

#### 4. BASIC RESPONSES

Jump raises - minors	Weak (Inverted)
Jump raises - Majors	Weak
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Splinters
Responses to strong 2 suit open.	2D = Waiting
Responses to 2NT opening	3C=Simple Stayman, Transfer to majors

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	lowest	lowest
From 4 small	2nd	2nd
From 3 cards (no honour)	Middle Up Down	Middle Up Down
In partner's suit	As Above	As Above
<b>Discards</b>	low encourage	low encourage
<b>Count</b>	reverse	reverse
<b>Signal</b> on partner's lead:	low encourage	low encourage
<b>Signal</b> on declarer's lead:	low encourage	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>	After NTs
4NT: Blackwood	<input type="checkbox"/>	RKCB 3041
1NT - 4NT = Blackwood (Ace ask)		
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>

#### 7. OTHER CONVENTIONS




ABF Nos.  Taydon and Matt  
 & Names:    
 Basic System: Standard  
 Brown Sticker  Classification: Green  Blue  Red  Yellow

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

1♣ 3+  1♥ 5+   
 1♦ 3+  1♠ 5+   
 1NT 15-17  may contain 5 card Major

1NT Responses	2♣ Simple Stayman
2♦ Hearts	2♠ Clubs or Diamonds
2♥ Spades	2NT Invite
(Dbl) System On	other <input type="checkbox"/>

2♣ Game Force (23+)  
 2♦ natural weak  
 2♥ natural weak  
 2♠ natural weak  
 2NT 20-22  3NT Gambling   
 other

#### 2. PRE-ALERTS


#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles Value, Takeout, Penalties  Negative DBL thru 4H   
 Responsive DBL thru 4H   
 Jump overcalls weak  Unusual NT Lowest Unbid Suits   
 1NT overcall: (immediate) 15-18  (re-opening) 15-18   
 Immediate cue: (minor) Majors 5/5  (Major) Other Major and Minor 5/5   
**Over:** Weak Twos X=T/O, 2NT = 15-18  Opening Threes X=Take Out   
 Opponent's transfers X=Values   
 Opponent's 1NT X=Penalties (16+)

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+D	2♦ weak	3♦ splinter
1♥ 6+HCP, 4+H	2♥ weak	3♥ splinter
1♠ 6+HCP, 4+H	2♠ weak	3♠ splinter
1NT 6-9HCP, No Major	2NT Balanced Invite 10-12	3NT To Play
2♣ 10-12HCP, 5+C	3♣ 6-9HCP, 5+C	4♣ preemptive
other		
1♦ 1♥ 6+HCP, 4+H	2♥ weak	3♥ splinter
1♠ 6+HCP, 4+S	2♠ weak	3♠ splinter
1NT 6-9HCP	2NT Balanced Invite	3NT To Play
2♣ 10+, 4+C	3♣ weak	4♣ splinter
2♦ 10-12HCP, 5+D	3♦ 6-9HCP, 5+D	4♦ preemptive
other		
1♥ 1♠ 6+HCP, 4+S	2♥ 6-9HCP, 3+H	3♦ splinter
1NT 6-9HCP	2♠ weak	3♥ 0-7HCP, 4+H
2♣ 10+HCP, 4+C	2NT 10-12 or 16+HCP, 3+H	3♠ GF splinter
2♦ 10+HCP, 4+D	3♣ splinter	3NT 13-15HCP, 3+H
other		
1♠ 1NT 6-9HCP	2♠ 6-9HCP, 3+S	3♥ splinter
2♣ 10+HCP, 4+C	2NT 10-12 or 16+HCP, 3+S	3♠ 10-12HCP, 3+S
2♦ 10+HCP, 4+D	3♣ splinter	3NT 13-15HCP, 3+S
2♥ 10+, 4+H	3♦ splinter	4♣ GF splinter
other		
1NT 3♣ nat slam try	3♠ nat slam try	4♦
3♦ nat slam try	3NT To Play	4♥
3♥ nat slam try	4♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥ natural	3♣ natural	3♠
2♠ natural	3♦ natural	3NT
other		
2♦ 2♥ Natural, non forcing	3♣ Natural, non forcing	3♠ Natural, Forcing
2♠ Natural, non forcing	3♦ Extending	3NT to play
2NT Feature Ask	3♥ Natural, Forcing	4♣ Natural, Forcing
other		

**Notes**

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2♥ 2♠ Natural, non forcing	3♦ Natural, non forcing	3NT to play
2NT Feature Ask	3♥ Extending	4♣ Natural, Forcing
3♣ Natural, non forcing	3♠ Natural, Forcing	4♥ to play
other		
2♠ 2NT Feature Ask	3♥ Natural, non forcing	4♣ Natural, Forcing
3♣ Natural, non forcing	3♠ extending	4♥ Natural, Forcing
3♦ Natural, non forcing	3NT to play	4♠ to play
other		
2NT 3♣ Simple Stayman	3♠ 5/5 Minor Slam Try	4♦ Natural Slam try
3♦ transfer to H	3NT to play	4♥ To Play
3♥ transfer to S	4♣ Natural Slam try	4♠ To Play
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest Unbid Suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 3 card raise

**Defence to 3NT opening**

**Defence to Opening Twos** X=Take Out

Multi 2♦

RCO style 2-s

Other 2-s

**Defence (1♣):**

to

**strong (2♣):** natural

1♣ / 2♣

**Over 1NT Interference**

**Lebensohl - other uses**

**Take out of 4 level pre-empt** 4♣/4♦ Double

4♥ Double 4♠ n/a

## 10. OTHER NOTES

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