4. BASIC RESPONSES

Jump raises - minors	Inverted 5-9. 3rd/4th seat revert to 10-11 limit raise
Jump raises - Majors	Preemptive 3-7
Jump shifts after minor opening	1♦-3♣=6♣ INV; Others Weak
Jump shifts after Major opening	1♠-3♥=6♥ INV; Other Mod. Bergen Raise. 3rd/4th Seat=Splinter
Responses to strong 2 suit open.	2♦=Waiting; 2♥=No A or K; 2♠=5♥; 2NT=5♠; 3♣/3♦=6. Suits 2/3 Hnr
Responses to 2NT opening	3♣=Puppet Stayman; 3♦=Minorsuit Stayman; 3♦,3♥,4♣ to 4♠=TRF

5. PLAY CONVENTIONS — Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	Overlead; 4th; Xx	Overlead; 4th; Xx
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	

Notes Suit Preference where obvious

In some cases, Ace for attitude, King for count i.e. high level contracts

6. SLAM CONVENTIONS

4NT:	Blackwood ☐	RKCB	3041	4♣ Gerber ☐	when?	

Slam Notes

Cue Bids	☒	1st or 2nd below game
Asking Bids	☒	5 level raise of trump suit asks for 1st or 2nd round control in Opp's suit

7. OTHER CONVENTIONS

|	
Blackout after a Reverse by Opener	Rubensohl TRF over interf. of 1NT opening
Lebensol 2NT over int of 1NT opening	Lebensol 2NT over X of weak 2
X of Splinter = lead direct lower of other 2 suits	DOPE = Over high level interference of RKCB
X of Splinter Not Vul v Vul = suggests a sacrifice	DOPI = Over low level interference of RKCB

Blackout: Rebid of responder's suit is F1 and 5+.

Otherwise, cheaper of 2NT or 4th suit promises only 4 in first bid suit and a minimum hand

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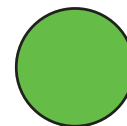
STANDARD SYSTEM CARD

ABF Nos.	100153	Therese Tully
& Names:	107931	Richard Wallis

Basic System: 2 over 1

Brown Sticker ☐   Classification: Green ☒   Blue ☐   Red ☐   Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣ 2+ 11+	1♥ 5+ 11+
1♦ 4+ 11+	1♠ 5+ 11+

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

1NT Responses	2♣ Simple Stayman	
2♦ TRF ♥		2♠ TRF ♣
2♥ TRF ♠		2NT TRF ♦
other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣=TRF ♥; 4♦=TRF ♠; 4NT=INV		

2♣	23+ Balanced or FG
2♦	6, 5-10; 2NT response = Ogust
2♥	6 5-10; 2NT response = Ogust
2♠	6 5-10; 2NT response = Ogust
2NT (19) 20-22	3NT ♣ OR ♦ AKQXXXX
other 4NT = ♣/♦	

2. PRE-ALERTS

Trial bids may be short (step) or long	4 level bids over 1NT & 2NT opening
Modified Bergen responses to 1 Major opening	1NT may have 6 ♣ or ♦; Leaping Michaels
Response to 1♣ (2+) may be light	3 level responses to 1NT. Support X/XX

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	6(7), Weak; 10-12 Vul
Responsive doubles through	4♥	Unusual NT	5/5 - 2 lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	♥/♠ 5/5 Unlimited
1NT overcall - re-opening	10-14 No Stop Req	Immediate cue of Major	Other Major/Minor 5/5 Unlimited
Over weak twos	X=T/O; Leb; Leaping Michaels	Over opening threes	X=T/O; 4♦/3♣=Leaping Michaels
Over opponent's 1NT	X=Penalty; 2♣=5/4 ♥/♠; 2♦=1 Major; 2M=5M/4+minor; 2NT=5/5 ♣/♦		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣					
1♦	4+, 5+ (3 if 3334 6-7)	2♦	Weak	3♦	Weak
1♥	4+, 5+	2♥	Weak	3♥	Weak
1♠	4+, 5+	2♠	Weak	3♠	Weak
1NT	8-10	2NT	10-12	3NT	13-15 full of quacks
2♣	5+, 10+	3♣	5+, 5-9	4♣	Weak
other	4♥/4♠ /5♦= To Play				

1♦					
1♥	4+, 5+	2♥	Weak	3♥	Weak
1♠	4+, 5+	2♠	Weak	3♠	Weak
1NT	6-9	2NT	10-12	3NT	13-15 full of quacks
2♣	4+, FG	3♣	6♣, INV	4♣	Void
2♦	4+, 10+	3♦	4+, 5-9	4♦	Weak
other	4♥/4♠/5♣ = To Play				

1♥					
1♠	4+, 5+	2♥	3, 5-9	3♦	4+, 10-12
1NT	(0)5-12, Semi-forcing	2♠	7-9, any splinter	3♥	4+, 3-7
2♣	♣'s or Balanced, FG	2NT	4+, FG	3♠	10-12, any splinter
2♦	5+, FG	3♣	4+, 7-9 OR 3, 10-11	3NT	8-11 ♠ Void
other	8-11 4♣/4♦ = Void in bid suit; 4♠/5♣/5♦=To Play				

1♠					
1NT	(0)5-12, Semi-forcing	2♠	3, 5-9	3♥	6♥, INV
2♣	♣'s or Balanced, FG	2NT	7-9, any splinter	3♠	4+, 3-7
2♦	5+, FG	3♣	4+, FG	3NT	10-12, any splinter
2♥	5+, FG	3♦	4+, 7-11 OR 3, 10-11	4♣	4♦/4♥ = 8-11 Void
other	5♣/5♦=To Play				

1NT					
3♣	5 Card Major Enquiry	3♠	Singleton 13(54)	4♦	TRF ♠
3♦	5/5 ♣/♦ FG	3NT	To Play	4♥	To Play
3♥	Singleton 31(54)	4♣	TRF ♥	4♠	To Play
other	4NT = INV				

2♣					
2♦	Waiting, at least 1 King	2NT	5+♠, 2/3 Honours	3♥	Sets Suit
2♥	No Ace or King	3♣	6+♣, 2/3 Honours	3♠	Sets Suit
2♠	5+♥, 2/3 Honours	3♦	6+♦, 2/3 Honours	3NT	
other	4♣/4♦=Singleton or void in bid suit 4441 or 4450 with 4 or 5 in the other minor				

2♦					
2♥	NAT, INV. Raise with fit	3♣	Natural, Forcing	3♠	6+♠, FG
2♠	NAT, INV. Raise with fit	3♦	To Play	3NT	To Play
2NT	Ogust	3♥	6+♥, FG	4♣	
other					

Notes 1♣ - 1♦ - 1♥ - 1♠ = Forth suit forcing to game

1♣- 1♦ - 2♥/2♠ = Natural and FG as with 1♣- 1♥ - 2♠ = Natural and FG

2♥					
2♠	NAT, INV. Raise with fit	3♦	Natural, Forcing	3NT	To Play
2NT	Ogust	3♥	To Play	4♣	
3♣	Natural, Forcing	3♠	6+♠, FG	4♥	To Play
other					

2♠					
2NT	Ogust	3♥	5+♥, FG	4♣	
3♣	NAT, Forcing	3♠	To Play	4♥	To Play
3♦	Natural, Forcing	3NT	To Play	4♠	To Play
other					

2NT					
3♣	Puppet Stayman	3♠	Minor Suit Stayman	4♦	TRF ♠; 4♥ Interest
3♦	TRF ♥	3NT	To Play	4♥	TRF ♣; 4♠=RKCB
3♥	TRF ♠	4♣	TRF ♥; 4♦ Interest	4♠	TRF ♦; 5♣=RKCB
other					

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round [ ]   Game force [X]

NT Checkback [ ]   Priorities: 2 Way Checkback; 2♣=Forces 2♦ or INV. 2♦=ART FG

Defence to 3NT opening XXX

Defence to Opening Twos Natural weak 2 - X=T/O (Lebensohl). Others - XXX

Multi 2♦   XXX

RCO style 2-s   XXX

Other 2-s   XXX

Defence to strong ♣	X=Majors, 1NT=Minors, 1♦-2♣=Natural & Constructive, Others=Natural & Weak

Over 1NT Interference Rubensohl

Lebensohl - other uses 2NT TRF to ♣ Weak or Weak with ♦'s

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

4♥ X = T/O

4♠ X = T/O; 4NT = 2 Suited T/O

10. OTHER NOTES

System on over X of opener's 1 level opening but off after simple overcall

2 way checkback over 1NT or 2NT rebid by opener applies after any 1 level interference