

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Strong _____

Jump shifts after major opening Mini/Maxi Splinters _____

Responses to strong 2 suit opening Controls, 2♦ = no more than one king _____

Responses to 2NT opening Major = Forcing _____

PLAY CONVENTIONS

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

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

Underlead Other: A=Attitude, K = Count _____

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 _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 0314

4♣ Gerber when? Over 1NT

Other Conventions

Crowhurst after 1NT rebid (15-18) _____ System 'on' for NT overcalls _____

Modified Capelliti 2♣ = Majors _____

2♦ = Single suited Mjr _____

2<M> = Major/Minor _____

Splinters: Mini/Mega/Maxi _____



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STANDARD SYSTEM CARD

Names: Attilio De Luca David Lusk

ABF Nos: 172057 197904

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ pts, 3+ 1♦ 11+, 4+ 1♥ 11+, 4+ 1♠ 11+, 5+

1 NT 11-14 (Usually 12-14, Vul) may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ Baron

2 NT to 3♣,♦ Other: Using Stayman does not guarantee a Mjr

2♣ Strong: Acol 2 or GF but 21-22 Balanced or 25-26 Balanced

2♦ Multi: Weak 2M or 23-24 Balanced

2♥ (55) Hearts & another 6-10 HCP (May be 5-4 at favourable vuln'bility)

2♠ (55) Spades & a minor 6-10 HCP (May be 5-4 at favourable vuln'bility)

2 NT Both minors (55) 6-10 HCP

3 NT Gambling (Minor)

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

Multi 2s 2♥ Hearts and another TWERB over Strong 1♣

2♠ Spades and a minor Single suited in suit above

2NT Both minors or: the other two suits.

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Minors / Majors (opposite rank)

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

Immed cue of minor Other minor + a major

Immed cue of major Other major + a minor

Over opponent's 1NT (weak) Cappelletti (Modified)

Over opponent's 1NT (strong) Cappelletti (Modified)

Over weak twos X = T/O (Lebensohl)

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4+	2NT	16+ Bal, 3+ card support
	1♥/♠	5+, 4+	3♣	10-11, 5+
	1NT	8-10 and balanced	3♦	---
	2♣	5-9, 4/5+	3♥	---
	2♦	16+, 6+	3♠	---
	2♥	16+, 6+	3NT	3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4 bids	
1♦	1♥/♠	5+, 4+	3♣	16+, 6+
	1NT	5-9, no four card Mjr	3♦	10-11, 4+
	2♣	9+, 4+	3♥	---
	2♦	6-9, 4+	3♠	---
	2♥	16+, 6+	3NT	3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4♦	
	2NT	16+ Bal, 3+ card support	4 Other	
1♥/♠	1NT	5-9	3♣	Mini/Maxi Splinter
	2♣	9+, 4+	3♦	Mini/Maxi Splinter
	2♦	9+, 4+	3♥/♠	10-11, no shortage, 4+, 3+
	2♥/♠	5-9, 4+ (3+) (2♠ over 1♥ Spl)	3NT	Value raise to 4<Mjr>
	2NT	16+ Bal, 3+ card support	4♣/♦	Splinter Raise
2♣	2♦	Negative, 0-1 Control	2♥/♠	Steps (2♥= 2 kings or 1 A)
	other			
2♦	2♥	Pass/Correct	3♣/♦	Natural, forcing
	2♠	Pass/Correct, 3+ ♥	3♥/♠	Pass/Correct
	2NT	Forcing enquiry	3NT	To play
2♥/♠	2NT	Forcing enquiry	3NT	To play
	3♣/♦	Pass/Correct	4♣/♦	Pass/Correct, preemptive
	3♥/♠	Preemptive	4♥/♠	To play.
2NT	3♣	Stayman over natural 2NT	4♣	Gerber over natural 2NT
	3♦	Transfer --> ♥ over nat 2NT	4♦	Preemptive over direct 2NT
	3♥	Transfer --> ♠ over nat 2NT	4♥	To play
	3♠	5-4 in ♠ & ♥ over nat 2NT	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitational to 3NT, based on broken 6 card minor
3♥/3♠	Strong Slam Try
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other: Minors over a major; Majors over a minor

Other slam bidding: Cue Bids Asking Bids

4th Suit Forcing: One round Game force at 3 level Game force

NT Checkback Priorities: Secondary major, 3 card support, max/min

Defence to 3NT opening: X = Penalties

Defence to opening Two's: Multi 2♦ X = T/O; 2NT = 15-18 at least one major stop

RCO style 2-s: First 2 Xs = T/O; 2NT = 15=18

All subsequent doubles are penalties

Other 2-s: First 2 Xs = T/O; 2NT = 15=18

All subsequent doubles are penalties

Defence to strong ♣: Twerb

up to but not including 3NT

Lebensohl: Over NT interference

Other uses: After a weak two opening is doubled by our side for take-out

Take out of 4 level pre-empts: 4♣/4♦ X

4♥ X/4NT 4♠ 4NT

OTHER NOTES

DOPI/ROPI applies in step situations

After 2 level response, 3NT = 15-16, 2NT is stronger

Responsive and competitive doubles apply in competitive auctions over opponents' raises and

Penalty oriented doubles apply over new-suit bids

Cue Raises after overcalls