

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Bergen

Jump raises - majors limit  forcing  Other: Bergen

Jump shifts after minor opening Weak

Jump shifts after major opening Weak or Bergen

Responses to strong 2 suit opening 2D negative then KOKISH

Responses to 2NT opening 3C=puppet St 3S=one ior both minor 4C gerber 4d stayman

## PLAY CONVENTIONS

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

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

Underlead  Other: A for attitude King for 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: \_\_\_\_\_

Signal on declarer's lead Count

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse  \_\_\_\_\_

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_

4♣ Gerber  when? over 1nt \_\_\_\_\_

Other Conventions




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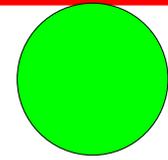
## STANDARD SYSTEM CARD

Names: Michael COURTNEY Ross HARPER

ABF Nos: 75469

Basic System: standard Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 15-17 may contain 5 card major

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

Transfers 2♦ =H 2♥ =S 2♠ =C

2 NT =D Other: 3X =seeking 6X

2♣ =Game force or 23-24 flat

2♦ =Natural weak

2♥ =Natural weak

2♠ =Natural Weak

2 NT =20-22 flat

3 NT =solid minor only

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

2nt=T-out oposite take-out dble Support doubles only over 2S and higher

Kokish

2NT = flat game force 3C=GFR over 1X

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Weak Unusual NT Lower

1NT overcall (immediate) 15-18 (re-opening) Less

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) 2C =2M 2D=1M 2H =H&m 2S=S&m

Over opponent's 1NT (strong) as above

Over weak twos Dble

Over opening threes Dble

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural	2NT	Flat game force
	1♥/♠	"	3♣	bergen
	1NT	"	3♦	splinter
	2♣	Inverted	3♥	
	2♦	Game Force raise	3♠	
	2♥	Weak	3NT	
	2♠	Weak	4 bids	

1♦	1♥/♠		3♣	
	1NT		3♦	
	2♣		3♥	
	2♦		3♠	
	2♥		3NT	
	2♠		4♦	
	2NT		4 Other	

1♥/♠	1NT	Forcing	3♣	Beregén
	2♣	Two over one game force	3♦	Bergen
	2♦		3♥/♠	
	2♥/♠		3NT	
	2NT	Natural foercing	4♣/♦	Splinter

2♣	2♦	Negative/waiting	2♥/♠	
	other			

2♦	2♥	Natural non-forcing	3♣/♦	
	2♠		3♥/♠	
	2NT		3NT	

2♥/♠	2NT		3NT	
	3♣/♦		4♣/♦	
	3♥/♠		4♥/♠	

2NT	3♣	pupet stayman	4♣	
	3♦	H	4♦	
	3♥	S	4♥	
	3♠	minor(s)	4♠	
	3NT	Sureley you know that one	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	
3♥/3♠	
4♣	Gerber
4♦	Asks better major
4♥	
4♠	

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 \_\_\_\_\_

Defence to 3NT opening \_\_\_\_\_

Defence to opening Two's:                      Multi 2♦ \_\_\_\_\_

RCO style 2-s \_\_\_\_\_  
 \_\_\_\_\_

Other 2-s \_\_\_\_\_  
 \_\_\_\_\_

Defence to strong ♣                      X=2M 1nt=2m \_\_\_\_\_  
 \_\_\_\_\_

Lebensohl                      Over NT interference  NEVER

Other uses \_\_\_\_\_

Take out of 4 level pre-empt                      4♣/4♦ \_\_\_\_\_

4♥ \_\_\_\_\_                      4♠ \_\_\_\_\_

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_