

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: 8 losers
 Jump raises - majors limit ☐ forcing ☐ Other: 8 losers
 Jump shifts after minor opening Fit showing
 Jump shifts after major opening Fit showing
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3 of a major = natural & forcing, others to play

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit ✓ = Both
 Sequence leads: Overlead all ☐ All except AK x (x) ☐
 Underlead ☐ Other: Vs NT, A or Q = attitude, K = unblock or 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: Natural count
 Signal on declarer's lead Natural count
 Discards McKenney ☐ high encourage ☐ low encourage ☐
 odd/even ☐ Other: Natural count
 Count natural ☒ reverse ☐

CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other:
 4♣ Gerber ☐ when?

Other Conventions

Swine	Lebensohl
4th suit forcing to game	Puppet Stayman
Namyats	Cue raises
Dopi & Ropi	Mini splinters by opener
Blackout	1-2-3 doubles



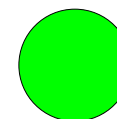
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STANDARD SYSTEM CARD

Names: Arjuna de Livera Ian Robinson
 ABF Nos: 0196134 160008
 Basic System: Acol 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 may contain 5 card major ☐
 2♣ Stayman: simple ☒ extended ☐ Other:
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣
 2 NT ♦ Other: 2♦-2♥-2♠ = Baron
 2♣ 21-22 Bal or Acol 2 in any suit or any Game Force
 2♦ Weak, ♦ & ♠, 4+/4+
 2♥ Weak, ♥ & ♠, 4+/4+
 2♠ Weak, ♠ & ♣, 4+/4+
 2 NT Weak, ♣ & ♦, 5+/5+
 3 NT Pre-empt in either minor

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

2♦, 2♥ & 2♠ openings
 Toxic

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT Lower suits 5+/5+
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Majors 5+/5+
 Immed cue of major Other major & a minor 5+/5+
 Over opponent's 1NT (weak) Dbl = penalties, Toxic otherwise to 2NT inclusive
 Over opponent's 1NT (strong) Dbl = ♣, ♦ & ♥. Toxic otherwise to 2NT inclusive
 Over weak twos Dbl = Takeout
 Over opening threes Dbl = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+ ♦	2NT	10-12 or 16+ balanced raise
	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	8 losers
	1NT	6-9 HCP	3♦	13-15 fit showing
	2♣	9 losers	3♥	13-15 fit showing
	2♦	10-12 or 16+ fit showing	3♠	13-15 fit showing
	2♥	10-12 or 16+ fit showing	3NT	13-15 balanced raise
	2♠	10-12 or 16+ fit showing	4 bids	N/A

1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	10-12 or 16+ fit showing
	1NT	6-9 HCP	3♦	8 losers
	2♣	9+ HCP, 4+ ♣	3♥	13-15 fit showing
	2♦	9+ HCP, 4+ ♦	3♠	13-15 fit showing
	2♥	10-12 or 16+ fit showing	3NT	13-15 balanced raise
	2♠	10-12 or 16+ fit showing	4♦	Pre-emptive
	2NT	10-12 or 16+ balanced raise	4 Other	4♣ 13-15 fit showing

1♥/♠	1NT	6-9 HCP	3♣	10-12 or 16+ fit showing
	2♣	9+ HCP, 4+ ♣	3♦	10-12 or 16+ fit showing
	2♦	9+ HCP, 4+ ♦	3♥/♠	8 losers
	2♥/♠	9 losers	3NT	13-15 balanced raise
	2NT	10-12 or 16+ balanced raise	4♣/♦	13-15 fit showing

2♣	2♦	0-3 or 10+ HCP any shape	2♥/♠	2♥4-6 HCP any shape, 2♠ other
other		2♠, 2NT, 3♣, 3♦, 3♥, 3♠, 3NT = 7-9 HCP transfers		

2♦	2♥	To play	3♣/♦	To play
	2♠	To play	3♥/♠	To play
	2NT	Enquiry	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	To play	4♣/♦	To play
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	To play	4♣	To play
	3♦	To play	4♦	To play
	3♥	Natural, 1 round force	4♥	To play
	3♠	Natural, 1 round force	4♠	To play
	3NT	To play	other	N/A

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, slam interest, requests cue
3♥/3♠	Natural, slam interest, requests cue
4♣	Transfer to ♥
4♦	Transfer to ♠
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

(modified 2-way checkback)

Defence to 3NT opening

4♣/4♦ = both majors

Defence to opening Two's:

Multi 2♦ 1-2-3 dbls

RCO style 2-s

1-2-3 dbls

Other 2-s

Dbl = takeout

Defence to strong ♣

1NT=odd suits, 2♦=majors, 2♥=♥& minor, 2♠=♠& minor, 2NT=minors

Lebensohl

Over NT interference ☒

Other uses

After weak 2s

Take out of 4 level pre-empts

4♣/4♦ Dbl

4♥ Dbl

4♠ 4NT

OTHER NOTES

Many doubles in competition have special meanings, eg raises or various 15+ hands

Invisible cue bids used

Minor suit RKC in some situations