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♥ Pass or correct 2♠ Pass or correct 3♣ 6+♣, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Majo other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	other	4NT = Invitational				
2♥ 0-4, no A or K 3♣ Semi-positive, 5+♣ 3♠ Solid suit 2♠ Semi-positive, 5+♠ 3♦ Semi-positive, 5+♦ 3NT other 4♣/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♠ 2♥ Pass or correct 2♠ Pass or correct 3♣ 6+♣, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Majo other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	2♣ 2♦	Waiting	2NT	Semi-positive, 5+♥	3 🗸	Solid suit
other 4♣/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♦ 2♥ Pass or correct 2♠ Pass or correct 3♣ 6+♣, signoff 3M Pass or correct 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Major other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min			3♣	Semi-positive, 5+♣	3♠	Solid suit
other 4♣/♦ = Solid suit. Semi-positives promise 3 of 5 honours and 1 or 2 controls. 2♦ 2♥ Pass or correct 2♠ Pass or correct 3♣ 6+♣, signoff 3M Pass or correct 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Major other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	2♠	Semi-positive, 5+♠	3	Semi-positive, 5+♦	3NT	
2♠ Pass or correct 3♦ 6+♦, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Majo other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min		·		·	and 1	or 2 controls.
2♠ Pass or correct 3♦ 6+♦, signoff 3NT To Play 2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Majo other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min						
2NT Strong Enquiry 3♥ Pass or correct 4♣ Asks for transfer to Major other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min						
other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min	_			· ·		
						·

Notes After 1M-2NT: 3♣ = Any min hand (then 3♦ = Relay for shortage). Other rebids by opener show extra values: $3 \blacklozenge = \text{No singleton/void}$; $3 \blacktriangledown = \text{Short } \spadesuit$; $3 \spadesuit = \text{Short } \spadesuit$; $3 \text{NT} = \text{Short } \bigcirc$ M.

2 2	·		A		:
	5+♠, To Play		6+♦, To Play	-	To Play
	Strong Enquiry		To Play	-	Splinter, agrees ♥
3♣	Pass or correct	3♠	5+ ♠ , FG	4	To Play
other	After 2♥-2NT: 3♣ = Min	w ♣ ; :	3♦ = Min w ♦; 3♥ = Max w	/ 🙅 ; 3	♠ = Max w ♦
2♠ 2NT 3	Strong Enquiry	3♥	6+♥, To Play	4♣	Splinter, agrees ♠
3♣	Pass or correct	3♠	To Play	4	To Play
3 🔷 (6+♦, To Play	3NT	To Play	4	To Play
other /	After 2♠-2NT: 3♣ = Min	w ♣ ; (3♦ = Min w ♦; 3♥ = Max w	♣ ; 3	♠ = Max w ♦
2NT 3♣ /	Asks for 5 card Major	3♠	Slam try, 6+♣ or 5♦+5♣	4	6+♥
3♦ \$	5+♥	3NT	To Play	4	6+♠
3♥ ∜	5+♠	4♣	Slam try, 6+♦	4	Ace ask
other /	After 2NT-3 ♣ : 3♦ = 4♥	and/or	4♠; 3♥ = No 4M; 3♠ = 5♠	; 3NT	= 5♥
musuai i	NT: Lowest 2 unbid sui	ııs	Over short • 2	111 15	Still VTV
1th Suit F	Forcina One round		Except 1♣-1♦-1♥-1♠ = N	N atura	I. NF Game force
	<u> </u>	_	Except $1 - 1 - 1 = N$ after $1 - 1 - 1 = N$		
NT Checl	kback Priorities	: (Not	after 1♣-1♠-1NT) 2♣ = P	uppet	to 2♦ then invite; 2♦ = F
NT Checl Defence	kback ✓ Priorities to 3NT opening 4♣ =	: (Not : Taked		uppet t, bett	to 2♦ then invite; 2♦ = F
NT Checl Defence	kback ✓ Priorities to 3NT opening 4♣ = to Opening Twos X =	: (Not : Taked : Taked	after 1♣-1♠-1NT) 2♣ = P out, better ♥; 4♦ = Takeou	uppet t, bett n = 5r	to 2♦ then invite; 2♦ = F er ♠ n+5oM; 2♦-4♦ = 5♥+5♠
NT Checl Defence to Defence to Multi 2	kback ✓ Priorities to 3NT opening 4♣ = to Opening Twos X =	: (Not = Takeo = Takeo 2♥ = 1	after 1♣-1♠-1NT) 2♣ = P but, better ♥; 4♦ = Takeou but with Lebensohl; (2M)4n Fakeout of ♠ (then Lebenson	uppet t, bett n = 5r	to 2♦ then invite; 2♦ = F er ♠ n+5oM; 2♦-4♦ = 5♥+5♠
NT Checl Defence to Defence to Multi 2	kback	: (Not = Taked = Taked 2♥ = 7 15-18	after 1♣-1♠-1NT) 2♣ = P but, better ♥; 4♦ = Takeou but with Lebensohl; (2M)4n Fakeout of ♠ (then Lebenson	uppet t, bett n = 5r ohl); 2	to 2♦ then invite; 2♦ = F er ♠ m+5oM; 2♦-4♦ = 5♥+5♠ NT = 15-18
NT Checl Defence to Defence to Multi 2 • RCO style	kback	: (Not = Taked = Taked 2♥ = 7 15-18	after 1♣-1♠-1NT) 2♣ = P but, better ♥; 4♦ = Takeou but with Lebensohl; (2M)4n Takeout of ♠ (then Lebenso	uppet t, bett n = 5r ohl); 2	to 2♦ then invite; 2♦ = F er ♠ m+5oM; 2♦-4♦ = 5♥+5♠ NT = 15-18
Defence of Multi 2 RCO style Other 2-s	kback	: (Not = Taked = Taked 2♥ = 7 15-18	after 1♣-1♠-1NT) 2♣ = P but, better ♥; 4♦ = Takeou but with Lebensohl; (2M)4n Takeout of ♠ (then Lebenso	uppet t, bett n = 5r ohl); 2	to 2♦ then invite; 2♦ = F er ♠ m+5oM; 2♦-4♦ = 5♥+5♠ NT = 15-18
Defence to Defence to Defence to Multi 2 ARCO style Other 2-s	kback	: (Not = Taked = Taked 2♥ = 7 15-18	after 1♣-1♠-1NT) 2♣ = P but, better ♥; 4♦ = Takeou but with Lebensohl; (2M)4n Takeout of ♠ (then Lebenso	uppet t, bett n = 5r ohl); 2	to 2♦ then invite; 2♦ = F er ♠ m+5oM; 2♦-4♦ = 5♥+5♠ NT = 15-18
NT Checl Defence to Defence to Multi 2◆ RCO style Other 2-s Defence to	kback	: (Note: Taked = Taked = Taked 2♥ = 1 15-18	after 1♣-1♠-1NT) 2♣ = P but, better ♥; 4♦ = Takeou but with Lebensohl; (2M)4n Takeout of ♠ (then Lebenso	uppet t, bett n = 5r phl); 2 keout,	to 2♦ then invite; 2♦ = F er ♠ n+5oM; 2♦-4♦ = 5♥+5♠ NT = 15-18 . 16+; 3♦ = takeout, <16)

Lebensohl - other uses After we double a weak two; after our 1NT overcall and next hand bids

Take out of 4 level pre-empts X = Takeout; 4NT = Natural 4♥ X = Takeout; 4NT = Minors 4♠ X = Takeout; 4NT = 2 suiter

10. OTHER NOTES

Note 1. Opener's rebids after 1 - 1 = 10: 1 = 10 = Bal 12-14, usually 2/3 = 10, or 1345; 1 = 101NT = Bal 18-19; 2♣ = 6+♣ or 2245/3145; 2♦ = Reverse; 2NT = 6♣+3♥ or 18-19 Bal w 4♥; 3♦ = Raise to 3+♥ w singleton ♦; 3♠ = Splinter; 4♦ = Void Splinter Note 2. Opener's rebids after 1♣-1♥: 1♠ = Bal 12-14, usually 2/3♠, or 3145/3415; 1NT = Bal 18-19

2 = 6 + 4 or 2245/1345/0445; 2 = 1 Nat, reverse; 2NT = 6 + 3 or 18-19 Bal w 4 = 1

3♦ = Raise to 3+♣ w singleton ♦; 3♥ = Raise to 3+♠ w singleton ♥; 4♦/♥ = Void Splinter

1♦(1♥)X=Not 4♠; 1♠=4+♠. 1♣(1♦)X=4+♥; 1♥=4+♠; 1♠=Not 4♠. 1♣(1♥)X=4+♠; 1♠=Not 4♠