

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

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Jump shifts after minor opening 2M/1♣-2♦=4-7 6 card suit; 1♦-3♣ 6 card suit 2/3 9-11

Jump shifts after major opening 3m or 1♠-3♥ = Mini/Maxi SPL; 1♥-2♠=WK

Responses to strong 2 suit opening 2♦: <3 contr or waiting; Other: >=3 contr 5/6+Natural

Responses to 2NT opening Modified Puppet Stayman

PLAY CONVENTIONS

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

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

Underlead Other: NT: A or Q = Att; K = Count; Suit: A = Att, K = Count

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: Rev count opening lead pard's suit unless Hx

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Rev count if can't beat dummy; McKenny v dummy shortage

Signal on declarer's lead Usually Reverse Count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314 Minorwood/Voidwood

4♣ Gerber when? 1NT opening

Other Conventions

Mini/Maxi Splinters over ♥/♠major opening	Cue raises
Inverted minors (off after any interference)	Exclusion Key Card
Truscott 2NT over all suits	DOPI/ROPI/DOPE
Weak M/2♦ over 1♣/♦ jump shifts to 2 level	
Minor suit keycard in some GF auctions	



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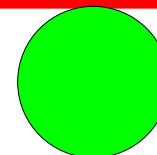
STANDARD SYSTEM CARD

Names: Pele Rankin Therese Tully

ABF Nos: 264997 100153

Basic System: ACOL

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: 4♦=5/5♣/♦ slam int

Transfers 2♦ ♥ 2♥ ♠ 2♠ Baron

2 NT to minor, WK/STR Other: s/accepts; please ask

2♣ Any Game Force or Balanced 23+

2♦ Weak 2 in a Major < Opening

2♥ 5+♥ & 5+ minor < Opening

2♠ 5+♠ & 5+ minor < Opening

2 NT 20-22

3 NT Gambling - No outside A or K in 1st or 2nd seat

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

Reverse count opening leads in partner's suit except for Hx; Support Xs/XXs	2 suited overcalls - strength undefined
Over Opp's 1NT: Transfers or 5+/5+	Weak jump shift to 2♠; Variable jump o/calls
	2♦, 2♥, 2♣ Openings

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weakNV/InterV Unusual NT Lowest 2 unbid suits 5/5

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor ♠ & other 5/5 strength undefined

Immed cue of major OM/minor 5/5 strength undefined

Over opponent's 1NT (weak) Imm X = Pen; P/H X=♣; P/O X=12+; Transfers or 5+/5+

Over opponent's 1NT (strong) X: immed = Pen; PO=♣; Tfr = S/s or 2 suited

Over weak twos X = TO (Leb 2NT); 4♣/♦ = Suit bid + 4 Other Major

Over opening threes X = TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4	2NT	16+ flat no 4 card major
	1♥/♠	4	3♣	6-9 fit
	1NT	6-9	3♦	Splinter
	2♣	8+ fit; forcing to 2NT	3♥	Splinter
	2♦	4-7 6+	3♠	Splinter
	2♥	4-7 6+	3NT	13-15 flat
	2♠	4-7 6+	4 bids	♣ RKCB; ♦ Voidwood; 4♥,♠ = EKB

1♦	1♥/♠	4	3♣	9-11 6 card suit 2/3
	1NT	6-9	3♦	6-9 fit
	2♣	natural, forcing	3♥	Splinter
	2♦	8+ fit; forcing to 2NT	3♠	Splinter
	2♥	4-7 6+	3NT	13-15 flat
	2♠	4-7 6+	4♦	keycard
	2NT	16+ flat no 4 card major	4 Other	4♣ Splinter; 4♥/♠ EKB

1♥/♠	1NT	6-9	3♣	Mini/maxi splinter 7-9 or 15+
	2♣	natural, forcing	3♦	Mini/maxi splinter 7-9 or 15+
	2♦	natural, forcing	3♥/♠	Limit; 3♠ over 1♥ splinter 10-14
	2♥/♠	1♥-2♥ limit; 1♥-2♠=4-7 6+	3NT	13-15 flat 3 card support, not 4♣
	2NT	Modified Jacoby	4♣/♦	& 1♠-4♥ = splinter 10-14; 1♥-4♠ EKB

2♣	2♦	Relay	2♥/♠	5+ 2/3 honours => 3 controls
	other	3♣/♦=6 2/3 honours; 2NT 10+ => 3 controls		

2♦	2♥	Pass or correct	3♣/♦	Natural GF unless interference
	2♠	Pass or correct; invite+ if ♥	3♥/♠	Pass or correct
	2NT	Invite+ in ♥/♠; 3♠=♥; 3♦=♠	3NT	4♥/4♠=to play 4♣=Tfr to major 4♦=bid major

2♥/♠	2NT	Forcing to 3NT. 3♣/♦=minor	3NT	to play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct; invitational
	3♥/♠	Invitational	4♥/♠	To play

2NT	3♣	Modified puppet stayman	4♣	Minorwood
	3♦	Transfer	4♦	Minorwood
	3♥	Transfer	4♥	Transfer to ♣s
	3♠	Minor suit stayman	4♠	Transfer to ♦s
	3NT	To play	other	4NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, invitational, non-solid suit
3♥/3♠	Natural, forcing - cue with support
4♣	Ace ask 0,1,2,3 then 4NT sign off; 5♣ = king ask
4♦	♣ & ♦ 5/5 slam interest; 4M sets suit now 4NT KC; 4NT or 5 minor to play
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other If minor then other minor and a major; if major - shows both minors

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities up the line, 2 level min, 2d denies M feature

Defence to 3NT opening X = Values, natural overcalls

Defence to opening Two's: Multi 2♦ X=values, 2nd X=TO, 3rd X Penalty, 2NT 16-18

natural overcalls

RCO style 2-s as above

Other 2-s X=TO of natural weak 2, lebensohl

Defence to strong ♣ X=♣&♦; 1♦=♦&♥; 1♥=♥&♠; 1♠=♠&♣; 1NT=♦&♠; 2♣=♣&♥

Lebensohl Over NT interference

Other uses over TO X of natural weak 2

Take out of 4 level pre-empts 4♣/4♦ X=TO

4♥ X=TO 4♠ X=Values; 4NT=TO

OTHER NOTES

Rubensol after interference over our 1NT ie. 2NT-3♥ = transfer; 3♠ No stop or major

Bourke Relay (3rd suit artificial GF) after opener makes a simple rebid of suit opened.

Tfrs over 1NT: 2♣=♦ or 5-5 in ♣&♦ (rebid 2NT) or 5-4 ♥&♠

2♦=♥ or 5-5 in ♦&♥ (rebid 2NT); 2♥=♠ or 5-5 in ♥&♠ (rebid 2NT)

2♠ = 5-5 in ♠ & ♣/♦; 2NT = ♣; 3♠ = 5-5 ♣&♥

NB: RESPONSE TO STRONG 2NT: 3♣ - 3♥ = Flat Hand; 3♠ - 3NT = 5 card ♥ suit