

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak (4)5-7

Jump raises - majors limit forcing Other: weak (2)3-6

Jump shifts after minor opening weak over 1♦, weak or strong transfer over 1♣

Jump shifts after major opening Bergen style, splinter by passed hand

Responses to strong 2 suit opening

Responses to 2NT opening 3♣ 5 card stayman, 3♦/3♥ transfers, 3♠ Minors

PLAY CONVENTIONS

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

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

Underlead Other: A and Q for attitude, K for count or unblock(NT)

Four or more with an honour 4th highest attitude

3rd/5th Other: attitude sometimes

From 4 small 2nd highest Other:

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: special if Qxx in dummy, or shortage

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse Smith Peters (low like)

CONVENTIONS

4NT: Blackwood RKC Other: 3041 if ♠, else 1430

4♣ Gerber when?

Other Conventions

2NT = raise or lebensohl or 2 places Modified Bergen raises

Inverted minor raises 123 double (cards, take-out, penalties)

Mini and Maxi splinters by opener Transfers after 1♠: 1NT (Inki)



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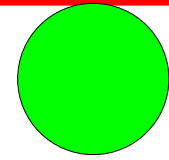
STANDARD SYSTEM CARD

Names: A Braithwaite I Robinson

ABF Nos: 402974 160008

Basic System: Standard 2/1 forcing to 2NT Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 1♦ 4 1♥ 5 1♠ 5

1 NT (14) 15-17 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ Range probe or ♣

2 NT to 3♦ Other: 3 level bids show shortage in next suit

2♣ Strong-Balanced 22+, Game Force or Acol 2

2♦ Weak either Major

2♥ Hearts and a minor 6-10

2♠ Spades and a minor 6-10

2 NT 20-22

3 NT Gambling, no more than a queen outside

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

Transfers after 1♣ opening Canape transfers over opponent's 1NT

Trs in competition and after our overcalls Drury

Doubles are often unusual Secondary transfers after 1♦, 1♥

COMPETITIVE BIDDING

Negative doubles through 4♥ (rare) Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower 2 suits

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

Immed cue of minor Majors 5+/5+

Immed cue of major Other major and a minor

Over opponent's 1NT (weak) Canape transfers

Over opponent's 1NT (strong) Canape transfers

Over weak twos Double

Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+pts, hearts	2NT Balanced 14+
	1♥/♠	5+pts/spades/minor or bal	3♣ (4) 5-7 weak raise
	1NT	11-12 can have major	3♦ GF splinter
	2♣	10+ clubs	3♥ GF splinter
	2♦	hearts - weak or strong	3♠ GF splinter
	2♥	spades - weak or strong	3NT Natural 12-14
	2♠	Criss-cross raise 8-10	4 bids Natural
1♦	1♥/♠	5+pts, natural	3♣ Criss-cross raise 8-10
	1NT	6-10	3♦ (4) 5-7 weak raise
	2♣	10+ natural	3♥ splinter
	2♦	10+ inverted raise	3♠ splinter
	2♥	weak hearts	3NT 12-14 balanced
	2♠	weak spades	4♦ weak raise
	2NT	10-12 balanced	4 Other
1♥/♠	1NT	6-10	3♣ modified Bergen (shortage)
	2♣	Natural - forcing to 2NT	3♦ modified Bergen
	2♦	Natural - forcing to 2NT	3♥/♠ Weak 2-5(6) raise
	2♥/♠	6-9 raise	3NT 12-15 balanced 4 card raise
	2NT	modified Bergen (strong)	4♣/♦ splinter
2♣	2♦	0-6 or 10+	2♥/♠ 7-9 4+ spades/7-9 not spades
	other	3♣ to 3♥ 7-9 transfers, 3♠ 7-9 majors 3NT 7-9 minors	
2♦	2♥	correctable	3♣/♦ to play
	2♠	correctable	3♥/♠ correctable
	2NT	enquiry	3NT
2♥/♠	2NT	Enquiry	3NT to play
	3♣/♦	3♣ correctable, 3♦ to play	4♣/♦ correctable
	3♥/♠	raise is to play	4♥/♠
2NT	3♣	5 card stayman	4♣ transfer to hearts
	3♦	transfer	4♦ transfer to spades
	3♥	transfer	4♥ RKC in clubs
	3♠	Minor suit stayman	4♠ RKC in diamonds
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ shortage in next suit at least 3-3 in majors

3♥/3♠ shortage in next suit at least 3 cards in major

4♣ transfer to 4♥

4♦ transfer to 4♠

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

Defence to 3NT opening

sometimes 4♣ both majors

Defence to opening Two's:

Multi 2♦ x = major overcall, 2 Major= T/O of that major

RCO style 2-s

123 doubles, 2NT natural

Other 2-s

123 doubles, Michaels cues,

Defence to strong ♣

canape transfers

Lebensohl

Over NT interference

Other uses

Rubensohl over 1NT interference

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ X shows cards 4NT shows 2 suits

OTHER NOTES

Exclusion responses to King ask

Minorwood

DOPI, ROPI and PEDO

Slam sacrifice except at unfav vul