

BASIC RESPONSES

Jump raises - minors limit forcing Other: Weak

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Jump shifts after minor opening Weak in Major, om = INV raise

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♦ = negative or waiting, else natural positive

Responses to 2NT opening Pass or Correct, 3♥ = Forcing enquiry

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: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

2-way checkback	Rubensohl after 1NT interference
Support doubles	Long Suit Trials, Splinters
Drury	Cue Raises
NAMYATS	Blackout
Smolen over 2NT rebid	Minorwood Keycard



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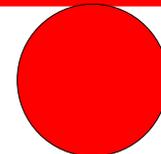
STANDARD SYSTEM CARD

Names: Judy Mott Giselle Mundell

ABF Nos: 44482 164844

Basic System: Standard American Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 1 1♦ 5 1♥ 5 1♠ 5

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ -> ♥ 2♥ -> ♠ 2♣ -> ♣

2 NT -> ♦ Other: 3♣ both minors INV, 3♦ both minors GF, 3M = spl

2♣ Game Force or 23+

2♦ Multi, 6-10 with 6 card Major

2♥ 6-10, 5♥, 4+m

2♠ 6-10, 5♠, 4+m

2 NT 20-22 BAL

3 NT Gambling

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

1♣ can be 4441

4♣ = good 4♥ preempt

4♦ = good 4♠ preempt

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT minors over 1M, om+M over 1m

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor Majors

Immed cue of major OM+m

Over opponent's 1NT (weak) TWERB, X = Pens, 2♣ = ♦ or Majors, 2♦ = ♥ or blacks

Over opponent's 1NT (strong) TWERB, 2♥ = ♠ or minors, 2♣ = ♣ or reds, 2NT = odd

Over weak twos Double for takeout and lebensohl

Over opening threes Double for takeout

