

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak

Jump raises - majors limit  forcing  Other: Weak

Jump shifts after minor opening artificial - see over

Jump shifts after major opening bergen / jacoby

Responses to strong 2 suit opening 2♣-2♦ = negative / waiting

Responses to 2NT opening Stayman / transfers / 3♠ = minors

## 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: 3rd (suit)

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

Signal on partner's lead: high encourage  low encourage

Other: \_\_\_\_\_

Signal on declarer's lead rev orig count (occ. suit pref). Reverse Smith at NT

Discards McKenney  high encourage  low encourage

odd/even  Other: reverse original count (occ. suit preference)

Count natural  reverse  reverse original

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430. Return to trumps

4♣ Gerber  when? \_\_\_\_\_ to deny Q.

### Other Conventions

2NT scramble over your overcall of our 1NT (or strong bal: 2NT shows OM, 3NT shows stop)

2NT scramble over (2M) X: pick a minor (or like Lebensohl)

Non-serious 3NT when both unlimited

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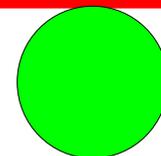
## STANDARD SYSTEM CARD

Names: David Wiltshire Bruce Neill

ABF Nos: 522805 45632

Basic System: Standard Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+♣ 11+ 1♦ 3+♦ 11+ 1♥ 5+♥ 11+ 1♠ 5+♠ 11+

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: 3<suit> = splinter

2♣ GF

2♦ weak 5/6♦

2♥ weak 5/6♥

2♠ weak 5/6♠

2 NT 20-22

3 NT strong 4M opening

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Lowest unbid suits

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

Immed cue of minor majors

Immed cue of major other major + minor

Over opponent's 1NT (weak) X = pen, 2♣ = majors, 2♦ = multi, 2M = 5M 4+m.

Over opponent's 1NT (strong) X = pen, 2♣ = majors, 2♦ = multi, 2M = 5M 4+m.

Over weak twos X = takeout with 2NT response = scramble.

Over opening threes X = takeout

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural	2NT	GF ♣ raise. Then show shortage
	1♥/♠	natural	3♣	0-5 5+♣
	1NT	6-10	3♦	splinter
	2♣	10-12 4+♣	3♥	splinter
	2♦	6-9, 5+♣	3♠	splinter
	2♥	fit showing, 6-10.	3NT	
	2♠	fit showing, 6-10.	4 bids	4M to play

1♦	1♥/♠	natural	3♣	6-9, 5+♦
	1NT	6-11	3♦	0-5 5+♦
	2♣	nat, 1RF	3♥	splinter
	2♦	10-12 4+♦	3♠	splinter
	2♥	fit showing, 6-10.	3NT	
	2♠	fit showing, 6-10.	4♦	
	2NT	GF ♦ raise. Then show shortage	4 Other	4M to play

1♥/♠	1NT	0-12 (5-12 if not support)	3♣	6-9 4 card support
	2♣	nat, near GF	3♦	10-12 4 card support
	2♦	nat, near GF	3♥/♠	3M = weak (1♠-3♥ = 10-12, 3♠)
	2♥/♠	2M=6-9, 3M. (1♥-2♠=10-12, 3♥)	3NT	
	2NT	GF raise	4♣/♦	splinter

2♣	2♦	negative or waiting (2NT 2nd neg)	2♥/♠	natural
	other	natural		

2♦	2♥	to play	3♣/♦	natural
	2♠	to play	3♥/♠	to play
	2NT	ask	3NT	to play

2♥/♠	2NT	ask	3NT	to play
	3♣/♦	natural, F1	4♣/♦	
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	ask 5 card major	4♣	natural GF
	3♦	transfer ♥	4♦	natural GF
	3♥	transfer ♠	4♥	
	3♠	both minors	4♠	
	3NT		other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	splinter
3♥/3♠	splinter
4♣	transfer to ♥
4♦	transfer to ♠
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 3 way - 2♣ = puppet, 2♦ = GF, 2NT = puppet.

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 \_\_\_\_\_

Take out of 4 level pre-empts 4♣/4♦ \_\_\_\_\_ 4♥ \_\_\_\_\_ 4♠ \_\_\_\_\_

# OTHER NOTES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_