4. BASIC RESPONSES Jump raises - minors mixed 1m-2**∀**=5+**∀**,4**♠** 5-9 PC Jump raises - Majors pre 1♦-3♣ = limit in ♦; 1♣-2♦= limit in ♣; 1m-2♠=TRF to NT Jump shifts after minor opening Nat invit, except 1♥-2♠=weak Jump shifts after Major opening Responses to strong 2 suit open. puppet with 3♥ and 3NT responses switched Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** Versus Suit Versus NoTrump (if different) (or both) Overlead, A-Attitude K-Count Leads Sequences: Four or more with an honour 4th From 4 small 2nd From 3 cards (no honour) 2nd In partner's suit nat count McKenney **Discards** low encourage Reverse Count Reverse Attitude Signal on partner's lead: Signal on declarer's lead: reverse count, suit preference possible Notes Reverse Smith in NT; lead in partner's suit=natural count 6. SLAM CONVENTIONS RKCB 1430 4♣ Gerber **X** when? 1NT, 1430 Blackwood 4NT: Slam Notes DOPI, ROPI, Exclusion Key Card (0123), Josephine 5NT from 4 level, from 3♠ when ♥ are agreed, below that semi-natural. Cue Bids Asking Bids X only after 2♣ opening. 7. OTHER CONVENTIONS Over Gambling 3NT 4♦ asks shortness; and 4nt asks about length (bid 6 with 8 card suite Opponents overcall 1NT then if 1minor then system on; over 1Major all transfers. Opponents playing transfers over 1♣ then DBL shows suit; bidding suit is T/O Black out; 1♠ 4♥ is SPL; Poormans KC Fit showing jumps in competition. 1m-1x-1M = 54xxSupport X and XX www.abf.com.au New minor forcing (e.g. 1 - 1 - 2 - 3 = GF, 5 + 1) PDF Form Rev. 15F06 by RoL possible overcall on 4 card, longer minor possible MyRev. 1♣-(1NT)-2♣=both Majors; rest NAT; x=PEN

3C-4D, 3D-4C & 3H/S-4C->Poor KCB 0,1,1+Q,2,2+Q then 4NT#

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 122122 Val BILTOFT							
& Names: 327395 Karol MILLER							
Basic System: Two over One (sort of) 23 05 2023							
Brown Sticker Classification: Green X Blue Red Yellow							
1. OPENING BIDS							
Describe strength, minimum length, or specific meaning Canape							
1♣ 11+, 3+ (rebid of M shows 5+m,4M) 1♥ 11+, 5+(4 3rd seat)							
1♦ 11+, 4+ (unless 4432)	1♠ 11+, 5+(4 3rd seat)						
1NT reasonable 14-17 bad	may contain 5 card Major X						
1NT Responses 2♣ 5 card M enquiry, used sparingly							
2♦ TRF♥	2♠ TRF ♣						
2♥ TRF ♠	2NT Invitational (camuflaged)						
other 3♣ TRF to ♦ weak or GF. 3♦ NAT inv, 3♥/♠ 5431, 1NT-2♣-2♦-2♥/♠=scrambling							
2♣ Strong. Can stop in 2NT, 3M or 4m in some auctions							
2♦ 6 - 10, 6♥/♠, weak 2, then 2NT asks, 4♣ asks for M by trf							
2♥ 6 - 10, 5♥+4m, then 2NT asks for m, 3♦	invit in ♥, 3♣ pass or correct						
2♠ 6 - 10, 5♠+4m, then 2NT asks for m, 3♦ invit in ♠, 3♣ pass or correct							
2NT 20-22 Puppet (3♥ and 3NT switched) 3NT Gambling. No side Stop. 4♦ ask. 4NT 😭							
other 3 level preempts may be very weak nonvul 1st in hand, wide ranging 3rd in hand							
2. PRE-A							
weak/off shape 3rd in hand op's1H/S/NTpossible Rubens TRF in defence. TRF after 1♠ O/C							
2♣ Reverse Drury;	TRFafter1♦/♥ O/C.After 1♥/♠ -(X);1♥-(1♠)						
1♣-(1NT)-2♣ = both Majors (4+-4+)	TRF after 1M-(2x) from 2NT						
3. COMPETITIVE BIDS / OVERCALLS							
Negative doubles through 4♥ Jump overcalls Weak							
	wo lower unbid suits full range						
,	diate cue of minor MM (use 1♣-2♦ if short club)						
	diate cue of Major Other M+m full range						
Over weak twos X=T/O,2Nt=16(15)-18,Rubinsohl Over opening threes X= T/O							
Over opponent's 1NT Weak:X=13+ t/o oriented; 2♣=MM(<15PC);2♦=M;2♥/♠=5M+4m;							
2NT = mm Strong: X=4M+5m; rest as for weak NT							

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1 ♦ 5+, 4 1♥ 5+, 4 2 ♦ Limit Raise clubs 3 ♦ SPL 12-15 3 ♦ SPL 12-15 1NT 8-10 no Major 2NT 11-12 no Major 3NT 13-15 2♣ 5(4)+, weakish 3♣ preempt/Mixed Raise other 4M to play 1 ♦ 5+, 4 2 ♦ 5-9, 5+ ♥, 4♠ 3 ♥ SPL 12-15 3NT 13-15 2♣ 5(4)+, weakish 3♣ preempt/Mixed Raise other 4M to play 1 ♦ 5+, 4 2 ♠ 11-13(14) Trf to NT 3 ♠ SPL 12-15 4 ♠ SPL 12-15 3 ♠ SPL 12-15 4 ♠ SPL 12-15 5 ♠ SPL 12-15		Describe stre	ngın,	minimum length, or specifi	c me	aning
1♣ 5+, 4 1NT 8-10 no Major 2NT 11-12 no Major 3NT 13-15 13-15 (4♣ Preemptive 11-12 no Major 2NT 11-12 no Major 3NT 13-15 13-15 (4♣ Preemptive 11-13(14) Trf to NT 3♠ SPL 12-15 13-15 2♣ 5(4)+, weakish 3♣ preempt/Mixed Raise other 4M to play 1♣ 5+, 4 2♠ 11-13(14) Trf to NT 3♠ SPL 12-15 1NT 6-10 2NT 11-12 no Major 3NT 13-15 2♣ GF unless C rebid 3♣ Limit Raise diamonds 2♣ 4+, weakish 3♣ Preempt/Mixed Raise other 4M to play 1♣ 5+, 4 2♠ 8(7)-10, 3(4) 3♠ SPL 12-15 1NT 6-11 or 3-6 3 card sup 2♠ 3-7, 6 3♣ Premeptive 3♣ Mini SPL 3♣ 9-11, 6 3NT \$\div \text{splinter} 1♣ 1NT 6-11 or 3-6 3 card sup 2♠ 8(7)-10, 3(4) 2♣ GF clubs, BAL, Fit 2NT Limit Raise Hearts 3♠ Mini SPL 3♣ 9-11, 6 3NT \$\div \text{splinter} 1♣ 1NT 6-11 or 3-6 3 card sup 2♠ 8(7)-10, 3(4) 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♣ 1NT 6-11 or 3-6 3 card sup 2♠ 8(7)-10, 3(4) 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 3♣ Preemptive 4♣ Preemptive 3♣ Preemptive 3♣ Preemptive 3♣ Preemptive 3♣	1♣ 1♦	5+, 4	2	Limit Raise clubs	3	SPL 12-15
1NT 8-10 no Major 2NT 11-12 no Major 3NT 13-15 2♣ 5(4)+,weakish 3♣ preempt/Mixed Raise other 4M to play 1♠ 1♥ 5+, 4 2♠ 11-13(14) Trf to NT 3♠ SPL 12-15 1♠ 5+, 4 2♠ 11-13(14) Trf to NT 3♠ SPL 12-15 1NT 6-10 2NT 11-12 no Major 3NT 13-15 2♣ GF unless C rebid 3♣ Limit Raise diamonds 2♠ 4♣ SPL 12-15 2♠ 4+, weakish 3♠ Preempt/Mixed Raise other 4M to play 1♥ 1♠ 5+, 4 2♥ 8(7)-10, 3(4) 3♠ Preemptive other 4M to play 1♥ 1♠ 5+, 4 2♥ 8(7)-10, 3(4) 3♠ 9-11, 6 1NT 6-11 or 3-6 3 card sup 2♠ 3-7, 6 3♥ Premeptive other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card sup 2♠ 8(7)-10, 3(4) 3♥ 9-11, 6 2♣ GF clubs, BAL, Fit 2NT Limit Raise Hearts 3♠ Mini SPL 2♠ 12+, 5 GF 3♠ 9-11, 6 3NT ♠ splinter other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card sup 2♠ 8(7)-10, 3(4) 3♥ 9-11, 6 2♠ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♠ Preemptive 2♠ 12+, 5 GF 3♠ 9-11, 6 3NT Mini SPL 2♠ 12+, 5 GF 3♠ 12+, 6 GF 3	1♥	5+, 4	2	5-9, 5+♥, 4♠	3 Y	SPL 12-15
2♣ 5(4)+,weakish other 4M to play 1♣ 1♥ 5+,4 2♥ 5-9,5+♥,4♠ 3♥ SPL 12-15 1♠ 5+,4 2♠ 11-13(14) Trf to NT 3♠ SPL 12-15 1№ 6-10 2NT 11-12 no Major 3NT 13-15 2♣ GF unless C rebid 3♣ Limit Raise diamonds 4♣ SPL 12-15 1№ 6-10 2NT 11-12 no Major 3NT 13-15 2♣ 4+, weakish 3♠ Preempt/Mixed Raise 4♠ Preemptive other 4M to play 1♥ 1♠ 5+,4 2♥ 8(7)-10, 3(4) 3♠ 9-11, 6 1№ 16-11 or 3-6 3 card sup 2♠ 3-7, 6 3♥ Premeptive 2♣ 3♠ 9-11, 6 3NT ♣ splinter other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♣ 1№ 6-11 or 3-6 3 card sup 2♠ 8(7)-10, 3(4) 3♥ 9-11, 6 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♠ Preemptive 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♠ Preemptive 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 2♣ 15+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♣ 2♣ 2♣ 11+, 6 3♠ 1+ 1+ 1+ 1+ 1+ 1+ 1+ 1+ 1+ 1+ 1+ 1+ 1+	1♠	5+, 4	2	11-13(14) Trf to NT	3♠	SPL 12-15
other 4M to play 1	1NT	8-10 no Major	2NT	11-12 no Major	3NT	13-15
1	2♣	5(4)+,weakish	3♣	preempt/Mixed Raise	4	Preemptive
1♠ 5+, 4 1NT 6-10 2NT 11-13(14) Trf to NT 3♠ SPL 12-15 1NT 6-10 2♠ GF unless C rebid 2♠ 4+, weakish 0her 4M to play 1♥ 1♠ 5+, 4 1NT 6-11 or 3-6 3 card supports 2♠ GF clubs, BAL, Fit 2♠ 12+, 5, GF 0her after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card supports 2♠ 8(7)-10, 3(4) 2♠ GF clubs, BAL, Fit 2♠ 12+, 5, GF 0her after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card supports 2♠ BF clubs, BAL, Fit 2♠ 12+, 5 GF 2♠ 9-11, 6 2♠ 12+, 5 GF 3♠ 9-11, 6 3NT Mini SPL 2♠ 12+, 5 GF 3♠ 9-11, 6 3NT Mini SPL 2♠ 12+, 5 GF 3♠ 9-11, 6 3NT Mini SPL 2♠ 12+, 5 GF 3♠ 9-11, 6 3NT Mini SPL 2♠ 12+, 5 GF 3♠ 9-11, 6 3NT Mini SPL 3♠ SPL 12-15 0ther 4♠ SPL 12-15; 4♠ SPL 12-15. After minisplinter 4♠ asks for singleton 1NT 3♣ TRF ♠ weak or GF 3♠ Natural, Invitational 3NT To play 3♠ 31(54) 4♠ Gerber 4♠ Ninors game only 0ther 1NT-2♠-2♥-4NT - slam invite with 5♥; 1NT-2♠-2♥-3♠/4♠ ♠ - autosplinte 2♠ 2-3 cntrls no suit 3♠ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2♣ 3-3 cntrls Spades 0ther Kokish after 2♠-2♠=> 2♠-2♠-2♠-2♠(automat)-2NT=25+ flat, now Puppet 2♠ 2♥ pass or correct 2♠ pass or correct 3♣ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♠=bid your Major; 2♠-2NT->3♠=better hand, 3♠/♥=weak TRF	other	4M to play				
1NT 6-10 2♣ GF unless C rebid 2♣ 4+, weakish other 4M to play 1♥ 1♠ 5+, 4 1NT 6-11 or 3-6 3 card support 2♣ GF clubs, BAL, Fit 2♠ 12+, 5, GF other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card support 2♠ GF clubs, BAL, Fit 2♠ 12+, 5, GF 3♣ 9-11, 6 3NT ♣ splinter other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card support 2♠ GF clubs, BAL, Fit 2♠ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 3♠ 9-11, 6 3NT Mini SPL 3♠ 12+, 5 GF 3♠ 9-11, 6 3NT Mini SPL 3♠ 12+, 5 GF 3♠ 9-11, 6 3NT Mini SPL 3♠ SPL 12-15 other 4♠ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♠ asks for singleton 1NT 3♣ TRF ♠ weak or GF 3♠ Natural, Invitational 3NT To play 3♥ 31(54) 3♠ Natural, Invitational 3NT To play 3♥ 3-1 (Sa) 3♠ 13(54) 4♠ Gerber 4♠ Minors game only other 1NT-2♠-2♥-4NT - slam invite with 5♥; 1NT-2♠-2♥-3♠/4♠ ♠ - autosplinte 2♣ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 3♠ 6+♠, very good suit, 2♠ 2♣ 2-3 cntrls Spades other Kokish after 2♠-2♠=> 2♠-2♠-2♠-2♠(automat)-2NT=25+ flat, now Puppet 2♠ 2♥ pass or correct 2♠ pass or correct 3♣ F1, NAT 3NT To Play 2NT strong enquiry other 4♥/♠ to play; 4♠=bid your Major; 2♠-2NT->3♠=better hand, 3♠/♥=weak TRF	1♦ 1♥	5+, 4	2	5-9, 5+♥ , 4♠	3 💙	SPL 12-15
2♣ GF unless C rebid 2♠ 4+, weakish other 4M to play 1♥ 1♠ 5+, 4 2♥ 8(7)-10, 3(4) 3♠ 9-11, 6 3♥ Premptive 2♣ GF clubs, BAL, Fit 2NT Limit Raise Hearts 2♠ 12+, 5, GF other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card sups 2♠ 8(7)-10, 3(4) 3♥ 9-11, 6 3NT ♣ splinter other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card sups 2♠ 8(7)-10, 3(4) 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♠ Preemptive 2♠ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♠ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♠ 9-11, 6 3NT Mini SPL 3♠ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♠ asks for singleton 1NT 3♣ TRF ♠ weak or GF 3♠ 13(54) 3♠ Natural, Invitational 3NT To play 3↑ 31(54) 4♣ Gerber 4♠ Minors game only other 1NT-2♠-2♥-4NT - slam invite with 5♥; 1NT-2♠-2♥-3♣/4♠/♦ - autosplinte 2♣ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 2♠ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2♣ 2-3 cntrls Spades 3♠ 2-3 cntrls Diamonds other Kokish after 2♠-2♠-2♠-2♠-2♣-2♠-2♣-2♠-2♣-2♠-2♣-2♠-2♣-2♠-2♣-2♠-2+-2♠(automat)-2NT=25+ flat, now Puppet 2♠ 2♥ pass or correct 2♠ pass or correct 3♠ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	1♠	5+, 4	2	11-13(14) Trf to NT	3 ♠	SPL 12-15
2	1NT	6-10	2NT	11-12 no Major	3NT	13-15
other 4M to play 1♥ 1♠ 5+, 4 1NT 6-11 or 3-6 3 card supe 2♠ 3-7, 6 3♥ Premeptive 2♣ GF clubs, BAL, Fit 2NT Limit Raise Hearts 3♠ Mini SPL 2♠ 12+, 5, GF 3♣ 9-11, 6 3NT ♠ splinter other after minisplinter 3NT asks for singleton (use only when interested in slam) 1♠ 1NT 6-11 or 3-6 3 card supe 2♠ 8(7)-10, 3(4) 3♥ 9-11, 6 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♠ Preemptive 2♠ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♠ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♠ 9-11, 6 4♠ SPL 12-15 other 4♠ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♠ asks for singleton 1NT 3♣ TRF ♠ weak or GF 3♠ 13(54) 4♠ TRF ♠ 3♠ Natural, Invitational 3NT To play 4♥ TRF ♠ 3♦ Natural, Invitational 3NT To play 4♥ TRF ♠ other 1NT-2♠-2♥-4NT - slam invite with 5♥; 1NT-2♠-2♥-3♠/4♠/♠ - autosplinte 2♠ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 3♥ 6+♠, very good suit, 2♠ 2♠ 2-3 cntrls Spades 3♠ 2-3 cntrls Diamonds 3NT other Kokish after 2♠-2♠=> 2♠-2♦-2♥-2♠(automat)-2NT=25+ flat, now Puppet 2♠ 2♥ pass or correct 3♣ F1, NAT 3♠ pass or correct 2♠ pass or correct (NOT invit) 3♠ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♠ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	2♣	GF unless C rebid	3 -	Limit Raise diamonds	4	SPL 12-15
1	2	4+, weakish	3	Preempt/Mixed Raise	4	Preemptive
1NT 6-11 or 3-6 3 card sup 2	other	4M to play				
2♣ GF clubs, BAL, Fit 2NT Limit Raise Hearts 3♣ Mini SPL 2♦ 12+, 5, GF 3♣ 9-11, 6 3NT ♣ splinter after minisplinter 3NT asks for singleton (use only when interested in slam) 1♣ 1NT 6-11 or 3-6 3 card sup 2♠ 8(7)-10, 3(4) 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♣ Preemptive 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♠ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♠ 9-11, 6 3♠ SPL 12-15 ther 4♠ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♠ asks for singleton 1NT 3♣ TRF ♠ weak or GF 3♠ 13(54) 3♠ Natural, Invitational 3NT To play 3♥ 31(54) 4♣ Gerber 4♠ Minors game only other 1NT-2♠-2♥-4NT - slam invite with 5♥; 1NT-2♠-2♥-3♠/4♠/♠ - autosplinte 2♣ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 2♠ 2-3 cntrls Spades 3♠ 2-3 cntrls Diamonds other Kokish after 2♠-2♠-> 2♠-2♠-2♠-2♠(automat)-2NT=25+ flat, now Puppet 2♠ pass or correct 2♠ pass or correct (NOT invi) 3♠ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♠=bid your Major; 2♠-2NT->3♠=better hand, 3♠/♥=weak TRF	1♥ 1♠	5+, 4	2	8(7)-10, 3(4)	3	9-11, 6
2 ↑ 12+, 5, GF after minisplinter 3NT asks for singleton (use only when interested in slam) 1 ↑ 1NT 6-11 or 3-6 3 card sup 2 ↑ 8(7)-10, 3(4) 2 ↑ GF clubs, BAL, Fit 2NT Limit Raise Spades 3 ↑ Preemptive 2 ↑ 12+, 5 GF 3 ↑ 9-11, 6 3NT Mini SPL 2 ♥ 9+, 5 F1 3 ↑ 9-11, 6 3NT Mini SPL 3 ↑ 9-11, 6 3NT Mini SPL 3 ↑ 13(54) 3 ↑ Natural, Invitational 3NT To play 3 ↑ Natural, Invitational 3NT To play 3 ↑ 1054) 4 ↑ Gerber 4 ↑ Minors game only 0ther 1NT-2 ↑ -2 ↑ -4 NT - slam invite with 5 ↑; 1NT-2 ↑ -2 ↑ -3 ↑ 4 ♠ ↑ - autosplinte 2 ↑ 2-3 cntrls no suit 3 ↑ 2-3 cntrls Hearts 3 ↑ 6+ ♠, very good suit, 2 ↑ 2 ↑ 2-3 cntrls Spades 3 ↑ 2-3 cntrls Diamonds 3NT other Kokish after 2 ↑ -2 ↑ -2 ↑ -2 ↑ -2 ↑ -2 ↑ -2 ↑ -2 ↑	1NT	6-11 or 3-6 3 card sup	2	3-7, 6	3 \	Premeptive
after minisplinter 3NT asks for singleton (use only when interested in slam) 1♣ 1NT 6-11 or 3-6 3 card sup 2♠ 8(7)-10, 3(4) 3♥ 9-11, 6 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♠ Preemptive 2♦ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♦ 9-11, 6 4♣ SPL 12-15 other 4♦ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♣ asks for singleton 1NT 3♣ TRF ♦ weak or GF 3♠ 13(54) 4♦ TRF ♥ 3♦ Natural, Invitational 3NT To play 4♥ TRF ♠ 3♥ 31(54) 4♣ Gerber 4♠ Minors game only other 1NT-2♦-2♥-4NT - slam invite with 5♥; 1NT-2♦-2♥-3♠/4♣/♦ - autosplinte 2♣ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 3♥ 6+♥, very good suit, 2♠ 2♥ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2♠ 2-3 cntrls Spades 3♦ 2-3 cntrls Diamonds 3NT other Kokish after 2♣-2♦-> 2♣-2♦-2♥-2♥-2♠(automat)-2NT=25+ flat, now Puppet 2♠ pass or correct 3♣ F1, NAT 3♠ pass or correct 2♠ pass or correct (NOT invit) 3♦ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	2♣	GF clubs, BAL, Fit	2NT	Limit Raise Hearts	3 ♠	Mini SPL
1♣ 1NT 6-11 or 3-6 3 card sups 2♠ 8(7)-10, 3(4) 2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♠ Preemptive 2♠ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♠ 9-11, 6 3NT Mini SPL 3♥ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♠ asks for singleton 1NT 3♣ TRF ♦ weak or GF 3♠ 13(54) 3♠ Natural, Invitational 3NT To play 3↑ 31(54) 4♣ Gerber 4♠ Minors game only other 1NT-2♠-2♥-4NT - slam invite with 5♥; 1NT-2♠-2♥-3♠/4♠/♦ - autosplinte 2♣ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 2♥ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2→ 2 cntrls Spades 3♠ 2-3 cntrls Diamonds other Kokish after 2♠-2♦=> 2♠-2♦-2♦-2♦(automat)-2NT=25+ flat, now Puppet 2♠ 2♥ pass or correct 2♠ pass or correct 2♠ pass or correct (NOT invi) 3♠ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	2	12+, 5, GF	3 -	9-11, 6	3NT	♠ splinter
2♣ GF clubs, BAL, Fit 2NT Limit Raise Spades 3♣ Preemptive 2♣ 12+, 5 GF 3♣ 9-11, 6 3NT Mini SPL 2♥ 9+, 5 F1 3♠ 9-11, 6 4♣ SPL 12-15 other 4♠ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♠ asks for singleton 1NT 3♣ TRF ♠ weak or GF 3♠ 13(54) 4♠ TRF ♠ 3♠ Natural, Invitational 3NT To play 4♥ TRF ♠ 3♥ 31(54) 4♠ Gerber 4♠ Minors game only other 1NT-2♠-2♥-4NT - slam invite with 5♥; 1NT-2♠-2♥-3♠/4♠/♠ - autosplinte 2♠ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 3♥ 6+♠, very good suit, 2♠ 2♣ 2-3 cntrls no suit 3♠ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2♣ 2-3 cntrls Spades 3♠ 2-3 cntrls Diamonds 3NT other Kokish after 2♠-2♠=> 2♠-2♠-2♥-2♠(automat)-2NT=25+ flat, now Puppet 2♠ pass or correct 3♠ F1, NAT 3♠ pass or correct 2♠ pass or correct (NOT invit) 3♠ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♠=bid your Major; 2♠-2NT->3♠=better hand, 3♠/♥=weak TRF	other after minisplinter 3NT asks for singleton (use only when interested in slam)					
2 12+, 5 GF 2 9+, 5 F1 3 9-11, 6 3NT Mini SPL 2 9+, 5 F1 3 9-11, 6 4 SPL 12-15 other 4 SPL 12-15; 4 SPL 12-15. After minisplinter 4 asks for singleton INT 3 TRF weak or GF 3 13(54) 3 Natural, Invitational 3NT To play 31(54) 4 Gerber 4 Minors game only other 1NT-2 2 - 2 - 4NT - slam invite with 5 ; 1NT-2 - 2 - 3 4 - 4 - autosplinte 2 2 0 -1 or 4 + controls 2NT 2 -3 cntrls Hearts 2 2 -3 cntrls no suit 3 2 -3 cntrls Clubs 3 6 + , very good suit, 2 1 2 - 3 cntrls Diamonds other Kokish after 2 - 2 - 2 - 2 - 2 - 2 - 2 (automat) - 2NT = 25 + flat, now Puppet 2 2 2 pass or correct 3 F1, NAT 3 pass or correct 2 pass or correct (NOT invit) 3 F1, NAT 3NT To Play 2NT strong enquiry 3 pass or correct 4 Bid Major by TRF other 4 / 4 to play; 4 = bid your Major; 2 - 2NT - > 3 = better hand, 3 / / = weak TRF	1 ♠ 1NT	6-11 or 3-6 3 card sup	2	8(7)-10, 3(4)	3♥	9-11, 6
2♥ 9+, 5 F1 other 4♦ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♣ asks for singleton INT 3♣ TRF ♦ weak or GF 3♠ 13(54) 3♦ Natural, Invitational 3NT To play 4♥ TRF ♠ 3♥ 31(54) 4♣ Gerber 4♠ Minors game only other 1NT-2♦-2♥-4NT - slam invite with 5♥; 1NT-2♦-2♥-3♠/4♠/♦ - autosplinte 2♣ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 2♥ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2♠ 2-3 cntrls Spades 3♦ 2-3 cntrls Diamonds other Kokish after 2♠-2♦=> 2♠-2♦-2♥-2♠(automat)-2NT=25+ flat, now Puppet 2♠ pass or correct 2♠ pass or correct 2♠ pass or correct (NOT invi) 3♠ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♠=better hand, 3♦/♥=weak TRF	2♣	GF clubs, BAL, Fit	2NT	Limit Raise Spades	3♠	Preemptive
other 4♦ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♣ asks for singleton 1NT 3♣ TRF ♦ weak or GF 3♠ 13(54) 4♦ TRF ♥ 3♦ Natural, Invitational 3NT To play 4♥ TRF ♠ 3♥ 31(54) 4♣ Gerber 4♠ Minors game only other 1NT-2♦-2♥-4NT - slam invite with 5♥; 1NT-2♦-2♥-3♠/4♣/♦ - autosplinte 2♣ 2♦ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 3♥ 6+♥, very good suit, 2♠ 2♥ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2♠ 2-3 cntrls Spades 3♦ 2-3 cntrls Diamonds 3NT other Kokish after 2♣-2♦=> 2♣-2♦-2♥-2♥-2♠(automat)-2NT=25+ flat, now Puppet 2♠ pass or correct 3♣ F1, NAT 3♠ pass or correct 2♠ pass or correct (NOT invit) 3♠ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	2	12+, 5 GF	3 -	9-11, 6	3NT	Mini SPL
1NT 3♣ TRF ♦ weak or GF 3♣ 13(54) 3♦ Natural, Invitational 3NT To play 4♥ TRF ♠ 3♥ 31(54) 4♣ Gerber 4♠ Minors game only other 1NT-2♦-2♥-4NT - slam invite with 5♥; 1NT-2♦-2♥-3♠/4♣/♦ - autosplinte 2♣ 2♦ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 2♥ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2♠ 2-3 cntrls Spades 3♦ 2-3 cntrls Diamonds 3NT other Kokish after 2♣-2♦=> 2♣-2♦-2♦-2♥-2♥-2♠(automat)-2NT=25+ flat, now Puppet 2♠ 2♥ pass or correct 2♠ pass or correct 2♠ pass or correct (NOT inviii) 3♦ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♠=better hand, 3♦/♥=weak TRF	2	9+, 5 F1	3◆	9-11, 6	4	SPL 12-15
Natural, Invitational 3NT To play 4♥ TRF ♣ 31(54) 4♣ Gerber 4♠ Minors game only other 1NT-2♦-2♥-4NT - slam invite with 5♥; 1NT-2♦-2♥-3♠/4♣/♦ - autosplinte 2♣ 2♦ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 3♥ 6+♥, very good suit, 2♠ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2-3 cntrls Spades 3♦ 2-3 cntrls Diamonds 3NT other Kokish after 2♣-2♦=> 2♣-2♦-2♥-2♥-2♠(automat)-2NT=25+ flat, now Puppet 2♠ 2♥ pass or correct 3♣ F1, NAT 3♠ pass or correct 2♠ pass or correct (NOT invit) 3♦ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♠=better hand, 3♦/♥=weak TRF	other 4♦ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♣ asks for singleton					
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other 1NT-2♦-2♥-4NT - slam invite with 5♥; 1NT-2♦-2♥-3♠/4♣/♦ - autosplinte 2♣ 2♦ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 3♥ 6+♥, very good suit, 2♠ 2♥ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2♠ 2♠ 2-3 cntrls Spades 3♦ 2-3 cntrls Diamonds 3NT other Kokish after 2♣-2♦=> 2♣-2♦-2♥-2♥(automat)-2NT=25+ flat, now Puppet 2♦ 2♥ pass or correct 3♣ F1, NAT 3♠ pass or correct 2♠ pass or correct (NOT invit) 3♦ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	3	Natural, Invitational	3NT	To play	4	TRF ♠
2♣ 2♠ 0-1 or 4+ controls 2NT 2-3 cntrls Hearts 3♥ 6+♥, very good suit, 2€ 2♥ 2-3 cntrls no suit 3♣ 2-3 cntrls Clubs 3♠ 6+♠, very good suit, 2€ 2♠ 2-3 cntrls Spades 3♠ 2-3 cntrls Diamonds 3NT other Kokish after 2♠-2♦=> 2♠-2♥-2♥-2♠(automat)-2NT=25+ flat, now Puppet 2♠ pass or correct 2♠ pass or correct (NOT invitation 3♠ F1, NAT 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♠=better hand, 3♦/♥=weak TRF	3♥	31(54)	4	Gerber	4	Minors game only
2 2-3 cntrls no suit 2 2-3 cntrls Clubs 3 4 6+4, very good suit, 2 2 4 2-3 cntrls Spades 3 4 2-3 cntrls Diamonds 3NT other Kokish after 2 4-2 1-> 2 4-2 1-2 (automat)-2NT=25+ flat, now Puppet 2 2 pass or correct 2 pass or correct 2 pass or correct (NOT invit) 3 1 F1, NAT 3NT To Play 2NT strong enquiry 3 pass or correct 4 Bid Major by TRF other 4 1/4 to play; 4 = bid your Major; 2 -2NT->3 = better hand, 3 1/2 = weak TRF						
2 2-3 cntrls no suit 2 2-3 cntrls Spades 3 2-3 cntrls Diamonds 3NT other Kokish after 2 2-2 2 2-2 2-2 2-2 2-2 4-2 4 (automat)-2NT=25+ flat, now Puppet 2 2 pass or correct 2 pass or correct (NOT invit) 3 F1, NAT 3 pass or correct 2 pass or correct (NOT invit) 3 F1, NAT 3NT To Play 2NT strong enquiry 3 pass or correct 4 Bid Major by TRF other 4 1/2 to play; 4 = bid your Major; 2 2-2NT->3 = better hand, 3 1/2 = weak TRF	2♣ 2♦	0-1 or 4+ controls	2NT	2-3 cntrls Hearts	3 💙	6+♥, very good suit, 2€
2♠ 2-3 cntrls Spades 3♦ 2-3 cntrls Diamonds 3NT other Kokish after 2♣-2♦=> 2♣-2♦-2♥-2♥-(automat)-2NT=25+ flat, now Puppet 2♦ 2♥ pass or correct 3♣ F1, NAT 3♠ pass or correct 2♠ pass or correct (NOT invit) 3♦ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	2	2-3 cntrls no suit	3 -	2-3 cntrls Clubs		-
2♦ 2♥ pass or correct 2♠ pass or correct (NOT invit) 3♦ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	2♠	2-3 cntrls Spades	3	2-3 cntrls Diamonds	3NT	
2♠ pass or correct (NOT invit) 3♦ F1, NAT 3NT To Play 2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	other Kokish after 2♣-2♦=> 2♣-2♦-2♥-2♥(automat)-2NT=25+ flat, now Puppet					
2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF	2♦ 2♥	pass or correct	3 -	F1, NAT	3	pass or correct
2NT strong enquiry 3♥ pass or correct 4♣ Bid Major by TRF other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF						•
		_			4 ♣	Bid Major by TRF
Notes 1♦-2♣ -> 2♦=15+ GF; everything else 12-14 NAT, can then pass 3♣	other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF					
	Notes 1					

1NT-2♣ Lavings; 2NT-3♣-3♥=no 4M; 2NT-3♣-3♥-3♠=trf to 3NT; 2NT-3♣-3NT=5♥

1♥/♠-2NT->limit rise, now opener's 3♣ asks for type of rise; 2NT-3♣-3♥-3NT=5♠4♥

X=T/O of ♦ Defence to 3NT opening **Defence to Opening Twos** X=T/O Multi 2 X=T/O of ♠ X=T/O of single suited option; then x=T/O of what they are in RCO style 2-s Other 2-s **Defence** 1♣: X=Lead Directing, suit bids NAT 1NT = 54 any, then scarmbling; after Precision 1♦ opening-> 2♦=NAT; 3♦=NA (1♣)-1NT-(x)-> now bidding shows own suit, pass asks partner to bid his lowe (1♣)-1NT-(pass)-> now suit bids are pass or correct Over 1NT Interference rubinsohl; x = penalty (old fashioned!!) Lebensohl - other uses Rubinsohl over weak 2s. Over 1♥/♠ - pass - 2♥/♠ - DBL Take out of 4 level pre-empts X = 70% T/O, 30% PEN4 - 4 - 4 4♠ X = 30% T/O, 70% PEN 4♥ X = 70% T/O, 30% PEN 10. OTHER NOTES Over 2♣ opening play second negative after 2M rebid (cheapest minor) 2♣-2♠-3♠ -> asks for quality of trumps (step resp); 2NT-3♣-3♥-3♠=trf to NT...3NT=5♠4♥ 2♣-2♠-4NT -> asks for KINGS; 2NT-3♣-3♥-4♥ = 55Majors, slam going psyche - rare; Weak or off shape overcalls facing passed partner possible 1NT-4NT -> quantitative, openner passes, conditionally accepts by bidding a 5 card suit, or accepts by bidding at 6 level After reverse: Blackout (rebid of own suit at 2 level can also be weak)

3♦ invit in ♥

3♥ F1, NAT

3NT To Play

3NT to play

4 Gerber

2NT 3♣ Puppet (3♥/3NT switch 3♠ asks for 4 c minor

Lower 2 unbid suits

X

One round X

nat GF

3♥ natural not invit

3♠ natural not invit

4♦ pass or correct. After opps x -> 2NT asks for minor, 3♣/♦ OWN suit

other with slam interest in ♣/♦ bid 3♣ first and then 4♣/4♦, then 4NT negative to play

9. CONVENTIONS

At level Two bid economically

Priorities: 2♣ is trf to ♦ or any invite; 2♦ = GF; 2NT=trf to ♣

4♠ to play; 4♦ pass or correct. After opps x -> 2NT asks for minor, 3♣/♦ OWN

3NT To Play

4♥ to play

4♠ to play

pass or correct

4♣ pass or correct

4♦ ♥ no ambition4♥ ♠ no ambition

to play OWN suit

4 wild minors no ambition

Game force X

2♥ 2♠ F1, NAT

2NT ask for minor

2♠ 2NT ask for minor

3**Y** S

Unusual NT:

4th Suit Forcing

NT Checkback

3♣ pass or correct

3♣ pass or correct

invit in 🛧