

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: criss-cross 8-10 fit

Jump raises - majors limit  forcing  Other: weak

Jump shifts after minor opening majors 3-7 (can be 12-15 over 1♣)

Jump shifts after major opening Bergen-style 4 card support

Responses to strong 2 suit opening 2♦ 0-6/10+; others 7-9 transfers

Responses to 2NT opening transfers

## PLAY CONVENTIONS

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

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

Underlead  Other: A/Q attitude, K count or unblock

Four or more with an honour 4th highest  attitude

3rd/5th  Other: can make 3/5 attitude vs NT

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 Smith peters vs NT (high = like the lead)

Discards McKenney  high encourage  low encourage

odd/even  Other:

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430

4♣ Gerber  when?

### Other Conventions

1m-(1NT)-2♣ = ♥&♠ INKI after 1♠-1NT, 2♣ strong or ♥s

Drury (3rd and 4th seat) inverted minor (except after overcall)

Good-Bad 2NT P1D2 after keycard intervention

Transfers after 1X-1Y-1Zed CJS = unspecified splinter & range

Modified Bergen 1-2-3 (X)Xs and support Xs



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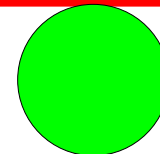
## STANDARD SYSTEM CARD

Names: Michael Smart Ian Robinson ACT Open Team

ABF Nos: 160423 160008

Basic System: Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 1♦ 4 1♥ 5 1♠ 5

1 NT (14)15-17 may contain 5 card major

2♣ Stayman: simple  extended  Other:

Transfers 2♦ ♥ 2♥ ♠ 2♠ range or ♣

2 NT ♦ Other: 3 any GF transfer splinter (3-suited)

2♣ strong

2♦ weak 2♥ or ♠

2♥ weak 5♥ + 4+ minor

2♠ weak 5♠ + 4+ minor

2 NT 20-22

3 NT gambling minor

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

Transfers over 1♣ opening

Transfers after intervention

## COMPETITIVE BIDDING

Negative doubles through 4♥(rare) Responsive doubles through 4♥

Jump overcalls weak (inter P/O) Unusual NT lowers (weak or GF)

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

Immed cue of minor ♥+♠ weak or GF

Immed cue of major other Major and a minor

Over opponent's 1NT (weak) Canape transfers

Over opponent's 1NT (strong) Canape transfers

Over weak twos X

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	hearts	2NT	14+ balanced
	1♥/♠	spades/	3♣	weak
	1NT	11-12 can have major	3♦	splinter
	2♣	inverted	3♥	splinter
	2♦	hearts weak or strong	3♠	splinter
	2♥	spades weak or strong	3NT	12-14 balanced
	2♠	8-10 raise	4 bids	Natural to play
1♦	1♥/♠	Nat 5+	3♣	8-10 raise
	1NT	6-11	3♦	weak raise
	2♣	Nat 11+	3♥	splinter
	2♦	Nat 11+	3♠	splinter
	2♥	3-7 natural	3NT	13-14
	2♠	3-7 natural	4♦	pre-emptive
	2NT	11-12 NF	4 Other	
1♥/♠	1NT	6-10(11)	3♣	Modified Bergen
	2♣	Nat 11+	3♦	Modified Bergen
	2♦	Nat 11+	3♥/♠	weak
	2♥/♠	Bergen over 1♥	3NT	12-14 4 card support
	2NT	Modified Bergen	4♣/♦	7 loser splinter
2♣	2♦	0-6/10+	2♥/♠	7-9 transfers
	other	7-9 transfers		
2♦	2♥	correctible	3♣/♦	to play
	2♠	correctible	3♥/♠	correctible
	2NT	Meckwell (3-range enquiry)	3NT	to play
2♥/♠	2NT	Strong enquiry	3NT	to play
	3♣/♦	3♣ correctible	4♣/♦	4♣ correctible
	3♥/♠	to play/splinter	4♥/♠	
2NT	3♣	puppet stayman	4♣	hearts
	3♦	transfer	4♦	spades
	3♥	transfer	4♥	clubs (Key card)
	3♠	minors	4♠	diamonds (Key card)
	3NT	to play	other	4NT is quant

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	transfer singletons
3♥/3♠	transfer singletons
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

### Defence to 3NT opening

X, 4♣=♥+♠

### Defence to opening Two's:

Multi 2♦ X

### RCO style 2-s

X

### Other 2-s

X

### Defence to strong ♣

Canape transfers

### Lebensohl

Over NT interference

### Other uses

### Take out of 4 level pre-empt

4♣/4♦ X  
4♥ X 4♠ X

## OTHER NOTES

Redouble is not 10+ normally transfer to next suit

Doubles in competition often show next suit

Responding to 1C can be on sub-minimal values