4. BASIC RESPONSES Jump raises - minors Preempt 3-6 HCP, 5+ cards Jump raises - Majors Preempt 0-5 HCP, 4+ cards 2♥/♠ nat, weak; 1♣-2♦ limit raise (7-9); 1♦-3♣ limit raise (7-9) Jump shifts after minor opening 3♣/3♦ Bergen; 1♥-2♠ & 1♠-3♥ are 3card raise (10-12 HCP) Jump shifts after Major opening 2♦=waiting; 2₹/2\$/3\$/3\$=6+ card self suffic nt suit(1 loser max) Responses to strong 2 suit open. 3♣Puppet Stayman; 3♦/3♥=♥/♠; 3♠=44+m; 4♣/♦=Minorwood Responses to 2NT opening 5. PLAY CONVENTIONS Show priorities Versus NoTrump (if different) Versus Suit (or both) A/Q-Attitude, K-Count, see note A/Q-attitude,K-count or unblock Leads Sequences: Four or more with an honour fourth best From 4 small 2nd highest middle From 3 cards (no honour) as above but 3rd if suit unraised In partner's suit Count, McKenney, see note **Discards** Reverse present count Count reverse attitude, then count **Signal** on partner's lead: Signal on declarer's lead: Count Notes Overlead honours, but underlead or overlead with AK or KQ on opening lead. Frequent McKenney suit preference when count known or giving ruff. On first discard only use O/E, odds=encouraging / evens=McKenney 6. SLAM CONVENTIONS Blackwood X **RKCB 3041** 4♣ Gerber when? 4NT: Slam Notes Use kickback for RKBW (ie 4 agreed suit+1 = RKBW) Minorwood X Cue Bids 1st/2nd equal Asking Bids X Control Asks; Exclusion RKBW 7. OTHER CONVENTIONS Blackout (step) after 2 level reverse DOPI & ROPI Leaping Michaels Cue Raises Support X & XX Minorwood artificial shortage showing bids Serious/nonserious slam try after 3M Unnecessary jumps are splinters Last Train game/slam tries

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SOS redoubles in some 1&2 suit level Xs
If our artific'l call is X'd: pass=TP; XX=bid step then pass.
2NT response over X = scrambling in some sequences



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 148911		SIA	NUAND	313		JAND					
Basic System: Standard; 2/1=GF unless responder rebids their suit Brown Sticker	ABF Nos.	148911 I	an Thomson	1							
Describe strength, minimum length, or specific meaning Describe strength, minimum length, or specific meaning 1 11-20 HCP, 3+ 1 11-20 HCP, 5+ 11 11-20, (3)4+, usually open 1 with 44m 1 11-20 HCP, 5+ 1NT 15-17 HCP, BAL (may be semi-balanced) 1NT Responses 2 Lavings Stayman (invite +), asking for min/max and 5card Major X 1NT Responses 2 Lavings Stayman (invite +), asking for min/max and 5card suit 2 Transf , super accept all 4+support 2NT Transf , then 2NT=good fitting hand 2 Transf , super accept all 4+support 2NT Transf , then 3 = good fitting hand 2 then all GF; 3 = s+/5+ms; 3 = 31(45); 3 = 13(45); 4 = transfer to	& Names:	199291	George Smo	olanko							
Describe strength, minimum length, or specific meaning 11-20 HCP, 3+ 11-20 HCP, 5+ 11-20, (3)4+, usually open 1 with 44m 1 11-20 HCP, 5+ 1NT 15-17 HCP, BAL (may be semi-balanced) 1NT Responses 2 Lavings Stayman (invite +), asking for min/max and 5card Major	Basic System: Standard; 2/1=GF unless responder rebids their suit										
Describe strength, minimum length, or specific meaning 1 11-20 HCP, 3+ 1 11-20 HCP, 5+ 1 11-20, (3)4+, usually open 1 1 with 44m 1 11-20 HCP, 5+ 1 11-20, (3)4+, usually open 1 1 with 44m 1 11-20 HCP, 5+ 1 11-20, (3)4+, usually open 1 1 with 44m 1 11-20 HCP, 5+ 1 11-20, (3)4+, usually open 1 1 with 44m 1 11-20 HCP, 5+ 1 11-20, (3)4+, usually open 1 2 with 44m 1 11-20 HCP, 5+ 1 11-20, (3)4+, usually open 1 2 with 44m 1 11-20 HCP, 5+ 1 11-20 HCP, 5	Brown Sticker	Classific	ation: Gree	en X	Blue	Red	Yellow				
1♣ 11-20 HCP, 3+ 1 ★ 11-20, (3)4+, usually open 1 ★ with 44m 1 ★ 11-20 HCP, 5+ 1NT 15-17 HCP, BAL (may be semi-balanced) 1NT Responses 2♣ Lavings Stayman (invite +), asking for min/max and 5card Major X 1NT Responses 2♣ Lavings Stayman (invite +), asking for min/max and 5card suit 2 ★ Transf ♣, super accept all 4+support 2 ★ Transf ♣, then 2NT=good fitting hand other all GF; 3♣=relay; 3♦=5+/5+ms; 3♥=31(45); 3♣=13(45); 4♣/♦= transfer to ♥/♠ 2 ♣ GF or 23+ BAL 2 ★ Weak, 6-10 HCP, 6★ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) 2 ★ Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) 2 NT 20-22 HCP, BAL 3 NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ 3 NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ 4 NT = both minors, preemptive (can be very weak) 2 - PRE-ALERTS Modified Drury (2♠ & 2♠) Inverted minor raises (not if passed or over opps overcall) 3 - COMPETITIVE BIDS / OVERCALLS Negative doubles through 4 ▼ Jump overcalls Negative doubles through 4 ▼ Jump overcalls Negative doubles through 15-18 BAL Immediate cue of minor 15-18 BAL Immediate cue of minor Novercall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) Over opponent's 1NT	1. OPENING BIDS										
1 11-20, (3)4+, usually open 1 with 44m 1 11-20 HCP, 5+ 1NT 15-17 HCP, BAL (may be semi-balanced) may contain 5 card Major	Describe strength, minimum length, or specific meaning Canape										
INT 15-17 HCP, BAL (may be semi-balanced) INT Responses 2♣ Lavings Stayman (invite +), asking for min/max and 5card suit 2♠ Transf ♥, super accept all 4+support 2♠ Transf ♠, super accept all 4+support 2♠ Transf ♠, super accept all 4+support 2♠ Transf ♠, then 2NT=good fitting hand 2♥ Transf ♠, super accept all 4+support 2NT Transf ♠, then 3♣=good fitting hand other all GF; 3♣=relay; 3♠=5+/5+ms; 3♥=31(45); 3♠=13(45); 4♣/♠= transfer to ♥/♠ 2♣ GF or 23+ BAL 2♠ Weak, 6-10 HCP, 6♥ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) 2♥ Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) 2NT 20-22 HCP, BAL 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ other 4NT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♠ &2♠) Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls Negative doubles through 15-18 BAL Immediate cue of minor Both Majors 5+/5+ NT overcall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opponent's 1NT	1 ♣ 11-20 H	CP, 3+		1♥ ′	11-20 HC	CP, 5+					
INT Responses 2♣ Lavings Stayman (invite +), asking for min/max and 5card suit 2♠ Transf ♥, super accept all 4+support 2♠ Transf ♠, then 2NT=good fitting hand 2♥ Transf ♠, super accept all 4+support 2NT Transf ♠, then 3♣=good fitting hand other all GF; 3♣=relay; 3♠=5+/5+ms; 3♥=31(45); 3♠=13(45); 4♠/♠= transfer to ♥/♠ 2♣ GF or 23+ BAL 2♠ Weak, 6-10 HCP, 6♠ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) 2♥ Weak, <11HCP, both Majors (4+/4+) 2♠ Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) 2NT 20-22 HCP, BAL 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ other 4NT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♠ &2♠) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Junp overcals Weak Responsive doubles through 4♥ Unusual NT lower 2 unbid suits NT overcall - immediate 15-18 BAL Immediate cue of minor Both Majors 5+/5+ 1NT overcall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opening threes T/O X Over opponent's 1NT	1 11-20, (3))4+, usually ope	n 1 ♦ with 44	lm 1 ♠	11-20 H	CP, 5+					
Transf ♥, super accept all 4+support 2♠ Transf ♠, then 2NT=good fitting hand 2♥ Transf ♠, super accept all 4+support 2NT Transf ♠, then 3♣=good fitting hand other all GF; 3♣=relay; 3♠=5+/5+ms; 3♥=31(45); 3♠=13(45); 4♠/♦= transfer to ♥/♠ ②♠ GF or 23+ BAL ②◆ Weak, 6-10 HCP, 6♥ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) ②♥ Weak, <11HCP, both Majors (4+/4+) ②♠ Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) ②NT 20-22 HCP, BAL 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ Other 4NT = both minors, preemptive (can be very weak) ———————————————————————————————————	1NT 15-17 H	ICP, BAL (may	be semi-bala	anced)		may contain 5 c	ard Major 🗶				
Transf ♠, super accept all 4+support 2NT Transf ♠, then 3♣=good fitting hand other all GF; 3♣=relay; 3♠=5+/5+ms; 3♥=31(45); 3♠=13(45); 4♣/♠= transfer to ♥/♠ ♣ GF or 23+ BAL ♣ Weak, 6-10 HCP, 6♥ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) ♣ Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) ♣ Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) ♣ NT 20-22 HCP, BAL ♣ SNT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ ♣ Other 4NT = both minors, preemptive (can be very weak) ♣ PRE-ALERTS Modified Drury (2♠ &2♠) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) ♣ Some PRE-ALERTS Modified Drury (2♠ &2♠) If our artificial call is X'd, P=TP Bergen raises over opps overcalls Weak Responsive doubles through ♣ Jump overcalls Weak Negative doubles through ♣ Unusual NT Iower 2 unbid suits Inmediate cue of minor Both Majors 5+/5+ NT overcall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) T/O X Over opponent's 1NT	1NT Responses	2♣ Lavings S	tayman (invi	te +), ask	ing for m	nin/max and 5card	d suit				
other all GF; 3♣=relay; 3♦=5+/5+ms; 3♥=31(45); 3♣=13(45); 4♣/♦= transfer to ♥/♠ 2♣ GF or 23+ BAL 2♦ Weak, 6-10 HCP, 6♥ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) 2♥ Weak, <11HCP, both Majors (4+/4+) 2♠ Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) 2NT 20-22 HCP, BAL 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ other 4NT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♠ &2♠) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls Responsive doubles through 4♥ Unusual NT lower 2 unbid suits 1NT overcall - immediate 15-18 BAL Immediate cue of Major Other Majors 5+/5+ 1NT overcall - re-opening 15-18 BAL Immediate cue of Major Over opponent's 1NT Over weak twos T/O X; Leaping Michaels Over opponent's 1NT	2♦ Trans	f ♥, super acce _l	ot all 4+supp	ort 2	Transf	♣, then 2NT=god	od fitting hand				
Q♣ GF or 23+ BAL 2♦ Weak, 6-10 HCP, 6♥ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) 2♥ Weak, <11HCP, both Majors (4+/4+) 2♠ Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) 2NT 20-22 HCP, BAL 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ other 4NT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♠ &2♠) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls Negative doubles through 4♥ Unusual NT lower 2 unbid suits 1NT overcall - immediate 15-18 BAL Immediate cue of minor Nover opponent's 1NT Over weak twos T/O X; Leaping Michaels Over opponent's 1NT	2 ♥ Trans	sf ♠, super acce	pt all 4+supp	oort 2NT	Transf	♦, then 3♣=good	I fitting hand				
Weak, 6-10 HCP, 6♥ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) Weak, <11HCP, both Majors (4+/4+) Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) Next 20-22 HCP, BAL Next 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ Next 4NT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♠ &2♠) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through Next 4♥ Jump overcalls Next Next Next Next Next Next Next Next	other all GF; 3♣=relay; 3♦=5+/5+ms; 3♥=31(45); 3♠=13(45); 4♣/♦= transfer to ♥/♠										
Weak, <11HCP, both Majors (4+/4+) Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) 2NT 20-22 HCP, BAL 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ other 4NT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♠ &2♠) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls Responsive doubles through 15-18 BAL Immediate cue of minor Both Majors 5+/5+ 1NT overcall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opening threes T/O X Over opponent's 1NT	2♣ GF or 23+ BAL										
Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) 2NT 20-22 HCP, BAL 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ other 4NT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♠ &2♠) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls Responsive doubles through 4♥ Unusual NT 1NT overcall - immediate 15-18 BAL Immediate cue of minor Nover weak twos T/O X; Leaping Michaels Over opponent's 1NT	2 ♦ Weak, 6-	-10 HCP, 6 ♥ bu	t can be 5♥ i	if NV (not	5card s	uit in 1st or 2nd if	bal)				
2NT 20-22 HCP, BAL other 4NT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♣ &2♦) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through Responsive doubles through 15-18 BAL Immediate cue of minor 15-18 BAL Immediate cue of Major Over veak twos T/O X; Leaping Michaels Over opponent's 1NT	2 ♥ Weak, <	11HCP, both Ma	ajors (4+/4+)								
ANT = both minors, preemptive (can be very weak) 2. PRE-ALERTS Modified Drury (2♣ &2♠) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through Responsive doubles through 15-18 BAL	2♠ Weak, 6-	-10 HCP, 6 ♠ bu	t can be 5 ♠ i	if NV (not	5card su	uit in 1st or 2nd if	bal)				
Modified Drury (2♣ &2♦) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through Responsive doubles through 4♥ Jump overcalls Novercall - immediate 15-18 BAL Immediate cue of minor INT overcall - re-opening 15-18 BAL Immediate cue of Major Over weak twos T/O X; Leaping Michaels Over opponent's 1NT	2NT 20-22 H	2NT 20-22 HCP, BAL			3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠						
Modified Drury (2♣ &2♦) If our artificial call is X'd, P=TP Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls Responsive doubles through 4♥ Unusual NT lower 2 unbid suits 1NT overcall - immediate 15-18 BAL lmmediate cue of minor Nother Majors 5+/5+ 1NT overcall - re-opening 15-18 BAL lmmediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opening threes T/O X Over opponent's 1NT	other $4NT = b$	oth minors, pre	emptive (can	be very	weak)						
Inverted minor raises (not if passed or over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls Weak Responsive doubles through 4♥ Unusual NT lower 2 unbid suits 1NT overcall - immediate 15-18 BAL Immediate cue of minor Both Majors 5+/5+ 1NT overcall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opening threes T/O X Over opponent's 1NT			2. PRI	E-ALE	RTS						
over opps overcall) 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through A♥ Jump overcalls Negative doubles through A♥ Unusual NT lower 2 unbid suits 1NT overcall - immediate 15-18 BAL lmmediate cue of minor 15-18 BAL lmmediate cue of Major Over weak twos T/O X; Leaping Michaels Over opponent's 1NT	Modified Dru	ıry (2♣ &2 ♦)		If o							
3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls Weak Responsive doubles through 4♥ Unusual NT lower 2 unbid suits 1NT overcall - immediate 15-18 BAL lmmediate cue of minor Both Majors 5+/5+ 1NT overcall - re-opening 15-18 BAL lmmediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opening threes T/O X Over opponent's 1NT Over opponent's 1NT T/O X	Inverted min	or raises (not if	passed or	Ber	gen raise	es					
Negative doubles through Responsive doubles through 4♥ Unusual NT lower 2 unbid suits 1NT overcall - immediate 15-18 BAL Immediate cue of minor Noter that the suits immediate cue of Major 5+/5+ 1NT overcall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opening threes T/O X Over opponent's 1NT											
Responsive doubles through 4♥ Unusual NT Iower 2 unbid suits 1NT overcall - immediate 15-18 BAL Immediate cue of minor Novercall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opening threes T/O X Over opponent's 1NT											
1NT overcall - immediate 15-18 BAL Immediate cue of minor 15-18 BAL Immediate cue of minor 15-18 BAL Other Majors 5+/5+ Other Major & minor (5+/5+) T/O X; Leaping Michaels Over opponent's 1NT	•	3									
1NT overcall - re-opening 15-18 BAL Immediate cue of Major Other Major & minor (5+/5+) Over weak twos T/O X; Leaping Michaels Over opening threes Over opponent's 1NT											
Over weak twos T/O X; Leaping Michaels Over opening threes T/O X Over opponent's 1NT						·					
Over opponent's 1NT	1 3			,		ninor (5+/5+)					
If 1N1 weak(<14); X=PEN; 2Φ =IMS (4+/4+); 2Φ =6CM; $2\Psi/\Phi$ =5M&4+m; $2N1/3\Phi$ =transf			NA NA 14 14	l.\ 0 ^ 0	.M. 086//		/O. O				
If 1NT strong: as above except X-5+m & 4M					CIVI; 27/9	•=5IVI&4+m; 2N I	ST=transt				

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, or specific	C IIIC	ariirig			
1♣ 1♦	5+ HCP, 4+ ♦	2	7-9 HCP, 5+♣, no M	3	13-14 HCP, splinter			
1♥	5+ HCP, 4+♥	2	3-6 HCP, 6+♥, weak	3 Y	13-14 HCP, splinter			
1♠	5+ HCP, 4+ ♠	2	3-6 HCP, 6+♠, weak	3♠	13-14 HCP, splinter			
1NT	6-11 HCP	2NT	11-12HCP, bal, ♦ only	3NT	13-15 HCP, bal, ♦ only			
2♣	10+ HCP, 4+♣, no M	3♣	3-6 HCP, 5+♣	4 ♣	preempt			
other								
1♦ 1♥	5+ HCP, 4+♥	2	3-6 HCP, 6+♥, weak	3 💙	13-14 HCP, splinter			
1♠	5+ HCP, 4+♠	2	3-6 HCP, 6+♠, weak	3 ^	13-14 HCP, splinter			
1NT	6-11 HCP	2NT	11-12 HCP,bal,♣ only	3NT	13-15 HCP,bal,only 🛧			
2♣	10+ HCP, 4+♣	3 ♣	7-9 HCP, 4+♦, no M	4	13-14 HCP, splinter			
2	10+ HCP, 4+♦, no M	3	3-6 HCP, 5+♦, no M	4	preempt			
other								
1♥ 1♠	5+ HCP, 4+♠	2	5-10 HCP, 3♥	3	10-12 HCP, 4+♥			
1NT	6-11 HCP	2	11-12 HCP, 3♥	3	0-5 HCP, 4+♥			
2♣	10+ HCP, 4+♣	2NT	12+HCP, GF, 4+♥	3♠	10 -14 HCP, splinter			
2	10+ HCP, 4+ ♦	3 -	6-9 HCP, 4+♥	3NT	13-15 HCP, bal, 3♥			
other	4♣/4♦= 10-14 HCP splinter; 4♠= RKBW							
1 ♠ 1NT	6-11 HCP	2	5-10 HCP, 3♠	3 Y	11-12 HCP, 3♠			
2♣	10+ HCP, 4+♣	2NT	12+ HCP, GF, 4+♠	3 ^	0-5 HCP, 4+♠			
2	10+ HCP, 4+ ♦	3 ♣	6-9 HCP, 4+♠	3NT	13-15 HCP, bal, 3♠			
2	10+ HCP, 5+♥	3◆	10-12 HCP, 4+♠	4	10-14 HCP, splinter			
other	4♦/4♥= 10-14 HCP, sp	olinte	r; 4NT=RKBW					
1NT 3♣	relay,then 5+c suit,GF	3	13(45), GF	4	texas transfer to 4♠			
3◆	5+/5+ ms, GF	3NT	TP	4	nat, TP			
3 Y	31(45), GF	4 ♣	texas transfer to 4♥	4	nat, TP			
other	4NT= quantitative							
2♣ 2♦	waiting	2NT	not used	3				
2	nat, 1 loser max suit	3 ♣	nat, 1 loser max suit	3 ♠				
2	nat, 1 loser max suit	3◆	nat, 1 loser max suit	3NT				
other								
2♦ 2♥	TP	3 ♣	nat, NF	3 ♠	nat, GF			
2	nat, NF	3	nat, NF	3NT	TP			
2NT	inv+, ask for shortage	3	inv only on 6c suit	4	nat, GF			
other 4♦=nat, GF; 4♥=TP; 4♠=RKBW								
After1M-2M-sten-game try any shortage (Oor1) then sten asks for shortage L/M/H								

Notes After1M-2M-step=game try any shortage (0or1),then step asks for shortage L/M/H. If our 1NTgetsX'd; Simple Stayman & XX=bid 2♣ then pass (transf to m); else=system on

2♥ 2♠ TP 3♦ nat, NF 3NT TP								
2NT inv+, enquiry 3♥ TP 4♣ nat, GI	F							
3♣ nat, NF 3♠ TP 4♥ TP								
other 4♦=nat, GF; 4♠=TP. After response to enquiry, 4♣/♦ sets ♥/♠								
2♠ 2NT inv+, ask for shortage 3♥ nat, NF 4♣ nat, Gl	F							
3♣ nat, NF 3♠ inv only on 6c suit 4♥ TP								
a♦ nat, NF 3NT TP 4♠ TP								
other 4NT=RKBW								
	F, Minorwood							
	nild slam try							
	nild slam try							
other 4NT=quantitative								
9. CONVENTIONS								
Unusual NT: Lower 2 unbid suits								
4th Suit Forcing One round	Game force X							
NT Checkback	2NT=force 3♣							
Defence to 3NT opening CTP X, 4 ♣ for majors								
Defence to Opening Twos CTP X; T/O X of nat 2's; Leaping Michaels								
Multi 2♦ CTP X; Leaping Michaels								
RCO style 2-s CTP X; Leaping Michaels								
Other 2-s Over nat 2's: T/O X; Leaping Michaels; Michaels over nat	2♦							
Defence 1♣: X=Majors 5+/4+; 1NT=5+♠ & 4+m; 2NT=5+♥ & 5+m; jum	nps weak							
to								
strong 2♣: X=Majors; 2NT=minors								
*								
Over 1NT Interference X=CTP (if art) or T/O (if nat); NF nat thru 3•; GF	from 3♥ up							
Lebensohl - other uses NEVER USED								
Take out of 4 level pre-empts 4♣/4♦ X=T/O; 4NT=Nat								
	X=values; 4NT=T/O							
10. OTHER NOTES								
CTP X (1st=cards/2nd=Takeout/3rd=Penalty) over their weakish artificial	onen or overcall							
(1m) - 3m=natural intermediate jump (good 6c suit, 11-15HCP).								
Inverted minor does not apply if passed hand or opps overcall - limit raises apply.								
After 1m - 2m - step=11-14any, then step=art, GF.								
Alter IIII - ZIII - Step=11-14any, then Step=art, Gr.								
After 1N ONIT 2♣ ony 11 11, 2♠ 17, bel 2♠/2♠/2NIT 15, 1 /N//1 = = = +	000							
After 1M-2NT- 3♣=any 11-14; 3♦=17+,bal; 3♥/3♠/3NT=15+,L/M/H short After opp overcall, jump NS=6+c good suit, 7-9HCP(approx)	age.							