		BASIC RESPONSES
Jump raises -	- minors limit	forcing other
Jump raises -	- majors limit	<b>✓</b> forcing □ other
Jump shifts a	ifter minor opening	Strong, natural
Jump shifts a	fter major opening	Strong, natural
Responses to	o strong 2 suit ope	2D 0-9, 2H 0-4, others 5-8
Responses to	2NT opening	Puppet Stayman, 2 transfers, 3S tfr to 3NT, 3NT 5S/4H
	P	PLAY CONVENTIONS
'NT' V	ersus Notrump	'S' Versus Suit = Both
Sequence lea	ads:	Overlead all All except AK x (x)
	Underlead	other
Four or more	with an honour	4th highest
3r	d/5th	other
From 4 small	2nd highe	est other occasionally lead fourth from xxxx
From 3 cards	(no honour)	top NT middle S bottom
<b>Signal</b> on p	partner's lead:	high encourage
	other	
•	eclarer's lead	natural count, given when needed, occasional suit pref
Discards	McKenney [	high encourage  low encourage
	odd/even	other
Count	natural [	reverse
		CONVENTIONS
4NT:	Blackwood	RKCB other 3014
4♠	Gerber U	when? No. GSF biddding seven with 2/3
		Other Conventions
Splinters incl	uding 4M	Namyats 4D = good 4S opening
4th Suit Force	ing	
1NT rebid 12	-16 or 15-17 or 16	5-17 dep on vul
2C checkbac	k then up the line	min/max
Namyats 4C	opening = good 4	H opening
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		PO Box 397 Evshwirk ACT 2609



Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816



## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD SYSTEM CARD												
Names: Jill Courtney Peter Gill												
ABF Nos: 155764 22381												
Basic System: Four Card Standard with variable mini 1NT Opening Bid												
Classification: Green 🗹 Blue 🗆 Red 🗀 Yellow												
OPENING BIDS												
Describe strength, minimum length, or specific meaning  Canape												
1♠ 3												
<b>1 NT</b> 12-14 vul, 9-11 nonvul 1/2, 12-16 nonv 3/4 may contain 5 card major												
2♣Stayman: simple												
transfers 2♦ hearts 2♥ spades 2♠ clubs												
2 NT diamonds other 1NT when 9-11 may be offshape - ref Pre-alerts												
2♣ GF or 23-24 balanced												
2♦ Multi = Weak Two in either major, about 5-10 points												
2♥ Weak 5 hearts and 4+ minor, about 5-10 points												
2♠ Weak 5 spades and 4+ minor, about 5-10 points												
2 NT 20-22, not necessarily classically balanced, may have 5M or 6m												
3 NT Gambling, very little outside												
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE												
1NT 9-11 in 1st and 2nd seats nonvul may Multi 2D												
be off shape e.g. 6331 with 6m, 5422 or even Namyats 4C Opening = good 4H opening												
5431 occasionally. Namyats 4D Opening = good 4S opening												
COMPETITIVE BIDDING												
Negative doubles through 4H Responsive doubles through 4H												
Jump overcalls Variable Unusual NT Minors but if 1C/1D 4+, then low unbit												
1NT overcall (immediate) 15-18 sys on (re-opening) about 11-15 system on												
Immed cue of minor Michaels = both majors, usually 5/5												
Immed cue of major Michaels = other major and a minor, usually 5/5												
Over opponent's 1NT (weak) Aspro 2C = H + other, 2D = S + minor												
Over opponent's 1NT (strong) Aspro 2C = H + other, 2D = S + minor												
Over weak twos X T/O then 2NT Lebensohl												
Over opening threes X T/O												

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		RESPONSES TO C	PEN	IING BIDS
		Describe strength, minimum length	or spe	cific meaning
1 <b>♣</b>	1•	4+ points, 4+ diamonds	2NT	12-15 balanced, no 4M
	1 <b>₩</b> ♠	may bypass 1D	3♠	limit, 10-11
	1NT	6-9	3♦	splinter
	2♣	5-9	3♥	splinter
	2♦	strong, natural	3♠	splinter
	2♥	strong	3NT	16-18 very balanced
	2♠	strong	4 bids	preemptive, to play
1 <b>♦</b>	1 <b>♥</b> ♠	standard but might be sub-min	3♣	strong
	1NT	5-9	3♦	limit, 10-11
	2♠	10+	3♥	splinter
	2♦	5-9	3♠	splinter
	2♥	strong	3NT	16-18 very balanced
	2♠	strong	4♦	preempt
	2NT	12-15 balanced, no 4M	4 Othe	r preemptive, to play
1 <b>₩</b> ♠	1NT	5-9	3♠	strong, natural
	2♣	8+, natural	3♦	strong
	2♦	8+, natural	3 <b>∜</b> ♠	limit, 10-11
	2 <b>∜</b> ♠	5-9	3NT	16-18 very balanced
	2NT	12+ Jacoby, then bid singletons	s 4 <b>∜</b> ♦	splinters, ditto 1H-3S, 1S-4H
2♣	2♦	9+	2 <b>∜</b> ♠	2H 0-4, others 5-8 natural
	other			
2 <b>♦</b>	2♥	pass or correct	3 <b>♣</b> ♦	forcing, natural, 3M good textu
	2♠	pass, or correct to 4H usually	3 <b>♥</b> ♠	preemptive, 3+/3+ or 4+/3+
	2NT	enquiry, usually strong	3NT	to play
2 <b>∀</b> ♠	2NT	asks for second suit, invit +	3NT	to play
	3♣♦	pass or correct	4 <b>≰</b> ♦	splinter
	3 <b>♥</b> ♠	preemptive	4 <b>♥</b> ♠	preemptive
2NT	3♣	Puppet Stayman	4♣	5/5 majors, slam try
	3♦	hearts	4♦	5/5 majors, game going
	3♥	spades	4♥	5/5 minors, slam try
	3♠	tfr to 3NT then natural slam try	4♠	5/5/ minors, game going
	3NT	5S, 4H	other	

#### CONVENTIONS

Additional respo	nses to	1NT									
3 <b>⊈</b> 3♦ N	Natural, i	forcing, sla	m try, initi	al rebids are	e stopper	oriented at 3 le	vel				
3♥3♠ №	Natural, forcing, slam try, rebids are cues except 3NT is hideous										
4 <b>♣</b> a	asks for aces										
4 <b>•</b> N	Not used	l									
<b>4♥</b> T	Гerminal										
4 <b>♠</b> T	Гerminal										
Unusual NT:	mino	rs 🔽	other sui	ts 🗆	lower:	2 unbid suits					
other min	nors unle	ess 1C/1D =	= 4+ in wh	ich case lov	west unbid	d suits					
Other slam biddi	ina	Cue Bio	ls 🔽	Asking I	Bids $\Box$	]					
4th Suit Forcing	•	One round	$\square$			Game force					
NT Checkback	$\square$	Priorit	ies un	the line, min	then ma						
Defence to 3NT of	openina		-٦	+ other, 4D							
Defence to open		Multi		+ then one t							
Bololido to opoli	g <b>-</b> 3.					2NT = 13-14.					
RCO style	2-5	,		X = T/O thro		2111 - 13-14.					
100 style	23	X = 1/O, 1	ass then a	X = 170 till0	agii 411.						
Other 2-s		X T/O then	2NT Leh	ensohl lum	nn overcal	lls strongish.					
0 0. 2 0		System on			ip overeal	iis strongism					
Defence to stron	na 🌲	,		1D = S + n	ninor 1N7	Γ – minors					
Describe to stron	•	•				to overcall is c	ш				
Lebensohl		er NT interfe	•		гезропзе	to overcan is c	uc.				
Other uses				uo hid (hut r	not Drocis	ion 2C, then na	tura				
Take out of 4 lev			opening to 4 <b>4</b> 4	•	IUL FIECIS	ion 20, men ne	itura				
Take out of 4 lev	ei pie-ei 4 <b>♥</b>	•		^	iltad usva	lly V antional	oord				
	4 🔻	^	42	4111 (WU-SU	nieu usua	lly, X optional, (	Jaiu				

### **OTHER NOTES**

More judgement used than system.

Happy outlook with no recriminations

1C - 1H - 1NT (et al) may bypass four spades if balanced Long suit trials

		BAS	SIC RE	SPO	NSE	S		
Jump raises -	- minors limit		forcing	$\square$	other	Weak		
Jump raises -	- majors limit		forcing	$\square$	other	Weak		
Jump shifts a	fter minor openin	g	Stro	ng, gam	e forcin	g		
Jump shifts a	fter major openin	g	Stro	ng, gam	e forcin	g		
Responses to	strong 2 suit ope	ening	N/A					
Responses to	2NT opening		Puppet Sta	ayman				
	F	PLA	Y CON	IVEN	1OITI	NS		
'NT' V	ersus Notrump		'S' \	ersus S	Suit		✓ <sub>= Bot</sub>	h
Sequence lea	ads:	0	verlead all	V	<u> </u>	All except A	AK x (x)	
	Underlead [	oth	ner					
Four or more	with an honour		4th high	est [	<b>√</b> a	ttitude [		
3r	d/5th	othe	r .					
From 4 small	2nd highe	est	othe	r			_	
From 3 cards	(no honour)		top	] midd	dle 🔽	bottom	$\triangle$	
Signal on p	artner's lead:	high	encourage	$\overline{\mathbf{V}}$	<u> </u>	ow encoura	ge 🗀	
	other							
Signal on d	eclarer's lead	Nat	ural Count					
Discards	McKenney		high enco	ourage	$\checkmark$	low end	ourage	
	odd/even		other					
Count	natural		reverse					
		С	ONVE	NTIC	NS			
4NT:	Blackwood		RKCE	3 <b>\[\overline{\sigma}\]</b>	(	other		
4♣	Gerber 🗆 🕦	when?	Neve	-				
		Oth	er Conver	ntions				
Inverted mind	ors							
Lebensohl								
DOPI								
/E		©ΛΓ	DE Markati	ng.				
	KL		3F Marketii Box 397	ıy				
<u>dir</u>		,	nwick ACT					



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## **B** AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

	S	TAND/	ARD S	SYST	EM	CAR	D		
Names:	Ted Chadwi	ck		Avi Ka	netkar				
ABF Nos:									
Basic Syster	n: Standa	rd							
Classification	n: Green			Red		Yellov	, $\Box$		
		0	PENI	NG E	BIDS				
Describe stre	ength, minimu	m length, o	r specific	meanii	ng			Canape	
1 <b>♠</b> 3	1	• 3		1♥	5		1♠	5	
<b>1 NT</b> 15 -	17			_	ma <u>'</u>	y contai	n 5 card i	major	Ц
2 <b>♣</b> Staymaı	n: simple	abla	exten	ded L	J	other			
transfers	2♦ ♥		2♥	•			2♠ ♣		
2 NT	<b>•</b>	ot	her						
2 <b>♣</b> Game	Force								
2♦ 4+ <b>₹</b> , 4	+ <b>♠</b> 6 - 10 HCI	P							
2♥ Weak,	6-9 HCP, 6 ca	ard suit							
2 <b>♠</b> Weak,	6-9 HCP, 6 ca	ard suit							
2 NT 20 -	22								
3 NT Gam	ıbling: long so	lid minor							
PRI	E-ALERT	S: CALL	S TH	AT MA	Y HA	VE U	NEXP	ECTED	
	MEANIN	G/S OR	REQU	IRE S	PEC	IAL D	EFEN	CE	
2◆Both majo	ors, 6-10 HCP								
		COMP	FTIT	IVF I	SIDD	ING			
Negative do	ubles through	4♥				ubles th	rough	4♥	
Jump overca	·	- ▼	Unusua	•		st unbid	Ŭ	7 *	
•	(immediate)	15	18 HCP		openin-		3uit3 11-14 HC	'D	
Immed cue o	,	Michaels,			•	iy)	11-14 ПС	<b>,</b> P	
Immed cue o	,	Michaels,		ıju + IIII	1101				
• • • • • • • • • • • • • • • • • • • •	ent's 1NT (wea		CAPP						
• • • • • • • • • • • • • • • • • • • •	ent's 1NT (stro	O.	DONT	<b>CDCN</b> C	20111				
Over weak to			X, then I	FRFINS	OHL				
Over opening	g threes		Χ						

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		RESPONSES TO	OPEN	IING BIDS			CC	NVENT	IONS	
		Describe strength, minimum leng	th or spe	cific meaning	Additional res	ponses to	1NT			
1 <b>♣</b>	1•	Nat, 6+ HCP	2NT	Nat, 12-14 HCP	3 <b>₡</b> 3♦	•	slammish			
	1 <b>₩</b> ♠	Nat, 6+ HCP	3♠	5+, Weak, 0-7 HCP	3 <b>♥</b> 3♠		slammish			
	1NT	Nat, 6-10 HCP	3♦	spl, 5+ <b>♣</b> GF	4♣	misclick				
	2♣	Inverted, 5+, 10+ HCP	3♥	spl, 5+ <b>♣</b> GF	4◆	misclick				
	2•	5+, Strong, GF	3♠	spl, 5+ <b>♣</b> GF	4♥	Natural				
	2♥	5+, Strong, GF	3NT	Nat, 15-16 HCP	4♠	Natiral				
	2♠	5+, Strong, GF	4 bids	Natural (except 4♦- misclick)	Unusual NT:	mino	ors 🗹	other suits	$\square$	low
1•	1 <b>∜</b> ♠	Nat, 6+ HCP	3♣	5+, Strong, GF	other					
	1NT	Nat, 6-10 HCP	3♦	5+, Weak, 0-7 HCP				_		
	2♣	4+, forcing to 2NT	3♥	spl, 5+ <b>♦</b> , GF	Other slam bi	dding	Cue Bi	ds 🔽	Asking	Bids
	2•	Inverted, 5+, 10+ HCP	3♠	spl, 5+ <b>♦</b> , GF	4th Suit Forci	ng	One round	☐ Game		
	2♥	5+, Strong, GF	3NT	Nat, 15-16 HCP	NT Checkbac	k 🗹	Priori	ties		
	2♠	5+, Strong, GF	4♦	Pre	Defence to 3N	IT opening				
	2NT	Nat, 12-14 HCP	4 Othe	r 4 <b>√</b> ♠Nat, 4♠misclick	Defence to op	ening 2-s:	Multi			
1 <b>₩</b> ♠	1NT	Nat, 6-10 HCP-	3♠	5+, Strong, GF						
	2♣	4+, forcing to 2NT	3♦	5+, Strong, GF	RCO st	yle 2-s	X - shows	opening ha	nd with bi	d suit
	2•	4+, forcing to 2NT	3 <b>♥</b> ♠	3+, Weak						
	2 <b>₩</b> ♠	Nat	3NT	Nat, 15-16 HCP	Other 2	-S	Double t-o	+ Lebensol	nl	
	2NT	4 card raise, forcing to 3♥♠	4♣♦	spl	Defense to at		V!	NT min		
2 <b>♣</b>	2•	Negative / Waiting	2 <b>∜</b> ♠	5+ with 2 top honours	Defence to str	ong <del>•</del>	X = majors	s, NT = mino	JIS	
	other	Nat, positive			Lebensohl	0	ver NT interf	erence <b>S</b>	<b>7</b>	
2•	2♥	Nat, nf	3 <b>♣</b> ♦	Nat, to play	Other u					
	2♠	Nat, nf	3 <b>♥</b> ♠	Inv	Take out of 4	level pre-e	mpts	4 <b>4</b> 4♦		
	2NT	Game forcing enquiry	3NT	Nat, to play		4♥	Double	4♠		
2 <b>∀</b> ♠	2NT	Forcing enquiry	3NT	Nat, to play			ОТ	HER NO	TES	
	3♣♦	Nat, forcing	4♣♦	Spl			O I	TILIX INC	)ILO	
	3 <b>∜</b> ♠	Nat, forcing	4 <b>∜</b> ♠	Nat						
2NT	3♣	Puppet Stayman	4♣	Nat, slammish						
	3♦	<b>v</b>	4	Nat, slammish						
	3♥	<b>±</b>	4♥	Nat						
	3♠	5♠& 4♥	4♠	Nat						
	3NT	Nat	other							

lower 2 unbid suits

Game force

Asking Bids

BASIC RESPONSES	
Jump raises - minors limit  Jump raises - majors limit  Jump shifts after minor opening  forcing  other  forcing  other  Bergen  2**=fragment with short in other M	Names: Jo
Jump shifts after major opening Bergen, Jump in other M= 3 card limit raise	ABF Nos: 94
Responses to strong 2 suit opening 2, negative (waiting), other positive	Basic System:
Responses to 2NT opening Puppet Staymen, 3 <b>4</b> -ffr, 3 <b>≜</b> -5 <b>4</b> s & 4 <b>4</b> s	Classification:
PLAY CONVENTIONS	
'NT'     Versus Notrump     'S'     Versus Suit     = Both       Sequence leads:     Overlead all     All except AK x (x)     Image: Control of the control of	Describe strengt 1 ♣ 3, 11+ 1 NT 11-14 (1:
Four or more with an honour 4th highest attitude	2 <b>≜</b> Stayman:
3rd/5th 🗹 other	transfers 2
From 4 small 2nd highest other 3rd	2 NT to ◆
From 3 cards (no honour) top  middle  bottom	2♣ 4+♥, 4+♠, 6
Signal on partner's lead: high encourage low encourage	2♦ Game For
other 1st lead only then rev ct	<b>2♥</b> 5(6) <b>♥</b> , 6-11
Signal on declarer's lead rev count	2♠ 5(6)♠ 6-11
Discards McKenney high encourage low encourage	2 NT (20) 21-
odd/even other first discard only odd encourage, then rev ct	3 NT Minor Pi
Count natural reverse	PRE-
CONVENTIONS	M
4NT: Blackwood ☐ RKCB M 0314, DOPI & DEPO	2♣= Both Majors
4 <b>♣</b> Gerber  when?	
Other Conventions	
Modified Crowhurst, Cue Raises,	
Michaels, Fragment Raises, Splinters,	Negative double
Change of Suit Forcing after 1 level opening	Jump overcalls
Mixed cue bids	1NT overcall (im
Q ask & asking bids after RKCB	Immed cue of m
©ABF Marketing	Immed cue of m
PO Box 397	Over oppone
Fyshwick ACT 2609 Tel: 02 6239 2265	Over oppon
FAX: 02 6239 1816	Over weak twos



# AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD SYSTEM CARD															
Names:	Joe Haffer &	Peter Rey	nolds	Tea	am - Ch	adwick									
ABF Nos:	94625	176109													
Basic System	: Acol														
Classification	Green	☐ Blu	ue 🗹	Red		Yellow									
OPENING BIDS															
Describe stre	ngth, minimu	ım length, d	or specifi	c meanir	ng			Canape							
1 <b>♠</b> 3, 11+	1	<b>♦</b> 4, 11+		1♥	5(4), 1	1+	1♠	5, 11+							
<b>1 NT</b> 11-14	(13-15 in 4th	seat)			may	/ contair	n 5 card	major	$\square$						
2 <b>≜</b> Stayman	simple	$\square$	exter	nded 🗆	]	other									
transfers	2 <b>♦</b> to <b>♥</b>		2♥	to 🛳			2 <b>♠</b> to	•							
2 NT to	<ul><li>OTH</li></ul>	ER 3	<b>Ŀ</b> wk <b>&amp;</b> ◆	, 3 <b>←</b> inv •	<b>&amp;♦</b> , 3 <b>♥</b>	⊨frag &	short in	other M							
2♣ 4+♥, 4+•	6-11. Ther	n 2∳relay, v	vith furthe	er game	force re	lays									
2♦ Game F	orce														
<b>2</b> ♥ 5(6)♥, 6	11. Then 2N	IT invitation	nal or bet	ter relay	. 2♥thei	new su	uit const	ructive but	nf						
<b>2♠ 5</b> (6) <b>♠</b> 6	11. Then 2N	IT invitation	nal or bet	ter relay.	. 2 <b>≙</b> ther	new su	uit const	ructive but	nf						
2 NT (20) 2	1-22. Then i	modified pu	ppet & tr	f											
3 NT Minor	Preempt wi	th at least 2	top H												
	-ALERT														
2♣= Both Maj	ors 6-11														
,															
		COMF	1=4-14-	1\/E F	ממונ	INC									
N			<u> 151111</u>					4.							
Negative dou	Ū			Respons			ough	4♠							
Jump overcal			Unusua			2 Suits									
1NT overcall			system o	n (re	-openin	g) 1	15-18 the	en system (	on						
Immed cue of		Majors													
Immed cue of	,	Michaels													
Over oppone	Γ(Bot		n,2 <del>♣</del> ♦oı	•											
Over oppon	(Bot	h) 2NT=	:♣♦,3♣:4				NT=GF	m's							
Over weak tw			X takeou	ut, Leber	nsohl ap	plies									
Over opening	threes		X takeou	ut				Over opening threes X takeout							

		RESPONSES TO C	PEN	IING BIDS
		Describe strength, minimum lengtl	h or spe	cific meaning
1 <b>♣</b>	1•	5+, 4 card suit	2NT	12+ raise
	1 <b>₩</b> ♠	5+, 4 cards may often have 4	3♣	Limit
	1NT	6-10	3♦	Splinter
	2♣	Limit	3♥	GF, 3or4♥s & 4+ <b>4</b> s & 0-1 <b>4</b> s
	2♦	8-11 splinter can have 4 card M	<b>√</b> 3♠	GF, 3or4≰s & 4+≰s & 0-1♥s
	2♥	8-11 3or4 s & 4+ s & 0-1 s	3NT	Weak raise with 1-1.5 keycards
	2♠	8-11 3or4 <b>≰</b> s & 4+ <b>≰</b> s & 0-1 <b>♥</b> s	4 bids	Preempt
1 <b>♦</b>	1 <b>₩</b> ♠	5+, 4 cards	3♣	Splinter
	1NT	5-10	3♦	Limit
	2♣	(9)10+, 4 cards <b>rebid</b> nf	3♥	GF, 3or4♥s & 4+♦s & 0-1≰s
	2♦	Limit	3♠	GF, 3or4 <b>≰</b> s & 4+ <b>∛</b> s & 0-1 <b>♥</b> s
	2♥	8-11 3or4♥s & 4+♦s & 0-1♠s	3NT	Weak raise with 1-1.5 keycards
	2♠	8-11 3or4 <b>≰</b> 's & 4+ <b>♦</b> 's & 0-1 <b>♥</b> s	4♦	Preempt
	2NT	12+ raise	4 Othe	r Preempt
1 <b>₩</b> ♠	1NT	5-10	3♠	4 cards sup, (7) 8-9
	2♣	(9)10+, 4 cards M rebid nf	3♦	4 card sup, 10-11
	2♦	(9)10+, 4 cards M rebid nf	3 <b>∜</b> ♠	raise 0-5, 4. 1 <b>★</b> 3 <b>♥</b> =3, 9-11
	2 <b>∜</b> ♠	raise 3(4), 5-8. 1♥2♣ 3, 9-11	3NT	Raise to 4 with 1-1.5 key cards
	2NT	12+ 4+ card support	4 <b>♣♦</b>	Splinters
2♣	2♦	relay, further relays if strong	2 <b>∜</b> ♠	to play
	other	Majors to play, other construction	ve but r	nf
2•	2♥	negative	3 <b>∳</b>	Positive
	2♠	Positive	3 <b>♥</b> ♠	Positive
	2NT	Positive	3NT	
2 <b>∜</b> ♠	2NT	invitational or better relay	3NT	to play
	3♣♦	constructive but nf	4 <b>♣♦</b>	preempt
	3 <b>♥</b> ♠	to play	4 <b>♥</b> ♠	to play
2NT	3♣	Modified Puppet Stayman	4♣	Slam try
	3♦	trf to ♥	4♦	Slam try
	3♥	trf to ♠	4♥	5+ <b>4</b> s & 5+ <b>4</b> s slam try
	3♠	5 <b>♠</b> & 4 <b>♥</b> GF	4♠	5+ <b>4</b> s & 5+ <b>4</b> s weak
	3NT	to Play	other	

			CON	IVENII	UNS							
Additional resp	onses to	1NT										
3 <b>⊈</b> 3♦	3♣ 5+♣	♣ 5+♣s & 5+♦s weak, 3♠ 5+♣s & 5+♦s invitational										
3 <b>♥</b> 3♠	1 rd forc	rd force with 3 or 4 of bid M and 0-1 in other M										
4♣	Texas	exas										
4◆	Texas	exas										
4♥	to play	o play										
4 <b>♠</b>	to play	. ,										
Unusual NT:	mino	rs [		other suits		low	er 2 unbid suits	abla				
other												
Other slam bid	ding	С	ue Bids		Asking I	Bids	$\square$					
4th Suit Forcin	·	One ro	und [		J		Game force	abla				
NT Checkback	~ _/		Priorities	s range.	cheapes	st discr	iptor					
Defence to 3N7	Γ opening		X pena	. 3 . ,								
Defence to ope			Multi		ut <b>♥</b> , 2 <b>♥</b> =t	akeout	± <b>≜</b> 2NT 15-18					
•	Ū											
RCO styl	le 2-s	X = ta	akeout v	with 2 suits	including	g <b>4</b> s, 3•	♣ 2 suits not ♣s					
		2NT =15-18										
Other 2-s	S	X takeout of weak 6 card suit, or anchor Major										
							,					
Defence to stro	ong 뢒	X=str	ong, 1N	NT = any 2	suits, 2N	T = an	y 2 suits (5+ in si	uits)				
			•	s natural ob				ŕ				
Lebensohl	0\	er NT	interfere	ence 🔽	Direct	shows	;					
Other us	es afte	er weal	k 2 & in	itial T/O at	2 level, A	After 11	NT overcall					
Take out of 4 le	evel pre-e	mpts		4 <b>⊈</b> 4♦	X takeo	ut						
	4♥	X take	eout	4 <b>♠</b> X ta	akeout							
			OTI	ED NO	TEO							
			OIH	IER NO	IES							