

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Bergen

Jump shifts after minor opening Weak jump responses in majors.

Jump shifts after major opening Mini splinters

Responses to strong 2 suit opening ---

Responses to 2NT opening (Equiv) Stayman, transfers

PLAY CONVENTIONS

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

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

Underlead Other: Aces for Att, King for 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: _____

Signal on declarer's lead Reverse Count

Discards McKenney high encourage low encourage

odd/even Other: First discard only

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 3014

4♣ Gerber when? _____

Other Conventions



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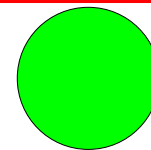
STANDARD SYSTEM CARD

Names: Peter Chan David Lusk

ABF Nos: _____

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 11-20 1♦ 4 11-20 1♥ 5 11-20 1♠ 5 11-20

1 NT (11) 12-14 Rarely -> may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ --> H 2♥ --> S 2♠ Baron

2 NT --> Minor Other: 3<minor> 6 cards and invitational

2♣ Strong 21-22 Bal or GF Step responses (Controls)

2♦ Multi: 23-24 Balanced or undisclosed (5)6 card major, 6-9 HCP.

2♥ Multi: Hearts and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.

2♠ Multi: Spades and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.

2 NT Weak 5-5+ in minors, 6-9 HCP

3 NT Gambling, running minor, little outside.

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

Mini/mega/maxi splinters over major op'ngs _____

TWERB over strong 1C _____

BERGEN Raises _____

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak style Unusual NT Lower unbid suits

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

Immed cue of minor Majors <opening or 17+

Immed cue of major Major/Minor <opening or 17+

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural, 5+ HCP	2NT	16+, 3+ clubs
	1♥/♠	Natural. 5+ HCP	3♣	Weak Raise 6-9, 5+
1NT		8-10 Bal, no four card Major	3♦	GF Splinter
2♣		Inverted, 11+	3♥	GF Splinter
2♦		WJS	3♠	GF Splinter
2♥		WJS	3NT	To play, natural
2♠		WJS	4 bids	4C = strong raise

1♦	1♥/♠	Natural, 5+ HCP	3♣	GF Splinter
1NT		5-8 no four card Major	3♦	Weak Raise 6-9, 5+
2♣		Natural, 9+	3♥	GF Splinter
2♦		Inverted 11+	3♠	GF Splinter
2♥		WJS	3NT	To play, natural
2♠		WJS	4♦	Strong raise
2NT		16+, 3+ diamonds	4 Other	4C = Maxi, 4H, S to play

1♥/♠	1NT	5-8 No major	3♣	Mini Splinter
	2♣	Natural, 9+	3♦	Mini Splinter
	2♦	Natural, 9+	3♥/♠	Limit raise 10-12 or splinter
	2♥/♠	Limit, 6-9, 1H: 2S = WJS	3NT	Balanced raise to game, 13-15
	2NT	Jacoby, GF raise	4♣♦	Splinter

2♣	2♦	Maximum of one cont (A = 2, K=1)	2♥/♠	Controls
other		Steps		

2♦	2♥	P/C	3♣♦	Natural, forcing
	2♠	P/C, normally better hearts	3♥/♠	3 card raises
	2NT	Modified Ogust	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣♦	PC	4♣♦	P/C
	3♥/♠	4 card support, not inv.	4♥/♠	To play

2NT	3♣	Preference	4♣	Natural, pre-emptive
	3♦	Preference	4♦	Natural, pre-emptive
	3♥	Forcing, Natural	4♥	To play
	3♠	Forcing, Natural	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitations with broken 6 card suit
3♥/3♠	Slam interest, forcing
4♣	Gerber
4♦	Strong, natural
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 Major fit/other major

Defence to 3NT opening X = cards

Defence to opening Two's: Multi 2♦ 1, 2, 3 doubles

RCO style 2-s 1, 2, 3 doubles

Other 2-s 1, 2, 3 doubles

Defence to strong ♣ Tverb (up to 3NT)

Lebensohl Over NT interference

Other uses

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

4♥ X = T/o 4♠ X = cards

OTHER NOTES