

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening 12+ points, 6+ suit _____

Jump shifts after major opening 12+ points, 6+ suit _____

Responses to strong 2 suit opening 2D = waiting _____

Responses to 2NT opening Lavings, transfers, 3S = 5/4 _____

PLAY CONVENTIONS

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

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

Underlead Other: A for attitude, K for count _____

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 natural count _____

Discards McKenney high encourage low encourage

odd/even Other: McKenney when obvious _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions

3C lavings: after 3D response, requester bids Minor suit KC (if agreeing at 4 level, 1st step)

4c major they have. 4C/D asks about that suit. transfers ask

Jump cue bid requests stopper for NT DOPI/ROPI

Swine in response to 1NT - (X) Over opp. strong GF opening, X = S & other,

XX = single suit, 2C/D/H = 2 suit 2NT = 2 suit (not S)



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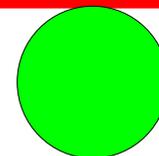
STANDARD SYSTEM CARD

Names: Marnie Leybourne Alida Clark

ABF Nos: 383449 170224

Basic System: Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+, 4+ 1♦ 11+, 4+ 1♥ 11+, 4+ 1♠ 11+, 4+

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other: 5 card major ask

Transfers 2♦ 2H 2♥ 2S 2♠ 5 card suit ask

2 NT majors or minors Other: 3C/3D = suit quality ask in that suit

2♣ 19-20 balanced or Acol 2 in a suit

2♦ weak (6 card) major or GF

2♥ 5+/5+ in hearts and another, 5-10 points

2♠ 5+/5+ in spades and a minor, 5-10 points

2 NT 21-22 balanced

3 NT Good 4-level pre-empt in a major

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

4NT opening = specific ace ask

COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 3S

Jump overcalls 6-10nv, 8-11v Unusual NT two lowest unbid suits

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

Immed cue of minor Michaels

Immed cue of major Blue club

Over opponent's 1NT (weak) } X = 15+; 2C = majors; 2D = hearts

Over opponent's 1NT (strong) } 2H = spades and other, 2S = spades, 2NT = minors

Over weak twos Takeout double, 2NT 16-18

Over opening threes Takeout double, 3NT to play

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4+D	2NT	15+, 4+ clubs, GF
	1♥/♠	6+, 4+ H/S	3♣	10-12, 4+ clubs, no major
	1NT	6-9, no major	3♦	splinter, 12-14
	2♣	6-9, 4+ clubs	3♥	splinter, 12-14
	2♦	12+, 6+ diamonds	3♠	splinter, 12-14
	2♥	12+, 6+ hearts	3NT	12-14, 4 clubs, balanced
	2♠	12+, 6+ spades	4 bids	pre-emptive
1♦	1♥/♠	6+, 4+ H/S	3♣	12+, 6+ clubs
	1NT	6-9, no major	3♦	10-12, 4+ diamonds, no major
	2♣	9+, 4+ clubs	3♥	splinter, 12-14
	2♦	6-9, 4+ diamonds	3♠	splinter, 12-14
	2♥	12+, 6+ hearts	3NT	12-14, 4 diamonds, balanced
	2♠	12+, 6+ splades	4♦	pre-emptive
	2NT	15+, 4+ diamonds, GF	4 Other	
1♥/♠	1NT	6-9, <3 in bid major	3♣	12+, 6+ clubs
	2♣	9+, 4+ clubs	3♦	12+, 6+ diamonds
	2♦	9+, 4+ diamonds	3♥/♠	7-9, 4+ in suit
	2♥/♠	5-9, 3(4) in suit	3NT	12-14, 4 in suit, balanced
	2NT	10-11(12-14) or 15+, 4+ in suit	4♣/♦	splinter, 12-14, 4+ in suit
2♣	2♦	waiting	2♥/♠	5+ in suit, 6+ points
	other	2NT-3H, transfer bids showing a good suit, 6+		
2♦	2♥	pass or correct relay	3♣/♦	to play, correctable
	2♠	relay, tolerance for hearts	3♥/♠	pre-emptive
	2NT	15+, GI	3NT	
2♥/♠	2NT	15+, GI	3NT	to play
	3♣/♦	pass or correct relay	4♣/♦	splinter
	3♥/♠	pre-emptive	4♥/♠	pre-emptive
2NT	3♣	5 card suit ask	4♣	Do you like clubs?
	3♦	transfer to hearts	4♦	Do you like diamonds?
	3♥	transfer to spades	4♥	To play
	3♠	5/4 in spades & hearts	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	suit quality inquiry (in that suit)
3♥/3♠	GF, showing 5 in that suit & 3 in other major
4♣	Transfer to hearts
4♦	Transfer to spades
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Two suits, including all unbid minors, any strength

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Major fit

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = takout of spades, 2H = takeout of hearts

2NT = 16-18, both majors stopped

RCO style 2-s

Other 2-s

Defence to strong ♣ X = D or H & S; 1D = H or S & C; 1H = S or C & D;

1S = C or D & H; NT = 2 odd suits

Lebensohl Over NT interference Slow shows, direct denies

Other uses Responding to X of weak two

Take out of 4 level pre-empts 4♣/4♦ X = optional

4♥ X = optional 4♠ X = optional

OTHER NOTES

1NT rebid = 15-18

Major super accept over 1NT, shows 4 trumps; 3 suit = weak, 2NT= strong, no weakness,

3 other suit = strong, with weakness (Jx or worse)

Jump shift with passed hand = fit showing (3+) with 5 card suit

1X, 1Y, 2NT = (3)4 card support in Y, strong

Responding to takeout X: jumps show 8-11, cue forcing to suit agreement.