

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening } 2 level - weak, natural, to play  
 Jump shifts after major opening } 3 level - splinter  
 Responses to strong 2 suit opening \_\_\_\_\_  
 Responses to 2NT opening As per 1NT

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: \_\_\_\_\_  
 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 or McKenney where appropriate  
 Signal on declarer's lead Count where appropriate  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 0/3,1/4  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions



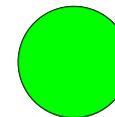

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## STANDARD SYSTEM CARD

Names: Wilson/Brady/Sellars Brady/Wilson/Sellars  
 ABF Nos: 324728/698751/577677 698751/324728/577677  
 Basic System: Standard \_\_\_\_\_ Brown Sticker   
 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 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ -> H 2♥ -> S 2♠ -> minor forces 3C  
 2 NT inv. Other: \_\_\_\_\_  
 2♣ STRONG (forcing to game)  
 2♦ WEAK (6, 6-10)  
 2♥ WEAK (6, 6-10)  
 2♠ WEAK (6, 6-10)  
 2 NT 20-22 Balanced  
 3 NT \_\_\_\_\_

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


## COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 4D  
 Jump overcalls Weak \_\_\_\_\_ Unusual NT LUBS  
 1NT overcall (immediate) 15-18 (re-opening) 15+  
 Immed cue of minor Majors oriented  
 Immed cue of major Majors oriented  
 Over opponent's 1NT (weak) natural  
 Over opponent's 1NT (strong) natural  
 Over weak twos X=t/o, natural  
 Over opening threes X=t/o, natural



## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: unused  
 Jump raises - majors limit  forcing  Other:   
 Jump shifts after minor opening natural   
 Jump shifts after major opening unused   
 Responses to strong 2 suit opening unused   
 Responses to 2NT opening correctable with point range

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other:   
 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   
 Discards McKenney  high encourage  low encourage   
 odd/even  Other:   
 Count natural  reverse  not used

## CONVENTIONS

4NT: Blackwood  RKCB  Other:   
 4♣ Gerber  when? after 1NT, or other suit established

### Other Conventions




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## STANDARD SYSTEM CARD

Names: Alex Dunbar Jarrad Dunbar  
 ABF Nos: 557048 691161  
 Basic System: Precision BROWN STICKER  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 16+ HCP 1♦ 0+♦, 11-15 HCP 1♥ 5+♥ 11-15 HCP 1♠ 5+♠ 11-15 HCP  
 1NT 13-15 HCP, balanced may contain 5 card major   
 2♣ Stayman: simple  extended  Other: transfer to 2♦  
 Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to 3♣  
 2NT 8-10 HCP, balanced Other: sign off  
 2♣ 6+ major 6-10 HCP non vol, 8-10 HCP vol, or 6+ minor 11-15 HCP  
 2♦ 5+, 5+, in majors or minors, 11-15 HCP  
 2♥ 5+♥, 5+ minor, 6-10 HCP  
 2♠ 5+♠, 5+ minor, 6-10 HCP  
 2NT 5+, 5+, in majors or minors, 6-10 HCP non vol, 8-10 HCP vol  
 3NT unused

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

2♣ unusual meaning 6+ card in any suit

## COMPETITIVE BIDDING

Negative doubles through unused Responsive doubles through 3S  
 Jump overcalls unused Unusual NT unused  
 1NT overcall (immediate) 16-18 HCP (re-opening) 16-18 HCP  
 Immed cue of minor unused  
 Immed cue of major unused  
 Over opponent's 1NT (weak) natural overcalls  
 Over opponent's 1NT (strong) natural overcalls  
 Over weak twos natural overcalls  
 Over opening threes Fishbein

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7 HCP	2NT	unused
	1♥/♠	1♥ 8-10 HCP, 1♠ 11-13 HCP	3♣	"-"
	1NT	14+ HCP	3♦	"-"
	2♣	6+♥ 3-7 HCP, transfer to ♥	3♥	"-"
	2♦	6+♠ 3-7 HCP, transfer to ♠	3♠	"-"
	2♥	5+♥, 5+ minor, 3-7 HCP	3NT	"-"
	2♠	5+♠, 5+ minor, 3-7 HCP	4 bids	"-"
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	1♦	1♥/♠ 4+ cards, 0-10 HCP	3♣	unused
	1NT	deny 4 cards major, 0-10 HCP	3♦	"-"
	2♣	11-13 HCP any hand	3♥	"-"
	2♦	14-15 HCP any hand	3♠	"-"
	2♥	5+♥, 14-15 HCP	3NT	"-"
	2♠	5+♠, 14-15 HCP	4♦	"-"
	2NT	16+ HCP	4 Other	4♣ Gerber
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1♥/♠	1NT	asking bid for more info 10+ HCP	3♣	unused
	2♣	5+♣, limited natural	3♦	unused
	2♦	5+♦, limited natural	3♥/♠	3+ cards, 11+ PC
	2♥/♠	3+ cards, 8-10 PC	3NT	unused
	2NT	strong game force	4♣/♦	
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2♣	2♦	correctable 0-7 HCP	2♥/♠	2♥ 8-10 HCP, 2♠ 11-13 HCP
	other	2NT 14+ HCP		
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2♦	2♥	correctable, 0-7 HCP	3♣/♦	3♣, correctable 14+ HCP
	2♠	correctable, 8-10 HCP	3♥/♠	unused
	2NT	11-13 HCP	3NT	"-"
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2♥/♠	2NT	2♠ over 2♥, 2NT over 2♠ asking	3NT	unused
	3♣/♦	5+cards, natural limited	4♣/♦	"-"
	3♥/♠	3+ cards, natural with support	4♥/♠	sign off
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2NT	3♣	correctable, 0-12 HCP	4♣	correctable 13+ HCP
	3♦	"-"	4♦	"-"
	3♥	unused	4♥	
	3♠	"-"	4♠	
	3NT	"-"	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ unused

3♥/3♠ "-"

4♣ Gerber

4♦ transfer to ♥

4♥ transfer to ♠

4♠ unused

Unusual NT: minors  other suits  lower 2 unbid suits

other

### Other slam bidding

Cue Bids

Asking Bids

### 4th Suit Forcing

One round  unused

Game force

### NT Checkback

Priorities unused

### Defence to 3NT opening

natural overcalls

### Defence to opening Two's:

Multi 2♦ natural overcalls

RCO style 2-s

Other 2-s

### Defence to strong ♣

natural overcalls

### Lebensohl

Over NT interference  natural overcalls

Other uses

### Take out of 4 level pre-empts

4♣/4♦ Fishbain

4♥ sign off

4♠ sign off

## OTHER NOTES