

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: weak 0-5 4 card fit

Jump shifts after minor opening strong

Jump shifts after major opening Bergen raises

Responses to strong 2 suit opening 2♣-2♦ waiting

Responses to 2NT opening 5 card puppet Stayman

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: McKenney if appropriate

Signal on declarer's lead Natural count if appropriate

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKC Other: 03 / 14 (cue kings)

4♣ Gerber when? Over 1NT opening

Other Conventions

Jacoby / Bergen raises	Support doubles at 1 level
Cue raises	DOPI
2♣ checkback	Exclusion Key Card Blackwood
1M 2D passed hand = 3 card Drury	
Leaping Michaels	



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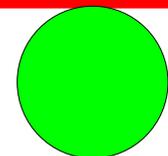
STANDARD SYSTEM CARD

Names: Chris Hughes Avi Kanetkar

ABF Nos: _____ 232637

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 (good 14 or offshape possible) may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣

2 NT ♦ Other: _____

2♣ Game Force

2♦ 6(5) card suit, 6-10

2♥ 6(5) card suit, 6-10

2♠ 6(5) card suit, 6-10

2 NT (19)20 - 22

3 NT 5♠ 6♥, minimum opening

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

3NT = 5♠ 6♥, minimum opening Bergen raises

Lebensohl Change of suit by opener forcing

Splinters

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT for unbid suit or minors

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Cappelletti (2♣ = one suited)

Over opponent's 1NT (strong) same

Over weak twos X for takeout

Over opening threes X for takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural	2NT	11-12 NF
	1♥/♠	natural	3♣	weak
	1NT	6-10	3♦	splinter
	2♣	4+♣ limit or better	3♥	splinter
	2♦	strong 6+suit 16+	3♠	splinter
	2♥	strong 6+suit 16+	3NT	12-14, 4 card raise
	2♠	strong 6+suit 16+	4 bids	preemptive

1♦	1♥/♠	natural	3♣	strong 6+suit 16+
	1NT	6-10	3♦	weak
	2♣	11+ 4+♣	3♥	splinter
	2♦	4+♦ limit or better	3♠	splinter
	2♥	strong 6+suit 16+	3NT	12-14, 4 card raise
	2♠	strong 6+suit 16+	4♦	preemptive
	2NT	11-12 NF	4 Other	natural

1♥/♠	1NT	6-10	3♣	4 card fit 10-12
	2♣	11+ 4+♣	3♦	4 card fit 6-9
	2♦	11+ 4+♦	3♥/♠	4 card fit 0-6
	2♥/♠	3 card raise 6-9	3NT	12-14, 4 card raise
	2NT	Jacoby 4+ fit GF	4♣/♦	splinter

2♣	2♦	Waiting	2♥/♠	natural positive good 5 card suit
	other			

2♦	2♥	Natural forcing	3♣/♦	3♣ Natural forcing, 3♦ weak
	2♠	Natural forcing	3♥/♠	Forcing strong
	2NT	enquiry: show range/shortage	3NT	To play

2♥/♠	2NT	enquiry: show range/shortage	3NT	To play
	3♣/♦	Natural forcing	4♣/♦	Natural strong
	3♥/♠	Weak	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	Natural slammish
	3♦	transfer to 3♥	4♦	Natural slammish
	3♥	transfer to 3♠	4♥	To play
	3♠	Minor suit enquiry	4♠	To play
	3NT	to play	other	4NT invite

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Strong slammish
3♥/3♠	Strong slammish
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

1 level

Game force

NT Checkback

Priorities

2D = min, higher = max (good 13-14) features up the line

Defence to 3NT opening

X = cards

Defence to opening Two's:

Multi 2♦ X = 16+ unbalanced or 19+ balanced

RCO style 2-s

Other 2-s

X = T/O

Defence to strong ♣

X = majors, 1NT = minors, weak jumps

Lebensohl

Over NT interference

Other uses

Over weak twos by opponents

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X 4♠ X

OTHER NOTES

1NT may contain singleton usually ace or king