

BASIC RESPONSES

Jump raises - minors limit forcing Other: 8 losers

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Jump shifts after minor opening Fit showing

Jump shifts after major opening Fit showing

Responses to strong 2 suit opening N/A

Responses to 2NT opening 3 of a major = natural & forcing, others to play

PLAY CONVENTIONS

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

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

Underlead Other: Vs NT, A or Q = attitude, K = unblock or 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: 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

Swine	Lebensohl
4th suit forcing to game	Puppet Stayman
	Cue raises
Dopi & Ropi	Mini splinters by opener
Blackout	1-2-3 doubles



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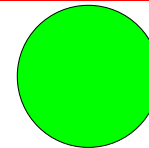
STANDARD SYSTEM CARD

Names: Arjuna de Livera Ian Robinson

ABF Nos: 0196134 160008

Basic System: Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: 2♦-2♥-2♠ = Baron

2♠ 21-22 Bal or Acol 2 in any suit or any Game Force

2♦ Weak, 6 cards in ♥ or ♠

2♥ Weak, ♥ & ♠, 4+/4+

2♣ Weak, 5 ♠

2 NT Weak, ♣ & ♦, 5+/5+

3 NT Gambling

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

2♥ openings

Toxic

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower suits 5+/5+

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor Majors 5+/5+

Immed cue of major Other major & a minor 5+/5+

Over opponent's 1NT (weak) Dbl = penalties, Toxic otherwise to 2NT inclusive

Over opponent's 1NT (strong) Dbl = penalties, Toxic otherwise to 2NT inclusive

Over weak twos Dbl = Takeout

Over opening threes Dbl = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+ ♦	2NT	10-12 or 16+ balanced raise
	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	8 losers
	1NT	6-9 HCP	3♦	13-15 fit showing
	2♣	9 losers	3♥	13-15 fit showing
	2♦	10-12 or 16+ fit showing	3♠	13-15 fit showing
	2♥	10-12 or 16+ fit showing	3NT	13-15 balanced raise
	2♠	10-12 or 16+ fit showing	4 bids	N/A

1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	10-12 or 16+ fit showing
	1NT	6-9 HCP	3♦	8 losers
	2♣	9+ HCP, 4+ ♣	3♥	13-15 fit showing
	2♦	9+ HCP, 4+ ♦	3♠	13-15 fit showing
	2♥	10-12 or 16+ fit showing	3NT	13-15 balanced raise
	2♠	10-12 or 16+ fit showing	4♦	Pre-emptive
	2NT	10-12 or 16+ balanced raise	4 Other	4♣ 13-15 fit showing

1♥/♠	1NT	6-9 HCP	3♣	10-12 or 16+ fit showing
	2♣	9+ HCP, 4+ ♣	3♦	10-12 or 16+ fit showing
	2♦	9+ HCP, 4+ ♦	3♥/♠	8 losers
	2♥/♠	9 losers	3NT	13-15 balanced raise
	2NT	10-12 or 16+ balanced raise	4♣/♦	13-15 fit showing

2♣	2♦	0-3 or 10+ HCP any shape	2♥/♠	2♥4-6 HCP any shape, 2♠ other
other		2♠, 2NT, 3♣, 3♦, 3♥, 3♠, 3NT = 7-9 HCP transfers		

2♦	2♥	Correctable	3♣/♦	To play
	2♠	Correctable	3♥/♠	Correctable
	2NT	Enquiry	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	To play	4♣/♦	To play
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	To play	4♣	To play
	3♦	To play	4♦	To play
	3♥	Natural, 1 round force	4♥	To play
	3♠	Natural, 1 round force	4♠	To play
	3NT	To play	other	N/A

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, slam interest, requests cue
3♥/3♠	Natural, slam interest, requests cue
4♣	Transfer to ♥
4♦	Transfer to ♠
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 Game force

NT Checkback

Priorities (modified 2-way checkback)

Defence to 3NT opening

4♣/4♦ = both majors

Defence to opening Two's:

Multi 2♦ 1-2-3 dbls

RCO style 2-s

1-2-3 dbls

Other 2-s

Db1 = takeout

Defence to strong ♣

1NT=odd suits, 2♦=majors, 2♥=♥& minor, 2♠=♠& minor, 2NT=minors

Lebensohl

Over NT interference

Other uses

After weak 2s

Take out of 4 level pre-empts

4♣/4♦ Db1

4♥ Db1 4♠ 4NT

OTHER NOTES

Many doubles in competition have special meanings, eg raises or various 15+ hands

Invisible cue bids used

Minor suit RKC in some situations