

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak  
 Jump raises - majors limit  forcing  Other: Weak  
 Jump shifts after minor opening At 2 level, natural non forcing, 4-7 pts  
 Jump shifts after major opening Show 4 card support mini splinters or better  
 Responses to strong 2 suit opening 2D = either a full +ve or a 0-4 -ve  
 Responses to 2NT opening 3D = strong enquiry other bids p/c

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Underlead internal sequences  
 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  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other:  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other:  
 4♣ Gerber  when?  
 Other Conventions

4NT = 1430 RKCB  
 Jacoby 2NT over 1M



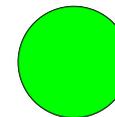
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## STANDARD SYSTEM CARD

Names: Henry Christie Nigel Rosendorff  
 ABF Nos:  
 Basic System: Standard 2/1 GF Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+ pts, 3 1♦ 11+ pts, 3 (4) 1♥ 11+ pts, 5 1♠ 11+ pts, 5  
 1 NT 15-17 pts may contain 5 card major   
 2♣ Stayman: simple  extended  Other: 5 card major  
 Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs  
 2 NT Diamonds Other:  
 2♣ Game Force, including 23+ balanced  
 2♦ Multi (6 H or 6S, 5-10 pts) or 20-22 bal  
 2♥ 2 suits same rank, 5-10 pts (i.e. 5+/5+ in H and S or C and D) (2NT = strong enquiry)  
 2♠ 2 suits same colour, 5-10 pts (i.e. 5+/5+ in H and D or C and S) (2NT = strong enquiry)  
 2 NT 2 suits other, 5-10 pts (i.e. 5+/5+ in C and H or D and S) (3D = strong enquiry)  
 3 NT Minor pre-empt (weak 8 card suit or weak 7/4 in minors)

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

Namyats (4C = H, 4D = S) = 7.5 to 9 PT  
 RCO openers 2H, S, NT

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Weak Unusual NT Yes (lower 2 suits)  
 1NT overcall (immediate) 15-18 (re-opening) 12-14  
 Immed cue of minor Michaels (weak or strong)  
 Immed cue of major Michaels (weak or strong)  
 Over opponent's 1NT (weak) x = Pen, 2C = single suiter, 2D = majors, 2M = M+m  
 Over opponent's 1NT (strong) x = single suiter, 2C = minors, 2D = majors, 2M = M+m  
 Over weak twos x = t/o  
 Over opening threes x = t/o

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+pts, 4D	2NT 11-12 pts, exactly 3334
	1♥/♠	5+pts, 4M	3♣ 4-9 pts 5C (rarely 9pts)
	1NT	6-10pts, denies 4M	3♦ GF splinter 6C denies a 4 card M
	2♣	10+ pts, 5C (can be 4C if 16+ pts)	3♥ GF splinter 5C denies a 4 card S
	2♦	4-7 pts, 6D	3♠ GF splinter 5C denies a 4 card H
	2♥	4-7 pts, 6H	3NT 13-15 pts exactly 3334
	2♠	4-7 pts, 6S	4 bids natural weak to play
1♦	1♥/♠	5+ pts, 4M	3♣ GF splinter, 4D denies a 4 card M
	1NT	6-10pts, denies 4M	3♦ 4-9 pts, 5D (rarely 9pts)
	2♣	GF, 4C	3♥ GF splinter, 4D denies a 4 card S
	2♦	610+ pts 5D (can be 4D if 16+ pts)	3♠ GF splinter, 4D denies a 4 card H
	2♥	4-7 pts, 6H	3NT 13-15 pts, exactly 3334
	2♠	4-7 pts, 6S	4♦ natural weak to play
	2NT	11-12 pts, exactly 3334	4 Other natural weak to play
1♥/♠	1NT	Forcing 5-11 pts (incl weak raise)	3♣ mini splinter or better
	2♣	GF, 3(4)C	3♦ mini splinter or better
	2♦	GF, 4D	3♥/♠ 4-6 pts 4M
	2♥/♠	7-9 pts, constructive raise 3M	3NT Bal raise, 11-13 pts, 4M
	2NT	GF raise 4M, asks for shortage	4♣/♦ GF splinter
2♣	2♦	-ve (0-4 w/o Ace, or any+ ve 8+ 2♥/♠)	Semi positive 4(5) -7 pts
	other	Semi positive 4(5) -7 pts	
2♦	2♥	Pass or correct	3♣/♦ GF natural
	2♠	Pass or correct (invite to 4H)	3♥/♠ p/c
	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♣	pass or correct	4♣ pass or correct
	3♦	Strong enquiry	4♦ pass or correct
	3♥	pass or correct	4♥ pass or correct
	3♠	pass or correct	4♠ pass or correct
	3NT	To play	other 5C is pass or correct 5D etc to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural GF slam interest
3♥/3♠	Natural GF slam interest
4♣	Key card in C
4♦	Key card in D
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

Transfer responses after 1NT rebid

### Defence to 3NT opening

Defence to opening Two's: Multi 2♦ Immediate X = 16+, otherwise X = T/O

RCO style 2-s

Immediate X = 16+, otherwise X = T/O

Other 2-s

x=T/O

### Defence to strong ♣

Rosendorff

### Lebensohl

Over NT interference  After natural overcall of 1NT

Other uses

After natural 2 level opener; after (1M) P (2M) X

### Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = Values - 4NT = any 2 suited T/O

## OTHER NOTES

Inverted minor suit raises, long suit trials, Transfer responses to 1NT rebid, check back over openers 2NT rebids, BART over Forcing 1NT, 5 card major stayman, 4th suit forcing to game but not over openers reverse, blackout over opener's reverse, slow arrival= additional strength suit contracts only, puppet stayman over strong 2NT, 4 minor by strong or unlimited hand is KCB for minor, cue raises = invite or better 2C (2 or 3 support, 9-11 pts) and 2D (4+ support 8+ pts) by passed hand = 2 way drury -

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: not applicable  
 Jump raises - majors limit  forcing  Other: not applicable  
 Jump shifts after minor opening not applicable  
 Jump shifts after major opening not applicable  
 Responses to strong 2 suit opening not applicable  
 Responses to 2NT opening 3C/D correctible

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: A asks for attitude, K asks for count  
 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: Count  
 Signal on declarer's lead \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Pass in first or second position shows 13+  $\epsilon$ ape  
 Symmetric Relay over Pass, 1C, 1D, 1H an  
 Denial Cue Bidding



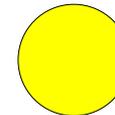
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## STANDARD SYSTEM CARD

Names: Trevor Fuller Don Allen  
 ABF Nos: 0120601  
 Basic System: Forcing Pass Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 8-12, 4+H 1♦ 8-12, 4+S 1♥ 8-12, minor(s) 1♠ 0-8, any  
 1 NT 9-12 balanced with no 4 card major may contain 5 card major  
 2♣ Stayman: simple  extended  Other: Relay  
 Transfers 2♦ to H 2♥ to S 2♠ to C  
 2 NT to D Other: \_\_\_\_\_  
 2♣ 8-12 with 5+ hearts and 4+ of either minor  
 2♦ 8-12 with 5+spades and 4+ of either minor  
 2♥ 8-12 with 5+/4+ either way in the majors  
 2♠ 4-7 with 6+ spades  
 2 NT Pre-empt in either minor and denies 2 of top 3 honours  
 3 NT Specific Ace Ask

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

Pass in first or second position shows 13+  $\epsilon$   
 Symmetric Relay over Pass, 1C, 1D, 1H an  
 Denial Cue Bidding

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4D  
 Jump overcalls weak Unusual NT Michaels  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) DONT  
 Over opponent's 1NT (strong) DONT  
 Over weak twos x = takeout  
 Over opening threes x = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	game inv relay	2NT	game inv with 4+ hearts
	1♥/♠	1H = gf relay, 1S = natural nf	3♣	pre-emptive
	1NT	8-12 bal, without a heart fit	3♦	pre-emptive
	2♣	natural, non forcing	3♥	4+ hearts, pre-emptive
	2♦	natural, non forcing	3♠	pre-emptive
	2♥	3+ hearts, non forcing	3NT	to play
	2♠	natural, non forcing	4 bids	pre-emptive
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1♦	1♥/♠	1H=game inv relay, 1S=GF relay	3♣	pre-emptive
	1NT	8-12 bal, without a spade fit	3♦	pre-emptive
	2♣	natural, non forcing	3♥	pre-emptive
	2♦	natural, non forcing	3♠	4+ spades, pre-emptive
	2♥	natural, non forcing	3NT	to play
	2♠	3+ spades, non forcing	4♦	pre-emptive
	2NT	game inv with 4+ spades	4 Other	pre-emptive
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1♥/♠	1NT	GF over 1H, 15-18 bal over 1S	3♣	corr. over 1H, 12-17 nat over 1S
	2♣	corr. over 1H, 18+ any over 1S	3♦	corr. over 1H, pre-empt over 1S
	2♦	corr. over 1H, 12-17 nat. over 1S	3♥/♠	pre-emptive
	2♥/♠	nat. nf over 1H, 12-17 nat over 1S	3NT	to play
	2NT	pick minor over 1H; 20-22 bal	4♣/♦	corr. over 1H, pre-empt over 1S
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2♣	2♦	relay, at least inv to game	2♥/♠	2H = signoff, 2S = natural nf
	other	inv to game with a heart fit		
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2♦	2♥	relay, at least inv to game	3♣/♦	correctible
	2♠	signoff	3♥/♠	pre-emptive
	2NT	inv to game with a spade fit	3NT	to play
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2♥/♠	2NT	relay, at least inv to game	3NT	to play
	3♣/♦	nat nf over 2H; nat forcing over 2♣/♦	3♣/♦	pre-emptive
	3♥/♠	signoff over 2H; nat forcing ov 2♥/♠	3♥/♠	to play
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2NT	3♣	correctible	4♣	correctible
	3♦	correctible	4♦	correctible
	3♥	natural and forcing	4♥	to play
	3♠	natural and forcing	4♠	to play
	3NT	to play	other	4NT = bid minor

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ pre-emptive

3♥/3♠ pre-emptive

4♣ pre-emptive

4♦ pre-emptive

4♥ to play or pre-emptive

4♠ to play or pre-emptive

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

### Defence to 3NT opening

x = penalty

### Defence to opening Two's: Multi 2♦ x = 16+ any shape,

suit bid = 10-15 natural

RCO style 2-s

as above

Other 2-s

as above

### Defence to strong ♣

CRASH starting at 1NT

### Lebensohl

Over NT interference

Other uses

### Take out of 4 level pre-empts

4♣/4♦ x = takeout

4♥ x = takeout

4♠ 4NT = takeout

## OTHER NOTES

Symmetric Relay after Pass, 1C, 1D, 1H, and 1NT openings

Denial Cue Bidding

# FORCING PASS SYSTEM

(played by Trevor Fuller and Don Allen)

## OPENING BIDS

## RESPONSE

### PASS

#### 13+ HCP, any shape

1♣	11+ HCP, game forcing relay
1♦	0-7 HCP, any shape
1♥/♠	7-10 HCP, 4+ suit.
1NT	8-10 HCP, balanced
2♣/♦	7-10 HCP, 4+ suit
2♥	7-10 HCP, 4441 shape with short major
2♠ up	7-10 HCP, both minors, at least 5/4

### 1C

#### 8-12 HCP with 4+ hearts

1♦	Game invitational relay
1♥	Game forcing relay
1♠ to 2♥	0-12 HCP, natural and not forcing
1NT	8-12 HCP, balanced
2NT	Invitational with 4+ hearts
2♠ up	0-12 HCP, pre-emptive

### 1D

#### 8-12 HCP with 4+ spades

1♥	Game invitational relay
1♠	Game forcing relay
1NT	8-12 HCP, balanced
2♣ to 2♠	0-12 HCP, natural and non forcing
2NT	Invitational with 4+ spades
3♣ up	0-12 HCP, pre-emptive

### 1H

#### 8-12 HCP, 6+ in either minor, or 5+/4+ in both

1♠	Game invitational relay
1NT	Game forcing relay
2♣/♦	Correctible
2♥/♠	Natural, non forcing
2NT	Pick your best minor
3♣/♦	Correctible and pre-emptive
3♥/♠	Natural with a 6+ suit, invitational

### 1S

#### 0-8 HCP, any shape

1NT	15-17 HCP, balanced
2♣	18+ HCP, artificial, forcing
2♦/♥/♠	12-17 HCP, natural and non forcing
2NT	20-22 HCP, balanced
3♣	Pre-emptive

### 1NT

#### 9-12 HCP, balanced with no 4 card major

2♣	Relay, at least invitational to game
2♦ to 2NT	Transfers
3♣ to 3♠	Pre-emptive
3NT	To play

**2C** **8-12 HCP, 5+ hearts and 4+ in either minor**

2♦	Relay, at least invitational to game
2♥	Signoff
2NT	Invitational with a fit
3♣/♦	Correctible

**2D** **8-12 HCP, 5+ spades and 4+ in either minor**

2♥	Relay, at least invitational to game
2♠	Sign off
2NT	Invitational with a fit
3♣/♦	Correctible

**2H** **8-12 HCP, 5/4 hearts and spades (either way)**

2♠	Signoff
2NT	Relay
3♣/♦	Natural, non forcing

**2S** **4-7 HCP, natural 6+ suit**

**2NT** **Pre-empt in either minor, and denies 2 of top 3**

**3C/D/H/S** **Pre-empt (with 2 of top 3 honours if a minor)**

**3NT** **Specific Ace Ask**

**Competitive Auctions**

Michaels Cue Bids, either weak or strong

Weak jump overcalls, 6+ suit, may be undisciplined

1NT overcall is 15-18 HCP (in passout seat is 10-14 HCP)

Double for takeout over pre-emptive bids up to and including 4♥

Responsive doubles to 3♠

Over weak two bids a 2NT overcall is 15-18 HCP and balanced

Over weak two bids with an anchor suit, double is takeout

Over weak two bids without an anchor suit, double shows 16+ HCP

Cue raises

DONT over 1NT openings

Lebensohl

Over strong 1♣ opening use CRASH

**Agreements and Conventions**

Roman Key Card Blackwood

Denial cue bidding

Long suit trial bids

Extensive use of relays

**Leads and Signals**

4<sup>th</sup> highest

Overlead sequences

MUD

Lead of an A to NT asks for attitude

Lead of a K to NT ask partner to unblock, otherwise to give count

Lead of a 10 to NT promises an honour higher than the J

When following suit we primarily give natural present count. However attitude and McKenny may be given in certain circumstances.

When discarding we give natural present count with McKenny overtones.

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: 0-6 HCP (NV) 5-8 HCP VUL

Jump raises - majors    limit     forcing     Other: 0-6 HCP

Jump shifts after minor opening    8+ - 11 HCP, 6+ CARD SUIT

Jump shifts after major opening    MODIFIED BERGEN

Responses to strong 2 suit opening    DENIAL, ANGER, BARGAINING, DEPRESSION, ACCEPTANCE

Responses to 2NT opening    PUPPET STAYMAN, FULL TRANSFERS

## PLAY CONVENTIONS

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

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

                         Underlead     Other: A,Q = REV AT; K = REV COUNT

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: REV COUNT

Signal on declarer's lead    REV COUNT

Discards    McKenney     high encourage     low encourage

                         odd/even     Other: REV COUNT; FIRST MAY BE REVOLVING SP/NT

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: SPECIFIC NON-KINGS

4♣    Gerber  when?    NOT IN A PINK FIT... OR ANY OTHER TIME

### Other Conventions

SPLINTERS	FIT SHOWING JUMPS BY PAST HANDS
SHORT SUIT TRIES	KAPLAN INVERSION
FIFTH SUIT FORCING	LEONG TRANSFERS
CUE 1ST OR 2ND ROUND CONTROL	
MODIFIED GAZILLI	



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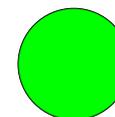
## STANDARD SYSTEM CARD

Names:    Chris Mulley    Paul Brayshaw

ABF Nos:    317640    384399

Basic System:    KAPLAN-SHEINWOLD    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 2+, 12+    1♦ 4+, 12+    1♥ 5+, 12+    1♠ 5+, 12+

1 NT    2 - 12    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦ HEARTS    2♥ SPADES    2♠ CLUBS

                         2 NT DIAMONDS    Other: \_\_\_\_\_

2♣ GF OR 23-24 BALANCED

2♦ 5-9 HIGH CARD POINTS: 4+/4+ MAJORS: 6 HEARTS OR 5+/5+ CLUBS

2♥ 5-9 HCP: 5-6 HEARTS: 6+ SPADES OR 5+/5+ HEARTS AND MINOR

2♠ 5-9 HCP: 5-6 SPADES: 5+/5+ SPADES AND RED SUIT

2 NT GOOD 20 - 22 HCP, BALANCED, CAN HAVE 5M

3 NT GOOD 4 LEVEL MINOR PRE-EMPT (1 LOSER SUIT)

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

TRANSFER RESPONDED TO ONE CLUB.    \_\_\_\_\_ ES, FORCING

1 HEART - 1 SPADE = 6-11 HCP, <5 SPAD

## COMPETITIVE BIDDING

Negative doubles through    4H    Responsive doubles through    4H

Jump overcalls    WEAK    Unusual NT    LOWEST TWO UNBID, INTERMEDIATE

1NT overcall (immediate)    15-18 HCP (re-opening)    11-14 HCP

Immed cue of minor    5+/5+ MAJORS, WEAK OR STRONG

Immed cue of major    5+/5+ OTHER MAJOR AND A MINOR

Over opponent's 1NT (weak)    DUPONT, X=PENALTIES

Over opponent's 1NT (strong)    MODIFIED DONT (X=ANY SINGLE SUITED)

Over weak twos    X=T/O; LEAPING MICHAELS

Over opening threes    X=T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+ HEARTS	2NT 12 M- 14 HCP, 4+ CLUBS, BAL
	1♥/♠	6+ 4+ SPADES/ 6-11 NO MAJOR	3♣ 0-6 HCP 5+ CLUBS
	1NT	9+ HCP, 5+ DIAMONDS	3♦ GF SPLINTER
	2♣	2 CLUBS 6-9 HCP 4+ CLUBS	3♥ GF SPLINTER
	2♦	9+HCP 4+ CLUBS	3♠ GF SPLINTER
	2♥	8+ - 11 HCP 6+ HEARTS	3NT 12 - 14 HCP BALANCED
	2♠	8+ - 11 HCP 6+ SPADES	4 bids PRE-EMPTIVE
1♦	1♥/♠	6+ HCP	3♣ 8-11 HCP 6+ CLUBS
	1NT	1 NT 6-9 NO MAJOR	3♦ 4+ DIAMONDS
	2♣	9+ HCP 5+ CLUBS	3♥ GF SPLINTER
	2♦	9+ HCP 4+ DIAMONDS	3♠ GF SPLINTER
	2♥	8+ - 11 HCP 6+ HEARTS	3NT 12 -14 BALANCED, NO 4M
	2♠	8-11 HCP 6+ SPADES	4♦ PRE-EMPTIVE
	2NT	10-11 BAL, NO 4M	4 Other 4C = GF SPLINTER
1♥/♠	1NT	SPADES / 6-11 HCP <3 SPADES	3♣ MODIFIED BERGEN
	2♣	12+ HCP 4+ CLUBS	3♦ MODIFIED BERGEN
	2♦	12+ HCP 4+ DIAMONDS	3♥/♠ 0-6 HCP, PRE-EMPT RAISE
	2♥/♠	6-9 HCP, 3 CARD RAISE	3NT 12-14 BALANCED 3 CARD RAISE
	2NT	MODIFIED BERGEN	4♣/♦ 9-12 HCP SPLINTER
2♣	2♦	NEGATIVE (LESS THAN A + K)	♥/♠ +VE GOOD SUIT / NO SUIT
	other	2 SUITED SEMI +VE OR BETTER	
2♦	2♥	TO PLAY: CORRECTABLE	3♣/♦ DIST ASK/ GI RAISE: CORRECTABLE
	2♠	TO PLAY: CORRECTABLE	3♥/♠ NON-INVITATIONAL: CORRECTABLE
	2NT	PUPPET TO 3C: GI RELAY	3NT TO PLAY
2♥/♠	2NT	PUPPET TO 3C	3NT TO PLAY
	3♣/♦	NAT, FORCING: CORRECTABLE	4♣/♦ SPLINTER: CORRECTABLE
	3♥/♠	NON INVIT: CORRECTABLE	4♥/♠ TO PLAY: CORRECTABLE
2NT	3♣	PUPPET STAYMAN	4♣ PUPPET TO 4H
	3♦	TRANSFER TO HEARTS	4♦ PUPPET TO 4S
	3♥	TRANSFER TO SPADES	4♥ TO PLAY
	3♠	TRANSFER TO CLUBS	4♠ TO PLAY
	3NT	TRANSFER TO DIAMONDS	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	GF: SINGLE SUITED MINOR: SHORTAGE IN MAJOR/OTHER MINOR
3♥/3♠	GF; 4 IN BID SUIT, DENIES 4 IN OTHER MAJOR
4♣	PUPPET TO 4H
4♦	PUPPET TO 4S
4♥	TO PLAY
4♠	TO PLAY

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other INTERMEDIATE OR BETTER

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       5TH SUIT FORCING      Game force

NT Checkback       Priorities      BAR PARTNER, PSYCHE

Defence to 3NT opening      DOUBLE = PENALTIES, RIPSTRA

Defence to opening Two's: Multi 2♦ X= T/O SPADES; 2H=T/O HEARTS

4C - 4D = 5+ HEARTS AND 5+ IN BID MINOR

RCO style 2-s      X= PENALTY INTEREST

2NT = 2 WITH CLUBS; 3C = 2 NO CLUBS

Other 2-s      X = T/O

Defence to strong ♣      X = CLUBS; NT = MAJOR + MINOR; 2C = MAJOR OR MINORS

Lebensohl      Over NT interference       RUBENSOHL

Other uses      T/O DOUBLE AT THE 2 LEVEL

Take out of 4 level pre-empts      4♣/4♦ X = T/O

4♥ X = T/O      4♠ X = VALUES

## OTHER NOTES

DISTURB UGLY PARTNER OVER NO TRUMP

X = PENALTIES, THEN SHORTAGE OR LENGTH DOUBLES OVER 2C, 2D

2C = MAJOR + MINOR, 5+/4+ EITHER WAY (IF CLUBS WILL BE 5+)

2D = MAJORS, 5+/4+ EITHER WAY

2H/2S = NATURAL

2NT = 5+/5+ HEARTS AND MINOR