AUSTRALIAN BRIDGE 4. BASIC RESPONSES FEDERATION LTD. Jump raises - minors Art@1C; 1D to 3D = To Play STANDARD SYSTEM CARD Jump raises - Majors To Play or pre-emptive ABF Nos. Liz Sylvester 950114 Special; Art@1C; 1D-2M=5S,4H NF; 1D-2C=Inv Jump shifts after minor opening & Names: 22381 Peter Gill 3C=Bal; 3D=Inv; OM= suit setting Jump shifts after Major opening Strong Club with Variable NT and Weak two's; UDCA; Lead 4ths Basic System: Responses to strong 2 suit open. Classification: Green Blue X Brown Sticker Red Yellow Simple Stayman & Transfers to Majors; 3S=Both minors(4+/4+) Responses to 2NT opening 1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé 5. PLAY CONVENTIONS 1 0+ Art; 16+ 1 5+; 10-15 Versus Suit Versus **NoTrump** (if different) (or both) Show priorities 1 2+: 10-15 1**A** 5+; 10-15 Overlead All(K=count ONLY@5 level or vs 4M Opening) Sequences: Leads **1NT** 14-16 (1st/2nd); 15-17(3rd/4th) may contain 5 card Major 4th Highest 4th Highest Four or more with an honour 1NT Responses 2♣ Simple Stayman (Can be weak) then 4NT=1430;AfterTfer 4NT=Quant 2nd Highest 2nd Highest From 4 small 2 Minor Hand; Forces 2NT 2 Transfer to Hearts MUD Top or MUD From 3 cards (no honour) 2♥ Transfer to Spades 2NT Invite As Above As above In partner's suit other Opp14-16,9=Inv;10=Game (Dbl) 1NT(2x) X = T/O & LebensohlLow Encourage **Discards** Reverse ie Low-High = Even 24 6+ 10-15; Can be 5+ in 3rd/4th seat Count Low Encourage Diamond shortage, 10-15;(4414, 4405, 4315, 3415) **Signal** on partner's lead: Signal on declarer's lead: Some reverse Count Hearts; 6+Vul; 5 or 6 NV(Fav Vul 3-7pts) 2 Spades; 6+Vul; 5 or 6 NV(Fav Vul 3-7pts) Notes Suit Preference on occasion **2NT** (19)20-21(1st/2nd);20-21(3rd/4th) 3NT Solid Min w O/S A/K(1st/2);To Play(3/4) other 2NT after weak two asks for: Suit length(NV); Shortage(VuI) 6. SLAM CONVENTIONS 44 Gerber 2. PRE-ALERTS Not Used Strong Club Light openings in 3rd seat possible **RKCB** 1430 Quantitative over partner's Natural NT Bid 4NT: Blackwood Cue Bids X 1st/2nd Rnd Controls; If they X Ctl Bid then XX=1st Rnd Ctl Asking Bids No Minorwood, No DOPI/ROPI (3. COMPETITIVE BIDS / OVERCALLS) Assume 0 Keycards after 5D response to 1430; Responder bids Slam if 3; Ditto 1/4 if 4 7. OTHER CONVENTIONS Doubles Support X&XX to 2S including 1NT by OPENER Negative DBL thru 4S 3rd X by our partnership=Penalty;XX-> then X=Penalty Two Way Checkback; All GF via 2D System ON if they X; Responsive DBL thru **4**S Fourth Suit Game Force System OFF if they Overcall Unusual NT Two lowest unbid suits; Any Jump overcalls Weak 1NT overcall: (immediate) 15-18 Bal; System On (re-opening) 13-16 Bal; System On Jacoby 2NT --> shortage >1M Drury opposite 3/4 1M Quantitative 4NT > NT Natural Bid Immediate cue: (minor) Michaels except over Strong C (Major) Michaels, Any strength 1D (1NT) 2C = Both M(4+/4+) else Natdf Over: Weak Twos 2NT=15-18; T/O X w Leb Opening Threes X = Takeout 1NT (2x) X=Takeout Opponent's transfers X=T/O of THEIR suit; Other Bids Natural; No Michaels Support X&XX to 2S including 1NT by Opener(Not Over www.abf.com.au PDF Form Rev. 21E29 by RoL Cue Raises opposite opener or overcallers suit by partner Opponent's 1NT X=Penalty; 2C=Majors(4+/4+) then 2D = No preference MyRev. Dec 2023 2D=Long Major; 2H=5+H & 4+m; 2S=5+S & 4+m Copyright © ABF 2021 2NT = Miors(5+/5+)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♠ 0-7 HCP, Any 1♣ 5+S; 8+pts 2♠ 14+ pts, Bal 3♠ 8-10pts; 4414 1NT 5+C; 8+pts 2№ 11-13 pts, Bal 3♠ 8-10pts; 4144 3NT 5+C; 8+pts 2NT 11+pts, 4414 Any 3NT 5+C; 8+pts 2NT 11+pts, 44414 Any 3NT 5+C; 8+pts 3NT 13-16 To Play 3NT 3H;13+Nat; Choice of Play 4+To Play 3NT 3H;13+Nat; Choice of Play 4+Ti Play 3NT 3H;13+Nat; Choice of Play		Describe stre	ngth,	minimum length, or specific	mea	aning				
1♠ 5+H; 8+pts 2♠ 14+ pts, Bal 3♠ 8-10pts; 1444 1NT 5+C; 8+pts 2NT 11+pts, 4414 Any 3NT - 1♠ 1♠ Nat; 4+H; F1 2♠ 5S,4H;Weak(0-9) 3♠ Spl; Minors(5+/4+); GF 1♠ Nat; 4+S; F1 2♠ 5S,4H;Inv(10-12) 3♠ Spl; Minors(5+/4+); GF 1NT 0-11(NV);(6)7-11(V/Int) 2NT 12 Invite 3NT 13-16 To Play 2♠ GF; 2+C unless 3C nxt 3♠ Minors(5+/4+); Weak(0-9) 4♠ To Play; Short Majors 2♠ GF; 5+D unless 3D nxt 3♠ 6+D unbal; Weak(0-9) 4♠ To Play; Short Majors 2♠ GF; 5+D unless 3D nxt 3♠ 6+D unbal; Weak(0-9) 4♠ To Play; Short Majors 2♠ GF; 5+D unless 3D nxt 3♠ 6+D unbal; Weak(0-9) 4♠ To Play; Short Majors 2♠ GF; 2+C unless 3C nxt 2NT Jacoby> Shortage 3♠ 3+H; 11/12 Limit Raise 2♠ GF; 5+D unless 3D nxt 3♠ 3+H; GF; Often 4333 3NT 3H; 13+Nat; Choice of an other 2/1 GF unless 3C nxt 2NT Jacoby> Shortage 3♠ GF; 2+C unless 3C nxt 2NT Jacoby> Shortage 3♠ 4+S; 0-8(NV); 5-8(V) 2♠ GF; 5+D unless 3D nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where we slam Interest 1♠ 1NT 0-12(NV)6-11(V;); 3+♣ 2♠ Nat; 7-11 Constructive 3♠ 4+S; 0-8(NV); 5-8(V) 2♠ GF; 5+D unless 3D nxt 3♠ 3+S; 6-F; Often 4333 3NT 3S; 13+Nat; Choice of an other 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF unless 3H nxt 3♠ 3+S; 11/12 Limit Raise 4♠ Splinter where 2/1 GF; 5+B, 5+3+3 5♠ 6+ Nat; Fthen stops 3M To Play 3♠ GF; 6+S; F1->4S=2S 3♠ At; F1->4B=2H 3♠ At; F1->4B=2H 3♠ At; F1->4B=2H 3♠ At; F1->4B=2H 3♠	1♣ 1	• 0-7 HCP, Any	2	8-10 pts, Bal	3 🄷	8-10pts; 4414				
1NT 5+C; 8+pts	1	> 5+S; 8+pts	2	11-13 pts, Bal	3	8-10pts; 4144				
2♣ 5+D; 8+pts 3♣ 8-10pts; 4441 4♣ - 1♦ 1♥ Nat; 4+H; F1 2♠ 5S,4H;Weak(0-9) 3♥ Spl; Minors(5+/4+); GF 1♠ Nat; 4+S; F1 2♠ 5S,4H;Inv(10-12) 3♠ Spl; Minors(5+/4+); GF 1NT 0-11(NV);(6)7-11(V/Int) 2NT 12 Invite 2♣ GF; 2+C unless 3C nxt 3♣ Minors(5+/4+);Weak(0-9) 2♠ GF; 5+D unless 3D nxt 3♠ 6+D unbal; Weak(0-9) 4♠ To Play; Short Majors 1♥ 1♠ Nat: 4+S 2♥ Nat; 7-11 Constructive 1NT 0-12;(NV);6-12(V) 3+Ы 2♠ Sets spades; Slam Try 2♣ GF; 2+C unless 3C nxt 2NT Jacoby> Shortage 2♠ GF; 5+D unless 3D nxt 3♣ 3+H;GF; Often 4333 3NT 3H;13+Nat; Choice of other 2/1 GF unless 3C nxt 2NT Jacoby> Shortage 2♠ GF; 5+D unless 3C nxt 2NT Jacoby> Shortage 2♠ GF; 5+D unless 3C nxt 2NT Jacoby> Shortage 2♠ GF; 5+D unless 3C nxt 2NT Jacoby> Shortage 2♠ GF; 5+D unless 3C nxt 2NT Jacoby> Shortage 2♠ GF; 5+D unless 3C nxt 2NT Jacoby> Shortage 2♠ GF; 5+D unless 3D nxt 3♣ 3+S; T1/12 Limit Raise 4♠ Splinters w Slam Interest 1♠ 1NT 0-12(NV)6-11(V;);;3+Ы 2♠ Nat; 7-11 Constructive 2♠ GF; 5+D unless 3D nxt 3♣ 3+S; GF; Often 4333 3NT 3S;13+Nat; Choice of off off off off off off off off off	16	♦ 5+H; 8+pts	2	14+ pts, Bal	3 ♠	8-10pts; 1444				
other 1	11	NT 5+C; 8+pts	2NT	11+pts, 4414 Any	3NT	-				
1	2	♣ 5+D; 8+pts	3 -	8-10pts; 4441	4	-				
1♠ Nat; 4+S; F1 2♠ 5S,4H;Inv(10-12) 3♠ Spi; Minors(5+/4+); GF 1NT 0-11(NV);(6)7-11(V/Int) 2№ GF; 2+C unless 3C nxt 3♠ Minors(5+/4+); Weak(0+4+1) 2♠ GF; 2+C unless 3D nxt 3♠ 6+D unbal; Weak(0-9) 3№ To Play; Short Majors 3♦ 3+H; 11/12 Limit Raise 4№ Nat; 4+S 4№ Nat; 4+S 5 GF; 2+C unless 3C nxt 2№ Nat; 7-11 Constructive 3♦ 3+H; 11/12 Limit Raise 4№ GF; 2+C unless 3C nxt 2№ Jacoby> Shortage 3№ Splinter 3№ 4+H; 0-8(NV); 5-8(V) 3♠ Splinter 3№ Splinters 3№ Splinter 3№ Spli	oth	ner								
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other Openers subsequent 1NT or major raise = 11-13(14) Bal 1	20	GF; 2+C unless 3C nxt	3 -	Minors(5+/4+);Weak(4 ♣	To Play; Short Majors				
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2♣ GF; 2+C unless 3C nxt 2NT Jacoby> Shortage 3♣ Splinter 2♠ GF;5+D unless 3D nxt 3♣ 3+H;GF; Often 4333 3NT 3H;13+Nat; Choice of an animal ship of the suit; 3S/4C/4D=Splinters w Slam Interest 1♣ 1NT 0-12(NV)6-11(V;);;3+♣ 2♠ Nat; 7-11 Constructive 2♣ GF; 2+C unless 3C nxt 2♣ GF; 2+C unless 3D nxt 2♣ GF;5+D unless 3D nxt 2♣ GF;5+D unless 3D nxt 3♣ 3+S;GF; Often 4333 3NT 3S;13+Nat; Choice of an animal ship of the suit; 3S/4C/4D=Splinters w Slam Interest 1NT 3♣ GF with Short C 3♣ GF with Short C 3♣ GF with Short C 3♣ GF with Short D 3NT 10+ To Play 3♣ GF with Short D 3NT 10+ To Play 3♣ GF;6+H; F1->3H=3+ 3♣ Nat; NF 3♣ GF;6+S;F1->3S=3+ 3♠ GF;6+S;F1->3S=3+ 3♠ GF;6+S;F1->4S=2S 3♠ 9+pts; 5+S;F1->3S=3+ 3♠ GF,6+S; F1->4S=2S 3♠ To Play 2♠ To Play 2NT Shape Ask,usually 10+ 3♣ To play; Raise w void the suit with Max; 2D (2/3y) X = Penalty	1 14	♠ Nat: 4+S	2	Nat; 7-11 Constructive	3 🄷	3+H; 11/12 Limit Raise				
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other 2/1 GF unless responder rebids their suit; 3S/4C/4D=Splinters w Slam Interest 1♠ 1NT 0-12(NV)6-11(V;);;3+♣ 2♠ Nat; 7-11 Constructive 3♥ Sets Hearts; Slam Try 2♠ GF; 2+C unless 3C nxt 2NT Jacoby> Shortage 3♠ 4+S;0-8(NV);5-8(V) 2♦ GF;5+D unless 3D nxt 3♠ 3+S;GF; Often 4333 3NT 3S;13+Nat; Choice of 4 Splinter w 4+S 0ther 2/1 GF unless responder rebids their suit; 4C/4D/4H=Splinters w Slam Interest 1NT 3♣ GF with Short C 3♠ GF with Short S & 4H 4♠ Transfer to S 3♠ GF with Short D 3NT 10+ To Play 4♠ Nat; 6+cards; To Play 3♥ GF with Short H 4♠ Transfer to H 4♠ Nat; 6+cards; To Play 0ther 1NT (P) 2NT = if they bid then X=Penalty 2♠ 2♠ Relay asking for Major 2NT Inv; Usually 12pts;No 4 3♠ GF;6+H; F1->4H=2H 2♥ 9+pts; 5+H;F1->3H=3+ 3♠ Nat; NF 3♠ GF;6+S; F1->4S=2S 2♠ 9+pts; 5+S;F1->3S=3+ 3♠ 6+ Nat; F then stops 3NT To Play 0ther 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2♠ 2♥ To Play 3♠ Nat; GREAT suit; Inv 3NT To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 4♠ To play; Raise w void 60ther 2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty		_			3	Splinter				
1♣ 1NT 0-12(NV)6-11(V;);;3+ 2 2♠ Nat; 7-11 Constructive 3♥ Sets Hearts; Slam Try 2♣ GF; 2+C unless 3C nxt 2NT Jacoby> Shortage 3♠ 4+S;0-8(NV);5-8(V) 2♠ GF;5+D unless 3D nxt 3♣ 3+S;GF; Often 4333 3NT 3S;13+Nat; Choice of 3 3♣ S; 11/12 Limit Raise 4♣ Splinter w 4+S other 2/1 GF unless responder rebids their suit; 4C/4D/4H=Splinters w Slam Interest 1NT 3♣ GF with Short C 3♠ GF with Short S & 4H 4♠ Transfer to S 3♠ GF with Short D 3NT 10+ To Play 4♠ Nat; 6+cards; To Play 3♥ GF with Short H 4♣ Transfer to H 4♠ Nat; 6+cards; To Play 1NT (P) 2NT = if they bid then X=Penalty 2♣ 2♠ Relay asking for Major 2NT Inv; Usually 12pts;No 4 3♠ GF;6+H; F1->4H=2H 2♥ 9+pts; 5+H;F1->3H=3+ 3♣ Nat; NF 3♠ GF;6+S; F1->4S=2S 2♠ 9+pts; 5+S;F1->3S=3+ 3♠ 6+ Nat; F then stops 3NT To Play 3♠ To Play 2♠ To Play 3♠ To Play 3♠ To Play 3♠ To Play 3♠ To Play 2♠ To Play 3♠ Nat; GREAT suit; Inv 3NT To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 4♣ To play; Raise w void 50 ther 2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty	2	GF;5+D unless 3D nxt	3 ♣	3+H;GF; Often 4333	3NT	3H;13+Nat; Choice of				
2♣ GF; 2+C unless 3C nxt 2NT Jacoby> Shortage 3♠ 4+S;0-8(NV);5-8(V) 2♦ GF;5+D unless 3D nxt 3♣ 3+S;GF; Often 4333 3NT 3S;13+Nat; Choice of 3NT	oth	ner 2/1 GF unless responde	er rel	oids their suit; 3S/4C/4D=	=Spli	nters w Slam Interest				
2 GF;5+D unless 3D nxt 3 3+S;GF; Often 4333 2 GF;5+H unless 3H nxt 3 3+S; 11/12 Limit Raise other 2/1 GF unless responder rebids their suit; 4C/4D/4H=Splinters w Slam Interest 1NT 3 GF with Short C 3 GF with Short S & 4H 4 Transfer to S 3 GF with Short D 3NT 10+ To Play 4 Nat; 6+cards; To Play 3 GF with Short H 4 Transfer to H 4 Nat; 6+cards; To Play 1NT (P) 2NT = if they bid then X=Penalty 2 Relay asking for Major 2NT Inv; Usually 12pts;No 3 GF;6+H; F1->4H=2H 2 P+pts; 5+H;F1->3H=3+ 3 Nat; NF 3 GF;6+S; F1->4S=2S 3 P+pts; 5+S;F1->3S=3+ 3 6+Nat; F then stops other 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2 To Play 3 Nat; GREAT suit; Inv 2NT Dlay; Raise w void other 2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty	1 🖍 1	VT 0-12(NV)6-11(V;);;3+	2	Nat; 7-11 Constructive	3	Sets Hearts; Slam Try				
2♥ GF;5+H unless 3H nxt 3♦ 3+S; 11/12 Limit Raise 4♣ Splinter w 4+S other 2/1 GF unless responder rebids their suit; 4C/4D/4H=Splinters w Slam Interest 1NT 3♣ GF with Short C 3♠ GF with Short D 3NT 10+ To Play 3♥ GF with Short H 4♣ Transfer to H other 1NT (P) 2NT = if they bid then X=Penalty 2♣ 2♠ Relay asking for Major 2NT Inv; Usually 12pts;No♠ 3♥ GF;6+H; F1->4H=2H 2♥ 9+pts; 5+H;F1->3H=3+ 3♣ Nat; NF 3♠ GF;6+S; F1->4S=2S 2♠ 9+pts; 5+S;F1->3S=3+ 3♠ 6+ Nat; F then stops other 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2♠ 2♥ To Play 2♠ To Play 2♠ To Play 3♠ To Play 3♠ To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void ↑	2	GF; 2+C unless 3C nxt	2NT	Jacoby> Shortage	3 ^	4+S;0-8(NV);5-8(V)				
other 2/1 GF unless responder rebids their suit; 4C/4D/4H=Splinters w Slam Interest 1NT 3♣ GF with Short C 3♠ GF with Short D 3NT 10+ To Play 3♥ GF with Short H 4♣ Transfer to H 4♠ Nat; 6+cards; To Play 6H Nat; 6+cards; To Play 7 Nat; 6+cards; To Play 8H Nat; 6+cards;	2	GF;5+D unless 3D nxt	3 -	3+S;GF; Often 4333	3NT	3S;13+Nat; Choice of				
INT 3♣ GF with Short C 3♠ GF with Short D 3NT 10+ To Play 4♠ Nat; 6+cards; To Play 3♥ GF with Short H 4♠ Transfer to H 50 Nat; 6+cards; To Play 60 Nat; 6+cards; To Play 61 Nat; 6+cards; To Play 62 Nat; 6+cards; To Play 63 Nat; 6+cards; To Play 64 Nat; 6+cards; To Play 65 Nat; 6+cards; To Play 66 Nat; 80	2	GF;5+H unless 3H nxt	3◆	3+S; 11/12 Limit Raise	4 ♣	Splinter w 4+S				
GF with Short D 3NT 10+ To Play 4 Nat; 6+cards; To Play other 1NT (P) 2NT = if they bid then X=Penalty 2♣ 2♠ Relay asking for Major 2NT Inv; Usually 12pts;No 3♥ GF;6+H; F1->4H=2H 2♥ 9+pts; 5+H;F1->3H=3+ 3♣ Nat; NF 3♠ GF;6+S; F1->4S=2S 2♠ 9+pts; 5+S;F1->3S=3+ 3♠ 6+ Nat; F then stops other 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2♠ 2♥ To Play 2♠ To Play 2♠ To Play 3♠ To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 100 fother 2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty	oth	ner 2/1 GF unless responde	er rel	oids their suit; 4C/4D/4H	=Spli	nters w Slam Interest				
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other 1NT (P) 2NT = if they bid then X=Penalty 2♣ 2♠ Relay asking for Major 2NT Inv; Usually 12pts;No 4 3♥ GF;6+H; F1->4H=2H 2♥ 9+pts; 5+H;F1->3H=3+ 3♣ Nat; NF 3♠ GF;6+S; F1->4S=2S 2♠ 9+pts; 5+S;F1->3S=3+ 3♠ 6+ Nat; F then stops 3NT To Play other 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2♠ 2♥ To Play 3♣ To Play 3♠ To play; Raise w void 4♠ To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 4♠ To	3	GF with Short D	3NT	10+ To Play	4	Nat; 6+cards; To Play				
2♣ 2♠ Relay asking for Major 2NT Inv; Usually 12pts;No 3♥ GF;6+H; F1->4H=2H 2♥ 9+pts; 5+H;F1->3H=3+ 3♣ Nat; NF 3♠ GF;6+S; F1->4S=2S 2♠ 9+pts; 5+S;F1->3S=3+ 3♠ 6+ Nat; F then stops 3NT To Play other 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2♠ 2♥ To Play 3♣ To Play 2♠ To Play 3♠ Nat; GREAT suit; Inv 3NT To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 4♣ To play; Raise w void 50ther 2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty	3	GF with Short H	4	Transfer to H	4	Nat; 6+cards; To Play				
9+pts; 5+H;F1->3H=3+ 3♣ Nat; NF 3♠ GF;6+S; F1->4S=2S 2♠ 9+pts; 5+S;F1->3S=3+ 3♠ 6+ Nat; F then stops other 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2♠ 2♥ To Play 2♠ To Play 2♠ To Play 3♠ Nat; GREAT suit; Inv 3NT To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void ♣ 1♣ To play; Raise w void ♣ 1♠ 1♣ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠ 1♠	oth	ner 1NT (P) 2NT = if they b	id the	en X=Penalty						
9+pts; 5+H;F1->3H=3+ 3♣ Nat; NF 3♠ GF;6+S; F1->4S=2S 2♠ 9+pts; 5+S;F1->3S=3+ 3♠ 6+ Nat; F then stops other 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2♠ 2♥ To Play 2♠ To Play 2♠ To Play 3♠ Nat; GREAT suit; Inv 3NT To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void ♣ 4♣ To play; Raise w void ♣ 100 ther 2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty	2 - 2•	Relay asking for Major	2NT	Inv; Usually 12pts;No 4	3 💙	GF;6+H; F1->4H=2H				
other 2C - 2M then 2NT=Max/No fit; 3C=min/No Fit; 3x=doubleton M, short in 4th suit 2 ◆ 2 ▼ To Play	2									
2♦ To Play 2♠ To Play 3♣ To Play 3♣ To play; Raise w void 2♠ To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 4♣ To play; Raise w void 2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty	20	9+pts; 5+S;F1->3S=3+	3	6+ Nat; F then stops	3NT	To Play				
2♠ To Play 3♦ Nat; GREAT suit; Inv 3NT To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 4♣ To play; Raise w vo	oth	ner 2C - 2M then 2NT=Max	/No t	fit; 3C=min/No Fit; 3x=do	uble	ton M, short in 4th suit				
To Play 3♦ Nat; GREAT suit; Inv 3NT To Play 2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 4♣ To play; Raise w void 4♣ To play; Raise w void 4₽ To play; Raise w void 4P To play; Raise w vo	2 2	▼ To Play	3♣	To Play	3♠	To play; Raise w void ₽				
2NT Shape Ask,usually 10+ 3♥ To play; Raise w void 4♣ To play; Raise w void 40 To play; Raise w		•	-	·						
other 2D - 2NT then 3C=min else bid 3 card suit with Max; 2D (2/3y) X = Penalty	21		3			•				
lotes Any X by partner after a weak 2 Opening by us is Penalty		·								
	Votes	Any X by partner after a	weak	2 Opening by us is Pen	alty					

Notes Any X by partner after a weak 2 Opening by us is Penalty X/X/X; 1st X=cards; 2nd X = T/O; 3rd X = Penalty by our partnership

2	2♠	5+S; F(V); NF(NV)	3 🍁	5+D, F(V); NF(NV)	3NT	To Play			
	_	Shortage Ask(V)5566₽		` ' ` '		Spl (V); Nat(NV)			
	3 -	5+C; F(V); NF(NV)	3♠	Splinter (V); NF(NV)	4	To Play			
	other	2NT=shortage ask(V);Suit Length(5566) NV							
2	2NT	Shortage Ask(V);5566	3	5+H; F(V); NF(NV)	4 ♣	Spl (V); Nat(NV)			
	3 -	5+C; F(V); NF(NV)	3 ♠	To Play	4	To Play			
	3◆	5+D; F(V); NF(NV)	3NT	To Play	4	To Play			
	other	2NT=shortage ask(V);S	uit L	ength(5566) NV					
2NT	3 -	Simple Stayman/Smo	3 ^	Both Minors(4+/4+)	4	Nat; Slam Try			
	3◆	Transfer to H	3NT	To Play	4	To Play			
	3 Y	Transfer to S	4	Nat; Slam Try	4	To Play			
other 4C/4D Nat Slam Try then 4NT=Sign off else control bid; No Puppet									
9. CONVENTIONS									
Unusual NT: Two lowest unbid suits(eg shows D+H after 1C)									

Unusual N	T: Two lowest unbid suits(eg shows D+H after 1C)									
4th Suit Forcing One round Gar										
NT Checkback Priorities: 2C>2D; 2D, GF Two way;(2NT->3C;1x (any) 1y (any)										
Defence to 3NT opening X=Values(Penalty oriented) Else Natural										
Defence to Opening Twos 2NT=15-18 with Stop & System ON; XXX applies for all "2's"										
Multi 2◆	Multi 2♦ X = 13+pts; (2D) P (2H/2S) X=simply T/O									
RCO style 2	S X = Takeout									
Other 2-s	Other 2-s 2NT(Both Minors Opening); X/X/X; 3C=5+H/4+S; 3D=5+S/4+H									
Defence	Strong 1C: X = Both Majors; NT=Both Minors; Else Natural;									
to	weak jump overcalls apply									
strong	Strong 2C; Natural; weak jump overcalls apply									
14/24	♣ No Michaels over opponents strong 1C or 2C									

Over 1NT Interference Lebensohl;

Lebensohl - other uses (2M) X OR (2M) P (P) X then 2NT=0-6pts;

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

4♥ X=Takeout

4♠ X=Good hand-> 4NT very T/O-2suited

(10. OTHER NOTES)

Defence to:

- -Bergen: (1M) P/X (3C) then X= T/O of THEIR suit and 3M=Michaels
- -Two IvI Opening of Both Majors:X/X/X;We can always play in their major if they dont bid

Example (2H=Both majors) X by us is T/O. They pass. We can play in S/C or D not H

-Michaels & Unusual NT defence is unusual over unsual ie bid of 4th suit=NF

Checkback;(1x (any) 1y (any) THEN 1NT (P) 2C -->2D and (X) 2D is GF;2NT->3C;3lvl G