

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Bergen

Jump shifts after minor opening Weak

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D = Waiting (no natural positive)

Responses to 2NT opening 3C = Puppet, 3D/H = Transfers, 3S = MSS.

PLAY CONVENTIONS

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

Sequence leads: Overlead all All except AK x (x)

Underlead Other: A Attitude, K Count

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: Rev Count

Signal on declarer's lead Rev Count

Discards McKenney high encourage low encourage

odd/even Other: Suit preference occasionally

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 14-30

4♣ Gerber when?

Other Conventions

Blackout

Reverse Drury

XYNT

Help Suit Trials

Modified Jacoby



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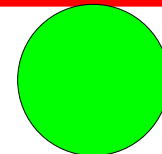
STANDARD SYSTEM CARD

Names: Nathan van Jole David Beauchamp

ABF Nos:

Basic System: 2/1 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♦ Hearts 2♥ Spades 2♠ Diamonds

2 NT Clubs Other:

2♣ 23+ or Game Force

2♦ Weak Natural, 2NT = Ogust

2♥ Weak Natural, 2NT = Ogust

2♠ Weak Natural, 2NT = Ogust

2 NT 20-22

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Weak Unusual NT Lowest 2 Unbid Suits

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

Immed cue of minor Majors

Immed cue of major Other Major + Minor

Over opponent's 1NT (weak) Multi Landy

Over opponent's 1NT (strong) Multi Landy

Over weak twos X T O, 2NT = Leb

Over opening threes X T O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	Natural	2NT	Natural Invite
	1♥/♠	Natural	3♣	Raise 0-5hcp
	1NT	6-9hcp	3♦	Splinter
	2♣	Inverted	3♥	Splinter
	2♦	Raise 6-9hcp	3♠	Splinter
	2♥	Weak Natural	3NT	To Play Natural
	2♠	Weak Natural	4 bids	To Play Natural
1♦	1♥/♠	Natural	3♣	Raise 6-9hcp
	1NT	6-9hcp	3♦	Raise 0-5hcp
	2♣	Semi-Natural GF	3♥	Splinter
	2♦	Inverted	3♠	Splinter
	2♥	Weak Natural	3NT	To Play Natural
	2♠	Weak Natural	4♦	Preemptive Style
	2NT	Natural Invite	4 Other	To Play Natural
1♥/♠	1NT	Semi-forcing	3♣	6-9 4 card raise or 10-11 3 card raise
	2♣	Semi-Natural GF	3♦	10-11 4 card raise
	2♦	Natural GF	3♥/♠	Weak Raise 0-5hcp
	2♥/♠	6-9hcp 3 card raise	3NT	To Play Natural
	2NT	Jacoby	4♣/♦	Splinters
2♣	2♦	Waiting	2♥/♠	Natural Positives
	other			
2♦	2♥	Natural Forcing	3♣/♦	3C = Natural Forcing, 3D=NF
	2♠	Natural	3♥/♠	Splinters
	2NT	Ogust	3NT	To Play Natural
2♥/♠	2NT	Ogust	3NT	To Play Natural
	3♣/♦	Natural Forcing	4♣/♦	Splinters
	3♥/♠	Raise = NF, OM = Forcing/Spl	4♥/♠	To Play Natural
2NT	3♣	Puppet Stayman	4♣	Texas = Hearts
	3♦	Transfer to Hearts	4♦	Texas = Spades
	3♥	Transfer to Spades	4♥	Texas = Clubs
	3♠	Minor Suit Stayman	4♠	Texas = Diamonds
	3NT	To Play Natural	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C = Puppet Stayman, 3D = Shortage 3 suited
3♥/3♠	Shortage, 3 suited (won't have 5cM)
4♣	Texas = Hearts
4♦	Texas = Spades
4♥	Texas = Clubs
4♠	Texas = Diamonds

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 Up the line

Defence to 3NT opening 4C = Majors Competitive, 4D = Majors Big

Defence to opening Two's: Multi 2♦ X Big or 13-15 Balanced

RCO style 2-s XXX

Other 2-s XXX

Defence to strong ♣ X Majors, 1NT Minors

Lebensohl Over NT interference _____

Other uses After weak two's

Take out of 4 level pre-empts 4♣/4♦ XTO

4♥ XTO 4♠ XTO

OTHER NOTES