

4. BASIC RESPONSES

Jump raises - minors

Jump raises - Majors
4+ support, typically 8-9 total points

Jump shifts after minor opening
weak jumps at 2 level, invitational 3 level & 6+ suit

Jump shifts after Major opening
invitational 6+ suit at 3 level & 1♥-2♠ or 1♠-3♥ 3 card limit

Responses to strong 2 suit open.

Responses to 2NT opening

5. PLAY CONVENTIONS

Show priorities	Versus	Suit	(or both)	Versus	NoTrump	(if different)
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Leads

Four or more with an honour

From 4 small

From 3 cards (no honour)

In partner's suit
High from 3 small if supported

Discards Natural Count

Count Natural

Signal on partner's lead:

Signal	on declarer's lead:	Count
$\clubsuit$ 10 9 8 7 6 5 4 3 2 $\heartsuit$ A K Q J 10 9 8 7 6 5 4 3 2 $\spadesuit$ A K Q J 10 9 8 7 6 5 4 3 2 $\diamondsuit$ A K Q J 10 9 8 7 6 5 4 3 2	$\clubsuit$ 10 9 8 7 6 5 4 3 2 $\heartsuit$ A K Q J 10 9 8 7 6 5 4 3 2 $\spadesuit$ A K Q J 10 9 8 7 6 5 4 3 2 $\diamondsuit$ A K Q J 10 9 8 7 6 5 4 3 2	$\clubsuit$ 10 9 8 7 6 5 4 3 2 $\heartsuit$ A K Q J 10 9 8 7 6 5 4 3 2 $\spadesuit$ A K Q J 10 9 8 7 6 5 4 3 2 $\diamondsuit$ A K Q J 10 9 8 7 6 5 4 3 2

Notes

6. SLAM CONVENTIONS

4NT: Blackwood

Asking Bids	Cue Bids
☐	☒

7. OTHER CONVENTIONS

Bourke Relay (3rd suit forcing by responder)

Blackout weakness after 1X:1Y, 2Z reverse

XYZ

2♥ 2♠	5+♠ F1	3♦	Nat F1	3NT	to play

2NT	Qaust	3♥	4+♥ not invitational	4♣
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3♣	Nat F1	3♠	4♥	To play
other	4M to play			
2♠	2NT	Ogust	3♥	5+♥ F1
3♣	Nat F1		3♠	4+♣ not invitational
3♦	Nat F1		3NT	to play
other				
2NT	3♣	Stayman	3♠	Baron
3♦	5+♥		3NT	to play
3♥	5+♠		4♣	6+ clubs
other	4NT	Blackwood		

9. CONVENTIONS

Unusual NT: ☐ One round ☐ Priorities: XYZ ☒ Game force ☒

4th Suit Forcing

NT Checkback ☒ 4♣ = ♥&♠ ♥ better, 4♦ = ♥&S ♠ better

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ Double 15+p direct seat

RCO style 2-s Double 15+p direct seat

Other 2-s

Defence (1♠) : Strong - X=both majors, 1NT minors to

strong (2♣) : Natural

1♣ / 2♣

Over 1NT Interference Double t/o 2NT thru 3♥ transfers

Lebensohl - other uses After partners double of a weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ double

4♥ double/4NT

10. OTHER NOTES

9. CONVENTIONS

Unusual NT:

	One round	Game force
4th Suit Forcing	☐	☒

☒ NT Checkback Priorities: XYZ

Defence to 3NT opening

Defence to Opening Twos

Multi2 ♦ Double 15+p direct seat

RCO style 2-s Double 15+p direct seat

Other 2-s

Defence (1♣) : Strong - X=both majors, 1NT minors

of

strong (2♣): Natural

1♣/2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts $4\clubsuit/4\spadesuit$ double

4♥	double/4NT	4♠	4NT
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10. OTHER NOTES