

BASIC RESPONSES

Jump raises - minors limit forcing Other: Pre-emptive

Jump raises - majors limit forcing Other: Pre-emptive

Jump shifts after minor opening Other minor=criss cross, other major=to play

Jump shifts after major opening Bergen raises

Responses to strong 2 suit opening Control showing bids

Responses to 2NT opening 3♣ = enquiry, else pass or correct

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 _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 14/30

4♣ Gerber when? _____

Other Conventions

Crowhurst, Sandwich 1NT	4 th suit forcing
Jacoby	Lebensohl
Swine	Toxic
D1P2, R1P2 over slam interference	4NT = Specific ace ask
Negative free bids	Minor suit blackwood



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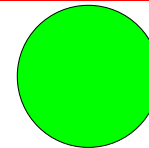
STANDARD SYSTEM CARD

Names: Hashmat Ali - Peter Kahler - Stephen Mendick

ABF Nos: _____

Basic System: Standard _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20 3+ 1♦ 11-20 3+ 1♥ 11-20 5+ 1♠ 11-20 5+

1 NT 11-14 _____ may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ ♥ _____ 2♥ ♠ _____ 2♣ ♣ _____

2 NT ♦ _____ Other: _____

2♠ 21-22 bal, 25-26 bal, or 8 playing tricks in a suit

2♦ wk 6+ ♥, wk 6+ ♠, or 23-24 bal or 27+ bal

2♥ wk 5 card ♥ suit, + 4+ in another suit

2♠ wk 5 card ♠ suit, + 4+ in another suit

2 NT wk 5/5 in ♣ and ♦

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak _____ Unusual NT _____ Lower unbid suits _____

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

Immed cue of minor ♠ and a lower suit

Immed cue of major Other major + minor

Over opponent's 1NT (weak) Toxic Takeout

Over opponent's 1NT (strong) Toxic Takeout

Over weak twos X is takeout with Lebensohl

Over opening threes X is takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+ pts, 4+ cards	2NT	10-12, no higher 4+ card suit
	1♥/♠	5+ pts, 4+ cards	3♣	Pre-emptive
	1NT	8-11 pts, no 4+ card major	3♦	splinter agreeing ♣
	2♣	Game force in ♣	3♥	splinter agreeing ♣
	2♦	Criss cross limit raise	3♠	splinter agreeing ♣
	2♥	less than 5 pts, 6+ cards, to play	3NT	13-15, no higher suit
	2♠	less than 5 pts, 6+ cards, to play	4 bids	4♣ = RKCB
1♦	1♥/♠	5+ pts, 4+ cards	3♣	Criss cross limit raise
	1NT	5-9, no 4+ card major	3♦	Pre-emptive
	2♣	Game force	3♥	splinter agreeing ♦
	2♦	10+, 4+ cards	3♠	splinter agreeing ♦
	2♥	less than 5pts, 6+ cards, to play	3NT	13-15, no higher suit
	2♠	less than 5 pts, 6+ cards, to play	4♦	RKCB
	2NT	10-12, no higher 4+ card suit	4 Other	not used
1♥/♠	1NT	5-9 pts, no higher 4+ card major	3♣	Limit raise, 4+ card support
	2♣	Game force	3♦	8-9 pts, 4+ card support
	2♦	Game force	3♥/♠	Pre-emptive
	2♥/♠	8-9 pts, 3+ card support	3NT	not used
	2NT	Jacoby Game Forcing raise	4♣♦	Splinter, very distributional
2♣	2♦	3+ controls	2♥/♠	♥=0/1 con, ♠=2 con, bal
	other	2NT=2 con, 5+♣	3♣♦/♥ trans, 2 con	
2♦	2♥	pass or correct	3♣♦	to play
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	enquiry	3NT	pass or correct
2♥/♠	2NT	enquiry	3NT	to play
	3♣♦	pass or correct	4♣♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct
2NT	3♣	to play	4♣	to play
	3♦	to play	4♦	to play
	3♥	forcing	4♥	to play
	3♠	forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	interest in ♣♦ slam, initiates cue bids
3♥/3♠	interest in ♥♠ slam, initiates cue bids
4♣	RKCB
4♦	RKCB
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 Crowhurst

Defence to 3NT opening

Depends

Defence to opening Two's:

Multi 2♦ X = 16+ balanced, 2♥/2♠ = takeout

2NT = two suited hand

RCO style 2-s

X = 16+ bal

2NT = other two suits

Other 2-s

over natural weak twos, X is takeout, 2NT = 16-18 bak

Defence to strong ♣

Toxic and wonder bids

2 level bids = Toxic

Lebensohl

Over NT interference

Other uses

Over doubles of weak twos, over reverses, in competitive bidding

Take out of 4 level pre-empts

4♣/4♦ X = takeout, 4NT is 5/5 in suits

4♥ X = t/o, 4NT is 5/5 4♠ X = values, 4NT is 5/5 in suits

OTHER NOTES

Active use of law of total tricks

Wide ranging pre-empts and overcalls opposite a passed hand

Overcalls show opening values with 2 1/2 defensive tricks

Interference over opponents strong bids based on distribution, often with little strength

Pre-empts opposite non-passed hand based on Rule of 2, 3 and 4