

BASIC RESPONSES

Jump raises - minors limit forcing Other: preemptive

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Jump shifts after minor opening 2♦ = multi; other = strong

Jump shifts after major opening Criss-Cross & Bergen

Responses to strong 2 suit opening 2♦ = negative; other = natural, positive

Responses to 2NT opening 3♣ = Puppet Stayman; transfers

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: natural count

Signal on declarer's lead natural count

Discards McKenney high encourage low encourage

odd/even Other: natural count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions



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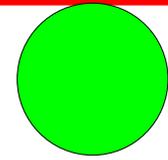
STANDARD SYSTEM CARD

Names: Roy Nixon Bernie Waters

ABF Nos: 159379 161217

Basic System: Standard American Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+, 2 1♦ 10+, 4 1♥ 10+, 5 1♠ 10+, 5

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ hearts 2♥ spades 2♠ range probe

2 NT puppet stayman Other: _____

2♣ game force

2♦ 5 - 9, 6♥; 5 - 9, 6♠; or 21 - 22 balanced

2♥ 5 - 9, 5+♥ & 4+ minor

2♠ 5 - 9, 5+♠ & 4+ minor

2 NT 23 - 24 balanced

3 NT gambling

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

short club (2+) with transfers played over it

European multi 2D

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT 6/5 distribution in unbid suits

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

Immed cue of minor both majors

Immed cue of major other major and a minor

Over opponent's 1NT (weak) Multi Landy (X=penalty; 2♣=majors; 2♦=either major)

Over opponent's 1NT (strong) Multi Landy (X= 4major+longer minor); 2♣=majors, etc)

Over weak twos X

Over opening threes X

