

4. BASIC RESPONSES			
Jump raises - minors	Limit	10-12	Other:
Jump raises - Majors	Limit	10-12	Other:
Jump shifts after minor opening	EXCLUSION BID		
Jump shifts after Major opening	BERGEN RAISES		
Responses to strong 2 suit open.	NEXT SUIT - WAITING		
Responses to 2NT opening	Puppet Stayman; transfer etc.		

		Versus Suit (or both)	Versus NoTrump (if different)
Leads	Sequences:	Overlead All	
	Four or more with an honour	4th highest	3rd/5th highest
	From 4 small	4th highest	
	From 3 cards (no honour)	Top	
	In partner's suit		
Discards		Odd/Even	
Count		High-Low = Even	
Signal	on partner's lead:	HIGH ENCOURAGE	
Signal	on declarer's lead:		
Notes			

4NT: Blackwood ☐ RKCB 1430 4♣ Gerber ☒ when? NT OPENING

Slam Notes

Cue Bids ☒

Asking Bids ☐

Puppet Stayman OVER 2NT AFTER 2C/2D BID	4TH SUIT FORCING
SPLINTER	LEBENSOHL
UNASSUMING CUE BID	4NT QUANTITATIVE OVER NT OPENING

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& Names:	223867	MARIA GIBBS
Basic System:		
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

Describe strength, minimum length, or specific meaning Canape ☐

<p>1♣ 11+ 3+</p> <p>1♦ 11+ 3+</p> <p>1NT 15-17</p>	<p>1♥ 11+ 5+</p> <p>1♠ 11+ 5+</p>
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may contain 5 card Major ☐

<p>1NT Responses 2♣ STAYMAN</p> <p>2♦ TRANSFER</p> <p>2♥ TRANSFER</p> <p>other</p>	<p>Other:</p> <p>2♠ TRANSFER TO MINOR</p> <p>2NT INVITE TO GAME</p>
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Gambling 3NT; no outside A/K of other suits	

Negative doubles through	4H	Jump overcalls	weak 6-9 HCP
Responsive doubles through	2S	Unusual NT	2 LOTS OF MINORS (5 CARDS)
1NT overcall - immediate	15+ HCP	Immediate cue of minor	both majors
1NT overcall - re-opening	12-14	Immediate cue of Major	other major and minor
Over weak twos	X TAKE OUT	Over opening threes	X TAKE OUT
Over opponent's 1NT	(weak) x=penalty; 2c = single 6 card suit; 2d = both majors (5/5 or 5/4)		
	2NT = 5/4 or 5/5 of both minors; 2H = 5H + 5 or 4 card minor; 2S = 5S + 5 or 4 card minor		
	Over opponent's 1NT (strong) : same as against weak 1NT (as above)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP / 4+	2♦ EXCLUSION	3♦ SPLINTER
1♥ 6+ HCP / 4+	2♥ EXCLUSION	3♥ SPLINTER
1♠ 6+ HCP / 4+	2♠ EXCLUSION	3♠ SPLINTER
1NT 6 - 9 HCP	2NT INVITE TO GAME	3NT TO PLAY
2♣ 5 - 9 HCP / 5	3♣ 9 - 11 HCP / 5+	4♣
other		
1♦ 1♥ 6+ HCP / 4+	2♥ EXCLUSION	3♥ SPLINTER
1♠ 6+ HCP / 4+	2♠ EXCLUSION	3♠ SPLINTER
1NT 6+ HCP	2NT INVITE TO GAME	3NT TO PLAY
2♣ 10+ HCP / 4+	3♣	4♣ SPLINTER
2♦ 6 - 9 HCP / 4+	3♦ 9 - 11 HCP / 5+	4♦
other		
1♥ 1♠ 6+ HCP / 4+	2♥ 6-9 HCP/ 3 +	3♦
1NT 6 - 9 HCP	2♠ EXCLUSION	3♥ LIMITED RAISE
2♣ 10+ HCP / 4+	2NT INVITE TO GAME	3♠ SPLINTER
2♦ 10+ HCP / 4 +	3♣	3NT TO PLAY
other		
1♠ 1NT 6 - 9 HCP	2♠ 6-9 HCP/3+	3♥ EXCLUSION
2♣ 10+ HCP / 4+	2NT INVITE TO GAME	3♠ LIMITED RAISE
2♦ 10+ HCP / 4+	3♣	3NT TO PLAY
2♥ 10+ HCP/ 5+	3♦ 10-12 HCP/4 cd support	4♣ SPLINTER
other		
1NT 3♣ SLAM TRY	3♠ SLAM TRY	4♦
3♦ SLAM TRY	3NT TO PLAY	4♥ TO PLAY
3♥ SLAM TRY	4♣ GERBER	4♠ TO PLAY
other		
2♣ 2♦ WAITING	2NT N/A	3♥ N/A
2♥ N/A	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
other N/A		
2♦ 2♥ RELAY	3♣ N/A	3♠ INVITE TO GAME
2♠ 13+HCP with H support	3♦ N/A	3NT TO PLAY
2NT INVITE TO GAME	3♥ PRE-EMPT	4♣ SPLINTER
other N/A		

Notes

2♥ 2♠ NAT	3♦ LONG D to play	3NT to play
2NT ASK MORE INFO	3♥ PRE-EMPTS	4♣ SPLINTER
3♣ PASS OR CORRECT	3♠ NAT	4♥ to play
other		
2♠ 2NT ASK MORE INFO	3♥ NAT	4♣ SPLINTER
3♣ PASS OR CORRECT	3♠ PRE-EMPT	4♥ TO PLAY
3♦ NAT : TO PLAY	3NT TO PLAY	4♠ TO PLAY
other		
2NT 3♣ PUPPET STAYMAN	3♠ TRANSFER TO C/D	4♦ SLAM ASK
3♦ TRANSFER TO H	3NT TO PLAY	4♥ TO PLAY
3♥ TRANSFER TO S	4♣ GERBER	4♠ TO PLAY
other		

9. CONVENTIONS

Unusual NT: minors

4th Suit Forcing

One round ☒

Game force ☒

NT Checkback

☐ Priorities:

Defence to 3NT opening

X/ TAKE OUT or UNUSUAL 4 NT

Defence to Opening Twos

X / take out 16+ (SECOND SEAT) 12+ (4TH SEAT)

Multi 2♦

X / take out 16+ HCP (SECOND SEAT) 12+ HCP (4TH SEAT)

RCO style 2-s

Other 2-s

X/take out , other Natural

Defence

to

strong

♣

(1c) : x = take out (14+ HCP); 1D = 5 + D suit; 1H = 5 + H suit; 1S = 5 + S suit

1NT = 16 + HCP with c control; 2NT = 2 lots of 5 card minors

(2c) : x = lead directing of c; other bid natural 5+card;

Over 1NT Interference lebensohl

Lebensohl - other uses

OVER PARTNER'S X OF WEAK 2 OPENING TO SHOW 0-5 HCP

Take out of 4 level pre-empts

4♣/4♦

X - TAKE OUT

4♥

X - TAKE OUT

4♠

X - PENALTY, 4NT- TAKE OUT

10. OTHER NOTES