

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

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Jump shifts after minor opening Splinters _____

Jump shifts after major opening Splinters _____

Responses to strong 2 suit opening 2D wait or -ive to 2C All others natural

Responses to 2NT opening Puppet Stayman Transfers _____

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all S All except AK x (x)

Underlead Other: Against NT - J as opening lead denies higher

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: S and NT

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

Signal on partner's lead: high encourage low encourage

Other: Count or Suit Preference

Signal on declarer's lead Natural count when helping us

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? Directly over 1 NT opening

Other Conventions

Swine	Crowhurst after opener's 1NT rebid
Fit showing jumps	Splinters - mini,maxi,mega
UCB	Truscott responses after X
Support Xs and XXs	Long & Short suit trials Latter by relay
TNT raises and No Trump raises	Puppet Stayman after 2NT opening



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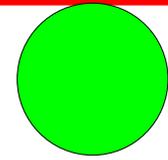
STANDARD SYSTEM CARD

Names: Rosemary Mooney Betty Mill

ABF Nos: 151858 143103

Basic System: Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10HCP 4 1♦ 10HCP 4 1♥ 10HCP 4 1♠ 10HCP 4

1 NT (11) 12 -14 may contain 5 card major

2♣ Stayman: simple extended Other: Pseudo

Transfers 2♦ H 2♥ S 2♠ C

2 NT D Other: Super accept in minors

2♣ Art. 1 round force GF or almost 23+ NT hand

2♦ Weak Natural 5-12HCP Varies with Vul and position

2♥ Weak " " " "

2♠ Weak " " " "

2 NT 20-22

3 NT Gambling No outside control

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

Support Xs and XXs	Minorwood
Defence to multi 2D	
Defence incl. X to 1NT openings	

COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 4D

Jump overcalls Variable Unusual NT Shapely with other suits

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor Majors Weak or very strong

Immed cue of major Other major and either minor Weak or very strong

Over opponent's 1NT (weak) Canape transfers X=Penalties

Over opponent's 1NT (strong) Canape transfers X= Clubs

Over weak twos X=TO/ 2NT=16-18/ Cue = Michaels/ SJ Ocalls/Suit natural

Over opening threes " 3NTto play " " " "

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning					
1♣	1♦	6+HCP 4	2NT	C fit 10-12 No 4M Flattish	
	1♥/♠	" "	3♣	C fit 16+ "	
	1NT	6-10HCP No 4 M	3♦	Maxi splinter	
	2♣	6-9 No 4 M	3♥	" "	
	2♦	Splinter	3♠	" "	
	2♥	"	3NT	C fit 13-15 No 4M NoS orVoid	
	2♠	"	4 bids	4C RKC in C	
1♦	1♥/♠	6+HCP 4	3♣	Splinter	
	1NT	6 - 10 HCP No 4M	3♦	D fit 16+ No 4 M	
	2♣	10+	3♥	Maxi splinter	
	2♦	6 - 9 NO 4M	3♠	" "	
	2♥	Splinter	3NT	D fit 13-15 No 4M No S or V	
	2♠	"	4♦	RKC in D	
	2NT	D fit 10-12 HCP No 4M Flattish	4 Other	4C maxi splinter 4M to play	
1♥/♠	1NT	6-9 (10)	3♣	Splinter	
	2♣	10+	3♦	" "	
	2♦	10+	3♥/♠	Suit fit 16+HCP No S or V	
	2♥/♠	6-9 (10) No sing or void	3NT	Suit fit 13-15HCP No S or V	
	2NT	Suit fit 10-12 HCP Flattish	4♣/♦	Maxi splinter	
2♣	2♦	Waiting or -ive	2♥/♠	3 controls + good suit	
	other	2NT 3 controls but no good 5 card suit			
2♦	2♥	Forcing Natural	3♣/♦		
	2♠	" " " "	3♥/♠		
	2NT	Ogust Then open's3D=WH SSuit	3NT	To play	
2♥/♠	2NT	Ogust	3NT	To play	
	3♣/♦	Nat Forcing	4♣/♦	Splinter	
	3♥/♠	Pre-emptive	4♥/♠	To make or pre-empt.	
2NT	3♣	Puppet Stayman	4♣	6+ Slam interest	
	3♦	Trans to H	4♦	6+ Slam interest	
	3♥	Trans to S	4♥	To play	
	3♠	Slam interest in both minors	4♠	To play	
	3NT	Play	other		

CONVENTIONS

Additional responses to 1NT

3♣/3♦	GF Slam interest
3♥/3♠	" " "
4♣	Simple Gerber
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 HCP and otherM and delayed support

Defence to 3NT opening X=TO to Ms 4C=longerH 4D= longer S

Defence to opening Two's: Multi 2♦ In second seat see notes below

RCO style 2-s California Defence Fourth seat X is 2 way

Other 2-s X=opposite 2 suiter with C

3C=opposite 2 suiter without C Others nat.

Defence to strong ♣ d=dh, h=hs, s=sc,2c=cd,x=ch,1NT=ds.

Lebensohl Over NT interference x= t.o.

Other uses Over weak 2s

Take out of 4 level pre-empts 4♣/4♦ x

4♥ x /4NTfor minors 4♠ 4NT for 3 suits

OTHER NOTES

(A) Splinter ranges: 5-8HCP mini 9-12maxi 13+mega

(B) Defence to multi2d in 2nd seat: 2H=t.o.W2S / 2S=t.o.W2H / 2NT=minors

X= 16-18bal. or hand too strong for NF 2H or 2S/ 3NT to play often on tricks

4C/D a big mM 2 suiter with the bid m and either M

(C) Fit showing jumps after suit interference