

## BASIC RESPONSES

Jump raises - minors limit  forcing  other preemptive  
 Jump raises - majors limit  forcing  other preemptive  
 Jump shifts after minor opening minisplinters  
 Jump shifts after major opening minisplinters  
 Responses to strong 2 suit opening Huh?  
 Responses to 2NT opening Puppet stayman, transfers, other gadgets

## 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 Top or bottom  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  low encourage   
 other Primarily reverse original count  
**Signal** on declarer's lead Reverse original count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other Rare McKenney; mostly reverse orig. count  
**Count** natural  reverse  original

## CONVENTIONS

4NT: Blackwood  RKCB  other 5♣=0/3 5♦=1/4  
 4♣ Gerber  when? Hell freezes over

### Other Conventions

Cuebid 1st before 2nd round controls Bourke Relay  
 DOPI/ROPI Abraham over 1NT rebids  
 Grand slam force Keri 2♣  
 Inverted minors  
 FSGF



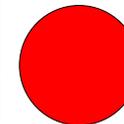
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 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816



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## STANDARD SYSTEM CARD

Names: Mark Abraham Christy Bridgland  
 ABF Nos: 459161  
 Basic System: Acol with Pyscho Twos  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+ 1♦ 4+ 1♥ 4+ 1♠ 5+  
**1 NT** (11)12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other Keri 2♣  
 transfers 2♦ ♥weak or GF 2♥ ♠weak or GF 2♣ RP or minors  
 2 NT ♣ other  
 2♣ Strong or 21-22 bal or 24+bal  
 2♦ Weak 4+♥4+♠  
 2♥ Weak 5+♥ of any quality, not with 8-10 5332  
 2♠ Weak 5+♠ of any quality, not with 8-10 5332  
 2 NT 22-23  
 3 NT 4-level minor suit preempt; Namyats

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

2♦ weak majors  
 2♥♠ psycho weak twos  
 Namyats

## COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦  
 Jump overcalls weak Unusual NT lower unbid suits  
 1NT overcall (immediate) (15)16-18 (re-opening) 11-14  
 Immed cue of minor ♠+ other  
 Immed cue of major other major + other  
 Over opponent's 1NT (weak) Capp; 2♣=1-suited, 2♦=♥♠, 2♥=♥m, 2♠=♠m  
 Over opponent's 1NT (strong) DONT; X=1-suited, 2♣=other, 2♦=♦+other, 2♥=♥+♠  
 Over weak twos X->Lebensohl  
 Over opening threes yeah... Fishbein... what do you reckon we do?

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+♦	2NT 10-12 balanced
	1♥♣	4+♥♣	3♣ preemptive 5+♣
	1NT	6-9	3♦ 0♦(4)5+♣GF
	2♣	(4)5+♣inv or better	3♥ 0♥4+♣GF
	2♦	0-1♦4+♣inv to game or slam	3♠ 0♠4+♣GF
	2♥	0-1♥4+♣inv to game or slam	3NT 13-15 balanced
	2♠	0-1♠4+♣inv to game or slam	4 bids 4♣ preemptive; 4♥♠ to play
1♦	1♥♣	4+♥♣	3♣ 0-1♣4+♦inv to game or slam
	1NT	6-10	3♦ preemptive 5+♦
	2♣	10+ 4+♣	3♥ 0♥4+♦GF
	2♦	4+♦inv or better	3♠ 0♠4+♦GF
	2♥	0-1♥4+♦inv to game or slam	3NT 13-15 balanced
	2♠	0-1♠4+♦inv to game or slam	4♦ preemptive
	2NT	10-12 balanced	4 Other 4♥♠ to play
1♥♣	1NT	6-10	3♣ 0-1♣4+♥♠inv to game/slam
	2♣	10+ 4+♣	3♦ 0-1♣4+♥♠inv to game/slam
	2♦	10 4+♦	3♥♣ preemptive 4♥♣
	2♥♣	5-10 3+♥♣	3NT 13-15 bal
	2NT	GF 4+♥♣	4♦♦ 0♦♦4+♥♠GF
2♣	2♦	0-1 AK controls	2♥♣ 2/3 AK controls
	other	2NT = 0-1 AK controls but lots of quacks	
2♦	2♥	To play	3♣♦ Constructive, non-forcing
	2♠	To play	3♥♣ Preemptive
	2NT	Artificial enquiry	3NT To play
2♥♣	2NT	Artificial enquiry	3NT To play
	3♣♦	Constructive, non-forcing	4♦♦ 0-1♦♦4+♥♠GF
	3♥♣	Preemptive	4♥♣ To play
2NT	3♣	Puppet Stayman	4♣ 6+♣slam interest
	3♦	5+♥	4♦ 6+♦slam interest
	3♥	5+♠	4♥ To play
	3♠	5♠4♥	4♠ To play
	3NT	To play, often denying 4♥♣	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	slam interest 6+♣♦
3♥3♣	slam interest 6+♥♠
4♣	6+♥
4♦	6+♠
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits   
 other

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities 2♦forced

Defence to 3NT opening Ripstra over Gambling 3NT (4m = ♥+♠ plus m fragment)

Defence to opening 2-s: Multi X=10-15 5+♥or ♠or 19+; 2♥= 15-18 bal;

RCO style 2-s 2♣=good♣ 2NT=good♦, 3m = pre.; 3♥♣= serious overcall  
 X = 16+ then one takeout double and one penalty double

Other 2-s Probably same as RCO, how the hell should I know already?

Defence to strong ♣ TWERB

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣4♦ X

4♥ X 4♠ 4NT

## OTHER NOTES

Third suit forcing (Bourke Relay)

Transfers at 2-level after opener's 1NT rebid

2M-2NT-? 3m=nat 4+m; 3M = sorry; 3OM = good; 3NT = 6M 3/4 top honours

2♦2NT-? 3♣= sorry; 3♦= 4♥4♠ 3♥= 5+♥4♠ 3♠= 5+♠4♥ 3NT = 5+♥5+♠

2♦2NT-3♣3♦? 3♥= 4+♥4♠ (then 3♠3NT with 44) 3♠= 5+♠4♥3NT = 5+♥5+♠

1NT-P-P-X-XX=5-card suit; 1NT-P-P-X-P-P-XX=running no suit

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Preemptive  
 Jump raises - majors limit  forcing  other Preemptive  
 Jump shifts after minor opening weak, <8pts | double jump = splinter  
 Jump shifts after major opening MMM splinters: single=6-9/13+, double = 10-12  
 Responses to strong 2 suit opening AK control responses to 2D  
 Responses to 2NT opening 3C = puppet stayman | 3D/3H = xfers | 3S = both minors

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other J, T or 9 shows 0/2 higher | A for count, K for att.  
 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 Low enc. on K lead or when obvious, otherwise: reverse count  
**Signal** on declarer's lead Reverse original count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other for 1st discard, otherwise: reverse count  
**Count** natural  reverse  Original

## CONVENTIONS

4NT: Blackwood  RKCB  other 30/41  
 4♣ Gerber  when? Over 1NT opening

### Other Conventions

Bourke-Bird Stayman Continuations	SWINE
2NT = 6+ bal. raise over majors	Blackout
Inverted Minor Raises	Bourse Relay
Long Suit Trials	South African Texas
Cue Raises	(R)D1P0 to 5S / (R)DOPE 5NT+



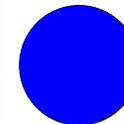
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 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
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## STANDARD SYSTEM CARD

Names: Griffith Ware Daniel Geromboux  
 ABF Nos: 476791 566748  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ (3)4+ / 11+ 1♦ 4+ / 11+ 1♥ 4+ / 11+ 1♣ 5+ / 11+  
**1 NT** 11-14 not vul or 12-14 vul may contain 5 card major   
 2♣ Stayman: simple  extended  other Doesn't promise major  
 transfers 2♦ to H 2♥ to S 2♠ to C  
 2 NT to D other Super accepts available for all transfers  
 2♣ Weak, 5+/4+ either way in majors, less than an opening hand  
 2♦ STRONG: Game force or 22+ semi balanced  
 2♥ Weak, usually 6 card suit, less than an opening hand  
 2♠ Weak, usually 6 card suit, less than an opening hand  
 2 NT 20-21 balanced - may contain 5 card major  
 3 NT 4-level minor preempt

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

2C opening = weak 5+/4+ in majors 4C/4D openings = transfers to H/S  
 1 min - 2min = inverted 10+ raise 1st or 2nd round control cue bids

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Weak Unusual NT Lowest 2 unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Michael's: Spades & another 5+/5+ weak or strong  
 Immed cue of major Michael's: Highest unbid & another 5+/5+ weak or strong  
 Over opponent's 1NT (weak) Modified Cappaletti (2C&2D switched)  
 Over opponent's 1NT (strong) DONT  
 Over weak twos Take out doubles with Lebensohl  
 Over opening threes Take out doubles

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ ♦, 6+ HCP	2NT 10-12HCP, 3343
	1♥♣	4+ ♥♣ 6+ HCP	3♣ 5+, <10pts, no major if max
	1NT	6-9HCP, normally 3334	3♦ Splinter, slam try
	2♣	4+ ♣ 10+pts, denies 5c major	3♥ Splinter, slam try
	2♦	6+ ♦, <8HCP	3♠ Splinter, slam try
	2♥	6+ ♥ <8HCP	3NT 13-15HCP, 3343
	2♠	6+ ♠ <8HCP	4 bids ♠prmt   ♦ void   ♥♣ to play
1♦	1♥♣	4+ ♥♣ 6+ HCP	3♣ (6)7+ ♣ <8HCP
	1NT	6-9HCP, no major	3♦ 5+, <10pts, no major if max
	2♣	5+ cards, 10+HCP	3♥ Splinter, slam try
	2♦	4+ ♦, 10+pts, denies 5c major	3♠ Splinter, slam try
	2♥	6+ ♥ <8HCP	3NT 13-15HCP, 3334
	2♠	6+ ♠ <8HCP	4♦ Preemptive
	2NT	10-12HCP, 3334	4 Other ♠ Splinter   ♥♣ To play
1♥♣	1NT	6-9HCP	3♣ & 2♦/3♥ Splinter, 6-9/13+HCP, (4-7/11+ if void)**
	2♣	4+ ♣ 10+ HCP	3♦ Preemptive
	2♦	4+ ♦, 10+ HCP	3♥♣ Preemptive
	2♥♣	6-9pts, normally 3 card support	3NT 13-15, 33(43)/H, 3433/S
	2NT	Balanced 4+ card raise, 6+pts * 4♦	4♣ 10-12 splinter (8-10 if void)
2♣	2♦	Asking for longer major	2♥♣ To Play
	other	2NT = HCP based enquiry, 3♣ both minors, 3♦ to play	
2♦	2♥	0-1 control points, 0-7HCP	3♣♦ 3/4 AK control points
	2♠	2 AK control points	3♥♣ 5/6 AK control points
	2NT	0-1 control points, 8+HCP	3NT 7 AK control points
2♥♣	2NT	Ogust	3NT To Play
	3♣♦	Natural and Forcing	4♣♦ To Play
	3♥♣	Preemptive Raise	4♥♣ To Play
2NT	3♣	Puppet Stayman	4♣ Slam Try in ♥
	3♦	Transfer to ♥	4♦ Slam Try in ♠
	3♥	Transfer to ♠	4♥ To play
	3♠	Both minors	4♣ To play
	3NT	To play	other 4/5NT are quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Slam try setting suit
3♥3♣	Slam try setting suit
4♣	Gerber
4♦	Both Majors
4♥	To Play
4♠	To Play

Unusual NT: minors  other suits  lower 2 unbid suits   
 other  Weak or Strong

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities Strength, then lowest shape

### Defence to 3NT opening

Defence to opening 2-s: Multi X = take out of ♠ 2♥ = take out of ♥ (with leb)

RCO style 2-s 1st X = 16+, subsequent X take out  
 2NT ostensibly 15-18, tends to be on the stronger side  
 Other 2-s X = take out with lebensohl over weak 2-s anchored in suit bid  
 2NT=15-18

### Defence to strong ♣

Lebensohl Over NT interference  Fast Arrival Denies Stopper

Other uses After our double of a weak 2

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

## OTHER NOTES

We apply the law of total tricks in competitive auctions.

In 1st/2nd seat, the SA Texas 4♣♦ openings show a hand 1 trick better than 4♥♣  
 in 3rd/4th they show a 10+ playing trick hand in ♥♣

\*1S-2NT has a very small possibility of being a 3433 10+HCP

\*\*For the 1♥3♦ and 1♠3♥ splinters, the possible 6-9(4-7 with void) HCP range is restricted to 8-9(6-7)

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-emptive  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening fit-showing jump (mostly)  
 Jump shifts after major opening fit-showing jump (mostly)  
 Responses to strong 2 suit opening shoot partner after the hand  
 Responses to 2NT opening natural

## 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 whichever looks best  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  low encourage   
 other   
**Signal** on declarer's lead reverse present count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other reverse present count  
**Count** natural  reverse  reverse present

## CONVENTIONS

4NT: Blackwood  RKCB  other 0314  
 4♣ Gerber  when? rarely

### Other Conventions

What for?  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



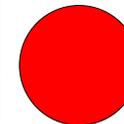
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## STANDARD SYSTEM CARD

Names: Mark Abraham Griff Ware  
 ABF Nos: 459161 476791  
 Basic System: Strong Club Relay Avoiding Passing Ever  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ ~14+(16+) 0+♣ 1♦ ~9-14(9-16) 4+♥ 1♥ ~9-14(9-16) 4+♠ 1♣ ~9-13(9-15) 4+♣  
**1 NT** 11-15(13-17)hcp balanced, no major suit may contain 5 card major   
 2♣ Stayman: simple  extended  other ->♥  
 transfers 2♦ ->♠ 2♥ GFR 2♣ range probe  
 2 NT minors other 3m=NNF, 3M=forcing  
 2♣ weak, 4+♥, 4+♠undisciplined  
 2♦ ~9-13hcp 6+♦  
 2♥ weak, 5+♥undisciplined  
 2♠ weak 5+♠undisciplined  
 2 NT weak 5+♠5+♦  
 3 NT Four-level minor preempt

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

(bracketed) ranges in 3rd & 4th seats some 2-suited jump overcalls  
 1-level double = 15+HCP NAMYATS; transfer 1-level openings  
 1-level overcall undisciplined 4+suit opening pass shows weak hand

## COMPETITIVE BIDDING

Negative doubles through Definition Responsive doubles through Definition  
 Jump overcalls 2-suiters Unusual NT sometimes  
 1NT overcall (immediate) 6-14 takeout (re-opening) natural (rare)  
 Immed cue of minor 1♣2c=4+♠5+♦, 1♦2♦=4+♥5+♣  
 Immed cue of major 1♥2♥=4+♠5+♦, 1♠2♠=(4)5+♥5+♣  
 Over opponent's 1NT (weak) X=strong; 2♣=one-suiter; 2♦=majors; 2M=M+minor  
 Over opponent's 1NT (strong) X=one-suiter; 2♣=♣ higher; 2♦=♦+M; 2♥=♥+♣  
 Over weak twos X->Lebensohl  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	negative	2NT 6+♣0-1♥
	1♥♣	4+♣/4+♥, 0-3♣	3♣ 2236
	1NT	4+♦, 0-3♣, 0-3♥	3♦ 1336
	2♣	bal with at least one 4-5M	3♥ 1327
	2♦	bal with no major suit	3♣ 1237
	2♥	three-suited short in ♥ or ♣	3NT 0337
	2♠	6+♣0-1♦	4 bids 0337 base+4+ AKQ controls
1♦	1♥♣	GIR/NNF	3♣ 6♣3♥inv
	1NT	NNF	3♦ 6♦3♥inv
	2♣	NNF	3♥ preemptive, 4-5♥
	2♦	NNF	3♣
	2♥	3-4♥not constructive	3NT NNF
	2♠	4+♦0-1 unspecified suit, inv	4♦ preemptive
	2NT	6♣3♦inv	4 Other NNF
1♥♣	1NT	NNF	3♣ 6♣3♥♦
	2♣	NNF/GIR	3♦ 6♦3♥preemptive
	2♦	NNF	3♥♣ preemptive 4-5M/6♥3♦
	2♥♣	NNF or 3-4♠raise	3NT NNF
	2NT	4+♣0-1 unspec./minors	4♦
2♣	2♦	Asking for a major suit	2♥♣ NNF
	other	fit-showing jump or preemptive or to play	
2♦	2♥	GIR	3♣♦ NNF
	2♠	NNF	3♥♣ FSJ
	2NT	Minors	3NT NNF
2♥♣	2NT	Forcing enquiry	3NT NNF
	3♣♦	NNF constructive	4♣♦ 6m 3M
	3♥♣	preemptive	4♥♣ NNF
2NT	3♣	NNF	4♣ NNF
	3♦	NNF	4♦ NNF
	3♥	Forcing	4♥ RKC in ♣
	3♠	Forcing	4♠ RKC in ♦
	3NT	NNF	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	To play
3♥3♣	Forcing 6+M
4♣	->♥
4♦	->♠
4♥	NNF
4♠	NNF

Unusual NT: minors  other suits  lower 2 unbid suits

other Not always classic Unusual Notrump in classic positions  
some 2-places 2NT bids in competition

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Fourth suit not forcing  Game force

NT Checkback  Priorities Don't rebid notrumps!

Defence to 3NT opening Run away

Defence to opening 2-s: Multi X=t/o of ♣ 2♥=t/o of ♥ 2NT 15-18

RCO style 2-s X=t/o matching with ♣ 3♣=t/o matching without ♣

Other 2-s X=t/o->Lebensohl  
over Myxos, cuebid is t/o of weak two suit ->Lebensohl  
Defence to strong ♣ X=wonder in ♥ 1♦=wonder in ♣ 1♥=♣+♦♥+♣ 1♠=♣+♦♥+♦  
1NT=♣+♥♦+♣ 2m=suit; 2M & 2NT as for 1M & 1NT

Lebensohl Over NT interference

Other uses yes

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

## OTHER NOTES

Very aggressive weak twos, overcalls, opening bids and non-constructive raises.

We like to bid.

We prefer to bid game.

We are not afraid of Moysian fits.

Suit quality is for wimps.

Every card trick 2-12 gives reverse present count unless bridge logic dictates otherwise

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 10-12

Jump raises - majors limit  forcing  other 10-12

Jump shifts after minor opening fit-showing -10+

Jump shifts after major opening fit-showing - 10+

Responses to strong 2 suit opening 2D waiting over 2C, Baron offer strong 2NT rebid

Responses to 2NT opening To Play

## 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) top  middle  bottom

**Signal** on partner's lead: high encourage  low encourage

other

**Signal** on declarer's lead Natural count

**Discards** McKenney  high encourage  low encourage

odd/even  other

**Count** natural  reverse  Original count

## CONVENTIONS

4NT: Blackwood  RKCB  other 30/41

4♣ Gerber  when? NEVER

### Other Conventions

Crowhurst	Splinters
Baron	Cue Raises
Mini-Lebensohl	
Swine rescue after 1NT X	



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 Tel: 02 6239 2265  
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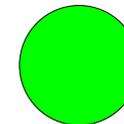
## STANDARD SYSTEM CARD

Names: Adam Robinson Alex Brooks

ABF Nos: 490806

Basic System: STANDARD AMERICAN

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 3+, 11+HCP 1♦ 3+, 11+ 1♥ 5+, 11+ 1♣ 5+, 11+

**1 NT** 15-18 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ to H 2♥ to S 2♠ to C

2 NT to D other Superaccepts only over Minor-suit transfers

2♣ 23+ Bal, OR 8/9 Playing Tricks in a Maj or 9/10 p/t in Minor

2♦ 21-22 Bal, OR weak in Either major

2♥ Weak in HEARTS (5+) and another suit (at least 5/5)

2♠ Weak in Spades + a minor (at least 5/5)

2 NT 5/5+ in the Minors, Less than opening hand

3 NT Long running Minor (headed by AKQ)

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

SOUND Overcalls - Overcalls always show

an opening hand

## COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 3S

Jump overcalls WEAK Unusual NT Minors

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

Immed cue of minor OTHER MINOR + major

Immed cue of major OTHER MAJOR + minor

Over opponent's 1NT (weak) Cappaletti

Over opponent's 1NT (strong) Cappaletti

Over weak twos X for takeout

Over opening threes X for takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	3+ D, 5+ hcp	2NT 5+ C, 12+ bal
	1♥♠	4+ suit, 5+ hcp	3♣ 5+ C, 10-12 hcp
	1NT	6-9, 3/3/3/4	3♦ splinter - singleton/void, 9-12
	2♣	5+ Clubs, 5-9 hcp	3♥ splinter
	2♦	5+ D, 10+ hcp, fit-showing	3♠ splinter
	2♥	5+ H, 10+ hcp, fit-showing	3NT To Play
	2♠	5+ S, 10+ hcp, fit-showing	4 bids Big splinter (VOID), 5+ C
1♦	1♥♠	4+ suit, 5+ hcp	3♣ 5+ C, 10+ hcp - fit showing
	1NT	5-9, no 4-card major, not 5 D	3♦ 5+ D, 10-12 hcp
	2♣	3+ C, 10+ hcp	3♥ splinter
	2♦	5+ D, 5-9 hcp	3♠ splinter
	2♥	5+ H, 10+ hcp, fit-showing	3NT to play - no 4-card major
	2♠	5+ S, 10+ hcp, fit-showing	4♦ 6-card suit
	2NT	5+ D, 12+ HCP,	4 Other Big splinter -showing voids
1♥♠	1NT	5-9, not 4 S	3♣ 5+ C, 10+ hcp - fit-showing
	2♣	4+ C, 10+ hcp	3♦ 5+ D, 10+ hcp - fit-showing
	2♦	4+D, 10+ hcp	3♥♠ 3+ support, 10-12 hcp
	2♥♠	3+ support, 6-9 hcp	3NT To play
	2NT	3+ support, 12+ hcp	4♣♦ splinter 9-12
2♣	2♦	Waiting bid	2♥♠ AKQxxx
	other		
2♦	2♥	Pass or Correct - no further interest	2♠ Nat, Strong & forcing
	2♣	P or C - no further interest in S	3♥♠ Pass or correct
	2NT	Strong Enquiry	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♣	to play	4♣ preemptive -to play
	3♦	to play	4♦ preemptive -to play
	3♥	Nat, Strong & forcing	4♥ to play
	3♠	Nat, Stron & forcing	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6-card suit headed by 2 of the top 3 honours, STRONG - slam invitation
3♥3♠	6-card suit headed by 2 of the top 3 honours, STRONG - slam invitation
4♣	Transfer to H - better than 4H
4♦	Transfer to spades - better than 4S
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits   
 other

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities Lowest feature, including 3-card support for

### Defence to 3NT opening

Defence to opening 2-s: Multi Immed X shows 5+ in the suit and overcalling values

RCO style 2-s 2NT - Nat (15-18) 3NT - Natural 19-21  
 Immed X shows 5+ in the suit and overcalling values

Other 2-s X of natural suits for take-out

Defence to strong ♣ Cappalletti

Lebensohl Over NT interference  (Mini)

Other uses

Take out of 4 level pre-empts 4♣♦ X  
 4♥ X =Penalties 4♠ X=Penalties, 4NT= 1/o

## OTHER NOTES

Swine Rescue over 1NT doubled 4th suit forcing for only ONE round

Cappalletti over Opp's 1NT Long Suit Trials

Cue Raises

Double of an Artificial suit SHOWS 5+ in that suit + values ;

X=Penalties after pard has opened 1NT

X=Penalties if 3 suits have been bid