

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other:

Jump shifts after minor opening Weak

Jump shifts after major opening Splinters

Responses to strong 2 suit opening 2♦ = negative, all else natural

Responses to 2NT opening Stayman and transfers

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 Reverse count

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when? 1NT/2NT openings

Other Conventions

4th suit Game Force

Long suit game tries

Splinters

Jacoby 2NT

1st/2nd cues



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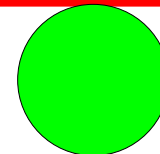
STANDARD SYSTEM CARD

Names: David Gue Jarrad Dunbar

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Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+♣, 11+ 1♦ 3+♦, 11+ 1♥ 5+♥, 11+ 1♠ 5+♠, 11+

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

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥'s 2♥ ♠'s 2♣

2 NT Invite Other: Super-accepts

2♣ Game Force

2♦ 5+♦, 6-10

2♥ 5+♥, 6-10

2♠ 5+♠, 6-10

2 NT 20-22

3 NT n/a

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

COMPETITIVE BIDDING

Negative doubles through 2♥ Responsive doubles through n/a

Jump overcalls Weak Unusual NT lowest two unbid suits

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

Immed cue of minor Majors

Immed cue of major Other major and a minor

Over opponent's 1NT (weak) 2♣ = natural

Over opponent's 1NT (strong) 2♣ = natural

Over weak twos X = take out

Over opening threes X = take out

