

BASIC RESPONSES

Jump raises - minors limit forcing Other: pre-emptive

Jump raises - majors limit forcing Other: pre-emptive

Jump shifts after minor opening weak, natural

Jump shifts after major opening weak, natural

Responses to strong 2 suit opening

Responses to 2NT opening 3♣=puppet; 3♦/♥=trf; 3♠=minors

PLAY CONVENTIONS

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

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

Underlead Other: A=attitude; K=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: reverse count

Signal on declarer's lead reverse count (some reverse Smith in NT)

Discards McKenney high encourage low encourage

odd/even Other: reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314

4♣ Gerber when? straight after 1NT/2NT opening

Other Conventions



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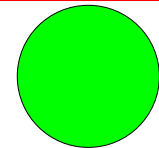
STANDARD SYSTEM CARD

Names: Ben Thompson Bill Jacobs

ABF Nos: Feb 09

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: Puppet to 2♦

Transfers 2♦ ♥ 2♥ ♠ 2♣ range ask / 3 suits

2 NT ♣ Other: 3x = slam try; Super accepts

2♠ GF

2♦ weak 54+ both majors

2♥ weak with (5)6 ♥

2♠ weak with (5)6 ♠

2 NT 20-22 BAL

3 NT any solid suit

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

Weak jump responses Inverted minor suit raises

4♣♦ opening = Namyats Cue 1st and 2nd round controls

Transfers after 1M-1NT

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT 2 lowest unbid

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

Immed cue of minor weak or strong, both majors

Immed cue of major weak or strong, other major + a minor

Over opponent's 1NT (weak) 2♣=♥+other; 2♦=♠+other; 2NT = minors

Over opponent's 1NT (strong)

Over weak twos T/O X + Lebensohl

Over opening threes T/O X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	NAT 5+	2NT	GF raise (limit by PH)
	1♥/♠	NAT 5+	3♣	NAT, weak
	1NT	NAT 5-9	3♦	NAT, weak (FSJ by PH)
	2♣	10+ raise	3♥	NAT, weak (FSJ by PH)
	2♦	NAT, weak	3♠	NAT, weak (FSJ by PH)
	2♥	NAT, weak	3NT	8-11, 5+♣, stops outside, no spl
	2♠	NAT, weak	4 bids	NAT, weak (4♦ spl)

1♦	1♥/♠	NAT 5+	3♣	NAT, weak (FSJ by PH)
	1NT	NAT 5-9	3♦	NAT, weak
	2♣	NAT, INV+	3♥	NAT, weak (FSJ by PH)
	2♦	10+ raise	3♠	NAT, weak (FSJ by PH)
	2♥	NAT, weak	3NT	8-11, 5+♦, stops outside, no spl
	2♠	NAT, weak	4♦	NAT, weak
	2NT	GF raise (limit by PH)	4 Other	NAT, weak (4♣ spl)

1♥/♠	1NT	NAT 5-9	3♣	NAT, weak (FSJ by PH)
	2♣	Drury (♣ or 3 card limit raise)	3♦	NAT, weak (FSJ by PH)
	2♦	NAT, INV+	3♥/♠	NAT, weak (FSJ by PH)
	2♥/♠	Raise=6-9	3NT	13-15 BAL raise, weak trumps
	2NT	4+ card INV+ raise	4♣♦	9-11 splinter

2♣	2♦	9+ any or 5-8 BAL	2♥/♠	2♥=0-4 any; 2♠= 5-8, 5+♥
	other	2NT=5+♠, 5-8; 3♥+=3-5, good 6+suit; 3NT=AKQxxx+ nothing else		

2♦	2♥	to play	3♣♦	NAT, NF
	2♠	to play	3♥/♠	to play
	2NT	ask, INV+	3NT	to play

2♥/♠	2NT	ask, INV+	3NT	to play
	3♣♦	NAT, NF	4♣♦	splinter
	3♥/♠	raise=NF; JS=splinter	4♥/♠	raise=to play

2NT	3♣	puppet stayman	4♣	gerber
	3♦	♥	4♦	both majors, mild slam try
	3♥	♠	4♥	NAT, NF
	3♠	44+ minors, slammish	4♠	NAT, NF
	3NT	to play	other	4NT=quant

CONVENTIONS

Additional responses to 1NT

3♣/3♦	slam try (cue except with xx)
3♥/3♠	slam try (cue except with xx)
4♣	gerber
4♦	both majors, mild slam try
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 after 1-over-1 else GF Game force

NT Checkback

 Priorities 2♣=inv; 2♦=gf

Defence to 3NT opening

X=values

Defence to opening Two's:

Multi 2♦ X=values then T/O X

RCO style 2-s

X=values then T/O X

Other 2-s

Defence to strong ♣

X=♥+other; 1♦=♠+other; 1NT=minors

After 1♣-P-1♦: X=♠+other; 1NT=minors

Lebensohl

Over NT interference Rubensohl

Other uses

In weak2-X equivalent auctions

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X; 4NT=minors 4♠ X; 4NT=2-suiters

OTHER NOTES

After 1-over-1 then reverse, step=minimum

Cue raises, Fit-showing jumps (FSJ)

4NT opening = specific ace ask (5NT=2, 6♣=♣A)

PODI/PORI

Support double & redouble

Good 2NT (eg 1X-1Y-bid-2 something .. 2NT=competing with near GF+)