

4. BASIC RESPONSES

Jump raises - minors inverted
 Jump raises - Majors limit raises
 Jump shifts after minor opening
 Jump shifts after Major opening
 Responses to strong 2 suit open. 2 diamonds waiting
 Responses to 2NT opening stayman and transfers

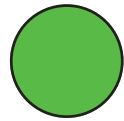
5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	4th highest	
From 3 cards (no honour)	lowest	
In partner's suit	highest or low encourage	
Discards	low encourage	
Count		
Signal on partner's lead:	low encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4♣ Gerber
 4NT: Blackwood RKCB 0314
 Asking Bids Cue Bids

7. OTHER CONVENTIONS



STANDARD SYSTEM CARD

ABF Nos. 1082231 Lincoln Davey
 & Names: 1082221 Fletcher Davey
 Basic System: Standard American
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 2+, ~11+HCP 1♥ 5+, ~11+HCP
 1♦ 4+, ~11+HCP 1♠ 5+, ~11+HCP
 1NT 15-17 may contain 5 card Major

1NT Responses 2♣ stayman
 2♦ transfer to hearts 2♠ transfer to clubs
 2♥ transfer to spades 2NT transfer to diamonds
 (Dbl) other

2♣ 23+ HCP
 2♦ weak
 2♥ weak
 2♠ weak
 2NT 20-22, bal 3NT gambling
 other

2. PRE-ALERTS

High Card Points are a guide

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 3 spades
 Responsive DBL thru 3 spades
 Jump overcalls weak Unusual NT LUBS
 1NT overcall: (immediate) 15-18 (re-opening) 11-14
 Immediate cue: (minor) HUBS (Major) HUBS
 Over: Weak Twos X takeout Opening Threes X takeout
 Opponent's transfers
 Opponent's 1NT 2c is both majors, 2nt is both minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+ Diamonds	2♦ Weak	3♦ Weak
1♥ 6+ HCP 4+ Hearts	2♥ Weak	3♥ Weak
1♠ -6+ HCP 4+ Spades	2♠ Weak	3♠ Weak
1NT 6-11HCP	2NT 12-13 HCP, bal	3NT 13-16 HCP Bal
2♣ 11+ HCP 5+ Clubs	3♣ 6-9 HCP 5+ Clubs	4♣ Invite
other		
1♦ 1♥ 6 + HCP 4+ Hearts	2♥ Weak	3♥ Weak
1♠ 6+ HCP 4+ Spades	2♠ Weak	3♠ Weak
1NT 6-11 HCP	2NT 12-13 HCP, bal	3NT 13-16HCP Bal
2♣ 6+ HCP 4+ Clubs	3♣ Weak	4♣
2♦ 11+ HCP 4+ Diamonds	3♦ 6-9 HCP 4+ Diamonds	4♦ Invite
other		
1♥ 1♠ 6+ HCP 4+ Spades	2♥ 6-9 HCP, 3 Hearts	3♦ Weak
1NT 6-11 HCP	2♠ Weak	3♥ Invite
2♣ 6+ HCP 4+ Clubs	2NT 12-13 HCP, bal	3♠ Weak
2♦ 6+ HCP 4+ Diamonds	3♣ Weak	3NT 13-16 HCP Bal
other		
1♠ 1NT 6-11 HCP	2♠ 6-9 HCP, 3 Spades	3♥ Weak
2♣ 6+ HCP 4+ Clubs	2NT 12-13 HCP, bal	3♠ Invite
2♦ 6+ HCP 4+ Diamonds	3♣ Weak	3NT 13-16 HCP Bal
2♥ 6 + HCP 4+ Hearts	3♦ Weak	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ 16+HCP, 5 Hearts	3♣ 16+HCP, 6 Clubs	3♠
2♠ 16+HCP, 5 Spades	3♦ 2+ Diamonds	3NT To play
2NT	3♥	4♣
other		

Notes

2♥ 2♠ 16+HCP, 5 Spades	3♦ 16+HCP, 6 Diamonds	3NT To play
2NT	3♥ 2+ Hearts	4♣
3♣ 16+HCP, 6 Clubs	3♠	4♥ To play
other		
2♠ 2NT	3♥ 16+HCP, 5 Hearts	4♣
3♣ 16+HCP, 6 Clubs	3♠ 2 + Spades	4♥
3♦ 16+HCP, 6 Diamonds	3NT	4♠ To play
other		
2NT 3♣ Staymen	3♠ Both Minors	4♦
3♦ Transfer to heart	3NT To Play	4♥
3♥ Transfer to Spade	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES