

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: Inverted

Jump raises - majors    limit     forcing     Other: Bergen

Jump shifts after minor opening    Weak jump responses in majors.

Jump shifts after major opening    Mini splinters

Responses to strong 2 suit opening    ---

Responses to 2NT opening    (Equiv) Stayman, transfers

## PLAY CONVENTIONS

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

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

Underlead     Other: Aces for Att, King for 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    Reverse Count

Discards    McKenney     high encourage     low encourage

odd/even     Other: First discard only

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 3014

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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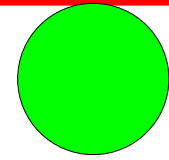
## STANDARD SYSTEM CARD

Names: Peter Chan    David Lusk

ABF Nos: \_\_\_\_\_

Basic System: ACOL

Classification: Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 2 11-20    1♦ 4 11-20    1♥ 5 11-20    1♠ 5 11-20

1 NT (11) 12-14    Rarely ->    may contain 5 card major

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

Transfers 2♦ --> H    2♥ --> S    2♠ Baron

2 NT --> Minor    Other: 3<minor> 6 cards and invitational

2♣ Strong 21-22 Bal or GF    Step responses (Controls)

2♦ Multi: 23-24 Balanced or undisclosed (5)6 card major, 6-9 HCP.

2♥ Multi: Hearts and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.

2♠ Multi: Spades and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.

2 NT Weak 5-5+ in minors, 6-9 HCP

3 NT Gambling. running minor, little outside.

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

Mega splinters over major op'ngs    3m rebids over 1M responses are splinters

TWERB over strong 1C    Inverted minors

BERGEN Raises

## COMPETITIVE BIDDING

Negative doubles through 4H    Responsive doubles through 4H

Jump overcalls    Weak style    Unusual NT    Lower unbid suits

1NT overcall (immediate)    15-18 sys'm on (re-opening)    11-14 system on

Immed cue of minor    Majors <opening or 17+

Immed cue of major    Major/Minor <opening or 17+

Over opponent's 1NT (weak)    Cappelletti

Over opponent's 1NT (strong)    Cappelletti

Over weak twos    X

Over opening threes    X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural, 5+ HCP	2NT	16+, 3+ clubs
	1♥/♠	Natural. 5+ HCP	3♣	Weak Raise 6-9, 5+
1NT		8-10 Bal, no four card Major	3♦	GF Splinter
2♣		Inverted, 11+	3♥	GF Splinter
2♦		WJS	3♠	GF Splinter
2♥		WJS	3NT	To play, natural
2♠		WJS	4 bids	4C = strong raise

1♦	1♥/♠	Natural, 5+ HCP	3♣	GF Splinter
1NT		5-8 no four card Major	3♦	Weak Raise 6-9, 5+
2♣		Natural, 9+	3♥	GF Splinter
2♦		Inverted 11+	3♠	GF Splinter
2♥		WJS	3NT	To play, natural
2♠		WJS	4♦	Strong raise
2NT		16+, 3+ diamonds	4 Other	4C = Maxi, 4H, S to play

1♥/♠	1NT	5-8 No major	3♣	Bergen Raise (4) 6-9
	2♣	Natural, 9+	3♦	Bergen Raise (4) 10-12
	2♦	Natural, 9+	3♥/♠	1S: 3H = Invitational raise (3)
	2♥/♠	Limit, 6-9, 1H: 2S = Invitn (3)	3NT	Balanced raise to game, 13-15
	2NT	Jacoby, GF raise, 16+	4♣/♦	Splinter

2♣	2♦	Maximum of one cont (A = 2, K=1)	2♥/♠	Controls
other		Steps		

2♦	2♥	P/C	3♣/♦	Natural, forcing
	2♠	P/C, normally better hearts	3♥/♠	3 card raises
	2NT	Modified Ogust	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	PC	4♣/♦	P/C
	3♥/♠	4 card support, not inv.	4♥/♠	To play

2NT	3♣	Preference	4♣	Natural, pre-emptive
	3♦	Preference	4♦	Natural, pre-emptive
	3♥	Forcing, Natural	4♥	To play
	3♠	Forcing, Natural	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Invitations with broken 6 card suit
3♥/3♠	Slam interest, forcing
4♣	Gerber
4♦	Strong, natural
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                       Game force

NT Checkback                       Priorities                      Major fit/other major

Defence to 3NT opening                      X = cards

Defence to opening Two's:                      Multi 2♦                      1, 2, 3 doubles

RCO style 2-s                      1, 2, 3 doubles

Other 2-s                      1, 2, 3 doubles

Defence to strong ♣                      Twerb (up to 3NT)

Lebensohl                      Over NT interference

Other uses

Take out of 4 level pre-empts                      4♣/4♦                      X = major t/o

4♥                      X = T/o                      4♠                      X = cards

## OTHER NOTES