

BASIC RESPONSES

Jump raises - minors limit forcing Other: Pre

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Jump shifts after minor opening 1C-2D=5H4S wk, 1C-2H=5S4H wk, 1m-2S=wk

Jump shifts after major opening Bergen

Responses to strong 2 suit opening n/a

Responses to 2NT opening 3C=Stayman, 3R=T/fer, 3S=minors, 4m=t/f toM, 4M=t/f m

PLAY CONVENTIONS

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

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

 Underlead Other: A=att, K=count, else over in S and u/blk lower in NT

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 1st = Rev Smith vs NT else Rev Count

Discards McKenney high encourage low encourage

 odd/even Other: _____

Count natural reverse Rev Original

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

Drury as passed hand



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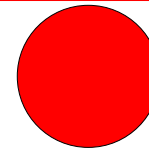
STANDARD SYSTEM CARD

Names: Ishmael Delmonte Robert Fruewirth

ABF Nos: _____

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 1, 11-20HCP 1♦ 5, 11-20HCP 1♥ 5, 11-20HCP 1♠ 5, 11-20HCP

1 NT 15(14+)-17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ H 2♥ S 2♣ C

2 NT D Other: 3C=5-5m INV, 3D=5-5m GF, 3M=SPL

2♠ GF or 23+BAL

2♦ Weak 2 in a M (5 or 6), 3-7HCP or Acoll 2 in a minor

2♥ 6H, 8-11HCP

2♠ 6S, 8-11HCP

2 NT 20-22BAL

3 NT Gambling minor, then 4C=P/C, 4D=Short Ask, 4NT=Length Ask

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

Over 1C open, 1D resp =4+H, 1H=4+S, 1S= GF in D or no Maj

After 1H (x) 1S = minors

Also after 1X (x) XX = next suit, 1X (x) bids below 2X = transfers

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak Unusual NT Minors or Lower

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) 2C=Maj, 2D=Weak or Str in a M, 2M=Int in a M

Over opponent's 1NT (strong) As above

Over weak twos X=T/o, leaping michaels

Over opening threes X=T/o, 3C-4D = D+Maj

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 4+H	2NT	Bal 11-12, no M
	1♥/♠	4+, 4+S; GF in D or no M 5+	3♣	Pre
	1NT	7-10	3♦	Spl
	2♣	Inv, GF	3♥	Spl
	2♦	4-7, 5H4S	3♠	Spl
	2♥	4-7, 5S4H	3NT	Nat 13-15, no M
	2♠	4-7 6S	4 bids	

1♦	1♥/♠	5+, 4+M	3♣	Limit Raise
	1NT	6-10	3♦	Pre
	2♣	GF	3♥	Spl
	2♦	6-10 raise	3♠	Spl
	2♥	4-7 6H	3NT	13-15 Bal no M
	2♠	4-7 6S	4♦	
	2NT	GF Raise	4 Other	

1♥/♠	1NT	6-12 Semi F	3♣	6-9 4M
	2♣	GF	3♦	10-12 4M
	2♦	GF	3♥/♠	Pre
	2♥/♠	6-10 Raise	3NT	13-15 3M, Bal
	2NT	GF Raise	4♣/♦	Spl

2♣	2♦	Waiting	2♥/♠	5+ Positive
other	2NT = minors Positive			

2♦	2♥	Pass or correct	3♣/♦	Nat constructive
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Enq	3NT	Nat

2♥/♠	2NT	Sing Ask	3NT	Nat
	3♣/♦	Nat F	4♣/♦	Spl
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Stayman	4♣	T/fer to H
	3♦	T/fer to H	4♦	T/fer to S
	3♥	T/fer to S	4♥	T/fer to C
	3♠	Minors	4♠	T/fer to D
	3NT	Nat	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5-5 min Inv; 5-5 min GF
3♥/3♠	3154 type ; 1354 type
4♣	T/fer to H
4♦	T/fer to S
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 2C = pivot to 2D (Inv hands); 2D=GF

Defence to 3NT opening 4C=both M (=or longer H); 4D= both M (>S)

Defence to opening Two's: Multi 2♦ X=13-15 bal or big

RCO style 2-s X=t/o

Other 2-s X=t/o

Defence to strong ♣ X=C, 1NT=minors, 2C=majors, 2D= weak or str in a M,
2M=int in a M

Lebensohl Over NT interference

Other uses Our NT and their weak 2's

Take out of 4 level pre-empts 4♣/4♦ X=T/o

4♥ X=T/o 4♠ X=T/o

OTHER NOTES

Leaping michaels
