

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: \_\_\_\_\_

Jump raises - majors    limit     forcing     Other: Preemptive

Jump shifts after minor opening    Preemptive

Jump shifts after major opening    Bergen or Preemptive

Responses to strong 2 suit opening    \_\_\_\_\_

Responses to 2NT opening    Simple Stayman, Smolen, Graded Transfers

## PLAY CONVENTIONS

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

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

Underlead     Other: Ace Attitude, King Count

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

From 4 small    2nd highest     Other: 4th

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: 1st discard is McKenney, then low encourage

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: \_\_\_\_\_

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Splinters	Inverted Minors
Exclusion	Cue Bids - 1st or 2nd Round Controls
2nt Strong Enquiry	Smolen
Sliding Scale	Texas Transfers
Jacoby 2nt	Neg X, Res X, Res XX



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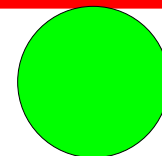
## STANDARD SYSTEM CARD

Names: James Ferguson    Edward Burrowes

ABF Nos: 874035    858684

Basic System: 2/1 GF    Brown Sticker

Classification: Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 2+♣ 11+pts    1♦ 4+♦ 11+pts    1♥ 5+♥ 11+pts    1♠ 5+♠ 11+pts

1 NT 15-17 Bal    may contain 5 card major

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

Transfers 2♦ ♥    2♥ ♠    2♣ Range Probe or ♣

2 NT ♦    Other: \_\_\_\_\_

2♣ GF or 22+ Bal

2♦ NV: 0-7pts 5+ Major. Vul: 6+♦ 6-9pts

2♥ 6+♥ 6-9pts

2♠ 6+♠ 6-9pts

2 NT 20-21 Bal

3 NT Gambling

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥    Responsive doubles through 4♥

Jump overcalls    Weak    Unusual NT    LUBS

1NT overcall (immediate) 15-18    (re-opening) 12-15

Immed cue of minor    Michaels

Immed cue of major    Michaels

Over opponent's 1NT (weak)    Multi Landy

Over opponent's 1NT (strong)    Multi Landy

Over weak twos    Lebensohl

Over opening threes

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+	2NT	11pts, no 4 card major
	1♥/♠	4+	3♣	6+♣ 6-9pts
1NT		6-9pts, no 4 card major	3♦	splinter
2♣		10+pts, 5+ ♣	3♥	splinter
2♦		6+♦ preempt	3♠	splinter
2♥		6+♥ preempt	3NT	to play
2♠		6+♠ preempt	4 bids	exclusion

1♦	1♥/♠	4_	3♣	6+♣ preempt
1NT		6-9pts, no 4 card major	3♦	5+♦ 6-9pts
2♣		GF	3♥	splinter
2♦		10+pts, 4+♦	3♠	splinter
2♥		6+♥ preempt	3NT	to play
2♠		6+♠ preempt	4♦	preemptive
2NT		11pts, no 4 card major	4 Other	exclusion

1♥/♠	1NT	forcing 1nt	3♣	6-9pts, 4 card support
	2♣	GF 2+ ♣	3♦	10-11pts, 4 card support
	2♦	GF 5+ ♦	3♥/♠	4 card support, preemptive
	2♥/♠	GF 5+♥ or 3 card raise 6-9 pts	3NT	
	2NT	GF raise 4 card support	4♣/♦	splinter

2♣	2♦	waiting	2♥/♠	6 card suit, 6+pts
	other			

2♦	2♥	NV: pass or correct	3♣/♦	NV: 3♦ = ♥
	2♠	NV: to play	3♥/♠	♥ = pass or correct
	2NT	Enquiry	3NT	to play

2♥/♠	2NT	strong enquiry	3NT	to play
	3♣/♦		4♣/♦	
	3♥/♠	Law of Total Tricks	4♥/♠	Law of Total Tricks

2NT	3♣	Stayman (simple)	4♣	♥
	3♦	♥	4♦	♠
	3♥	♠	4♥	♣
	3♠	Minor stayman	4♠	♦
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Minor Stayman / 5-5 Majors
3♥/3♠	3154/1354
4♣	Transfer to ♥
4♦	Transfer to ♠
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  for passed hand \_\_\_\_\_ Game force

NT Checkback  Priorities 2 way checkback for 1nt rebid.

Defence to 3NT opening \_\_\_\_\_

Defence to opening Two's: Multi 2♦ X = 16+ pts

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

Defence to strong ♣ X = Majors, 1NT = Minors

Lebensohl Over NT interference  \_\_\_\_\_

Other uses Weak 2s \_\_\_\_\_

Take out of 4 level pre-empts 4♣/4♦ \_\_\_\_\_

4♥ \_\_\_\_\_ 4♠ penalty

## OTHER NOTES

Bid Game \_\_\_\_\_

Make Game \_\_\_\_\_

Win Imps \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_