

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: inverted  
 Jump raises - majors limit  forcing  Other: weak  
 Jump shifts after minor opening weak  
 Jump shifts after major opening weak  
 Responses to strong 2 suit opening n/a  
 Responses to 2NT opening 3♣=puppet stayman, transfers, 3♠=5♠+4♥

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: K= reverse count  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  Other: 9/10 top or 3rd highest  
 From 4 small 2nd highest  Other:  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 Other: odd = encourage  
 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

void keycard (0 or 3, 1 or 4) transfers over opponents 1NT overcall  
 DOPI, ROPI X of slam asks for lead of highest unbid suit  
 splinters  
 jacoby  
 long suit trials



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: David Schokman TP Ranasinghe  
 ABF Nos: 125581 696171  
 Basic System: Standard American with Forcing NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+♣ 11+ 1♦ 3+♦ 11+ 1♥ 5+♥ 11+ 1♠ 5+♠ 11+  
 1 NT 15-17 balanced may contain 5 card major   
 2♣ Stayman: simple  extended  Other: Lavings  
 Transfers 2♦ =>♥ 2♥ =>♠ 2♣ =>♣  
 2 NT =>♦ Other:  
 2♣ weak major or 22hcp balanced or 3suiter with 4 losers or less  
 2♦ 23+ game force  
 2♥ 5♥, 8-11 hcp and less than 5cds in other major, 8+losers  
 2♠ 5♠, 8-11 hcp and less than 5cds in other major, 8+losers  
 2 NT 20-21 hcp, may contain 5cd major  
 3 NT specific ace ask

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

double of 3NT defence to 1♣ precision  
 negative free bids freq openings on shaped hands  
 modified michaels namyats (8cd solid suit, outside A or K)

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT two suits same rank, 8+NV, 12+V  
 1NT overcall (immediate) 15-17 (re-opening) 11-14  
 Immed cue of minor cue=same color, 2N=same rank, 3♣=oddsuits  
 Immed cue of major cue=same color, 2N=same rank, 3♠=oddsuits  
 Over opponent's 1NT (weak) 2♣=♥+♠, 2♦=♥or♠, 2♥=5♥+4+m, 2♠=5♠+4+m  
 Over opponent's 1NT (strong) 2N=♣+♦, 3♣=6♣, 3♦=6♦, X=15+  
 Over weak twos X=takeout, 2N=15-17  
 Over opening threes X=takeout, 3N to play

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦, 6+hcp	2NT	11-12, no major
	1♥/♠	4♥/♠, 6+hcp	3♣	6-10hcp, 5+♣
	1NT	6-10, no 4cd major	3♦	3-6hcp, 7+♦
	2♣	5+♣, 11+hcp	3♥	3-6hcp, 7+♥
	2♦	3-6, 6+♦	3♠	3-6hcp, 7+♠
	2♥	3-6, 6+♥	3NT	13-15, no major
	2♠	3-6, 6+♠	4 bids	4♣ rkcb for ♣

1♦	1♥/♠	4+♥/♠, 6+hcp	3♣	3-6, 6+♣
	1NT	6-10, no 4cd major	3♦	6-10hcp, 5+♦
	2♣	11+ 5+♣	3♥	3-6hcp, 7+♥
	2♦	11+ 5+♦	3♠	3-6hcp, 7+♠
	2♥	3-6, 6+♥	3NT	13-15, no 4cd major
	2♠	3-6, 6+♠	4♦	rkcb for ♦
	2NT	11-12, no 4cd major	4 Other	

1♥/♠	1NT	6+hcp, forcing	3♣	3-6hcp, 6♣, 0-1♥/♠
	2♣	11+hcp, 5+♣	3♦	3-6hcp, 6♦, 0-1♥/♠
	2♦	11+hcp, 5+♦	3♥/♠	0 - 6hcp, 4♥/♠
	2♥/♠	6-9, 3cd♥/♠	3NT	13-15hcp, 2cd♥/♠
	2NT	12+, 4♥/♠, gf, jacobly	4♣/♦	splinter

2♣	2♦	relay	♥/♠	
	other			

2♦	2♥	relay	3♣/♦	good suit, at least 3 controls
	2♠	good suit, at least 3 controls	3♥/♠	
	2NT	8-11hcp, no aces	3NT	

2♥/♠	2NT	relay, forcing	3NT	to play
	3♣/♦	to play	4♣/♦	rkcb
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	puppet stayman	4♣	rkcb for ♣
	3♦	transfer to ♥	4♦	rkcb for ♦
	3♥	transfer to ♠	4♥	to play
	3♠	5♠ + 4♥	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	forcing, slam invitation(♣/♦) - missing one honor
3♥/3♠	forcing, slam invitation(♥/♠) - missing one honor
4♣	rkc for ♣
4♦	rkc for ♦
4♥	to play
4♠	to play

Unusual NT: minors  other suits  lower 2 unbid suits

other 2N shows 2 suits, same rank.

### Other slam bidding

Cue Bids  Asking Bids

### 4th Suit Forcing

One round  Game force

### NT Checkback

Priorities range, suits up the line

### Defence to 3NT opening

X asks for ♠ lead if contract not contested

### Defence to opening Two's:

Multi 2♦ X=13+ with ♠, suits show < 13hcp

### RCO style 2-s

over 2N(minors) 3♣=♥+♠ 10-14hcp, 3♦=♥+♠ 15+hcp  
X=takeout

### Other 2-s

X=takeout, 2NT=15-17

### Defence to strong ♣

X=majors, 1N=minors, 2♣=blacks, 2♦=reds

2♥/♠ = good suit, natural

### Lebensohl

Over NT interference

### Other uses

after takout double of weak two, after reverse

### Take out of 4 level pre-empts

4♣/4♦ X = takeout  
4♥ X = takeout 4♠ X = penalty, 4N = takeout

## OTHER NOTES

2♥/♠: 2NT:

3♣ = min with 3/4cds in other major

3♦ = min with 2cds in other major

3♥ = max, 3/4 cds in other major

3♠ = max, 2cds in other major

3N = max, 0-1 in other major

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text" value="Inverted"/>
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text" value="Bergen"/>
Jump shifts after minor opening	<input type="text" value="0 - 6 HCP weak and to play"/>		
Jump shifts after major opening	<input type="text" value="Bergen"/>		
Responses to strong 2 suit opening	<input type="text" value="Controls in steps"/>		
Responses to 2NT opening	<input type="text" value="Lavings and transfers"/>		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: <input type="text" value="A = attitude, K = count, Q = attitude"/>
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: <input type="text" value="Journalist against NT"/>
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input type="text" value="unless leading partners suit"/>
From 3 cards (no honour)	top <input type="text" value="S"/>	middle <input type="text" value="S"/>
bottom <input type="checkbox"/>		
Signal on partner's lead:	high encourage <input type="text" value="S"/>	low encourage <input type="checkbox"/>
Other:	<input type="text"/>	
Signal on declarer's lead:	count <input type="text"/>	
Discards	McKenney <input type="text" value="NT"/>	high encourage <input type="text" value="S"/>
	odd/even <input type="checkbox"/>	Other: <input type="text"/>
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input type="text"/>
4♣	Gerber <input type="checkbox"/>	when? <input type="text"/>	

### Other Conventions

<input type="text" value="Lebensohl"/>	<input type="text" value="Baron"/>
<input type="text" value="Bergen Raises"/>	<input type="text" value="ROPI &amp; DOPI"/>
<input type="text" value="Good/bad 2NT"/>	<input type="text" value="Modified Capaletti"/>
<input type="text" value="Inverted Minors"/>	<input type="text" value="Blue Club"/>
<input type="text" value="Splinters .....Game try bids"/>	<input type="text" value="Blackout.....Texas transfers over 1NT"/>



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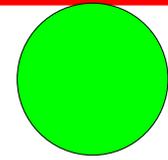


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	<input type="text" value="Joan Prince"/>	<input type="text" value="Pauline Collett"/>
ABF Nos:	<input type="text" value="119121"/>	<input type="text" value="542954"/>
Basic System:	<input type="text" value="2/1 Standard American"/>	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	<input type="text" value="10 + 3 cards"/>	1♦	<input type="text" value="10 + 3 cards"/>	1♥	<input type="text" value="10 + 5 cards"/>	1♠	<input type="text" value="10 + 5 cards"/>
1 NT	<input type="text" value="15-17"/>			may contain 5 card major		<input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: <input type="text" value="Lavings"/>				
Transfers	2♦	<input type="text" value="2H"/>	2♥	<input type="text" value="2S"/>	2♠	<input type="text" value="3C"/>	
2 NT	<input type="text" value="3D"/>	Other: <input type="text" value="Super accepts"/>					
2♣	<input type="text" value="Game force"/>						
2♦	<input type="text" value="One suiter - Hearts/Spades 6 - 10 HCP or 20 - 22 flat"/>						
2♥	<input type="text" value="5/5 Hearts + Minor 6 - 10 HCP"/>						
2♠	<input type="text" value="5/5 Spades + another 6 - 10 HCP"/>						
2 NT	<input type="text" value="5/5 Both Minors 6 - 10 HCP"/>						
3 NT	<input type="text" value="Specific ace ask"/>						

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

<input type="text" value="Good - Bad 2NT response"/>	<input type="text" value="Multi 2 Diamonds"/>
<input type="text" value="Namyats"/>	<input type="text"/>
<input type="text" value="Modified Cappalletti"/>	<input type="text"/>

## COMPETITIVE BIDDING

Negative doubles through	<input type="text" value="4H"/>	Responsive doubles through	<input type="text" value="4H"/>
Jump overcalls	Weak <input type="text"/>	Unusual NT	E.L.U. (Blue club)
1NT overcall (immediate)	<input type="text" value="15 - 17 HCP"/>	(re-opening)	<input type="text" value="10 - 14 HCP"/>
Immed cue of minor	<input type="text" value="Blue Club 5 - 10 HCP or 16 +"/>		
Immed cue of major	<input type="text" value="Blue Club 5 - 10 HCP or 16+"/>		
Over opponent's 1NT (weak)	<input type="text" value="Modified Capaletti"/>		
Over opponent's 1NT (strong)	<input type="text" value="Modified Capaletti"/>		
Over weak twos	<input type="text" value="X = takeout 12+ HCP"/>		
Over opening threes	<input type="text" value="X = takeout 12 + HCP"/>		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5 + HCP 4 + cards	2NT	10 - 11 HCP bal
	1♥/♠	5 + HCP 4+ cards	3♣	4-8 HCP 5 clubs, no major
	1NT	8-10 HCP bal	3♦	Splinter
	2♣	9+ HCP 5 card suit no major	3♥	Splinter
	2♦	N/A	3♠	Splinter
	2♥	N/A	3NT	12-15 HCP 3334
	2♠	N/A	4 bids	Minors RKCB Majors to play
1♦	1♥/♠	5 + HCP 4 card suit	3♣	Splinter
	1NT	8-10 HCP bal	3♦	4-8 HCP 5 diamonds, no major
	2♣	10+ HCP 4 card suit	3♥	Splinter
	2♦	9+ HCP 5 card suit no major	3♠	Splinter
	2♥	N/A	3NT	12-15 HCP 3343
	2♠	N/A	4♦	RKCB
	2NT	10-11 HCP bal	4 Other	To play
1♥/♠	1NT	unlimited forcing 1 rd.	3♣	7 - 9 HCP 4 card support
	2♣	12+ HCP 5 card suit GF	3♦	10 -12 HCP 4 card support
	2♦	12+ HCP 5 card suit GF	3♥/♠	0 - 6 HCP 4 card support
	2♥/♠	5-9 HCP 3 card suit	3NT	13 -15 HCP with 3 card support
	2NT	13+ HCP 4 card support	4♣/♦	Splinter
2♣	2♦	0-1 controls	2♥/♠	2 controls
	other	2S = 3 controls etc.	A = 2	K = 1
2♦	2♥	Pass or correct	3♣/♦	Good suit ♥/♠
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Enquiry	3NT	N/A
2♥/♠	2NT	Enquiry	3NT	N/A
	3♣/♦	Pass or correct	4♣/♦	Splinter
	3♥/♠	Pass or correct	4♥/♠	To play
2NT	3♣	Better minor	4♣	RKCB
	3♦	Better minor	4♦	RKCB
	3♥	To play	4♥	To Play
	3♠	To play	4♠	To Play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 card suit slam invitation
3♥/3♠	singleton H/S + 3 of other major GF
4♣	RKCB
4♦	RKCB
4♥	To Play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other Blue Club

### Other slam bidding

Cue Bids                       Asking Bids

### 4th Suit Forcing

One round                       Game force

### NT Checkback

                     Priorities = support

### Defence to 3NT opening

X = takeout

### Defence to opening Two's:

Multi 2♦ X = takeout 16 + HCP

### RCO style 2-s

x = takeout 16+ HCP

### Other 2-s

X = takeout 12+ HCP when suit is known

### Defence to strong ♣

x = majors 1NT = minors, 2C natural

### Lebensohl

Over NT interference

### Other uses

Over takeout double of weak 2's

### Take out of 4 level pre-empts

4♣/4♦ X = takeout  
 4♥ X = takeout                      4♠ X = takeout                      4NT = 2 suit takeout

## OTHER NOTES

Response to 1NT overcall 2C = Staymen, 2D, 2H, 2S 2NT= transfer

Lebensohl also applies over our 1NT overcall

2 way checkback - 2C - 2D relay = either 11hcp or weak Diamonds

- 2D - Game force response = bid suits up the line

Good/bad 2NT - Non forcing response = 3C - other response forcing

Cappelletti Modified - 2C = 5/4 both majors - 2D = one suiter

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Shown suit not always bid.  
 Jump raises - majors limit  forcing  Other: Shown suit not always bid.  
 Jump shifts after minor opening to play; < invitational values  
 Jump shifts after major opening to play; < invitational values  
 Responses to strong 2 suit opening  
 Responses to 2NT opening

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Rusinow - vs Suit; Journalist style vs NT  
 Four or more with an honour 4th highest  attitude  NT  
 3rd/5th  Other: ALL spot cards 3rd/5th - includes attitude vs NT  
 From 4 small 2nd highest  Other: 3rd/5th vs suit. attitude vs NT  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage   
 Other: McKenney when obvious  
 Signal on declarer's lead Standard Count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: McKenney when obvious  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: Denial Cues  
 4♣ Gerber  when? RKCB only used in rare none relay auctions

### Other Conventions

Symmetric relay  
 Minorwood in rare non relay auctions  
 1NT as a direct overcall = limited TO  
 limited to opening limited 1 level bids in seat.  
 X of opponents opening 1 level = 15+/18+



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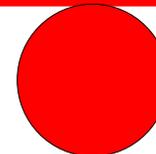


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## STANDARD SYSTEM CARD

Names: Nigel Dutton Marie-France Merven  
 ABF Nos: 126799 309494  
 Basic System: MOSCITO  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 15+ any (18+)\* 1♦ <15 4+♠ \* 1♥ <15 4+♥ \* 1♠ <15 4+♦ \*  
 1 NT 12-14 no major unless 4333 - (15-17)\* may contain 5 card major   
 2♣ Stayman: simple  extended  Other: Relay; 3rd/4th -Lavings  
 Transfers 2♦ to ♥ 2♥ to ♠ 2♣  
 2 NT invitational Other: natural/non forcing/non-ivitational  
 2♣ 1st/2nd <15, 6+♣; 3rd/4th 12-16 6♣ or 5♣ & 4M  
 2♦ 5-9, 6♥ or 5/5 ♣ & ♦ or ♣ & ♠; 3rd/4th <14  
 2♥ 5-9, 6♠ or 5/5 ♥ & ♦ or ♥ & ♣; 3rd/4th <14  
 2♠ 5-9, 6♣ or 5/5 ♠ & ♥ or ♠ & ♦; 3rd/4th <14  
 2 NT 5-9 6♠ & 4♥; 3rd/4th < 14  
 3 NT Gambling - Solid Minor. No other agreement

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

\*1st/2nd seat 1♦ shows ♠, 1♠ shows ♦ \*3rd/4th seat - 1♦ = 12-16 no 5 card Major  
 \*1st/2nd seat 1NT = 12-14 no 4 card major \*3rd/4th seat - strong NT & 5 card Majors  
 unless 4333 or 3433 specifically 1NT direct overcall = limited TO, X = strong

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT Blue Club Style - 2 lower unbid suits  
 1NT overcall (immediate) limited TO (re-opening) 11-15 (no stopper reqd)  
 Immed cue of minor Blue Club Style (cue show 2 higher ranking suits - weak or strong)  
 Immed cue of major Blue Club Style (cue show 2 higher ranking suits - weak or strong)  
 Over opponent's 1NT (weak) Becker 2♣ = ♣ & another, 2♦ =Majors or ♦ & M,  
 Over opponent's 1NT (strong) Becker 2♣ = ♣ & another, 2♦ =Majors or ♦ & M,  
 Over weak twos X=TO (with Lebensohl)  
 Over opening threes X=TO

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	< 9 any shape	2NT	GF, ♠ shortage 5+♦ 4+♣
	1♥/♠	Game forcing with ♠ & ♥	3♣	Game Forcing 2254
	1NT	Game forcing with 5+ ♣	3♦	Game Forcing 3154
	2♣	Game forcing with 5+♦	3♥	Game Forcing 2164
	2♦	Game forcing - flat	3♠	Game Forcing 3064
	2♥	Game forcing 5+♣ 4+♦	3NT	1174
	2♠	Game forcing 5+♣ 5+♦	4 bids	Relay responses
1♦	1♥/♠	1♥ = inv relay; 1♠ = ♥ nf/n-inv	3♣	nat/nf/n-inv 6+♣
	1NT	7-11 flat, <3♠, <4♥	3♦	nat/nf/n-inv 6+♦
	2♣	nf/n-inv 5+♣ / 4♦	3♥	pre-emptive
	2♦	nf/n-inv 4+♦ / 4+♣ construtive	3♠	pre-emptive
	2♥	nat/nf/n-inv 6+♥, <3♠	3NT	to play
	2♠	7-11, 3♠ (occasionally 4333)	4♦	to play
	2NT	invit 4+ ♠	4 Other	
1♥/♠	1NT	7-11 <3♥ / 12+ relay or weak bal	3♣	nat/nf/n-inv / correctable
	2♣	nf/ni ♠ & oth / after 1♠ trans to ♥	3♦	nat/nf/n-inv / to play
	2♦	nf/ni ♦ & ♠ / transfer to ♠	3♥/♠	nat/nf/n-inv
	2♥/♠	7-11, 3♥ / see other notes	3NT	over 1♠ = to play
	2NT	invit 4+♥ / inv both minors	4♣/♦	nat/nf/n-inv
2♣	2♦	relay	2♥/♠	nat/nf/n-inv
	other	2N invites to 3N, forces to 3♣		
2♦	2♥	to play	3♣/♦	pass or correct
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	game forcing	3NT	to play
2♥/♠	2NT	game forcing	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct
2NT	3♣	to play	4♣	to play
	3♦	to play	4♦	to play
	3♥	to play	4♥	to play
	3♠	to play	4♠	to play
	3NT	to play	other	to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	natural, non-forcing, non invitational
3♥/3♠	natural, non-forcing, non invitational
4♣	natural, non-forcing, non invitational
4♦	natural, non-forcing, non invitational
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

Defence to 3NT opening X = alive

Defence to opening Two's: Multi 2♦ 2♥ = TO of ♥; X = TO of ♠

RCO style 2-s X = 2 suited with ♣; 3♣ = 2 suited without ♣

Other 2-s X tends to be TO of any single suited option

Defence to strong ♣ TWERB - all levels bid = suit above or 2 suits below.

NT = non touching suits

Lebensohl Over NT interference  Transfers

Other uses after a TO X of a weak 2

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

4♥ X = TO 4♠ X = penalty; 4N = TO

## OTHER NOTES

1♦, ♥, ♠ in 1st/2nd = <15 pts & comply with the rule of 18. We do not open 4333 - 11pt. We

don't open 4432 - 10pt hands with a M, We MAY open 65 hands at the 1 level with 7 pts.

Long suit trials, Cue raises, Jump cue = splinter

After 1S in 1st /2nd seat 2♣=xfer to ♥; 2♦=xfer to ♠, 2♠ invit with ♦; 2N invit with both m

Random Psychics - rare. Occasional psychic of relay trigger and responding at favorable.