

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: \_\_\_\_\_

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    drop dead majors \_\_\_\_\_

Jump shifts after major opening    splinters \_\_\_\_\_

Responses to strong 2 suit opening    2♦0-7, 2♥2♠8+ 5cards, 2nt 8+bal \_\_\_\_\_

Responses to 2NT opening    3♣ \_\_\_\_\_

## PLAY CONVENTIONS

✓ = Both

'NT' Versus Notrump    'S' Versus Suit

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     \_\_\_\_\_

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 30/41

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Crowhurst \_\_\_\_\_

Jacoby \_\_\_\_\_

Lebensol \_\_\_\_\_

4th Suit forcing to game \_\_\_\_\_

Fast arrival = weak \_\_\_\_\_



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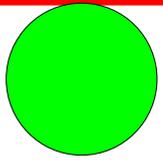
## STANDARD SYSTEM CARD

Names:    Jan Davis    Di Hawke

ABF Nos:    156124    226025

Basic System:    \_\_\_\_\_    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    3card 11+    1♦    3card 11+    1♥    5card 11+    1♠    5card 11+

1 NT    15-18    \_\_\_\_\_    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦    ♥    2♥    ♠    2♣    ♣

2 NT    ♦    Other: 3 level bids slam interest

2♣    game force in a suit, or, 21-22 bal

2♦    weak 6 card major, or, 23+ bal

2♥    5♥+ 5another <opening

2♠    5♠+5 minor <opening

2 NT    5/5 minors <opening

3 NT    gambling[no more than outside K]

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through    4♥    Responsive doubles through    3♠

Jump overcalls    weak    Unusual NT    majors, or minors

1NT overcall (immediate)    15-18    (re-opening)    10-12

Immed cue of minor    both majors

Immed cue of major    other major + minor

Over opponent's 1NT (weak)    X, orToxic

Over opponent's 1NT (strong)    X, orToxic

Over weak twos    X

Over opening threes    X

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ 4cards	2NT	11-12
	1♥/♠	5+ 4cards	3♣	12+ 5cards
	1NT	5-9	3♦	splinter
	2♣	natural	3♥	"
	2♦		3♠	"
	2♥	0-5, 6cards	3NT	13-15
	2♠	0-5, 6cards	4 bids	cue

1♦	1♥/♠	5+ 4cards	3♣	splinter
	1NT	5-9	3♦	12+ 5 cards
	2♣	10+	3♥	splinter
	2♦	natural	3♠	splinter
	2♥	0-5 6 cards	3NT	13-15
	2♠	0-5 6cards	4♦	
	2NT	11-12	4 Other	cue

1♥/♠	1NT	5-9	3♣	splinter
	2♣	10+	3♦	"
	2♦	10+	3♥/♠	limit 10-12
	2♥/♠	5-9	3NT	to play
	2NT	13+ 3♥	4♣/♦	cue

2♣	2♦	0-7	2♥/♠	8+ 5cards
	other	2nt 8+ bal		

2♦	2♥	opener to pass or correct	3♣/♦	forcing
	2♠	♥ better than ♠	3♥/♠	
	2NT	15+[ 3♣=♥, 3♦=♠, 9-10, 3♥3♠6-8	3NT	6-8

2♥/♠	2NT	asking for other suit	3NT	to play
	3♣/♦		4♣/♦	
	3♥/♠	weak raise	4♥/♠	to play

2NT	3♣	to play	4♣	invitational
	3♦	"	4♦	"
	3♥	forcing	4♥	
	3♠	"	4♠	
	3NT	to play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	slam interest [cue if accepted, otherwise 3NT]
3♥/3♠	"
4♣	
4♦	
4♥	To play
4♠	"

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 3 card support, 4 card other major

Defence to 3NT opening x = majors

Defence to opening Two's: Multi 2♦ immediate x=16+, overcall natural, delayed x=takeout

RCO style 2-s

Other 2-s

Defence to strong ♣

natural

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ x

4♥ x

4♠ 4nt

# OTHER NOTES

Toxic: 2♣=D or 5/5 majors, 2♦= H or 5/5 blacks, 2♥= S or 5/5 minors, 2♠= C or 5/5 reds

2nt = nontouch

CUE raises

Pre-empt opening- change of suit forcing

Ogust response to 2♦ opening. 3♣=♥, 3♦=♠, 3♥= weak ♥, 3♠= weak ♠, 3NT= 23+