

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: weak

Jump raises - majors    limit     forcing     Other: weak 0-5 4 card fit

Jump shifts after minor opening    strong

Jump shifts after major opening    Bergen raises

Responses to strong 2 suit opening    2♣-2♦ waiting

Responses to 2NT opening    5 card puppet 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: McKenney if appropriate

Signal on declarer's lead    Natural count if appropriate

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 03 / 14 (cue kings)

4♣    Gerber  when?    Over 1NT opening

### Other Conventions

Jacoby / Bergen raises	Support doubles at 1 level
Cue raises	
2♣ checkback	



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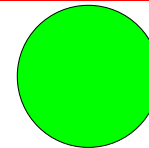
## STANDARD SYSTEM CARD

Names: Terry Brown    Avi Kanetkar

ABF Nos: 7226    232637

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 (good 14 or offshape possible)    may contain 5 card major

2♣ Stayman: simple     extended     Other: \_\_\_\_\_

Transfers    2♦ ♥    2♥ ♠    2♣ ♣

2 NT ♦    Other: \_\_\_\_\_

2♣ Game Force

2♦ 6(5) card suit, 6-10

2♥ 6(5) card suit, 6-10

2♠ 6(5) card suit, 6-10

2 NT (19)20 - 22

3 NT 5♠ 6♥, minimum opening

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

3NT = 5♠ 6♥, minimum opening    Bergen raises

Lebensohl    Change of suit by opener forcing

Splinters

## COMPETITIVE BIDDING

Negative doubles through 4♠    Responsive doubles through 4♠

Jump overcalls    Weak    Unusual NT    for unbid suit or minors

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

Immed cue of minor    Michaels

Immed cue of major    Michaels

Over opponent's 1NT (weak)    Cappelletti (2♣ = one suited)

Over opponent's 1NT (strong)    DONT (X = one suited)

Over weak twos    X for takeout

Over opening threes    X for takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural	2NT	11-12 NF
	1♥/♠	natural	3♣	weak
1NT		6-10	3♦	splinter
2♣		4+♣ limit or better	3♥	splinter
2♦		strong 6+suit 16+	3♠	splinter
2♥		strong 6+suit 16+	3NT	12-14, 4 card raise
2♠		strong 6+suit 16+	4 bids	preemptive

1♦	1♥/♠	natural	3♣	strong 6+suit 16+
	1NT	6-10	3♦	weak
	2♣	11+ 4+♣	3♥	splinter
	2♦	4+♦ limit or better	3♠	splinter
	2♥	strong 6+suit 16+	3NT	12-14, 4 card raise
	2♠	strong 6+suit 16+	4♦	preemptive
	2NT	11-12 NF	4 Other	natural

1♥/♠	1NT	6-10	3♣	4 card fit 10-12
	2♣	11+ 4+♣	3♦	4 card fit 6-9
	2♦	11+ 4+♦	3♥/♠	4 card fit 0-6
	2♥/♠	3 card raise 6-9	3NT	12-14, 4 card raise
	2NT	Jacoby 4+ fit GF	4♣/♦	splinter

2♣	2♦	Waiting	2♥/♠	natural positive good 5 card suit
	other			

2♦	2♥	Natural forcing	3♣/♦	3♣ Natural forcing, 3♦ weak
	2♠	Natural forcing	3♥/♠	Forcing strong
	2NT	enquiry: show range/shortage	3NT	To play

2♥/♠	2NT	enquiry: show range/shortage	3NT	To play
	3♣/♦	Natural forcing	4♣/♦	Natural strong
	3♥/♠	Weak	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	Natural slammish
	3♦	transfer to 3♥	4♦	Natural slammish
	3♥	transfer to 3♠	4♥	To play
	3♠	Minor suit enquiry	4♠	To play
	3NT	To play	other	4NT invite

## CONVENTIONS

Additional responses to 1NT

3♣/3♦	Strong slammish
3♥/3♠	Strong slammish
4♣	Gerber
4♦	
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  1 level                      Game force

NT Checkback                       Priorities                      2♣ checkback

Defence to 3NT opening                      X = cards

Defence to opening Two's:                      Multi 2♦                      X = 16+ unbalanced or 19+ balanced

RCO style 2-s

Other 2-s                      X = T/O

Defence to strong ♣                      X = majors, 1NT = minors, weak jumps

Lebensohl                      Over NT interference

Other uses                      Over weak twos by opponents

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

4♥ X                      4♠ X

## OTHER NOTES

1NT may contain singleton usually ace or king