

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

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Jump shifts after minor opening weak

Jump shifts after major opening bergen

Responses to strong 2 suit opening

Responses to 2NT opening 3♣ = 5 card 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:

Signal on declarer's lead reverse count

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when?

Other Conventions

splinters, lebenshol



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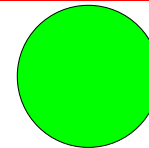
STANDARD SYSTEM CARD

Names: Thomson Brightling

ABF Nos:

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3, 11+ 1♦ 3, 11+ 1♥ 5, 11+ 1♠ 5, 11+

1 NT 15-18 (rare to have 5 card major) may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other:

2♣ strong GF or 23 + bal

2♦ weak 6 card major 6-10 pts

2♥ 4+♥ and 4+♠ weak 6-11 pts

2♠ weak 5 ♠ 7-11 pts

2 NT 21-22

3 NT minor preempt

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

2♥ = weak both majors

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT lower 2

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

Immed cue of minor ♠ and another

Immed cue of major other major and a minor

Over opponent's 1NT (weak) 2♣ = minors, 2♦ = majors

Over opponent's 1NT (strong) x=single suit, 2♣ = minors, 2♦ = majors

Over weak twos x=takeout

Over opening threes x=takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural	2NT	strong raise
	1♥/♠	natural	3♣	pre-empt
1NT		6-11	3♦	splinter
2♣		7-9 raise	3♥	splinter
2♦		limit raise	3♠	splinter
2♥		weak	3NT	13-15 bal raise
2♠		weak	4 bids	

1♦	1♥/♠	natural	3♣	limit raise
	1NT	6-11	3♦	pre-empt
	2♣	natural	3♥	splinter
	2♦	7-9 raise	3♠	splinter
	2♥	weak	3NT	13-15 bal raise
	2♠	weak	4♦	RKCB
	2NT	strong raise	4 Other	

1♥/♠	1NT	6-11	3♣	4 card limit raise
	2♣	natural	3♦	4 card 7-9 raise
	2♦	natural	3♥/♠	weak
	2♥/♠	raise	3NT	13-15 bal raise
	2NT	strong raise	4♣♦	splinter

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

2♦	2♥	to play	3♣♦	to play
	2♠	to play	3♥/♠	to play
	2NT	ask	3NT	to play

2♥/♠	2NT	ask	3NT	to play
	3♣♦	to play over 2♥, forcing over 2♠	4♣♦	splinter
	3♥/♠	to play (2♠-3♥ invite)	4♥/♠	to play

2NT	3♣	5 card stayman	4♣	rckb
	3♦	transfer	4♦	rckb
	3♥	transfer	4♥	
	3♠	5♠ and 4♥	4♠	
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slamish, positive response is RKCB, Negative is 3NT
3♥/3♠	Slamish, positive response is RKCB, Negative is 3NT
4♣	
4♦	
4♥	
4♠	

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 2♦ = any min

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ x = 16 plus or other good hands

RCO style 2-s x = 16 plus

Other 2-s x = t/o

Defence to strong ♣ x = majors, 1NT = minors

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ X - shows values

OTHER NOTES

Take out X can light with shape or opposite passed partner

1 suit (x) 2 lower suit - not forcing

Fit showing jumps in competition and by passed hand

2NT by passed hand = best raise over major and best hand over minor

Criss cross raise in a Major is 3 card limit raise