	BASIC RESPONSES
Jump raises	- minors limit 🖌 forcing 🗆 other
Jump raises	- majors limit 🗹 forcing 🗆 other
Jump shifts a	after minor opening 7-10 mini-splinter or 16+ splinter
Jump shifts a	after major opening   7-10 mini-splinter or 16+ splinter
Responses to	o strong 2 suit opening 2♦pos, 2♥neg
Responses to	o 2NT opening Puppet Stayman, transfers, 3 minor Stayman
	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	e with an honour 4th highest 🗹 attitude 🗔
31	rd/5th 🔲 other
From 4 small	I 2nd highest 🗹 other
From 3 cards	s (no honour) top 🗔 middle 🗹 bottom 🗔
Signal on p	partner's lead: high encourage 🔲 low encourage 🔲
	other high encourage trick 1, otherwise natural count
Signal on d	leclarer's lead
Discards	McKenney internation high encourage international low enco
	odd/even other odd encourage first discard only
Count	natural 🗹 reverse 🗔
	CONVENTIONS
4NT:	Blackwood  RKCB  other
4 <b>♠</b>	Gerber 🔲 when?
	Other Conventions



©ABF Marketing PO Box 397 Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816

	BC A	USTRALIA	N BRI			TION ATED ©	
	STA		SYST	EM CA	RD		
	eran Dyke 8690 Standard 5-c Green 2	ard majors Blue	Seamu 7455 Red	s Browne	llow [		
		OPENI	NG B	IDS			
Describe strengt 1 3 1 NT 15-17 2 Starman:	th, minimum len 1♦ 3 simple ☑		1♥	5 (maybe 4	ntain 5 ca	Canape 1 5 (maybe 4 ard major	□ 3/4) ☑
transfers 2	• •	27	<b>•</b>		2♠	Range probe	
2€ Strong - 2	tational ♥neg, 2♦pos, of	thers semi-pos	010101010	s slam intere	est		
,	s 5-4 either way						
	ard suits 1st an						
	ard suits 1st an						
2 NT 20-22 - F 3 NT 4♠ / 4♠p	Puppet Staymar	n , 3 <b>∜</b> 3♥transf	ers, 3 <b>≜</b> m	inor suit Sta	ayman		
	ALERTS: C EANING/S CO		IRE S	PECIAL	DEFE		
Negative double	s through	4♠	Respons	ive doubles	s through	n 4 <b></b> ♠	
Jump overcalls	Weak	Unusua	NT	lower unbic	d suits		
1NT overcall (im	mediate)	15-18	(re-	opening)	15-18	}	
Immed cue of m	inor Mich	aels					
Immed cue of m	ajor Mich	aels					
Over opponent's	; 1NT (weak)	Hamiltor	1				
Over opponent's	1NT (strong)	Aspro					
Over weak twos	÷,	Double					

Double

Copyright © BCC 6.3.17

Over opening threes

		RESPONSES TO Describe strength, minimum I			Additio
1 <b>≜</b>	1♦	nat, 4+	2NT	GRF	Additio
		nat, 4+	3	limit	
	1NT	6-10	3€	splinter	
	2♠	natural, weak	3♥	Hamilton	
	2	mini-splinter	3		
	2♥	"	3NT	balanced raise	
	2♠			splinters	Unusu
1♦	1♥♠	aa far 1	3♠	-F	
1.	1 <b>9</b>	as for 1♠	3♥		
	2 <b>⊕</b>		3♥		Other s
	2 <del>•</del> 2•		3◆		4th Sui
	27		3¥ 3NT		NT Che
	2 <b>↓</b>		4		Defend
	2 <b>-</b> 2NT		4 Othe	r	Defend
1♥♠	1NT		3♠		_
1 1 22	2♣	6-10 nat, f	3€	mini-splinter "	
	2	nat, f	3♥♠	limit raise	
	 2 <b>∜</b> ♠	natural weak raise	3NT	flat GF raise 12-15	(
	2NT	Game force raise	4 <b>∯♦</b>	splinter	
2♣	2•	any positive	2♥♠	 2♥neg	Defend
	other	• •			Lebens
2♦	27	weak, to play	3 <b>≇</b> ♦	stronger, 5-4	
	2♠	weak, to play	3♥♠	weaker, 5-4	Take o
	2NT	inquiry	3NT	to play	
2♥♠	2NT	Ogust	3NT	to play	
	3∉♦	forcing	4 <b>∰</b> ♦	splinter	
	3♥♠	pre-empt	4♥♠		
2NT	3♠	Puppet Stayman	4 <b>♣</b>	natural	
	3♦	transfer	4♦	natural	
	3♥		4♥	mild slam try	
	3♠	minor suit Stayman	4♠	"	
	3NT	to play	other		

		<b>C</b> (	ONVENTI	ONS			
dditional resp	onses to	1NT					
3 <b>⊈</b> 3♦	GF						
3♥3♠	GF						
4 🛳	♥S						
4♦	≜S						
4♥	Natural						
4♠	Natural						
Inusual NT:	mino	rs 🗆	other suits		lower 2	unbid suits	$\checkmark$
other							
)ther slam bid	ding	Cue B	ids 🔽	Asking B	ids 🗆		,
th Suit Forcin	g (	One round				Game force	$\mathbf{\nabla}$
IT Checkback	$\checkmark$	Prior	ities 2♣/2	checkba	ick		
Defence to 3NT	opening	4♠ 1	for majors				
efence to ope	ning 2-s:	Multi	Dble = 15	+			
RCO styl	e 2-s	Dble = 15	+				
Other 2-s	5	Double of	f natural open	ings = take	eout		
		_					
efence to stro	ong 뢒	Roman					
	0	NTIL	,	1			
ebensohl		ver NT inter	ference	]			
Other use			4 . 4 4	DLL			
ake out of 4 le	-		4∯4♦	Dble			
	4	Dble	4 <b>≙</b> Dk	ne			

		BAS	IC RE	SPC	NSE	S				
Jump raises -	minors limit		forcing		other					
Jump raises -	majors limit	$\mathbf{\nabla}$	forcing		other					
Jump shifts at	fter minor open	ing	7-10	mini-sp	linter or	16+ splinter			Name	001
Jump shifts at	fter major open	ing	7-10	mini-sp	linter or	16+ splinter			ABF	
Responses to	strong 2 suit o	pening	2 <b>♦</b> pc	os, 2 <b>♥</b> n	eg					: Syster
Responses to	2NT opening	Ρ	uppet Sta	yman,	transfers	, 3 <b>≜</b> minor Si	tayman			sification
		PLAY	CON	VEN	ITION	IS			Class	sincatio
'NT' Ve	ersus Notrump		'S' V	ersus S	Suit		$\checkmark_{=Bot}$	h	Desc	ribe stre
Sequence lea	ıds:	Ov	erlead all			All except A	K x (x)		1≜ :	3
	Underlead	othe	er						1 N T	15-
Four or more	with an honour		4th highe	est	🖌 at	titude			2€5	Stayma
3rc	d/5th	other							trar	nsfers
From 4 small	2nd hig	hest	V other							2 NT
From 3 cards	(no honour	) t	ор 🗌	mido	lle 🔽	bottom			2♣	Strong
Signal on p		Ū	ncourage			ow encourag	e 🗆		2♦	both m
	•	encourag	ge trick 1,	otherwi	se natur	al count			27	Weak
Signal on de									2♠	Weak
Discards	McKenney		high enco	-		low enco	•		2 NT	
	odd/even		other	odd en	courage	first discard	only		3 NT	4 <b>∉</b> 4∙
Count	natural	$\checkmark$	reverse	ш						PR
		C	ONVE	NTIC	ONS					
4NT:	Blackwood		RKCE		0	ther			Namy	yats
4 <b>♠</b>	Gerber	when?								
		Othe	r Conver	tions						
									Nega	itive do
									Jump	overca



©ABF Marketing PO Box 397 Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816

	B	AUST	RALIAN		FEDERA <sup>-</sup> CORPOR	
	S	TAND/	ARD S	STEM	CARD	
Names: ABF Nos: Basic System Classification		rd 5-card m	3	ieran Dyke 78690 Red 🔲	Yellow 🗆	
Classification	. Orcen			G BIDS		_
2♠ Strong · 2♦ both ma 2♥ Weak - 2♠ Weak -	1 7	m length, c 3 of oss, others er way - 6-7 1st and 2nc 1st and 2nc	extende 2♥ • her 3 lev semi-positiv 10 d seat	eaning 1♥ 5 (ma ma d □ el bids slam i re	y contain 5 ca other 2♠ interest	Canape 5 (maybe 4 3/4) rd major Range probe
	preempt	ayman , o ,		, owned	in oldyman	
		G/S OR	REQUIR		VE UNEX AL DEFE	
Negative dou	bles through	4♠	Re	sponsive do	ubles through	4♠
Jump overcal	lls Weak		Unusual N	T lower u	unbid suits	
1NT overcall	(immediate)	15-	18	(re-openin	g) 15-18	
Immed cue of	f minor	Michaels				
Immed cue of	f major	Michaels				
Over opponer	nt's 1NT (we	ak)	Aspro			
Over opponer			Aspro			
Over weak tw		-	Double			

Double

Over weak twos

Copyright © BCC 6.3.17

Over opening threes

		Describe strength, minimum len	ath or spe	cific meaning	
1	1♦	nat, 4+	2NT	GRF	
12	1♥♠	nat, 4+ nat, 4+	3	limit	
	1NT	6-10	3♦	splinter	
	2♠	natural, weak	3♥	"	
	2	mini-splinter	3♠	п	
	2♥	"	3NT	balanced raise	
	2♠		4 bids	splinters	
1♦	1♥♠	as for 1 <b>≜</b>	3♠		
	1NT		3		
	2♠		3♥		
	2♦		3♠		
	27		3NT		
	2♠		4♦		
	2NT		4 Othe	r	
1♥♠	1NT	6-10	3♠	mini-splinter	
	2♣	nat, f	3♦	"	
	2♦	nat, f	3♥♠	limit raise	
	2♥♠	natural weak raise	3NT	flat GF raise 12-15	
	2NT	Game force raise	4 <b>♣</b> ♦	splinter	
2♣	2♦	any positive	2♥♠	2 <b>♥</b> neg	
	other	semi-positive			
2♦	27	weak, to play	3 <b>∯</b> ♦	stronger, 5-4	
	2♠	weak, to play	3♥♠	weaker, 5-4	
	2NT	inquiry	3NT	to play	
2♥♠	2NT	Ogust	3NT	to play	
	3 <b>≇</b> ♦	forcing	4 <b>♣</b> ♦	splinter	
	3♥♠	pre-empt	4♥♠	н	
2NT	3♣	Puppet Stayman	4♠	natural	
	3♦	transfer	4♦	natural	
	3♥	"	4♥	mild slam try	
	3♠	minor suit Stayman	4♠	н	
	3NT	to play	other		

		CO	NVENTI	ONS			
Additional resp	onses to	1NT					
3 <b>⊈</b> 3♦	GF						
3♥3♠	GF						
4 <b>♣</b>							
4♦							
4♥	Natural						
4♠	Natural						
Jnusual NT:	mino	rs 🗆	other suits		lower 2	unbid suits	$\square$
other							
Other slam bid	ding	Cue Bio	ls 🗹	Asking Bi	ids 🗆		
Ith Suit Forcin	g (	One round				Game force	$\checkmark$
NT Checkback	$\checkmark$	Priorit	ies 2 <b>#</b> 2•0	checkback			
Defence to 3NT	opening	4 <b>≜</b> fo	r majors				
Defence to ope	ening 2-s:	Multi	Dble = 15	+			
RCO styl	e 2-s	Dble = 15+					
Other 2-s	5	Double of I	natural open	ings = take	eout		
Defence to stro	ong 뢒	Aspro					
			_				
ebensohl		er NT interfe	erence	J			
Other use							
Take out of 4 le	-		4 <b>∉</b> 4♦	Dble			
	4 💙	Dble	4 <b>≜</b> Dk	ble			

BASIC RE	ESPONSES	ARC AUST	RALIAN BRIDGE FEDERATION
Jump raises - minors limit 🛛 forcing	□ other preemptive		INCORPORATED ©
Jump raises - majors limit D forcing	other preemptive		
Jump shifts after minor opening	artificial GF raise, ♥/♠weak		
Jump shifts after major opening 24	weak, 3♠ art GF raise, 3♦ limit	Names: Pauline GUMBY ABF Nos: 24732	Warren LAZER 35238
Responses to strong 2 suit opening 2	neg, denies KQ to 5 or better		
Responses to 2NT opening 3 4 5 card	d Stayman, 3 <b>∜♥</b> xfrs, 3 <b>≜</b> minors	Basic System: Standard, 2 over Classification: Green Blue	e $\mathbf{M}$ Red $\Box$ Yellow $\Box$
PLAY CO	NVENTIONS		
'NT' Versus Notrump 'S'	Versus Suit = Both	Describe strength, minimum length, or	
Sequence leads: Overlead a	II S All except AK x (x)	1♠ 11+hcp, 2+♠ 1♦ 11+hcp	p, 2+♦ 1♥ 11+hcp, 4+♥ 1♠ 11+hcp, 4+♠
Underlead NT other		<b>1 NT</b> 14-16	may contain 5 card major
Four or more with an honour 4th high	nest 🔲 attitude 🛄	2 <b>≜</b> Stayman: simple ☑	extended other
3rd/5th 🗹 other		transfers 2♦ to ♥	2♥ to ♠ 2♠ range probe
From 4 small 2nd highest othe	er 3rd	2 NT puppet to 3♣ oth	her 3♣/♦invitational, 3♥/♠fragment
From 3 cards (no honour) top	🗋 middle 🔲 bottom 🗹	2♠ Game force	
Signal on partner's lead: high encourage	e 🔲 low encourage 🗹	2◆ 6-10, 4+♥ and 4+♠	
other Suit preference whe	n singleton in dummy	2♥ Acol, 8 playing tricks in ♥	
Signal on declarer's lead Reverse cou	unt	2 ▲ Acol, 8 playing tricks in ▲	
Discards McKenney high end	courage 🔲 low encourage 🗌	2 NT 21-23 balanced	
odd/even 🗹 other	Odd encourage, even McKenney	3 NT Gambling	
Count natural reverse	$\checkmark$		S THAT MAY HAVE UNEXPECTED
CONVE	NTIONS	MEANING/S OR I	REQUIRE SPECIAL DEFENCE
4NT: Blackwood 🗹 RKC	B 🗹 other	1NT 14-16	1♥/♠4 cards when 11-13 bal
4● Gerber □ when?		1♣ 17-20 bal or 11+ natural	2♦weak, both majors
Other Conve	entions	1♦ 11-13 bal <4M, or 11+ natural	Optimal 2s over strong 1€
Good/bad 2NT in competition	Many low level take-out doubles	COMP	ETITIVE BIDDING
Reverse Lebensohl	2     puppet to 2     after 1NT rebid	Negative doubles through 4	Responsive doubles through 4
Fit showing jumps in	2 artificial GF after 1NT rebid	Jump overcalls Variable	Unusual NT Lower unbid suits
competition and by passed hand		1NT overcall (immediate) 15-1	18 (re-opening) 11-14
Splinters		Immed cue of minor Michaels	
		Immed cue of major Michaels	
©ABF Market PO Box 397	ing	Over opponent's 1NT (weak)	Canape transfers
Fyshwick AC		Over opponent's 1NT (strong)	Canape transfers
Tel: 02 6239 2 FAX: 02 6239		Over weak twos	Double for takeout, Michaels cue bids
		Over opening threes	Double for takeout, Michaels cue bids

Copyright © BCC 6.3.17

		RESPONSES TO ( Describe strength, minimum leng		
		<u> </u>	•	č
1 <b>≜</b>	1•	6+ hcp, 4+ ♦	2NT	12-15 or 18+ bal
	1♥♠	6+ hcp, 4+ ♥/ ♠	3♠	preemptive
	1NT	9-11 hcp, denies major	3♦	splinter
	2♠	6-9 hcp, 4+ 🜩	3♥	splinter
	2♦	artificial GF raise in 🕭	3♠	splinter
	2♥	weak, 0-5 hcp, 6+ 💙	3NT	16-17, flat
	2♠	weak, 0-5 hcp, 6+ 🛳	4 bids	preemptive
1♦	1♥♠	6+ hcp, 4+ ♥/ 🛳	3♣	artificial GF raise in 🔶
	1NT	5-12 hcp, denies major	3♦	preemptive
	2♠	game forcing, 4+ 뢒	3♥	splinter
	2♦	6-9 hcp, 4+ 🔶	3♠	splinter
	27	weak, 0-5 hcp, 6+ 💙	3NT	16-17 flat
	2♠	weak, 0-5 hcp, 6+ 🛦	4♦	preemptive
	2NT	13-15 or 18+ bal	4 Othe	r ♠splinter, ♥/ ♠preempt
1♥♠	1NT	5-12 hcp, semi forcing	3♠	art. GF raise in ♥/ ♠
	2♣	game forcing, 4+ 🕁	3♦	art. limit raise in 💙 🛦
	2♦	game forcing, 4+ •	3♥♠	preemptive raise
	2♥♠	6-9 hcp, 4+ ♥/♠	3NT	16-17 flat, <4 card supp.
	2NT	13-15 or 18+ bal	4 <b>♣</b> ♦	13-15 bal raise,<5/5+ ctrl
2♣	2♦	denies KQ to 5 or better	2♥♠	KQ to 5 or better
	other	2NT 4/ 3m KQ to 5+, 3M one	e loser s	uit, 3NT solid suit
2♦	27	to play	3∰♦	natural, non forcing
	2♠	to play	3♥♠	invitational
	2NT	game interest relay	3NT	to play
2♥♠	2NT	negative	3NT	9-11, both minors
	3≇♦	natural, positive	4 <b>∰</b> ♦	splinter
	3♥♠	strong raise	4♥♠	to play
2NT	3♠	5 card Stayman	4 <b>♠</b>	natural, slam interest
	3♦	transfer to 🕈	4♦	natural, slam interest
	3♥	transfer to 🛦	4♥	to play
	3♠	both minors	4	to play
	3NT	to play	other	4NT quant, 5NT baron

#### **CONVENTIONS** Additional responses to 1NT 3**₡**3♦ Invitational 3♥3♠ Fragment, both minors short in other major Transfer to 💙 4 Transfer to 4♦ To play 47 To play 4♠ minors $\checkmark$ Unusual NT: other suits lower 2 unbid suits other Cue Bids Asking Bids Other slam bidding One round 4th Suit Forcing (except 1) Game force $\mathbf{\nabla}$ NT Checkback Priorities 2♣forces 2♦, 2♦GF, 2NT forces 3♣ Double for takeout Defence to 3NT opening Double = 13-15 balanced or good hand Defence to opening 2-s: Multi 2NT = 16-18 balanced Double = 13-15 balanced or good hand RCO style 2-s 2NT = 16-18 balanced Double = takeout if suit bid is 5+ natural otherwise Other 2-s Double = 13-15 bal or good hand, 2NT = 16-18 bal Defence to strong 4 Double = good hand, 1NT = 4 optimal 2s, 1 level bids natural, obstructive **v** reverse Over NT interference Lebensohl Over weak 2s (or equivalent); after 1M P 2M X Other uses Take out of 4 level pre-empts 4**∉**4♦ Double 4 Double 4 4NT, double = values

#### **OTHER NOTES**

1 ← can be 2 cards when 11-13 balanced 3325 1♥- 3♠, 1♠- 3♥4+ card support, 10-14, splinter in any suit One level responses to 1♠may be < 6 hcp when short in ♠ Weak jump overcalls at 3 level, intermediate to strong at 2 level

BASIC RESPONSES							
Jump raises - minors limit		forcing		other	weak, 7-card suit		
Jump raises - majors limit		forcing		other	pre-empt, Bergen raises		
Jump shifts after minor opening	9	1 🖢 -	2 ♦ 10+	+ nat, 2 💙	/ <b>≜</b> weak		
Jump shifts after major opening	]	Berg	gen rais	ies			
Responses to strong 2 suit ope	ening	N/A					
Responses to 2NT opening		minors nat	tural, m	ajors natu	ural and forcing		
PLAY CONVENTIONS							

'NT' V	ersus Notrump	'S' Vers	sus Suit	✓ <sub>= E</sub>	Both
Sequence lea	ids:	Overlead all	$\checkmark$	All except AK x (x)	
	Underlead	other			
Four or more	with an honour	4th highest	S	attitude NT	
3r	d/5th 🔲 of	ther			
From 4 small	2nd highest	🗹 other			
From 3 cards	(no honour)	top	middle [	🗹 bottom 🗀	
Signal on p	artner's lead: hi	gh encourage	$\checkmark$	low encourage	
	other natural co	ount			
Signal on de	eclarer's lead	natural count			
Discards	McKenney	high encoura	nge 🔽	low encourage	
	odd/even	other			
Count	natural 🔽	reverse			
		CONVEN	TIONS		
4NT:	Blackwood	RKCB	$\square$	other 0314	
4 <b>♠</b>	Gerber 🛛 whe	en?			

Other Conventions

Checkback after 1♣- 1M - 1NT

1♦- 2€ artificial

Splinters



©ABF Marketing PO Box 397 Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816

			AUS	STR	RALIA	N BR					DN Ed ©		
		ST	'AN[	DAI	RD S	SYS1	ГЕМ	CA	RD				
lames:	Jessel	l Rothfie	eld			Georg	e Smo	olanko	)				
BF Nos:	14608	0				19929	1						
Basic Systen	n: P	POLISH	CLUB	in 1s	t/2nd s∉	eat, mo	dified i	n 3rd/4	4th se	eat			
Classification	ו: G	Green [		Blue	$\checkmark$	Red		Yel	low				
			(	OP	ENI	NG E	BIDS	5					
Describe stre	ength, m	ninimum	n length	n, or s	specific	meanii	ng				Canap	е	
♣ 12-14 b	al or 15	i+ 1♦	10-1	4 M	Vi or 10,	/11 1♥	5+ 💙	10-14		1♠	5+ 10	)-14	
NT 15-1	17 Balar	nced, 1	6-18 in	3rd/4	th seat		ma	ay con	tain 5	card ı	najor		
2 <b>≜</b> Staymar	ו: s	simple	$\checkmark$		extend	led C		oth	er				
transfers	2	,			27	<b></b>			2	2	or 🔶		
2 NT	Baron			othe	er 3♣	/ 3♦ in\	/itation	al, 3 <b>v</b> /	/ 3 <b>≜</b> f	ragme	nt		
<ul><li>▲ 10-14,</li></ul>	6+ 뢒 or	5 🕭 plu	is anoth	ner 4						0			
	6+ <b>•</b> or	•											
	-card 💙	•					olus 4-0	card m	ninor	6-10			
	-card 🛦			-		•							
	4, 5/5 in			may	2000		140 1 0	ar a m					
	bling, n		le Δ or	к									
	U					-				EVD			
PRI		NING										D	
•									UCI	EIN			
- weak ba					,								
1st or 2nd	seat - 1	10-14 N	IM or 1	0/11	bal								
		(	COM	IPE	TITI	VE I	BIDI	DIN	G				

						(			
Negative doubles the	hrough	4	•	Responsive doubles through 4					
Jump overcalls	weak		Unusu	Unusual NT lower unbid suits					
1NT overcall (imme	ediate)		15-18, sys	tem on(re	e-opening)	10-14			
Immed cue of mino	r	Michae	ls - MM	MM					
Immed cue of majo	r	Michae	els - OM +	m					
Over opponent's 1N	NT (wea	ak)	Modifie	ed HAMII	TON - 2 <b>♣ ♥</b> +	<b>≜</b> , 2♦ single	suiter, 2N	<i>I</i> 1 5/4	
Over opponent's 1N	NT (stro	ong)	as abo	ve					
Over weak twos			X = tak	X = takeout					
Over opening three	s		X = tak	X = takeout					

Copyright © BCC 6.3.17

		RESPONSES TO ( Describe strength, minimum leng		
1♠	1♦	0-9, negative	2NT	12+ HCP, GF, no major
	1♥♠	10+ HCP, 4+ card	3♠	5-8, 7-card
	1NT	10-11 balanced no major	3♦	5-8, 7-card
	2	10+, natural, forcing	3♥	5-8, 7-card
	2♦	10+, natural, forcing	3♠	5-8, 7-card
	2♥	5-8 HCP, 6-card suit	3NT	
	2♠	5-8 HCP, 6-card suit	4 bids	pre-empt
1♦	1♥♠	6+ HCP, 4+ card	3♣	5-8, 7-card
	1NT	7-12, NF opposite 10/11 bal	3♦	5-8, 7-card
	2♠	artificial inquiry	3♥	5-8, 7-card
	2♦	7-11, natural, nf	3♠	5-8, 7 card
	2♥	5-8 HCP, 6-card	3NT	To play
	2♠	5-8 HCP, 6-card	4♦	pre-empt
	2NT	7-11 HCP, 5/5 minors	4 Othe	r pre-empt
1♥♠	1NT	7-11 HCP, NF	3♠	4-card raise, 8-10
	2♠	10+, semi-natural	3♦	4-card raise, 11-13
	2♦	10+, natural	3♥♠	pre-emptive raise
	2♥♠	usually 3-card raise, 6-10	3NT	To play
	2NT	11-13, 3-card balanced raise	4 <b>⊈</b> ♦	12-14, splinter
2♣	2♦	artificial inquiry	2♥♠	natural, constructive, NF
	other	simple raises pre-emptive		
2♦	27	artificial inquiry	3≇♦	3 constructive NF, 3 pre-empt
	2♠	natural, constructive, NF	3♥♠	natural, NF
	2NT	natural, NF	3NT	To play
2♥♠	2NT	Artificial inquiry	3NT	To play
	3≇♦	Natural, invitational	4 <b>∯</b> ♦	Natural, F
	3♥♠	pre-emptive raise	4♥♠	To play
2NT	3♣	to play	4 <b>♣</b>	Pre-emptive raise
	3♦	to play	4♦	Pre-emptive raise
	3♥	Nat, F	4♥	To play
	3♠	Nat, F	4 <b>♠</b>	To play
	3NT	To play	other	

other       other       other slam bidding     Cue Bids       Cue Bids     Asking Bids       Cue Bids     Game force			CO	NVENT	IONS			
3♥3       GF, fragment, 5-4 ◆ + ◆         4       4         4       4         4       4         4       To play         1       Image: Second S	dditional resp	onses to	1NT					
4   4   4   4   4   4   To play   4   4   To play   nusual NT:   minors   other suits   other      Inusual NT: minors One round One round Cue Bids Asking Bids Game force Asking Bids Game force Game force Game force Multi Double = 15+, weaker hands delayed action or of the state out for 2-s Over natural 2-s, double for take-out, NT natural efence to strong SPLASH - X = \$s, 1NT = \$+ \$ etensohl Over NT interference Other uses After take-out double of weak two opening ake out of 4 level pre-empts 444* X = takeout	3 <b>⊈</b> 3♦	invitatior	nal, 6-card s	suit				
4       To play         4       To play         inusual NT:       minors       other suits       lower 2 unbid suits       Image: Second	3♥3♠	GF, frag	ment, 5-4	• + •				
4       To play         4       To play         nusual NT:       minors       other suits       lower 2 unbid suits       ✓         other       other       lower 2 unbid suits       ✓       ✓         ether slam bidding       Cue Bids       ✓       Asking Bids       □         th Suit Forcing       One round       □       Game force       ✓         T Checkback       ✓       Priorities       only after 1 • 1 •/ •       •         efence to 3NT opening       4• takeout for ♥ / •       •       •       •         efence to opening 2-s:       Multi       Double = 15+, weaker hands delayed action or of       •         RCO style 2-s       as above       •       •       •         Other 2-s       Over natural 2-s, double for take-out, NT natural       •         efence to strong •       SPLASH - X = •s, 1NT = • + •       •         ebensohl       Over NT interference       ✓       ✓         Other uses       After take-out double of weak two opening       ate out of 4 level pre-empts       4•4•       X = takeout	4♣							
4       To play         nusual NT:       minors       other suits       lower 2 unbid suits       ✓         other       other       other suits       lower 2 unbid suits       ✓         ather stam bidding       Cue Bids       ✓       Asking Bids       □         th Suit Forcing       One round       □       Game force       ✓         T Checkback       ✓       Priorities       only after 1 • 1 ♥/ ●       ●         efence to 3NT opening       4 • takeout for ♥ / ●       ●       ●       ●         efence to opening 2-s:       Multi       Double = 15+, weaker hands delayed action or of       ●         RCO style 2-s       as above       Over natural 2-s, double for take-out, NT natural       ●         efence to strong ●       SPLASH - X = ●s, 1NT = ● + ●       ●         ebensohl       Over NT interference       ✓       ●         Other uses       After take-out double of weak two opening       ate out of 4 level pre-empts       4 ● 4 ●	4♦							
Inusual NT:       minors       other suits       lower 2 unbid suits         other       other         Ither slam bidding       Cue Bids       Asking Bids         Ith Suit Forcing       One round       Game force         Ith Suit Forcing       Priorities       only after 1 ● 1 ♥/ ●         effence to 3NT opening       4 ● takeout for ♥ / ●         Other 2-s       Over natural 2-s, double for take-out, NT natural         Other 2-s       Over natural 2-s, double for take-out, NT natural         effence to strong ●       SPLASH - X = ●s, 1NT = ● + ●         ebensohl       Over NT interference       ✓         Other uses       After take-out double of weak two opening         ake out of 4 level pre-empts       4 ● 4 ●       X = takeout	4♥	To play						
other   ther stam bidding Cue Bids Asking Bids Game force For force Game force Ga	4 <b>♠</b>	To play						
Asking Bids   Priorities   Asking Bids   Askeout for */*   Askeout for */*   Bouble = 15+, weaker hands delayed action or of the state on the s	Inusual NT:	mino	rs 🗆	other suits		lower 2	2 unbid suits	$\checkmark$
th Suit Forcing One round Game force   T Checkback Priorities only after 1 + 1 */ +   refence to 3NT opening 4 + takeout for * / +   refence to opening 2-s: Multi   Double = 15+, weaker hands delayed action or of   RCO style 2-s as above   Other 2-s Over natural 2-s, double for take-out, NT natural   refence to strong + SPLASH - X = + *   ebensohl Over NT interference   Other uses After take-out double of weak two opening   ake out of 4 level pre-empts 4 + 4 + X = takeout	other							
th Suit Forcing One round Game force   T Checkback Priorities only after 1 + 1 */ +   refence to 3NT opening 4 + takeout for * / +   refence to opening 2-s: Multi   Double = 15+, weaker hands delayed action or of   RCO style 2-s as above   Other 2-s Over natural 2-s, double for take-out, NT natural   refence to strong + SPLASH - X = + *   ebensohl Over NT interference   Other uses After take-out double of weak two opening   ake out of 4 level pre-empts 4 + 4 + X = takeout								
T Checkback       Priorities       only after 1 ● 1 ♥/ ●         referice to 3NT opening       4● takeout for ♥ / ●         referice to opening 2-s:       Multi       Double = 15+, weaker hands delayed action or of         RCO style 2-s       as above         Other 2-s       Over natural 2-s, double for take-out, NT natural         referice to strong ●       SPLASH - X = ●s, 1NT = ● + ●         ebensohl       Over NT interference       ✓         Other uses       After take-out double of weak two opening       X = takeout         ake out of 4 level pre-empts       4●4●       X = takeout	ther slam bid	ding	Cue Bio	is 🗹	Asking	Bids 🗆	]	
referece to 3NT opening       4 at takeout for ♥ / a         referece to opening 2-s:       Multi         Double = 15+, weaker hands delayed action or of         RCO style 2-s       as above         Other 2-s       Over natural 2-s, double for take-out, NT natural         referece to strong ●       SPLASH - X = ●s, 1NT = ● + ●         ebensohl       Over NT interference       ✓         Other uses       After take-out double of weak two opening         ake out of 4 level pre-empts       4 44 ×       X = takeout	th Suit Forcing	g (	One round				Game force	$\checkmark$
efence to opening 2-s:       Multi       Double = 15+, weaker hands delayed action or of RCO style 2-s         RCO style 2-s       as above         Other 2-s       Over natural 2-s, double for take-out, NT natural         efence to strong •       SPLASH - X = •s, 1NT = • + •         ebensohl       Over NT interference       Image: Comparison of take-out double of weak two opening         other uses       After take-out double of weak two opening         ake out of 4 level pre-empts       4#4•       X = takeout	T Checkback	$\checkmark$	Priorit	ies only a	after 1 🏝 1	♥/ ♠		
RCO style 2-s       as above         Other 2-s       Over natural 2-s, double for take-out, NT natural         efence to strong •       SPLASH - X = •s, 1NT = • + •         ebensohl       Over NT interference         Other uses       After take-out double of weak two opening         ake out of 4 level pre-empts       4#4•       X = takeout	efence to 3NT	opening	4 <b>♣</b> ta	akeout for 💙	/ 🛧			
Other 2-s       Over natural 2-s, double for take-out, NT natural         efence to strong •       SPLASH - X = •s, 1NT = • + •         ebensohl       Over NT interference       Image: Comparison of the structure of the structu	efence to ope	ning 2-s:	Multi	Double =	15+, wea	aker hand	s delayed actio	n or o
Other 2-s       Over natural 2-s, double for take-out, NT natural         efence to strong •       SPLASH - X = •s, 1NT = • + •         ebensohl       Over NT interference       Image: Comparison of the structure of the structu								
efence to strong ◆       SPLASH - X = ◆s, 1NT = ◆ + ◆         ebensohl       Over NT interference         Other uses       After take-out double of weak two opening         ake out of 4 level pre-empts       4#4◆         X = takeout	RCO styl	e 2-s	as above					
efence to strong ◆       SPLASH - X = ◆s, 1NT = ◆ + ◆         ebensohl       Over NT interference         Other uses       After take-out double of weak two opening         ake out of 4 level pre-empts       4#4◆         X = takeout								
ebensohl       Over NT interference       Image: Comparison of the comp	Other 2-s		Over natur	al 2-s, doub	le for take	e-out, NT	natural	
ebensohl       Over NT interference       Image: Comparison of the comp								
Other uses     After take-out double of weak two opening       ake out of 4 level pre-empts     4#4       X = takeout	efence to stro	ong 뢒	SPLASH	- X = ♣s, 1	NT =  +	•		
Other uses     After take-out double of weak two opening       ake out of 4 level pre-empts     4#4       X = takeout	. h h l	0		Г	1			
ake out of 4 level pre-empts4#4X = takeout						!		
						•		
$4 \checkmark \Lambda = 1 \text{ drebut}$ $4 \checkmark \Lambda = penalty, 4 \text{ M} \Lambda = 1 \text{ drebut}$		•	•				koout	
		4	v = rakeon	ι 4 <del>2</del> Χ	= penalty	, 4IN I = là	INCOUL	

n 3rd and 4th seat, 1 • opening is natural, 5-card suit. 1 • as for 1st/2nd seat

BA	SIC	RE	SPO	NSES	5	
Jump raises - minors limit	for	cing		other	weak, 7-card suit	
Jump raises - majors limit	for	cing		other	pre-empt, Bergen raises	
Jump shifts after minor opening		1 🖢 - 1	2 ♦10+	nat, 2 💙/	≜weak	
Jump shifts after major opening		Bergen raises				
Responses to strong 2 suit opening		N/A				
Responses to 2NT opening	minor	rs nati	ural, ma	jors natu	ral and forcing	
PLA	YC	ON	VEN	TION	S	

'NT' Versus Notrump	'S' Versus Suit	<pre>   = Both </pre>
Sequence leads:	Overlead all	All except AK x (x)
Underlead	other	
Four or more with an honour	4th highest	attitude NT
3rd/5th	other	
From 4 small 2nd highes	st 🗹 other	
From 3 cards (no honour)	top 🔲 middle	🗹 bottom 🗀
Signal on partner's lead:	high encourage 🗹	low encourage
other natural	count	
Signal on declarer's lead	natural count	
Discards McKenney [	high encourage	V low encourage
odd/even	other	
Count natural	🗹 reverse 🗔	
	CONVENTION	<b>c</b>

other 0314

RKCB Blackwood 4NT: Gerber Gerber?

Other Conventions

Checkback after 1 - 1M - 1NT

1♦- 2♣ artificial

Splinters

4♠



©ABF Marketing PO Box 397 Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816

		Ŀ	SC	AUS	TRA	LIAN	BR		FEDE			
			22						CORP	-	ED ©	
			ST	AND	AR	D S\	′ST	EM (	CAR	)		
Name	es:	Jesse	l Rothfie	ld		K	eran	Dyke				
ABF	Nos:	14608	30			46	876					
Basic	System	n: F	POLISH	CLUB ir	n 1st/2	nd sea	, mod	dified in	3rd/4th s	seat		
Class	ificatior	n: C	Green [	] В	lue l	$\checkmark$	Red		Yellow			
				C	)PE	NIN	GΒ	SIDS				
Desc	ribe stre	ength, r	ninimum	length,	or sp	ecific m	eanin	ıg			Canape	
1♠	12-14 b	al or 1	5+ 1♦	10-14	4 MM	or 10/1 <sup>-</sup>	1♥	5+ 💙10	D-14	1♠	5+ 10-14	
1 N 1	15-1	7 Bala	inced, 16	5-18 in 3	Brd/4th	seat		may	contain	5 card r	najor	
2€\$	Staymar	n: :	simple	$\checkmark$	е	xtende	ı E	]	other			
trar	nsfers	2	Y			27 🔺				2 📥	or 🔶	
	2 NT	Baron			other	3 4/ 3	🔶 inv	itational	, 3♥/ 3♠	fragme	nt	
2♣	10-14,	6+ 🕭 0	r 5 🕭 plu:	s anothe	er 4-ca	ard suit						
2♦	10-14,	6+ <b>•</b> or	5 plus	another	r 4-cai	d suit						
27	Vul = 6	-card <b>(</b>	<b>/</b> suit, 6-	10. NV i	may b	e 5-car	d 💙 p	lus 4-ca	ard mino	r 6-10		
2♠			suit, 6-									
2 NT			n 🕁 / 🔶		,							
3 NT			no outsid	le A or k	(							
-	_	Ū				гылт		VUA	VEID		ECTED	
	FKI		NING									
1 <b>4</b> - 1	woak ha		l, 15+ un									
			10-14 M			5						
1412		Seal -	10-14 10			11						
			(	COM	PE1	TTIV	ΕE	BIDD	ING			
Nega	tive dou	ibles th	rough	4♥	•	Re	spons	sive dou	ibles thro	ough	4♥	
Jump	overca	lls	weak		Unu	usual N	Г	lower u	Inbid sui	ts		

	_						
	COMF	PETITIVE	Ŀ	BIDDIN	G		
Negative doubles through	4♥	Resp	ons	sive doubles	through	4♥	
Jump overcalls weak		Unusual NT		lower unbid	suits		
1NT overcall (immediate)	15-	18, system on	(re-	opening)	10-14		
Immed cue of minor	Michaels	- MM					
Immed cue of major	Michaels	- OM + m					
Over opponent's 1NT (weak	<)	Modified HAM	/ILT	ON - 2 <b>♣ ♥</b> +	- 🚖 2♦ sing	gle suiter, 2N	1 5/4
Over opponent's 1NT (stron	ng)	as above					
Over weak twos		X = takeout					
Over opening threes		X = takeout					
pyright © BCC 6.3.17							

		RESPONSES TO ( Describe strength, minimum leng		
1 <b>≜</b>	1♦	0-9, negative	2NT	12+ HCP, GF, no major
	1♥♠	10+ HCP, 4+ card	3♠	5-8, 7-card
	1NT	10-11 balanced no major	3♦	5-8, 7-card
	2♠	10+, natural, forcing	3♥	5-8, 7-card
	2♦	10+, natural, forcing	3♠	5-8, 7-card
	2♥	5-8 HCP, 6-card suit	3NT	
	2♠	5-8 HCP, 6-card suit	4 bids	pre-empt
1♦	1♥♠	6+ HCP, 4+ card	3♣	5-8, 7-card
	1NT	7-12, NF opposite 10/11 bal	3♦	5-8, 7-card
	2	artificial inquiry	3♥	5-8, 7-card
	2♦	7-11, natural, nf	3♠	5-8, 7 card
	2♥	5-8 HCP, 6-card	3NT	To play
	2♠	5-8 HCP, 6-card	4♦	pre-empt
	2NT	7-11 HCP, 5/5 minors	4 Othe	r pre-empt
1♥♠	1NT	7-11 HCP, NF	3♠	4-card raise, 8-10
	2♣	10+, semi-natural	3♦	4-card raise, 11-13
	2♦	10+, natural	3♥♠	pre-emptive raise
	2♥♠	usually 3-card raise, 6-10	3NT	To play
	2NT	11-13, 3-card balanced raise	4 <b>∯♦</b>	12-14, splinter
2♣	2♦	artificial inquiry	2♥♠	natural, constructive, NF
	other	simple raises pre-emptive		
2♦	27	artificial inquiry	3∯♦	3 constructive NF, 3 pre-emp
	2♠	natural, constructive, NF	3♥♠	natural, NF
	2NT	natural, NF	3NT	To play
2♥♠	2NT	Artificial inquiry	3NT	To play
	3≇♦	Natural, invitational	4 <b>♣♦</b>	Natural, F
	3♥♠	pre-emptive raise	4♥♠	To play
2NT	3♣	to play	4	Pre-emptive raise
	3♦	to play	4♦	Pre-emptive raise
	3♥	Nat, F	4♥	To play
	3♠	Nat, F	4♠	To play
	3NT	To play	other	

		CO	NVEN	TIONS			
ditional resp	oonses to	1NT					
3 <b>⊈</b> 3♦	invitatior	nal, 6-card	suit				
3♥3♠	GF, frag	ment, 5-4	• + •				
4 <b>♣</b>							
4♦	378690						
4♥	To play						
4♠	To play						
nusual NT:	mino	rs 🗆	other sui	ts 🗆	lowe	r 2 unbid suits	$\checkmark$
other							
her slam bid	•		ds 🔽	Asking	g Bids		_/
h Suit Forcin	× ،	One round				Game force	Μ
Checkback		Priorit	•	y after 1♣-	1 💙 / 🛓		
efence to 3N			akeout for				
efence to ope	ening 2-s:	Multi	Double	e = 15+, We	eaker han	ds delayed action	n or o
DCO ctul	• <b>)</b> •	as above					
RCO styl	e 2-5	as above					
Other 2-s		Over natu	ral 2-s. do	uble for tal	(e.out NI	Enatural	
Other 2 c	,		ui 2-3, uu			i naturai	
efence to stro	ong 뢒	SPLASH	- X = ♣S	, 1NT = 🜩	+ 🔶		
	5			,			
bensohl	0\	ver NT interfe	erence	$\checkmark$			
Other us	es Afte	er take-out	double of	weak two o	opening		
ke out of 4 le	evel pre-e	mpts	4 <b>∉</b> 4∢	X = tak	keout		
	4♥	X = takeou	ıt 4 <b>≜</b>	X = penalt	ty, 4NT =	takeout	

n 3rd and 4th seat, 1 • opening is natural, 5-card suit. 1 • as for 1st/2nd seat

В	AS	SIC RE	SPC	DNSE	S			
Jump raises - minors limit		forcing		other	weak, 7-card suit			
Jump raises - majors limit		forcing		other	pre-empt, Bergen raises			
Jump shifts after minor opening		1 🖢 -	2 ♦ 10+	+ nat, 2 💙	/ <b>≜</b> weak			
Jump shifts after major opening		Berg	Bergen raises					
Responses to strong 2 suit open	ing	N/A						
Responses to 2NT opening		minors nat	ural, m	ajors natu	ural and forcing			
PLAY CONVENTIONS								

'NT' Ve	ersus Notrump		'S' Versu	us Suit		$\checkmark_{=\text{Both}}$	1
Sequence lea	ds:	Overle	ad all	$\checkmark$	All exce	ept AK x (x)	
	Underlead	other					
Four or more	with an honour	4th	highest	S	attitude	NT	
3rc	d/5th	other					
From 4 small	2nd high	nest 🗹	other				
From 3 cards	(no honour)	top	n n	niddle	🗹 boi	itom	
Signal on p	artner's lead:	high enco	urage	$\checkmark$	low enco	ourage 🗌	
	other natur	al count					
Signal on de	eclarer's lead	natural c	ount				
Discards	McKenney	high high	encoura	ge 🔽	🖊 low	encourage	
	odd/even	othe	er				
Count	natural	reve	erse				
		CON	VENT				
4NT:	Blackwood		RKCB	$\checkmark$	other	0314	

Checkback after	· 1 <b>♣</b> - 1M ·	- 1NT
onconduct unter	1 - 1101	

Gerber Gerber?

1♦- 2€ artificial

Splinters

4



©ABF Marketing PO Box 397 Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816

AUSTRALIAN BRIDGE FEDERATION										
8						I	NCORF	ORA	red ©	
		ST	and/	RD	SYS	TEN		D		
lames:	Jess	sel Rothfie	eld		Sear	nus Br	owne			
ABF Nos:	146	080			4687	6				
Basic Syst	em:	POLISH	CLUB in 7	st/2nd	seat, m	odified	in 3rd/4th	seat		
Classificati	on:	Green	🗆 Blu	e 🗹	Re	d 🗆	Yellow			
			0	PENI	NG	BID	S			
escribe s	trength	, minimun	n length, o	•		•			Canape	
12-14	bal or	15+ 1♦	10-14	VM or 1	0/11 1	5+	10-14	1♠	5+ 10-14	ł
<b>NT</b> 15	5-17 Ba	lanced, 1	6-18 in 3rd	l/4th sea	at	n	nay contair	n 5 card	major	
2 <b>≜</b> Staym	an:	simple	$\mathbf{\nabla}$	exter	nded		other			
transfers	2♦	•		27	٠			2 🖨	or 🔶	
2 NT	Baro	n	ot	her 34	<b>≜</b> / 3♦ i	nvitatio	nal, 3♥/ 34	fragme	ent	
♣ 10-14	1, 6+ 📤	or 5 🕭 plu	us another	4-card	suit					
• 10-14	1, 6+♦	or 5♦ plus	s another 4	-card s	uit					
Vul = 6-card ♥ suit, 6-10. NV may be 5-card ♥ plus 4-card minor 6-10										
◆ Vul = 6-card ◆ suit, 6-10. NV may be 5-card ◆ plus 4-card minor 6-10										
NT 10-	-14, 5/5	i in <b>≜</b> / ♦								
NT Ga	mbling	, no outsid	de A or K							
PI	RE-A	LERTS	: CALL	S TH	AT N	AY F	IAVE U	NEXP	ECTED	
	ME	ANING	S/S OR	REQL	JIRE	SPE	CIAL DI	EFEN	CE	
🕈 - weak	balance	ed, 15+ ui	nbalanced	, 18+ an	iy					
◆1st or 2nd seat - 10-14 MM or 10/11 bal										
			COMP	ETIT	IVE	BID	DING			
					_					

Negative doubles through		Responsive doubles through 4			4♥	
Jump overcalls weak		Unusu	al NT	lower unbid	suits	
1NT overcall (immediate)	15	-18, syst	em on(re	e-opening)	10-14	
Immed cue of minor	Michaels	- MM				
Immed cue of major	- OM + I	m				
Over opponent's 1NT (we	Modifie	d HAMIL	TON - 2 <b>4 🕈</b> +	🚖 2♦ single s	uiter, 2M 5/4	
Over opponent's 1NT (stre	as above					
Over weak twos	X = takeout					
Over opening threes	X = takeout					

Copyright © BCC 6.3.17

		RESPONSES TO ( Describe strength, minimum leng		
1♠	1			
12	1♦ 1 <b>♥</b> ♠	0-9, negative	2NT 3 <b>≜</b>	12+ HCP, GF, no major
	1NT	10+ HCP, 4+ card 10-11 balanced no major	3 <b>↓</b>	5-8, 7-card 5-8, 7-card
	2	,	3 <b>♥</b>	
	2 <b>₩</b> 2♦	10+, natural, forcing 10+, natural, forcing	3 <b>↓</b>	5-8, 7-card
	2 <b>•</b> 2 <b>•</b>	5-8 HCP, 6-card suit	3∎ 3NT	5-8, 7-card
	2 <b>▼</b> 2 <b>◆</b>	5-8 HCP, 6-card suit		pre-empt
1•	1♥♠	6+ HCP, 4+ card	3♠	5-8, 7-card
	1NT	7-12, NF opposite 10/11 bal	3•	5-8, 7-card
	2♠	artificial inquiry	3♥	5-8, 7-card
	2♦	7-11, natural, nf	3♠	5-8, 7 card
	2♥	5-8 HCP, 6-card	3NT	To play
	2♠	5-8 HCP, 6-card	4	pre-empt
	2NT	7-11 HCP, 5/5 minors	4 Othe	r pre-empt
1♥♠	1NT	7-11 HCP, NF	3♠	4-card raise, 8-10
	2♣	10+, semi-natural	3♦	4-card raise, 11-13
	2♦	10+, natural	3♥♠	pre-emptive raise
	2♥♠	usually 3-card raise, 6-10	3NT	To play
	2NT	11-13, 3-card balanced raise	4 <b>∯</b> ♦	12-14, splinter
2♣	2♦	artificial inquiry	2♥♠	natural, constructive, NF
	other	simple raises pre-emptive		
2♦	2♥	artificial inquiry	3≇♦	3 constructive NF, 3 pre-em
	2♠	natural, constructive, NF	3♥♠	natural, NF
	2NT	natural, NF	3NT	To play
274	2NT	Artificial inquiry	3NT	To play
	3≇♦	Natural, invitational	4 <b>♣</b> ♦	Natural, F
	3♥♠	pre-emptive raise	4♥♠	To play
2NT	3♣	to play	4 <b>♣</b>	Pre-emptive raise
	3♦	to play	4♦	Pre-emptive raise
	3♥	Nat, F	4♥	To play
	3♠	Nat, F	4 <b>♠</b>	To play
	3NT	To play	other	

		CO	NVENTI	ONS						
dditional res	sponses to	1NT								
3 <b>⊈</b> 3♦	invitatior	invitational, 6-card suit								
3♥3♠	GF, frag	GF, fragment, 5-4 ♣ + ♦								
4♣										
4♦	7455	7455								
4♥	To play									
4♠	To play									
nusual NT:	mino	rs 🗆	other suits		lower 2	unbid suits	$\checkmark$			
other										
ther slam bidding Cue Bids $\square$ Asking Bids $\square$										
th Suit Forci	° /	One round				Game force	M			
T Checkbac		Priorit	· J ·	fter 1 - 1 '	♥/ ♠					
efence to 3NT opening 4♠ takeout for ♥ / ♠										
efence to op	bening 2-s:	Multi	Double =	15+, weak	ker hands	delayed actio	n or c			
RCO st	vio 2 c	ac abova								
RCO SI	yie 2-s	as above								
Other 2-s		Over natural 2-s, double for take-out, NT natural								
Other 2	5									
efence to st	rong 뢒	SPLASH	- X = <b>≜</b> s, 1	NT = 🜩 + 📢						
	0		- ,							
ebensohl	0\	ver NT interfe	erence 🔽	ſ						
Other u	ses Afte	er take-out o	ouble of wea	ak two ope	ening					
ake out of 4	level pre-e	mpts	4 <b>∉</b> 4♦	X = taked	out					
	4♥	X = takeou	t 4 <b>≜</b> X =	= penalty,	4NT = ta	keout				

n 3rd and 4th seat, 1 • opening is natural, 5-card suit. 1 • as for 1st/2nd seat