

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak,(inverted minor)

Jump raises - majors limit forcing Other: weak 0-6 +4card supp

Jump shifts after minor opening 2M = nat+ weak<6, 1♣:2♦= 8-11+5clubs

Jump shifts after major opening bergen

Responses to strong 2 suit opening 2♣:2♦=neg or waiting, bid = nat with values

Responses to 2NT opening 3♣=5card M ask;Ts;3♠=5♠+4♥;3NT TP, 4♣G;4♦m's

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 Natural Count

Discards McKenney high encourage low encourage

 odd/even Other: First discard only then natural count

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? _____

Other Conventions

Long suit game try, support Xs to 3♥	Splinters and mini splinters
Minorwood	cue raises
	Long Suit Trials



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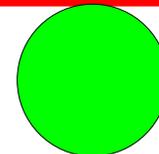
STANDARD SYSTEM CARD

Names: Patsy & Cathryn

ABF Nos: 40045 27219

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ ♥ 2♥ ♠ 2♣ to ♣s

2 NT to ♦ Other: super accepts to useless doubleton

2♣ GF,

2♦ weak 2 M NB 4♥ & 4♠ TO PLAY

2♥ 4♥ + longer m, 10-14

2♠ 4♠ + longer m, 10-14

2 NT 20-22

3 NT gambling-no more than Q outside

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

Bergen on over X and passed hand,	Inverted minors=GF
Jacoby 2NT to 1M	2♣/2♦ checkback after 1NT rebid
Aspro 2♥/2♠=4M+5m+, 10-14HCPs	4th SF to game

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT lower unbid suits

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor M's 5/5

Immed cue of major other M + a minor

Over opponent's 1NT (weak) X=penalty, 2♣=5/4 Ms, 2♦/2♥/2♠=nat, 2NT=ms5/5

Over opponent's 1NT (strong) " "

Over weak twos X= t/o then lebensohl, 2NT=15-18(sys on)

Over opening threes X=t/o,

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦ & 6+HCPs	2NT	10+ to 12- bal, no M
	1♥/♠	4+♥/♠ & 6+ HCPs	3♣	5+♣s, <7HCP
	1NT	6-10HCP	3♦	splinter
	2♣	GF, 5+♣	3♥	"
	2♦	5+♣ & 8-11HCPs	3♠	"
	2♥	<6HCPs & 6+♥s	3NT	12+ -15, Bal, no 4card M
	2♠	<6HCPs & 6+♠s	4 bids	4♣=KCB, 4♥/♠=to play

1♦	1♥/♠	4+♥/♠ & 6+ HCPs	3♣	5+♦ & 8-11HCPs
	1NT	6-10HCP	3♦	5+♦, <7HCPs
	2♣	10+, 4+ suit	3♥	splinter
	2♦	GF, 5+suit	3♠	"
	2♥	<6HCPs & 6+♥s	3NT	12-15 bal raise
	2♠	<6HCPs & 6+♠s	4♦	KCB
	2NT	10+ to 12- bal, no M	4 Other	4♣=splinter, 4♥/4♠=to play

1♥/♠	1NT	6-10HCP	3♣	6-9 HCPs & 4cardM support
	2♣	4+♣, 10+ HCP & F	3♦	10-12- HCPs & 4cardM support
	2♦	4+♦, 10+ HCP & F	3♥/♠	0-6 HCPs & 4 card or more M sup
	2♥/♠	6-9HCP & 3card support	3NT	12-15 bal raise with 4card support
	2NT	4♥/4♠ & 14+HCP	4♣/♦	spl; 1♥-3♣=Spl; 1♠ 4♥=TP

2♣	2♦	neg or waiting	2♥/♠	5 card suit and at least honor 5th
	other	nat and good suit		

2♦	2♥	p/c	3♣/♦	natural & F
	2♠	p/c	3♥/♠	p/c; NB 4♥ & 4♠ TO PLAY*
	2NT	inquiry m's good; M's bad	3NT	to play

2♥/♠	2NT	inquiry	3NT	to play
	3♣/♦	p/c	4♣/♦	p/c
	3♥/♠	preemptive	4♥/♠	to play ..weaker

2NT	3♣	puppet	4♣	Gerber
	3♦	transfer to ♥	4♦	5-5 m's
	3♥	transfer to ♠	4♥	to play
	3♠	5♠ & 4♥, GF	4♠	to play
	3NT	TP	other	4NT: Quantative, 5♣/5♦ to play

CONVENTIONS

Additional responses to 1NT

3♣/3♦	natural and slam interest (3NT rebid = low doubleton and min and to play)
3♥/3♠	natural and slam interest
4♣	Gerber
4♦	5-5 m's
4♥	to play
4♠	to play

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 2♣=invit, 2♦=GF

Defence to 3NT opening

x=goodies

Defence to opening Two's:

Multi 2♦ X=15+

RCO style 2-s

2NT=15-18bal, X=15+unbal or 12+ and short in known suit

Other 2-s

If no base suit XXX

Defence to strong ♣

X=M's, 1NT=ms Weak Jumps

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X
4♠ 4NT, (4♠:X=penalty)

OTHER NOTES

*2♦ 4♣ What is your Suit? 4♦=♥; 4♥=♠