

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

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Jump shifts after minor opening

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D waiting

Responses to 2NT opening Mod Puppet Stayman, Transfers, Minor Suit Stayman

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 NT attitude

3rd/5th S Other:

From 4 small 2nd highest NT Other:

From 3 cards (no honour) top NT middle NT bottom S

Signal on partner's lead: high encourage low encourage NT

Other: Rev count vs suit, sometimes combined with rev att

Signal on declarer's lead Rev count

Discards McKenney high encourage low encourage NT

odd/even Other: Rev Count vs suit

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when?

Other Conventions

2-way checkback

4th suit GF

Blackout



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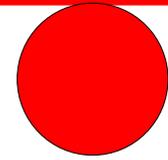
STANDARD SYSTEM CARD

Names: EDGTTON MILNE

ABF Nos:

Basic System: 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 1♦ 4(2) 1♥ 5 1♠ 5

1 NT (14)-15-17/9-12 1st/2nd Fav may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ H 2♥ S 2♠ C or Range

2 NT D Other: System changes over mini NT

2♣ GF or 22+ Bal

2♦ (0)3-7 5+ either M

2♥ 8-11 6+H

2♠ 8-11 6+S

2 NT 20-21

3 NT Gambling

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

Transfers over 1C when mini NT 1C = Nat or 13-15 Bal

Transfers in comp when mini NT 1D = 15-17 Bal or Nat

mini NT at 1st/2nd favourable

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls weak Unusual NT LUBS

1NT overcall (immediate) 15-18 (re-opening) 11-15

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) X=pen 2C=2M 2D=1M 2M M+m

Over opponent's 1NT (strong) Same

Over weak twos

Over opening threes

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	H	2NT	
	1♥/♠	S/D or No M	3♣	
	1NT	11-12	3♦	Void
	2♣	10 +	3♥	Void
	2♦		3♠	Void
	2♥		3NT	
	2♠		4 bids	

1♦	1♥/♠	Nat	3♣	Nat INV
	1NT	Nat	3♦	<10
	2♣	GF	3♥	Void
	2♦	10+	3♠	Void
	2♥		3NT	
	2♠		4♦	
	2NT	INV	4 Other	

1♥/♠	1NT	Semi Forcing	3♣	Raise
	2♣	GF clubs or BAL	3♦	Raise
	2♦	5+ GF	3♥/♠	Raise
	2♥/♠	Raise/1S-2H 5+ GF	3NT	
	2NT	Raise	4♣/♦	

2♣	2♦	Waiting	2♥/♠	
	other			

2♦	2♥		3♣/♦	
	2♠		3♥/♠	
	2NT	Ask	3NT	

2♥/♠	2NT	Ask	3NT	
	3♣/♦		4♣/♦	
	3♥/♠		4♥/♠	

2NT	3♣	Mod Puppet	4♣	6+H ST
	3♦	H	4♦	6+S ST
	3♥	S	4♥	6+C ST
	3♠	Minor Suit stayman	4♠	6+D
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Puppet to 3D/Minors GF
3♥/3♠	Shortage 3/15/4
4♣	
4♦	
4♥	
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 _____

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ _____

Lebensohl Over NT interference _____

Other uses When we X 2M _____

Take out of 4 level pre-empt 4♣/4♦ _____
 4♥ _____ 4♠ _____

OTHER NOTES
