

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump shifts after minor opening	16+, 5+ card suit natural		
Jump shifts after major opening	16+, 5+ card suit natural		
Responses to strong 2 suit opening	2♦ = 0-7; 2♥, 2♠, 3♣, 3♦ +ve 5 card suit		
Responses to 2NT opening	3♣ = Puppet Stay; 3♦ = ♥; 3♥ = ♠; 3♠ = m ask		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A=attitude; K=count against suits	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: <input type="text"/>	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input type="text"/>
From 3 cards	(no honour) to (<input checked="" type="checkbox"/>)	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	CT, Occasional Suit Preference on second CT card	
Signal on declarer's lead	Count if necessary	
Discard	McKenney cash <input type="checkbox"/> NT out <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Standard Count, usually unwanted suits first
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input type="text"/>
4♣	Gerber <input type="checkbox"/>	when? <input type="text"/>	

Other Conventions

SPLINTERS	CUES (Over 1x - int - 3x - suit is cue)
LONG SUIT TRIALS by opener	POR1, POD1 over int after 4NT enquiry
1x - 2m - 3m by opener FG or 4m	Over DONTx, their xx: pass is NF, 2♣ is p/c
Over our NTx, xx: No 5 card suit	Resp to pard's o'call: new suit 8+, 5 cd suit;
CUE RAISES	1NT: 8-12; FORCED 2NT: 11-12;
	JUMP 2NT: Opening Hand



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STANDARD SYSTEM CARD

Names:	Kate SMITH	Jill DEL PICCOLO
ABF Nos:	122874	214078
Basic System:	ACOL	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning	10+ HCP if shaped	Canape <input type="checkbox"/>
1♣ 4 (very occ 3)	1♦ 4	1♥ 4
1♠ 4		
1 NT 12-14	May contain a poor 5 card major <input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extende <input type="checkbox"/>
Transfers	2♦ = ♥	2♥ = ♠
	2♣ = ♣	
2 NT = ♦	Other: 3x = Slam try	
2♣	Near GAME FORCE: 21+ Unbal, 23+ Bal. Repeat of opener's maj NF	
2♦ }		
2♥ }	WEAK 4 -10, 5-7 CARD SUIT (may contain another suit)	
2♠ }		
2 NT (20) 21-22		
3 NT 6-5 in minors, weak		

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

3NT: 6-5 in minors, weak	After 2C-2D-2H mandatory to bid 2S
Weak twos usually 5 cards suits nonvul,	before opener describes hand further
and may contain another suit	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	As for WEAK 2	Unusual NT	Lowest 2, 11-15
1NT overcall (immediate)	15-18	(re-opening)	15-18
Immed cue of minor	MICHAELS: ♠/♥, 11-15		
Immed cue of major	MICHAELS: OM/m, 11-15		
Over opponent's 1NT (weak)	DONT: { Dbl = 1 suit (not ♠) or 16+; 2♣ = ♣+x; 2♦ = ♦+M		
Over opponent's 1NT (strong)	{ 2♥ = ♥/♠; 2♠ = ♠		
Over weak twos	Dbl = T/O. 2NT = 15-18 (14-16). CUE = MICHAELS		
Over opening threes	Dbl = T/O. 3NT = Natural. CUE = Strong 2 suiter		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	} (5) 6+ HCP, 4+ suit	2NT	FG 13+ Balanced raise, < 4M
	1♥/♠	}	3♣	10-12, 4 card raise
	1NT	8-10, 4 cd raise, no other suit	3♦	}
	2♣	6-7, 4 cd raise	3♥	} SPL FG
	2♦	}	3♠	}
	2♥	} FG 16+ 5+ solid ♥	3NT	To play
	2♠	}	4 bids	4♦ = SPL (void); 4M = Natural

1♦	1♥/♠	(5) 6+ HCP, 4+ suit	3♣	6+ cards ♣, 16+
	1NT	6-10, < 4M	3♦	10-12, 4 card raise, < 4M
	2♣	10+, 4+ ♣ rebid after new suit	3♥	} SPL FG
	2♦	6-9, 4+ support	3♠	}
	2♥	FG 16 + 5+ solid ♥	3NT	To play
	2♠	FG 16 + 5+ solid ♠	4♦	PRE
	2NT	13+ Balanced raise, < 4M	4 Other	4♣ = SPL; 4M = Natural

1♥/♠	1NT	6-10, NF	3♣	FG 16 + 5+ solid ♣
	2♣	} 10+ Natural	3♦	FG 16 + 5+ solid ♦
	2♦	}	3♥/♠	10-12, 4 card fit
	2♥/♠	6-9, 4 (occ 3) card fit	3NT	To play
	2NT	FG M raise Balanced, 13+	4♣♦	SPL FG M raise

2♣	2♦	Negative 0-7, Denies A + K	2♥/♠	Positive, 5+ ♥/♠
other		2NT: Positive, no 5 cd suit		

2♦	2♥	} Natural Invitational NF	3♦	To play
	♠/3♣	}	3♥/♠	SPL
	2NT	Enquiry, Invitational+ (15+), F1	NT	Natural

2♥/♠	2NT	Enquiry, Invitational+ (15+), F1	3NT	Natural
	3♣♦	Natural Invitational NF	4♣♦	SPL
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Puppet Stay 5M ask	4♣	} Natural, RKCB response if fit
	3♦	♥	4♦	}
	3♥	♠	4♥	} Natural
	3♠	minor suit enquiry, FG	4♠	}
	3NT	Natural	other	4NT quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	} Natural Slam Try, Cue if can if not min misfit
3♥/3♠	}
4♣	Gerber
4♦	
4♥	} To play
4♠	}

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒

other 11-15

Other slam bidding

Cue Bids ☒

Asking Bids ☐

4th Suit Forcing

One round ☒

At one level

Game force ☒

NT Checkback

☒

Priorities

2♦ = Min; Other = Max FG & shape up line

Defence to 3NT opening

4♣ = ♥/♠; 4♦ = ♠/♥

Defence to opening Two's:

Multi 2♦ Db1 = 16+ Bal; 2x, 3x = Natural; 2NT: 15-18

3NT = To play

RCO style 2-s

As for Multi

Other 2-s

Db1 = Take-out of anchor suit; 2NT 15-18

Defence to strong ♣

1x = NAT; Db1 = Weak Majors, 4+/4+; 1NT = Weak Minors 4+/4+

2x and up = PRE 5+ cards

Lebensohl

Over NT interference ☒

Other uses

Over Weak 2

Take out of 4 level pre-empts

4♣/4♦ Db1 (4NT = Natural)

4♥ Db1; 4NT = ♣/♦ 4♠ 4NT, Db1: penalties/flat

OTHER NOTES

Over 1NT superaccept in M's with 4 card fit: raise suit - min; 2NT - max, no doubleton;

new suit - max, doubleton in suit bid

1m-2NT: 3m=min; 3 else=16+, singleton/void; 3NT = 16+, flat

1M-2NT: 3M=min, flat; 3 else=min, sing/void; 3NT = 16+, flat; 4 else= 16+, sing/void

1♥ - 2NT - 4♥ = 16+, sing. ♠

1NT rebid after no resp: 17-20; Reopening 2NT (4th seat): 19-21; Jump in 4th seat: Inter