

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Strong, solid or near solid single suiter, GF

Jump shifts after major opening Strong, solid or near solid single suiter, GF

Responses to strong 2 suit opening Next suit = neg/waiting; 2NT = artificial

Responses to 2NT opening _____

PLAY CONVENTIONS

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

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

 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: Natural count; Foster echoes by 3rd hand against NT when honour led

Signal on declarer's lead Natural count

Discards McKenney high encourage low encourage

 odd/even Other: Natural count, rarely natural attitude

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? Over 1NT

Other Conventions

4C/D Opening = Transfer to H/S	Rare psyches
4th Suit forcing for one round (2 level)	Many direct penalty doubles
Cuebid raises of overcalls	3NT rebid - 7+ tricks, may be unbalanced
Splinters and mini-splinters	Long suit trial bids
Wide range 1NT rebid, 1st/2nd/4th	SNAP 1NT response to 3rd seat opening



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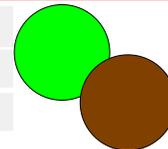
STANDARD SYSTEM CARD

Names: Felicity Beale Diana Smart

ABF Nos: 130966 147631

Basic System: Acol - 4-card suits bid upwards (Brown sticker)

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 1st/2nd/4th; 15-18 3rd may contain 5 card major

2♣ Stayman: simple extended Other: Puppet

Transfers 2♦ Hearts 2♥ Spades 2♣ Clubs

2 NT Invitational Other: 3 level = Slam try

2♠ 1 round force; either 21-22/25-26 HCP bal OR 8-9 playing tricks in undisclosed suit(s)

2♦ Game force except 23-24 HCP balanced

2♥ 6 card suit, weak, 6-(bad)10 HCP; may be weaker/stronger/shorter in 3rd or 4th seat

2♠ As for 2♥

2 NT 2 suits excluding Clubs, 5-5+, weak

3 NT Transfer to 4 of a minor

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

2NT Opening	Michaels Cuebids
Puppet Stayman (looking for 5 Major)	NAMYATS 4♣/♦ Opening Bid
Very few negative Xs	Wide range NT rebid (1st/2nd/4th)

COMPETITIVE BIDDING

Negative doubles through	1m-1/2/3M	Responsive doubles through	2S
Jump overcalls	Weak exc VvNV	Unusual NT	Michaels, either weak or strong
1NT overcall (immediate)	15-18	(re-opening)	11-14, usually stopper
Immed cue of minor	Michaels, 5/5+, weak or strong		
Immed cue of major	Michaels, 5/5+, weak or strong		
Over opponent's 1NT (weak)	2♣ = Majors		
Over opponent's 1NT (strong)	2♣ = both M direct; X = both M 4th/5th seat		
Over weak twos	X		
Over opening threes	X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+ suit, 5+ HCP	2NT	16+ HCP, fit
	1♥/♠	4+ suit, 5+ HCP	3♣	Limit raise
	1NT	8-10 HCP bal, 4 card support	3♦	Splinter
	2♣	5-9 HCP, 4 card support	3♥	Splinter
	2♦	GF Strong single suiter	3♠	Splinter
	2♥	GF Strong single suiter	3NT	12-15 HCP bal, no 4 card major
	2♠	GF Strong single suiter	4 bids	
1♦	1♥/♠	As for 1♣ except see 1NT below	3♣	
	1NT	6-9, < 4 card support	3♦	
	2♣		3♥	
	2♦		3♠	
	2♥		3NT	
	2♠		4♦	
	2NT		4 Other	
1♥/♠	1NT	As for 1♦ except 2/3NT below	3♣	
	2♣		3♦	
	2♦		3♥/♠	
	2♥/♠		3NT	12-14 HCP, balanced 4+ raise
	2NT	16+ bal, does not promise fit	4♣♦	
2♣	2♦	Negative or waiting	2♥/♠	5+ suit, 8+ HCP
other		2NT = both minors 4/4+ 10+ HCP; 3♣/♦ 5+ suit, 8+ HCP		
2♦	2♥	Negative or waiting	3♣♦	5+ suit, 6+ HCP
	2♠	Artificial, 6-8 HCP balanced	3♥/♠	7+ suit, 4-6 HCP
	2NT	5 card major, 6+ HCP	3NT	
2♥/♠	2NT	Enquiry as to suit quality/HCP	3NT	To play
	3♣♦	Natural, Forcing except after X	4♣♦	
	3♥/♠	Raise, no interest in game	4♥/♠	
2NT	3♣	Enquiry	4♣	Forcing to 4♦ or 4♥
	3♦	Correctible	4♦	To play 4♦ or 4♠
	3♥	Correctible	4♥	Correctible
	3♠	Forcing to 3NT or 4♥	4♠	Correctible
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Michaels cuebid (over Major = both minors; over minor = other minor+Major)
5/5+, either weak or strong

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round at 2-level Game force

NT Checkback Priorities Own suit at 2-level; up the line at 3-level

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X=Strong NT+, may be unbalanced; next X by either

hand=TO; subsequent Xs penalty; 2NT=15-18 both majors stopped

RCO style 2-s If anchored, X=TO; else as for multi-2D

Other 2-s As for 1-level openings

Defence to strong ♣ X and 1-level overcalls = Wonderbid - either natural or TO for other

3 suits; 1NT = both majors; 2C/D = bid suit + major; 2NT=minors

Lebensohl Over NT interference

Other uses In response to X of 2-level openings

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ Card showing

OTHER NOTES

Foster echoes by 3rd seat when an honour is led against NT

4NT opening = specific Ace ask

McCance NT cuebids in cue-bidding sequence