

BASIC RESPONSES

Jump raises - minors limit forcing Other: 1m 3m weak 5cd raise

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening 0-5 hcp 6+cd suit

Jump shifts after major opening Invitational fit-showing jump

Responses to strong 2 suit opening 2d 0-1 controls, 2h 2 controls, 2s 3+ controls

Responses to 2NT opening 3C puppet stayman, transfers, 3S minor suit stayman

PLAY CONVENTIONS

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

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

Underlead Other: A count K attitude

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: 1430

4♣ Gerber when? never

Other Conventions

Jacoby 2nt could be 3cd support



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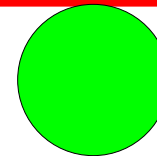
STANDARD SYSTEM CARD

Names: Erin Wendy

ABF Nos: 728853

Basic System: _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 _____ 1♦ 3 _____ 1♥ 5 _____ 1♠ 5 _____

1 NT 15-17 _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ h _____ 2♥ s _____ 2♠ c _____

2 NT d _____ Other: _____

2♣ strong or 22+ bal

2♦ 1st/2nd: D & S weak, 3rd D & H, weak

2♥ 1st/2nd: H & S weak, 3rd H weak

2♠ S, weak

2 NT 20-21

3 NT

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

COMPETITIVE BIDDING

Negative doubles through 4H _____ Responsive doubles through 4H _____

Jump overcalls weak _____ Unusual NT _____ lubs, either weak or very strong

1NT overcall (immediate) [15]16-18 _____ (re-opening) 11-14

Immed cue of minor Majors, either weak or very strong

Immed cue of major Other major and a minor, either weak or very strong

Over opponent's 1NT (weak) DONT, bids are constructive

Over opponent's 1NT (strong) DONT, bids could be weak with good suits

Over weak twos X takeout, lebensohl

Over opening threes X takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4, unbal	2NT	11-12 no major
	1♥/♠	4	3♣	5 cd weak raise
	1NT	6-10 no major	3♦	splinter
	2♣	10+ hcp 4 cd raise	3♥	splinter
	2♦	0-5 hcp 6+ cd suit	3♠	splinter
	2♥	0-5 hcp 6+ cd suit	3NT	to play
	2♠	0-5 hcp 6+ cd suit	4 bids	4C pre-emptive, 4nt kc

1♦	1♥/♠	4	3♣	0-5 hcp 6+ cd suit
	1NT	6-10 no major	3♦	5 cd weak raise
	2♣	10+ hcp, 4, forcing to 2nt	3♥	splinter
	2♦	10+ hcp 4 cd raise	3♠	splinter
	2♥	0-5 hcp 6+ cd suit	3NT	to play
	2♠	0-5 hcp 6+ cd suit	4♦	pre-emptive
	2NT	11-12 no major	4 Other	4nt kc

1♥/♠	1NT	6-10	3♣	fit showing jump invite
	2♣	10+ hcp, 4	3♦	fit showing jump invite
	2♦	10+ hcp, 4	3♥/♠	invite raise [1H 3S splinter]
	2♥/♠	3+ cd raise 6-10 [1H 2S f/s/j]	3NT	to play
	2NT	Jacoby	4♣/♦	splinter

2♣	2♦	0-1 controls (A=2, K=1)	2♥/♠	H=2, S=3+
other		natural, 3+ controls and good suit		

2♦	2♥	to play	3♣/♦	to play
	2♠	to play	3♥/♠	to play
	2NT	enquiry	3NT	to play

2♥/♠	2NT		3NT	
	3♣/♦	2h, to play, 2s, forcing	4♣/♦	2h, to play, 2s splinter
	3♥/♠	2h, to play, 2s new suit forcing	4♥/♠	2h to play, 2s 4s to play, 2s 4h splinter

2NT	3♣	puppet	4♣	slam invite forcing
	3♦	trf h	4♦	slam invite forcing
	3♥	trf s	4♥	slam invite non forcing
	3♠	minor stayman	4♠	slam invite non forcing
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	-
3♥/3♠	-
4♣	-
4♦	-
4♥	pre-emptive
4♠	pre-emptive

Unusual NT: minors other suits lower 2 unbid suits

other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round except 1c 1d 1h 1s Game force

NT Checkback Priorities lowest feature

Defence to 3NT opening none

Defence to opening Two's: Multi 2♦ immediate x = 12-14 bal or strong

other x including over p/c are t/o

RCO style 2-s -

Other 2-s -

Defence to strong ♣

Lebensohl Over NT interference Over (weak 2) X (P)

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ x

4♥ x 4♠ 4nt

OTHER NOTES

my wrist is broken please be nice