4. BASIC RESPONSES Jump raises - minors preemptive 0-5 hcp Jump raises - Majors weak 0-5 hcp Jump shifts after minor opening single: transfer weak; double splinters Bergen raises; 4 level splinters 8-11 hcp no slam interest Jump shifts after Major opening Responses to strong 2 suit open. after 2C; 2D= a king or more; 2H=no A or K Responses to 2NT opening 3C= puppet stayman; 3D, H are tfrs; 3S= both minor 5. PLAY CONVENTIONS **Show priorities** Versus **NoTrump** (if different) Versus Suit (or both) Sequences: Overlead except AQ att K count Leads Four or more with an honour 4th 2nd highest From 4 small middle From 3 cards (no honour) In partner's suit If # known, can be suit pref Discards McKenney **REO** Count low encourage on A, Q **Signal** on partner's lead: Signal on declarer's lead: REO count Notes suit preference in many situations 6. SLAM CONVENTIONS Blackwood 4♣ Gerber **RKCB 1430** when? not used; 4NT: Slam Notes Minorwood 1430 cue first and second round controls Cue Bids Asking Bids X King and Queen asks in slam auction after key card 7. OTHER CONVENTIONS 4th suit forcing to game minorwood **New Minor forcing** puppet stayman Jacoby exclusion key card 1430 Bergen raises **TWERB** Gazzilli Lebensohl www.abf.com.au Smolen PDF Form Rev. 15F06 by RoL Multi Landy MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD							
ABF Nos.	542210 Jil	l Magee					
& Names:	267066 Te	erry Strong					
Basic System: standard better minor							
Brown Sticker	Classific	ation: Green	X Blue	Red	Yellow		
1. OPENING BIDS							
Describe strength, minimum length, or specific meaning Canape							
1♣ 3+ clubs; 11 + points			1♥ 5+ H; 11+ points				
1♦ 3+ D; 11+ points			1♠ 5+ S; 11+ [pomts				
1NT 15-17				may contain 5 c	ard Major		
1NT Responses 2♣ simple stayman; may sometimes be weak							
2♦ transfer to H			2♠ transfer to clubs				
2♥ transfer t	:o S		2NT transfer to diamonds				
other superacc	other superaccept by bidding the suit						
2♣ almost alway	s game force	e; unless rebid 3	M or 2nt (23-2	24 bal)			
2♦ 5/5 or more shapely with both minors weak 6-10							
2♥ weak 2 in He	earts 6-10						
2♠ weak 2 in Sp	pades 6-10						
2NT 20-22 balar	iced; can hv 5	ocd M	3NT Gamblin	g in minor			
other							
		2. PRE-	ALERTS				
	3. COMPETITIVE BIDS / OVERCALLS						
Nagativa davida a three				RCALLS			
Negative doubles throu	•	Jump overcalls We	west 2 unbid :	ouito.			
Responsive doubles th		0.100000			Ξ.		
	1NT overcall - immediate 15-18 sys on Immediate cue of minor S and another 5-5						
1NT overcall - re-opening 15-18 sys on Immediate cue of Major oM and minor 5-5 Over weak twos X take out; lebensohl Over opening threes X TO							
				er M; 2H/S M and	l minor		
2NT = both mind			on gio out	5, 21./O W and			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1	Describe site	engin, minimum lengin, or specili	c meaning
1	1♣ 1♦ 4 + D, 6+ hcp	2♦ weak with 6 cd H	3♦ splinter opening hand
2♣ weak w/D or 10-15 w/C 2♣ weak w/D or 10-15 w/C 3♣ 0-5 club raise 2♣ weak w/D or 10-15 w/C 3♣ 0-5 club raise 4♣ preempt if immed other after suit agreement in strong auction, 4m =rkcb 1430; 4nt and 5m are sign offs 1♦ 1♥ 4 + H; 6+ hcp 1♠ weak 6 card S suit 1♠ 4 + S; 6+ hcp 2♠ weak 6 card C suit 1№ 6-9 HCP; no M 2№ 16-4 p D raise 3№ 13-15 flat D raise 3№ 13-15 flat D raise 3№ 3№ 13-15 flat D raise 3№ 10-12 4 card raise 3№ 10-12 A card raise 3№ 10-12 A card raise 3№ 13-15 flat D raise 3№ 10-12 A card raise 3№ 13-15 flat D raise 3№ 10-12 A card raise 3№ 10-12 A card S raise 3№ 10-12 A car	1♥ 4 + H, 6 + hcp	2♥ weak 6 cd Spades	3♥ "
2♣ weak w/D or 10-15 w/C other after suit agreement in strong auction, 4m =rkcb 1430; 4nt and 5m are sign offs 1♦ 1♥ 4 + H; 6+ hcp 1♠ 4 + S; 6+ hcp 1♠ 4 + S; 6+ hcp 2♠ weak 6 card C suit 1♠ 4 + S; 6+ hcp 2♠ weak 6 card C suit 2♠ 4+ clubs; 10 + hcp 3♠ 6-9 raise of D 2♠ splinter 16+ 2♠ weak w/H or 10-15 w D 3♠ 0-5 hcp; D raise 2♠ 4+ clubs; 10 + hcp 3♠ 6-9 hcp; 3 cd raise 3♠ 10-12 hcp; 4 card raise 3♠ 10-12 hcp; 4 card raise 3♠ 10-12 hcp; 4 card raise 3♠ splinter 8-11 1♦ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠	1♠ 4 +S; 6+ hcp	2♠ 6-9 club raise	3♠ "
other after suit agreement in strong auction, 4m =rkcb 1430; 4nt and 5m are sign offs 1	1NT 6-9 HCP; no M	2NT 16+ club raise	3NT 13-15 flat raise
1	2♣ weak w/D or 10-15 w/C	3♣ 0-5 club raise	4♣ preempt if immed
1♠ 4 + S; 6+ hcp 2♠ weak 6 card C suit 3♠ " 1NT 6-9 HCP; no M 2NT 16+ hcp D raise 3NT 13-15 flat D raise 2♣ 4+ clubs; 10 + hcp 3♣ 6-9 raise of D 4♣ splinter 16+ 2♠ weak w/H or 10-15 w D 3♠ 0-5 hcp; D raise 4♠ preeptive if immed other minorwood; 4nt and 5m are sign offs 4♣ splinter 16+ 1№ 1♠ 4+; S 6+ hcp 2♠ 6-9 hcp; 3 cd raise 3♠ 10-12 hcp; 4 card raise 1NT 6-9 hcp; no M 2♠ 10-12 hcp bal 3 card H 3♠ 0-5 hcp; 4 card raise 2♠ 4+ Clubs; 10 + hcp 3♠ 6-9 hcp; 4 card raise 3♠ splinter 8-11 hcp 1♠ 1NT 6-9 no M 2♠ 6-9 3 card raise 3♠ 10-12 3 card S raise 2♠ 4+ 10+ hcp 3♠ 6-9 4card S raise 3♠ 10-12 3 card S raise 2♠ 4+ 10+ hcp 3♠ 6-9 4card S raise 3♠ 0-5 4 card S raise 2♠ 4+ 10+ hcp 3♠ 6-9 4card S raise 3♠ 13-15 bal 3 cd S raise 2♠ 5+ 10+ hcp 3♠ 10-12 4card S raise 3♠ 8-11 splinter 1NT 3♣ both minors game 3♠ singleton 5-4 minors 4♠ minorwood 3♠ both minors slam 3NT to play 4♠ not used 3♠ 5+ 3+ 10 plinter 3♠ 10-12 4card S raise 3♠ minorwood 3♠ both minors game 3♠ minorwood <t< td=""><td>other after suit agreement in s</td><td>strong auction, 4m =rkcb 1436</td><td>0; 4nt and 5m are sign offs</td></t<>	other after suit agreement in s	strong auction, 4m =rkcb 1436	0; 4nt and 5m are sign offs
weak 6 card C suit 1NT 6-9 HCP; no M 2NT 16+ hcp D raise 3NT 13-15 flat D	1	2♥ weak 6 card S suit	3♥ splinter opening hand
1NT 6-9 HCP; no M 2NT 16+ hcp D raise 3NT 13-15 flat D raise 2NF 4+ clubs; 10 + hcp 2NF 4- splinter 16+ 2NF 4+ clubs; 10 + hcp 2NF 6-9 raise of D 2NF 6-9 raise 3NF 13-15 flat D raise 3NF 5-16+ 3NF 13-15 flat D raise 3NF 5-16+ 3NF 13-15 flat D raise 3NF 5-16+ 3NF 5-16+ 3NF 13-15 flat D raise 3NF 5-16+ 3NF 13-15 flat D raise 3NF 10-12 fcraise 3NF 10-12	•		
2♣ 4+ clubs; 10 + hcp 3♣ 6-9 raise of D 4♣ splinter 16+ 2♦ weak w/H or 10-15 w D 3♦ 0-5 hcp; D raise other minorwood; 4nt and 5m are sign offs 1♥ 1♠ 4+; S 6+ hcp 2♥ 6-9 hcp; 3 cd raise 1NT 6-9 hcp; no M 2♠ 10-12 hcp bal 3 card H 3♥ 0-5 hcp; 4 card raise 2♠ 4+ clubs; 10 + hcp 2NT game force 4 cd raise 3♠ splinter 8-11 hcp 3♣ 6-9 hcp; 4 card raise other 1H4c or 4d splinter 8-11 1♠ 1NT 6-9 no M 2♠ 6-9 3 card raise 3♠ 10-12 3 card S raise 2♠ 4+ 10+ hcp 2NT game force 4 cd raise 3♠ 0-5 4 card S raise 2♠ 4+ 10+ hcp 3♠ 6-9 4card S raise 3♠ 0-5 4 card S raise 2♠ 4+ 10+ hcp 3♠ 6-9 4card S raise 3♠ 0-5 4 card S raise 2♠ 4+ 10+ hcp 3♠ 6-9 4card S raise 3♠ 0-5 4 card S raise 2♠ 4+ 10+ hcp 3♠ 6-9 4card S raise 3♠ 13-15 bal 3 cd S raise 2♠ 5+ 10+ hcp 3♠ 6-9 4card S raise 3♠ 8-11 splinter 4H 8-11 splinter 1NT 3♣ both minors game 3♠ singleton 5-4 minors 4♠ minorwood 3♠ both minors slam 3NT to play 4♠ not used 50 ther 4NT direct = quant 2♠ 2♠ at least a King 2NT natural, A and K 3♥ no ace or king 3♠ " 2♠ 5 card suit, A, and K 3♠ " 2♠ 5 card suit, A, and K 3♠ " 2♠ 7 natural forcing 3♠ pass or correct 3♠ preemptive 3NT to play 4♠ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;		= *	• •
veak w/H or 10-15 w D 3 ◆ 0-5 hcp; D raise other minorwood; 4nt and 5m are sign offs 1 ★ 4+; S 6+ hcp 1NT 6-9 hcp; no M 2 ★ 10-12 hcp; 3 cd raise 1NT 6-9 hcp; no M 2 ★ 10-12 hcp; 4 card raise 2 ★ 4+ clubs; 10 + hcp 2 NT game force 4 cd raise other 1H4c or 4d splinter 8-11 1 ★ 1NT 6-9 no M 2 ★ 6-9 hcp; 4 card raise other 1H4c or 4d splinter 8-11 1 ★ 1NT 6-9 no M 2 ★ 6-9 3 card raise 2 ★ 4+ 10+ hcp 2 NT game force 4 cd raise 2 ★ 4+ 10+ hcp 2 NT game force 4 cd raise 2 ★ 4+ 10+ hcp 3 ★ 6-9 4 card S raise 2 ★ 4+ 10+ hcp 3 ★ 6-9 4 card S raise 3 ★ 10-12 3 card S raise 3 ★ 0-5 4 card S raise 3 ★ 0-5 5 4 card S raise 3 ★ 13-15 bal 3 cd S raise 3 ★ 13-15 bal 3 cd S raise 4 ★ 8-11 splinter 1NT 3 ★ both minors game 3 ★ singleton 5-4 minors 3 ★ both minors game 3 ★ singleton 5-4 minors 3 ★ both minors slam 3 NT to play 3 ★ one ace or king 2 ★ 1 card S raise 3 ★ natural, A,K 3 ★ no ace or king 2 ★ 5 card suit, A, and K 3 ★ natural, A,K 3 ★ natural, A,K 3 ★ natural forcing 2 ★ pass or correct 3	*****	·	****
other minorwood; 4nt and 5m are sign offs 1			
1NT 6-9 hcp; no M 2♣ 10-12hcp bal 3 card H 2♣ 4+ clubs; 10 + hcp 2♠ 4+ D; 10 + hcp 3♣ 6-9 hcp; 4 card raise 3♠ splinter 8-11 hcp 3♠ 6-9 hcp; 4 card raise 3♠ splinter 8-11 hcp 3NT 13-15 hcp bal raise 3NT 13-15 hcp bal rais		•	1 1
1NT 6-9 hcp; no M 2♣ 10-12hcp bal 3 card H 2♣ 4+ clubs; 10 + hcp 2♠ 4+ D; 10 + hcp 3♣ 6-9 hcp; 4 card raise 3♠ splinter 8-11 hcp 3♠ 6-9 hcp; 4 card raise 3♠ splinter 8-11 hcp 3NT 13-15 hcp bal raise 3NT 13-15 hcp bal rais	1♥ 1♠ 4+; S 6+ hcp	2♥ 6-9 hcp; 3 cd raise	3♦ 10-12 hcp: 4 card raise
2♣ 4+ clubs; 10 + hcp 2♠ 4+ D; 10 + hcp 3♣ 6-9 hcp; 4 card raise other 1H4c or 4d splinter 8-11 1♠ 1NT 6-9 no M 2♠ 6-9 3 card raise 2♣ 4+ 10+ hcp 3♣ 6-9 4card S raise 2♠ 4+ 10+ hcp 3♣ 6-9 4card S raise 3♠ 0-5 4 card S raise 2♠ 4+ 10+ hcp 3♣ 6-9 4card S raise 3♠ 0-5 5 4 card S raise 3♠ 13-15 bal 3 cd S raise 3♠ 13-15 bal 3 cd S raise 3♠ 8-11 splinter 1NT 3♣ both minors game 3♠ singleton 5-4 minors 3♠ both minors slam 3♠ singleton 5-4 minors 3♠ minorwood 3♠ both minors slam 3♠ minorwood 3♠ not used 0+hcp; 4 card raise 3♠ 10-12 3 card S raise 3♠ 8-11 splinter 4♣ 8-11 splinter 1NT 3♣ both minors game 3♠ singleton 5-4 minors 3♠ minorwood 3♠ not used 0+hcp 1♣ NT direct = quant 2♠ 2♠ at least a King 2♠ 5 card suit, A, and K 3♠ natural, A,K 2♠ no ace or king 2♠ 5 card suit, A, and K 3♠ natural, A,K 3♠ 3NT 2♠ pass or correct 2♠ pass or correct 3♠ pass or correct 3♠ pass or correct 2♠ pass or correct 3♠ pass or correct 3♠ pass or correct 2♠ pass or correct 3♠ preemptive 3NT to play 4♣ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;			•
2 ◆ 4+ D; 10 + hcp other 1H4c or 4d splinter 8-11 1♣ 1NT 6-9 no M 2♣ 6-9 3 card raise 2♣ 4+ 10+ hcp 2NT game force 4 cd raise 2 ◆ 4+ 10+ hcp 3♣ 6-9 4card S raise 3 ♠ 0-5 4 card S raise 3 ♠ 0-5 4 card S raise 3 ♠ 13-15 bal 3 cd S raise 3 ♠ 10-12 3 card S raise 3 ♠ 0-5 4 card S raise 3 ♠ 13-15 bal 3 cd S raise 3 ♠ 11 splinter 4D- 8-11 splinter 4D- 8-			• •
other 1H4c or 4d splinter 8-11 1♣ 1NT 6-9 no M 2♣ 6-9 3 card raise 3♣ 10-12 3 card S raise 2♣ 4+ 10+ hcp 2NT game force 4 cd raise 3♣ 0- 5 4 card S raise 2♣ 4+ 10+ hcp 3♣ 6-9 4 card S raise 3NT 13-15 bal 3 cd S raise 2♣ 5+ 10+ hcp 3♣ 10-12 4 card S raise 3♣ 8-11 splinter 1NT 3♣ both minors game 3♣ singleton 5-4 minors 3♣ both minors slam 3NT to play 3♣ singleton 5-4 minors 3♣ minorwood 3♣ both minors slam 3NT to play 4♣ not used 3♣ natural, A,K 2♣ 1 at least a King 2NT natural, A and K 2♣ 1 at least a King 2♠ 5 card suit, A, and K 3♣ natural, A,K	-	-	
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2♣ 4+ 10+ hcp 2NT game force 4 cd raise 2♦ 4+ 10+ hcp 3♣ 6-9 4card S raise 3NT 13-15 bal 3 cd S raise 2♥ 5+ 10+ hcp 3♠ 10-12 4card S raise 4♣ 8-11 splinter 1NT 3♣ both minors game 3♠ singleton 5-4 minors 3NT to play 4♠ minorwood 4♠ not used 3♥ singleton 5-4 minors 4♠ minorwood 4♠ not used 4NT direct = quant 2♣ 2♠ at least a King 2NT natural, A and K 2♥ no ace or king 3♣ " 3♠ 2♠ 5 card suit, A, and K 3♥ natural, A, K 3↑ natural, A, K 3↑ other 2♠ 2♥ natural forcing 2♠ pass or correct 2♠ pass or correct 3♠ pass or correct 3♠ pass or correct 2NT forcing enquiry 3♥ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	1♠ 1NT 6-9 no M	2♠ 6-9 3 card raise	3♥ 10-12 3 card S raise
2		2NT game force 4 cd raise	• .
2♥ 5+ 10+ hcp other 4D- 8-11 splinter 4H 8-11 splinter INT 3♣ both minors game 3♠ singleton 5-4 minors 3♦ both minors slam 3NT to play 3♥ singleton 5-4 minors 3♥ singleton 5-4 minors 4♠ minorwood 4♠ not used Other 4NT direct = quant 2♣ 2♠ at least a King 2NT natural, A and K 2♥ no ace or king 3♠ " 3♠ 2♠ 5 card suit, A, and K 3♥ natural, A, K 3♦ " 3NT other 2♠ 2♥ natural forcing 2♠ pass or correct 2♠ pass or correct 3♠ pass or correct 2♠ pass or correct 3♠ preemptive 3NT to play 4♠ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	· ·	-	* *
other 4D- 8-11 splinter 4H 8-11 splinter 1NT 3♣ both minors game 3♠ singleton 5-4 minors 4♠ minorwood 3♦ both minors slam 3NT to play 4♥ not used 3♥ singleton 5-4 minors 4♣ minorwood 4♠ not used other 4NT direct = quant 2♣ 2♠ at least a King 2NT natural, A and K 3♥ natural, A,K 2♥ no ace or king 3♣ " 3♠ 2♠ 5 card suit, A, and K 3♥ " 3NT other 2♠ 2♥ natural forcing 3♣ pass or correct 3♠ pass or correct 2♠ pass or correct 3♠ preemptive 3NT to play 4♠ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;		7.1	
both minors slam 3NT to play 4 not used 3 vingleton 5-4 minors 4 minorwood 4 not used 2 NT natural, A and K 2 no ace or king 2 no ace or king 3 not used 3 natural, A,K 4 not used 5 natural, A,K 6 natural, A,K 7 natural, A and K 7 natural, A and K 7 natural, A and K 7 natural, A,K 7 natural, A,K 7 natural, A,K 7 natural, A and K 7 natural, A,K 7 natural, A and K 7	· ·	8-11 splinter	
both minors slam 3NT to play 4 not used 3 vingleton 5-4 minors 4 minorwood 4 not used 2 NT natural, A and K 2 no ace or king 2 no ace or king 3 not used 3 natural, A,K 4 not used 5 natural, A,K 6 natural, A,K 7 natural, A and K 7 natural, A and K 7 natural, A and K 7 natural, A,K 7 natural, A,K 7 natural, A,K 7 natural, A and K 7 natural, A,K 7 natural, A and K 7	1NT 3♣ both minors game	3♠ singleton 5-4 minors	4♦ minorwood
singleton 5-4 minors 4♣ minorwood 4♠ not used 4NT direct = quant 4♣ minorwood 4♠ not used 4NT direct = quant 4♣ minorwood 4♠ not used 5♠ past or correct, 3♠ natural, A,K 2♥ no ace or king 3♣ " 2♠ 5 card suit, A, and K 3♠ " 3NT 2♠ 2♥ natural forcing 3♣ pass or correct 2♠ pass or correct 2♠ pass or correct 3♠ pass or correct 2♠ pass or correct 3♠ pass or correct 3NT to play 4♠ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	-		4♥ not used
other 4NT direct = quant 2♣ 2♦ at least a King 2NT natural, A and K 3♥ natural, A,K 2♥ no ace or king 3♣ " 3♠ 2♠ 5 card suit, A, and K 3♦ " 3NT other 2♦ 2♥ natural forcing 3♣ pass or correct 3♠ pass or correct 2♠ pass or correct 3♦ preemptive 3NT to play 2NT forcing enquiry 3♥ 4♣ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;			·
2♥ no ace or king 2♠ 5 card suit, A, and K 3♠ " 3NT other 2♠ 2♥ natural forcing 2♠ pass or correct 2♠ pass or correct 3♠ pass or correct 2♠ pass or correct 3♠ preemptive 3NT to play other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	· — —	•	•
2♥ no ace or king 2♠ 5 card suit, A, and K 3♠ " 3NT other 2♠ 2♥ natural forcing 2♠ pass or correct 2♠ pass or correct 3♠ pass or correct 2♠ pass or correct 3♠ preemptive 3NT to play other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	2♣ 2♦ at least a King	2NT natural, A and K	₃♥ natural, A.K
2♠ 5 card suit, A, and K other 2♠ 2♥ natural forcing pass or correct pass or correct preemptive 3NT to play 3NT to play 3NT forcing enquiry other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	-		
other 2			
2♦ 2♥ natural forcing 3♣ pass or correct 3♠ pass or correct 2♠ pass or correct 3♦ preemptive 3NT to play 2NT forcing enquiry 3♥ 4♣ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;		•	0111
pass or correct 3 → preemptive 3NT to play 2NT forcing enquiry 3 → 4♣ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;		3♣ pass or correct	3▲ pass or correct
2NT forcing enquiry 3♥ 4♣ other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	-		·
other ater 2NT enquiry; 3C and D = bad weak 2; 3 opp M are good;	•		
	• , ,		•

Notes change of suit after preempt or multi-- opener responds in steps 0/1,2, 3, 3 to honce

2♥ 2♠ to play	3♦ fcg dep vul	3NT to play				
2NT fcg; dep vul	3♥ preempt	4♣				
3♣ fcg, dep vul	3♠ preempt	4♥ to play				
other pass or correct						
2♠ 2NT ask feature	3♥ nat and forcing	4♣				
3♣ ask shortage L/M/H	3♠ raise preempt	4♥				
3♦ ask range	3NT to play	4♠ to play				
other others pass or correct						
2NT 3♣ puppet stayman	3♠ both min slam interest	4♦ rkcb D 1430				
3♦ transfer to H	3NT to play	4♥				
3♥ transfer to S	4♣ rkcb club 1430	4♠				
other others pass or correct						
	9. CONVENTIONS					
Inusual NT: lowest 2 unbid su	uits					
4th Suit Forcing One round		Game force				
NT Checkback Priorities	new minor forcing; up the lir					
	both M better H; 4D= better S					
Defence to Opening Twos X t						
Multi 2 2H= take out of H; X= take out of S; 2NT =15-18 bal; simple stayman transfer						
RCO style 2-s 123 doubles	,,	, , , , , , , , , , , , , , , , , , ,				
	e TO known suit; unanchored	123 doubles				
	oid except immediately after 1					
,	pove or other 2 suits; NT= 2	• • • • • • • • • • • • • • • • • • • •				
	Jove of Other 2 Suits, TVT = 2	non todoning suits				
strong						
*						
Over 1NT Interference over X,						
Lebensohl - other uses TO o	f weak 2 bids and multi 2 bids	• •				
Take out of 4 level pre-empts	4♣/4♦ X is take out					
4♥ X is take out	4♠ X is pen; 4N	NT is take out				
	10. OTHER NOTES					