

4. BASIC RESPONSES

Jump raises - minors

Jump raises - Majors

Jump shifts after minor opening

Jump shifts after Major opening

Responses to strong 2 suit open.

Responses to 2NT opening

5. PLAY CONVENTIONS

NT = versus NoTrump **S** = versus Suit ✓ or **X** = versus all contracts

Leads Sequences: Overlead: All All except AKx(+) A:Attitude / K:Count

Underlead

Four or more with an honour 4th highest Attitude 3rd / Low 2nd / 4th

From 4 small 2nd highest 3rd highest 4th highest

From 3 cards (no honour) Top Middle Bottom

In partner's suit Overlead 4th MUD

Discards McKenney Revolving High Encourage Odd=Enc., Even=McKenney

Low Encourage Even=Enc., Odd=McKenney

Count High-Low = Even Low-High = Even

Signal on partner's lead: Count Suit Preference High Enc. Low Enc.

Show Priorities here:

Signal on declarer's lead: Count Suit Preference Smith Echo

Show Priorities here:

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

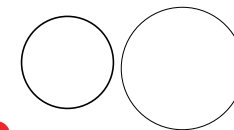
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SIMPLE SYSTEM CARD

ABF Nos.

& Names:

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣

1♥

1♦

1♠

1NT

may contain 5 card Major

1NT Responses 2♣

2♦

2♠

2♥

2NT

other

2♣

2♦

2♥

2♠

2NT

3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through

Jump overcalls

Responsive doubles through

Unusual NT

1NT overcall - immediate

Immediate cue of minor

1NT overcall - re-opening

Immediate cue of Major

Over weak twos

Over opening threes

Over opponent's 1NT