

BASIC RESPONSES

Jump raises - minors limit ☒ forcing ☐ Other: _____

Jump raises - majors limit ☒ forcing ☐ Other: _____

Jump shifts after minor opening Strong solid/near solid 1 suiter, GF

Jump shifts after major opening Strong solid/near solid 1 suiter, GF

Responses to strong 2 suit opening next suit = neg/waiting, 2NT = artfic,

Responses to 2NT opening _____

PLAY CONVENTIONS

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

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

Underlead ☐ Other: _____

Four or more with an honour 4th highest ☐ attitude ☐

3rd/5th ☐ Other: 4th highest agst NT too

From 4 small 2nd highest ☐ Other: 2nd highest NT too

From 3 cards (no honour) top ☐ middle ☐ bottom ☐

Signal on partner's lead: high encourage ☐ low encourage ☐

Other: natural count; foster echoes by 3rd hand against NT when honour 12

Signal on declarer's lead naturak count

Discards McKenney ☐ high encourage ☐ low encourage ☐

odd/even ☐ Other: natural count, rarely natural attitude

Count natural ☐ reverse ☐ nat count agst NT too

CONVENTIONS

4NT: Blackwood ☐ RKC ☒ Other: _____

4♣ Gerber ☒ when? over 1NT

Other Conventions

4C/4D opening = transfer to 4H/4S rare psyches

4th suit F 1 rnd most direct X = pen

cuebid raises of overcalls 3NT rebid = 7+ pl tricks, may be unbal

splinters & mini splinters long suit trial bids

wide range 1NT rebid 1st, 2nd, 4th SNAP 1NT response to 3rd seat opening



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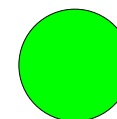
STANDARD SYSTEM CARD

Names: felicity beale diana smart

ABF Nos: _____

Basic System: acol; 4 card suits bid upwards Brown Sticker ☐

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 4 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 1st/2nd/4th; 15-18 3rd may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☐ Other: puppet

Transfers 2♦ H 2♥ S 2♠ C

2 NT invit Other: 3 level = slam try

2♣ 1 round F; either 21-22/25-26 HCP bal or 8-9 playing tricks in undisclosed suit/s

2♦ GF except 23-24 HCP bal

2♥ 6 card suit, weak, 6-bad 10 HCP; may be weaker/stronger, shorter in 3rd/4th seat

2♠ as for 2H

2 NT minors, 5-5+, weak

3 NT transfer to 4 of minor

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

2NT opening michaels cuebids

puppet stayman (asks 5M) NAMYATS 4C/4D opening bids

very few negative Xs wide range 1NT rebid 1sr/2nd/4th

COMPETITIVE BIDDING

Negative doubles through 1m - 1/2M only responsive doubles through 2S

Jump overcalls WK, except V vs usual NT michaels, either weak or strong

1NT overcall (immediate) 15-18 (re-opening) 11-14, usually stopper

Immed cue of minor michaels, 5/5+, weak or strong

Immed cue of major michaels, 5/5+, weak or strong

Over opponent's 1NT (weak) 2C = majors

Over opponent's 1NT (strong) 2C = both M direct; X = both M 4th/5th seat

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ suit, 5+ HCP	2NT	16+ HCP, fit
	1♥/♠	as for 1D	3♣	limit raise
	1NT	8-10 bal, 4 card support	3♦	splinter
	2♣	4+ support, 5-9 HCP	3♥	splinter
	2♦	GF strong 1 suiter	3♠	splinter
	2♥	as for 2D	3NT	12-15 HCP bal, fit, no 4 card maj
	2♠	as for 2D	4 bids	

1♦	1♥/♠	as fo 1C except see 1NT below	3♣	
	1NT	6-9, < 4 card support	3♦	
	2♣		3♥	
	2♦		3♠	
	2♥		3NT	
	2♠		4♦	
	2NT		4 Other	

1♥/♠	1NT	as for 1D except 2NT/3NT below	3♣	
	2♣		3♦	
	2♦		3♥/♠	
	2♥/♠		3NT	12-14 HCP, bal raise
	2NT	16+ bal, does not promise fit	4♣/♦	

2♣	2♦	negative/waiting	2♥/♠	5+ suit, 8+ HCP
	other	2NT = both minors (4/4+), 10+ HCP; 3C/3D as for 2H/2S		

2♦	2♥	negative/waiting	3♣/♦	5+ suit, 6+ HCP
	2♠	artifical, 6-8 HCP bal	3♥/♠	7+ suit, 4-6 HCP
	2NT	5 card major, 6+ HCP	3NT	

2♥/♠	2NT	enquiry for suit quality/HCP	3NT	to play
	3♣/♦	nat, F, except after X	4♣/♦	
	3♥/♠	raise = no game interest	4♥/♠	

2NT	3♣	to play	4♣	to play
	3♦	to play	4♦	to play
	3♥	nat, F, except after X	4♥	to play
	3♠	nat, F, except after X	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ slam try

3♥/3♠ slam try

4♣ gerber

4♦

4♥ to play

4♠ to play

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

other michaels cuebid (over maj = both minors; over min = other minor & major) 5-5+,

either weak or strong

Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☒ Game force ☐

NT Checkback ☒ Priorities own suit at 2 level; up the line at 3 level

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = strong NT+, may be unbal, next X by either

= TO, subsequent Xs = pen; 2NT = 15=18 botjh majors stopped

RCO style 2-s if anchored, X = TO; if not anchored X = as for multi 2D

Other 2-s as for 1 openings

Defence to strong ♣ X and 1 level overcalls = Wonder bid (either nat or TO for other

3 suits); 1NT = maj; 2C/2D = that suit + a maj; 2NT = minors

Lebensohl Over NT interference ☒

Other uses in response to TO X of 2 openings

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ card showing

OTHER NOTES

foster echoes by 3rd seat when an honour is led to NT

4NT opening = specific Ace ask

McCance NT cuebids in cuebidding sequence