

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening GF, opening hand or better, 6+ suit

Jump shifts after major opening GF, opening hand or better, 6+ suit

Responses to strong 2 suit opening see inside card

Responses to 2NT opening 3♣=5 card ask, 3♦/♥=trfrs, 3♠=5♠+4♥, 4/5NT=♣ & ♦ F1

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both

Sequence leads: Overlead all  All except AK x (x)

Underlead  other A=attitude, K=count asks, Q=OJ OR unblock J ask

Four or more with an honour 4th highest  attitude

3rd/5th  other

From 4 small 2nd highest  other

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

other Narural count, Mckenney when singleton in dummy

Signal on declarer's lead High/low in trumps may be interest in ruffing

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other Quantitative

4♣ Gerber  when? directly over 1NT opening

### Other Conventions

Splinters

Crowhurst/checkback

Swine

POXXI,PODE,PODI,

Long suit tries



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



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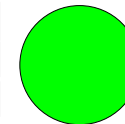
## STANDARD SYSTEM CARD

Names: Clark and Billoft CLARK TEAM

ABF Nos: 170224 122122 Women's Playoffs

Basic System: Acol

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 (3 - rarely) ♦ 4 1♥ 4 1♠ 4

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple  extended  other 5 cd major ask F to 2NT

transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♣ GF 5 card suit ask

2 NT ♣ or ♦ invit or less other super accepts not compulsory

2♠ Acol 2 in any suit OR 19-20 bal

2♦ GF OR 23+ HCP bal

2♥ 5+ ♥ 5-11 HCP

2♠ 5+ ♠ 5-11 HCP

2 NT 21-22 bal

3 NT GOOD 4♥/♠ opening, 4th seat ♠/♦ semi gambling/wide-ranging

## PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

3NT opening as above

Defence to strong 2♣/♦ openings: see inside

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT 2 lowest unbid suits

1NT overcall (immediate) 15-18 (re-opening) 15-18

Immed cue of minor Blue Club - 2 extreme unbid suits, any range

Immed cue of major Blue Club - 2 extreme unbid suits, any range

Over opponent's 1NT (weak) 2♣=M, 2♦=♥, 2♥=♠+another, 2NT=good 2 suit NOT ♣ & ♦

Over opponent's 1NT (strong) as above EXCEPT X = ♣ & ♦, 2NT=2 suiter NOT ♣ & ♦

Over weak twos X = take-out, lebenshol, Michaels Cue Bid

Over opening threes X = take-out, Michaels cue Bid

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+♦, 5+ HCP	2NT 4+♣ 15+ HCP
	1♥♣	4+♥/♣ 5+ HCP	3♣ 4+♣ (9)10-12 HCP, limit raise
	1NT	5-9 HCP, no major	3♦ 4+♣ short ♦ 11-14 HCP, GF
	2♣	4+♣ 6-9 HCP	3♥ 4+♣ short ♥ 11-14 HCP, GF
	2♦	6+♦, 12+ HCP, GF	3♠ 4+♣ short ♠ 11-14 HCP, GF
	2♥	6+♥, 12+ HCP, GF	3NT 4+♣ no shortage, no M, 12-14 HCP
	2♠	6+♠ 12+ HCP, GF	4 bids 4♣=weak, 4 other=splinter, weakish F1
1♦	1♥♣	4+♥/♣ 5+ HCP	3♣ 6+♣ 12+ HCP, GF
	1NT	5-9 HCP, no major	3♦ 4+♦ (9)10-12 HCP, limit raise
	2♣	4+♣ 9+ HCP	3♥ 4+♦ short ♥ 11-14 HCP, GF
	2♦	4+♦ 6-9 HCP	3♠ 4+♦ short ♠ 11-14 HCP, GF
	2♥	6+♥, 12+ HCP, GF	3NT 4+♦ no shortage, no M, 12-14 HCP
	2♠	6+♠ 12+ HCP, GF	4♦ 4+♦ weak
	2NT	4+♦ 15+ HCP	4 Other splinters, weakish, F1
1♥♣	1NT	5-9 HCP, not 4♣	3♣ 6+♣ 12+ HCP, GF
	2♣	4+♣ 9+ HCP	3♦ 6+♦ 12+ HCP, GF
	2♦	4+♦ 9+ HCP	3♥♣ 4+♥/♣ 9-11 HCP, limit raise
	2♥♣	3+♥/♣ 5-9 HCP	3NT 4+♥/♣ no shortage, 12-14 HCP F1
	2NT	4+♥/♣ 15+ HCP	4♦♦ short♣/♦, 11-14 HCP
2♣	2♦	negative	2♥♣ 2♥=Positive with a 5+ ANY suit
	other	2♠=pos w/out 5+ biddable suit. 2NT/3♣/♥=positive, transfer to ♣/♥/♠	
2♦	2♥	negative	3♣♦ positive, transfer to ♦/♥
	2♠	positive w/out biddable 5 cd suit	3♥♣ 3♥= pos, trnsfr to ♣, 3♠=solid ♠
	2NT	positive, transfer to ♣	3NT
2♥♣	2NT	Game Try or better relay	3NT to play
	3♣♦	constructive, F with fit OR max	4♣♦ 4♣ = RKCB in suit opened
	3♥♣	raise = to play, wide range	4♥♣ to play
2NT	3♣	5 card suit ask	4♠ 5+♠ sets suit, forces cue
	3♦	transfer to ♥	4♦ 5+♦ sets suit, forces cue
	3♥	transfer to ♠	4♥ 5+♥ slam try
	3♠	5♠ and 4♥	4♠ 5+♠ slam try
	3NT	to play	other 4NT/5NT=5+♠ and 5+♦, F1

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6+♣/♦ slam try, then cues, fast arrival
3♥3♠	6+♥/♠ slam try, then cues, fast arrival
4♣	Gerber: responses 0,1,2,3 aces
4♦	5+♣ AND 5+♦, GF
4♥	to play
4♠	to play

### Unusual NT:

minors	<input type="checkbox"/>	other suits	<input type="checkbox"/>	lower 2 unbid suits	<input checked="" type="checkbox"/>
other	Blue club - 3C= 2 upper unbid suits				

### Other slam bidding

Cue Bids	<input checked="" type="checkbox"/>	Asking Bids	<input type="checkbox"/>
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### 4th Suit Forcing

One round	<input type="checkbox"/>	Game force	<input checked="" type="checkbox"/>
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### NT Checkback

<input checked="" type="checkbox"/>	Priorities	range and support
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### Defence to 3NT opening

X=good hand; 4♣♥♠ same/bettr ♥ & 4♦=longer/bettr♠

### Defence to opening 2-s:

Multi X=takeout of ♣ 2♥=takeout of ♥, 2NT=(15)16-18

2♣/♦ strong: X=2suits 5+♠/5+ other, 2NT=2suits 5+/5+ not ♠

RCO style 2-s Bid same as them i.e. if they show Rank WE show rank: 2NT=

2 suits with (if rank, minors), 3♣=2 suits NOT♣ (if rank, Majors)

Other 2-s 2NT Minors - 3♣♥♠ same/better ♥ & 3♦=longer/better ♠

Optimal 2s - X=takeout of long suit option

### Defence to strong ♣

X=strong, 1st step neg; 1♦=♥+♠; 1NT= 2 suits 4+/4+ Not ♠

2NT=2 suits 5+/5+ not ♠ weak jumps

### Lebensohl

Over NT interference

Other uses after a weak 2 opening by opposition

### Take out of 4 level pre-empts

4♣♦ X or 4NT

4♥ X or 4NT

4♠ X = take-outish (cards) or 4NT

## OTHER NOTES

After 1X P 1Y by oppo: X=takeout, 1NT=shaped takeout 5+/4+ other 2 suits, weak;

2NT=extreme shaped other 2 suits; Bidding their suits=natural

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 5+ support, 8/9 hcp  
 Jump raises - majors limit  forcing  other 3+ support, 8/9 hcp  
 Jump shifts after minor opening WEAK, 5+ suit  
 Jump shifts after major opening WEAK 6+ suit  
 Responses to strong 2 suit opening 2D waiting bid to 2C; 2NT = strong Enqy  
 Responses to 2NT opening 3C= strong enq; others= PASS OR Corr

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other K from AKx(x) in NT;  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  other  
 From 4 small 2nd highest  other  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  low encourage   
 other  
**Signal** on declarer's lead Reverse Count (Original)  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 30/41  
 4♣ Gerber  when? NEVER

### Other Conventions

Crowhurst Relay("pivot") Cues  
 Puppet Stayman Swine after X of 1NT opening & overcall  
 Lebensohl Toxic takeout of opps' strong Club  
 Cue Raises & Truscott Raises Wenceslas  
 Reverse Blackout Grand Slam Force



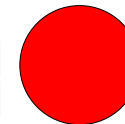
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 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816



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## STANDARD SYSTEM CARD

Names: Susie Coleman & Dorothy Jesner  
 ABF Nos: 155691 157929  
 Basic System: Standard American with WEAK NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3+, 11+hcp 1♦ 3+, 11+hcp 1♥ 5+, 11+hcp 1♣ 5+, 11+hcp  
**1 NT** 12-14 (MAY be 4/4/4/1) contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings (variation)  
 transfers 2♦ to Hearts 2♥ to Spades 2♠ to Clubs  
 2 NT to Diamonds other Superaccepts only over the MINORS  
 2♣ EITHER 21-22 Bal OR Game-force in any Suit/s  
 2♦ EITHER 23/24 Bal: OR weak 2 in H; OR wk 5/5+ in S+C; OR 9/10 p/tricks in D  
 2♥ EITHER 25/26 Bal: OR weak 2 in S; OR wk 5/5+ in C+D; OR 8/9 p/tricks in H  
 2♠ EITHER 27/28 Bal: OR weak 5/5 in C&H or D&S; OR 8/9 p/tricks in S  
 2 NT EITHER 29/30 bal OR weak 5/5 in H+D or H+S  
 3 NT Long, running Minor

## PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

SOUND OVERCALLS 1NT can be 4/4/4/1 (singleton=A or K)  
 Double of artificial bid shows that suit

## COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 3S  
 Jump overcalls Weak Unusual NT Michaels (same RANK + another)  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor 5/5+ in THE OTHER MINOR + a major  
 Immed cue of major 5/5+ in the OTHER MAJOR + a minor  
 Over opponent's 1NT (weak) "Toxic" NB. X of weak NT = penalties  
 Over opponent's 1NT (strong) "Toxic" but NB. X of strong NT = Clubs or both red suits  
 Over weak twos X + Lebensohl  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	3+ D, 5+ hcp	2NT 5+ C, 10-12 or 16+
	1♥♠	4+ H/S, 5+ hcp	3♣ 5+ C, 8-9
	1NT	3/3/3/4 clubs, 6-9 hcp	3♦ splinter -5+ C, 9-12 hcp, single on D
	2♣	5+ clubs, 3-7 hcp	3♥ splinter
	2♦	6+ D, 0-6 hcp	3♠ splinter
	2♥	5+ H, 0-6 hcp	3NT 5+ C, 13-15 hcp
	2♠	5+ S, 0-6 hcp	4 bids Super splinters = VOIDS
1♦	1♥♠	4+ suit, 5+ hcp	3♣ 6+ C, 0-6 hcp
	1NT	6-9, no 4-card major, not 5 D	3♦ 5+ D, 8/9 hcp
	2♣	3+ C, 10+ hcp	3♥ splinter (9-12)
	2♦	5+ D, 3-7 hcp	3♠ splinter (9-12)
	2♥	5+ H, 0-6 hcp	3NT 5+ D, 13-15 hcp
	2♠	5+ S, 0-6 hcp	4♦ 8/9, 6 diamonds
	2NT	5+ D, 10-12 or 16+	4 Other Super splinters = VOIDS
1♥♠	1NT	5-9, not 4 S (over 1H)	3♣ 6+ C, 0-7 hcp
	2♣	10+ hcp, 4+ C	3♦ Splinter & "Super" splinters
	2♦	10+ hcp, 4+ D	3♥♠ 3+ support, 8/9 hcp
	2♥♠	3+ support, 3-7 hcp	3NT 3+ support, 13-15 hcp
	2NT	3+ support, 10-12 or 16+ hcp	4♣♦ splinter (9-12)
2♣	2♦	Waiting bid - not AKQxxx	2♥♠ AKQxxx or better suit
	other		
2♦	2♥	Pass or Correct	3♣♦ Pass or correct
	2♠	Pass or Correct	3♥♠ Pass or correct
	2NT	Strong enquiry (12+)	3NT to play
2♥♠	2NT	Strong Enquiry	3NT To play
	3♣♦	Pass or Correct	4♣♦ Pass or correct
	3♥♠	Pass or Correct	4♥♠ Pass or Correct
2NT	3♣	Strong Enquiry	4♣ Pass or Correct
	3♦	Pass or Correct	4♦ Pass or Correct
	3♥	Pass or Correct	4♥ Pass or Correct
	3♠	Pass or Correct	4♠ Pass or Correct
	3NT	To Play	other Pass or correct

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6-card suit with 2 of top 3 honours
3♥3♠	6-card suit with 2 of top 3 honours
4♣	Texas Transfer (to H); (more defence than 4H)
4♦	Texas Transfer (to S); (more defence than 4S)
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other Michaels (2 suits of different rank to opener's)

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities      lowest feature (incl 3-cd supprt, extra length,

Defence to 3NT opening      x=penalty, 4C - majors (better H), 4D - majors (better S)

Defence to opening 2-s:      Multi      X shows the suit + opening values; 2NT = 15-18

RCO style 2-s      Immediate overcall is good hand with 6-card suit  
 As above - x shows the suit + opening values, etc

Other 2-s      X for take-out if suit bid is natural or anchor suit (with LEB)

Defence to strong ♣      "TOXIC" - X= D or the Majors; 1D= H or Blacks; 1H= S or mi  
 1S = non-touching suits;      1NT= C or the reds;

Lebensohl      Over NT interference   
 Other uses      after partner's X of a Opps' natural weak 2 opening

Take out of 4 level pre-empts      4♣♦ x  
 4♥ 4NT      4♠ 4NT

## OTHER NOTES

1NT overcall after opps have bid 2 suits= weak takeout for unbid suits  
 X of artificial bid shows the suit  
 Declarer Can raise responder on 3-card support;      Major-oriented take-out x's;  
 Doubles are mostly for takeout, but are for penalties when:(1) 3 suits have been bid,  
 (2) when partner has opened or bid NT; (3) when they refer to a conventional bid by  
 (4) when Pard has opened a weak 2; (5) when auction has reached game or above.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening 16+, 5+ card suit natural

Jump shifts after major opening 16+, 5+ card suit natural

Responses to strong 2 suit opening 2♦ = 0-7; 2♥ 2♠ 3♣ 3♦ +ve 5 card suit

Responses to 2NT opening 3♣ = Puppet Stay; 3♦ = ♥ 3♥ = ♠ 3♠ = 5/4 ♠♥

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both

Sequence leads: Overlead all  All except AK x (x)

Underlead  other

Four or more with an honour 4th highest  attitude

3rd/5th  other

From 4 small 2nd highest  other

From 3 cards (no honour) to (  ) middle  bottom

Signal on partner's lead: high encourage  low encourage

other CT, Occasional Suit Preference on second CT card

Signal on declarer's lead Count if necessary

Dis McKenn cash  high encourage  low encourage

odd/even  other Standard Count, usually unwanted suits first

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when?

### Other Conventions

SPLINTERS	CUES (Over 1x - int - 3x - suit is cue)
LONG SUIT TRIALS by opener	POR1, POD1 over int after 4NT enquiry
1x - 2m - 3m by opener FG or 4m	Over DONTx, their xx: pass is NF, 2♠ is p/c
Over our NTx, xx: No 5 card suit	Resp to pard's o'call: new suit 8+, 5 cd suit;
CUE RAISES	1NT: 8-12; FORCED 2NT: 11-12;
	JUMP 2NT: Opening Hand



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



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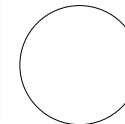
## STANDARD SYSTEM CARD

Names: Kate SMITH Jill DEL PICCOLO CLARK TEAM

ABF Nos: 122874 214078

Basic System: ACOL

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific 10+ HCP if shaped Canape

1♣ 4 (very occ 3) 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple  extended  other Invitational +

transfers 2♦ = ♥ 2♥ = ♠ 2♠ = ♣

2 NT = ♦ other 3x = Slam try

2♣ Near GAME FORCE: 21+ Unbal, 23+ Bal. Repeat of opener's suit NF

2♦ }  
2♥ } WEAK 4-10, 5-7 CARD SUIT  
2♠ }

2 NT (20) 21-22

3 NT 6-5 in minors, weak

## PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

3NT: 6-5 in minors, weak

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls As for WEAK 2 Unusual NT Lowest 2, 11-15

1NT overcall (immediate) 15-18 (re-opening) 15-18

Immed cue of minor MICHAELS: ♠♥ 11-15

Immed cue of major MICHAELS: OM/m, 11-15

Over opponent's 1NT (weak) DONT: { Dbl = 1 suit (not ♠) or 16+; 2♣ = ♣x; 2♦ = ♦+M

Over opponent's 1NT (strong) { 2♥ = ♥/♠ 2♠ = ♠

Over weak twos Dbl = T/O. 2NT = 15-18 (14-16). CUE = MICHAELS

Over opening threes Dbl = T/O. 3NT = Natural. CUE = Strong 2 suiter

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦ } (5) 6+ HCP, 4+ suit	2NT	FG 13+ Balanced raise
	1♥♠ }	3♣	10-12, 4 card raise
	1NT 8-10, 4 cd raise, no other suit	3♦ }	
	2♣ 6-7, 4 cd raise	3♥ }	} SPL FG
	2♦ }	3♠ }	
	2♥ } FG 16+ 5+ solid ♥	3NT	To play
	2♠ {	4 bids	4♦ = SPL (void); 4M = Natural
1♦	1♥♠ (5) 6+ HCP, 4+ suit	3♣	6+ cards ♣, 16+
	1NT 6-10, < 4M	3♦	10-12, 4 card raise
	2♣ 10+, 4+ ♣ rebid after new suit	3♥ }	} SPL FG
	2♦ 6-9, 4+ support	3♠ }	
	2♥ } FG 16 + 5+ solid ♥	3NT	To play
	2♠ } FG 16 + 5+ solid ♠	4♦	PRE
	2NT 13+ Balanced raise	4 Other	4♣ = SPL; 4M = Natural
1♥♠	1NT 6-10, NF	3♣	} FG 16 + 5+ solid ♣
	2♣ } 10+ Natural	3♦	} FG 16 + 5+ solid ♦
	2♦ }	3♥♠	10-12, 4 card fit
	2♥♠ 6-9, 4 (occ 3) card fit	3NT	To play
	2NT FG M raise Balanced, 13+	4♠♦	SPL FG M raise
2♣	2♦ Negative 0-7, Denies A + K	2♥♠	Positive, 5+ ♥/♠
	other 2NT: Positive, no 5 cd suit		
2♦	2♥ } Natural Invitational NF	3♦	To play
	2♠/3♠ }	3♥♠	SPL
	2NT Enquiry, Invitational+ (15+), F1	3NT	Natural
2♥♠	2NT Enquiry, Invitational+ (15+), F1	3NT	Natural
	3♠♦ Natural Invitational NF	4♠♦	SPL
	3♥♠ To play	4♥♠	To play
2NT	3♣ Puppet Stay 5M ask	4♣	} Natural, RKCB response if fit
	3♦ ♥	4♦	}
	3♥ ♠	4♥	} Natural
	3♠ 5♠/4♥ FG	4♠	}
	3NT Natural	other	4NT quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	}	Natural Slam Try, Cue if can if not min misfit
3♥3♠	}	
4♣		Gerber
4♦		
4♥	}	To play
4♠	}	

Unusual NT:      minors       other suits       lower 2 unbid suits

other 11-15

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       At one level       Game force

NT Checkback       Priorities      2♦ = Min; Other = Max FG & shape up line

Defence to 3NT opening      4♣ = ♥/♠      4♦ = ♠/♥

Defence to opening 2-s:      Multi      Dbl = 16+ Bal; 2x, 3x = Natural; 2NT: 15-18

3NT = To play

RCO style 2-s      As for Multi

Other 2-s      Dbl = Take-out of anchor suit; 2NT 15-18

Defence to strong ♣      1x = NAT; Dbl = Weak Majors, 4+/4+; 1NT = Weak Minors 4+

2x and up = PRE 5+ cards

Lebensohl      Over NT interference

Other uses      Over Weak 2

Take out of 4 level pre-empts      4♣4♦      Dbl (4NT = Natural)

4♥      Dbl; 4NT = ♣♦      4♠      4NT, Dbl: penalties/flat

## OTHER NOTES

Over 1NT superaccept in M's with 4 card fit: raise suit - min; 2NT - max, no doubleton;  
new suit - max, doubleton in suit bid

1m-2NT: 3m=min; 3 else=16+, singleton/void; 3NT = 16+, flat

1M-2NT: 3M=min, flat; 3 else=min, singleton/void; 3NT = 16+, flat; 4 else= 16+, sing/v

1♥- 2NT - 4♥ = 16+, sing. ♠

1NT rebid after no resp: 17-20; Reopening 2NT (4th seat): 19-21; Jump in 4th seat: In