BASIC RESPONSES

Jump raises - minors	limit ☐	forcing ☐	Other:	weak (< 6 HCP)	
Jump raises - majors	limit ☐	forcing ☐	Other:	weak (< 6 HCP)	
Jump shifts after minor opening				criss-cross minor; 2 maj = 4-7 HCP, 6 suit	
Jump shifts after major opening				raises of differing strength/support	
Responses to strong 2 suit opening				next suit neg/waiting, others usually nat	
Responses to 2NT opening				3H = enquiry about strength (and if max, length)	

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	NT	attitude ☐		
	3rd/5th ☐	Other:	4th highest against suit too			
From 4 small	2nd highest	NT	Other:	2nd highest against suits too		
From 3 cards	(no honour)	top ☐	middle	NT	bottom	NT
Signal	on partner's lead:	high encourage ☐		low encourage	NT	
	Other:	low encourage against suits too, reverse count				
Signal	on declarer's lead	reverse count				
Discards	McKenney ☐	high encourage ☐		low encourage	NT	
	odd/even ☐	Other:	low enc against suits too;			
Count	natural ☐	reverse	NT	against suit too		

CONVENTIONS

4NT:	Blackwood ☐	RKCB ☑	Other:		
4♣	Gerber ☑	when?	Over 1NT		

Other Conventions

4th suit GF	minorwood
cuebid raises of overcalls	Jacoby 2NT response
splinters and mini splinters	4th suit or 2NT blackout after reverse
3NT rebid = 7+ play tricks, may be unbal	support Xs and XXs
long suit trial bids	

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STANDARD SYSTEM CARD

Names:	Folkard	Smart			
ABF Nos:	20303	147631			
Basic System:	modified ACOL	Brown Sticker ☐			
Classification:	Green ☑	Blue ☐	Red ☐	Yellow ☐	

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣	2	1♦	4	1♥	5	1♠	5
1 NT	12-14					may contain 5 card major ☐	
2♣ Stayman:	simple ☑	extended ☐	Other:				
Transfers	2♦	H	2♥	S	2♠	C	
2 NT	D	Other:					

2♣	1 round F; either 20-22/25-26 HCP bal or 8-9 playing tricks in undisclosed suit/s
2♦	GF except 23-24 HCP bal
2♥	6 card suit, weak, 6-10 HCP. May be weaker/stronger/shorter in 3rd/4th seat
2♠	as for 2H
2 NT	5-5+ minors, 6-11 HCP
3 NT	Solid minor suit, no more than 1 outside A or K

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

2NT opening	Inverted minor raises
michaels cuebids	criss-cross limit raises
Bergen raises	2 M response to 1 m opening = 6 suit, wk, nf

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	3S
Jump overcalls	weak	Unusual NT	michaels cuebid
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	both majors, 5-5+		
Immed cue of major	other major & minor, 5-5+		
Over opponent's 1NT (weak)	Cappelletti (2C both M; 2D single suiter, 2M this suit & m)		
Over opponent's 1NT (strong)	Cappelletti (2C both M; 2D single suiter, 2M this suit & m)		
Over weak twos	X		
Over opening threes	X		

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning		
1♣	1♦	4+ suit, 6+ HCP	2NT	16+ HCP, 5+ support
	1♥/♠	4+ suit, 6+ HCP	3♣	< 6 HCP, 5+ Cs
	1NT	6-9 HCP, 4 card supp, no 4 M	3♦	splinter agreeing Cs
	2♣	inverted; 10+ HCP, 4+ Cs	3♥	splinter agreeing Cs
	2♦	6-9 HCP, 5+ Cs	3♠	splinter agreeing Cs
	2♥	6 card suit, 4-7 HCP	3NT	12-15 HCP, 4+ supp, no 4 M
	2♠	as for 2H	4 bids	Cs = pre; others
1♦	1♥/♠	as for 1C	3♣	6-9 HCP. 4+ Ds, no 4 maj
	1NT	6-9 HCP, no 4 card major	3♦	< 6 HCP, 4+ Ds
	2♣	nat	3♥	splinter agreeing Ds
	2♦	inverted; 10+ HCP, 4+ Ds	3♠	splinter agreeing Ds
	2♥	as for 1C	3NT	as for 1C
	2♠	as for 1C	4♦	pre
	2NT	16+ HCP, 4+ support	4 Other	
1♥/♠	1NT	6-9 HCP	3♣	6-9, 4 card support
	2♣	10+ HCP, 4+ suit, 1rnd F	3♦	10-11 4 card support
	2♦	as for 2C	3♥/♠	raise: <6 hcp, 4+ supp
	2♥/♠	raise = 6-9 HCP, 3 card supp	3NT	12-14 bal raise
	2NT	16+ HCP, 4+ support	4♣/♦	splinter
2♣	2♦	negative/waiting	2♥/♠	nat, 8+ HCP
	other	2NT: 10+ HCP 4-4+ both m; 3C/D: nat 8+ HCP; 3H/S: semi pos, 7+ suit		
2♦	2♥	negative/waiting	3♣/♦	6+ HCP, 6+ suit
	2♠	6-8 HCP bal	3♥/♠	3-5 HCP 7+ suit, semi-positive
	2NT	6+ HCP, undisclosed 5+ M	3NT	
2♥/♠	2NT	Ogust	3NT	nat
	3♣/♦	natural, F	4♣/♦	
	3♥/♠	raise: nf, other M: nat F	4♥/♠	
2NT	3♣	to play	4♣	pre
	3♦	to play	4♦	pre
	3♥	enquiry	4♥	nat
	3♠	nat F	4♠	nat
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	nat, 6+ suit, slam try
3♥/3♠	nat, 6+ suit, slam try
4♣	Gerber; subsequent 4NT = K ask
4♦	
4♥	to play
4♠	to play

Unusual NT: minors ☐ other suits ☑ lower 2 unbid suits ☐

other: over M = both minors; over m = other m and M; 5-5+

Other slam bidding — Cue Bids ☑ Asking Bids ☐

4th Suit Forcing — One round ☐ Game force ☑

NT Checkback ☑ — Priorities: up the line

Defence to 3NT opening

Defence to opening Two's: Multi 2♦: X = strong NT may be unbal or only one M stopped; 2NT = 15-18 both M stopped; strong jump overcalls

RCO style 2-s: if anchored X = TO; if unanchored X = as for multi 2D

Other 2-s: X

Defence to strong ♣: X = majors; NT = minors

Lebensohl — Over NT interference ☑

Other uses: in response to TO X of weak 2 opening

Take out of 4 level pre-empts: 4♣/4♦ X; 4♥ X; 4♠ card showing

OTHER NOTES

if 1NT is Xed for pen, XX = long minor, requests 2C.

if 1NT is Xed artificially, XX = values, then next X = TO