

4. BASIC RESPONSES

Jump raises - minors	Limit Raise 10-12 HCP, 5+ support (4+ if \heartsuit)
Jump raises - Majors	Pre-emptive (0-5 HCP, 4+ support)
Jump shifts after minor opening	
Jump shifts after Major opening	Jump in oM = INV, 3-cd support
Responses to strong 2 suit open.	2 \heartsuit = Waiting
Responses to 2NT opening	Stayman, TRF

5. PLAY CONVENTIONS

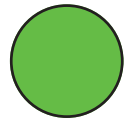
Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards		
Count		
Signal on partner's lead:	Natural ATT	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430	4 \clubsuit Gerber <input type="checkbox"/>
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/>

7. OTHER CONVENTIONS

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STANDARD SYSTEM CARD

ABF Nos.	1123130	Oliver Brayshaw
& Names:	1123122	Lizzy Brayshaw
Basic System:	Kaplan-Sheinwold (Weak NT, 5M, 2/1 = GF)	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1 \clubsuit 3+ \clubsuit (11)12+HCP	1 \heartsuit 5+ \heartsuit (11)12+HCP
1 \heartsuit 3+ \heartsuit (11)12+HCP	1 \spadesuit 5+ \spadesuit (11)12+HCP
1NT 12-14 HCP BAL	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2 \clubsuit Stayman
2 \heartsuit Transfer -> \heartsuit	2 \spadesuit Range probe/Transfer-> \clubsuit
2 \heartsuit Transfer -> \spadesuit	2NT Transfer -> \heartsuit
(Dbl)	other

2 \clubsuit GF unbal OR 23+ BAL	
2 \heartsuit Weak 6-10 HCP, 6+ \heartsuit	
2 \spadesuit Weak 6-10 HCP, 6+ \spadesuit	
2 \spadesuit Weak 6-10 HCP, 6+ \spadesuit	
2NT 21-22 HCP (semi-)BAL	3NT
other	

2. PRE-ALERTS

2/1 = GF over 1M.
Bergen Raises.

3. COMPETITIVE BIDS / OVERCALLS

Doubles t/o if partscore, PEN if NT or game contract	Negative DBL thru 4D
	Responsive DBL thru 4D
Jump overcalls Weak	Unusual NT 2 lowest unbid suits
1NT overcall: (immediate) 15-17(18)	(re-opening) (11)12-14
Immediate cue: (minor) Michaels	(Major) Michaels (intermediate+ if \spadesuit)
Over: Weak Twos X = T/O	Opening Threes X = T/O
Opponent's transfers	
Opponent's 1NT X = PEN, 2C = Landy	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦	3♦
1♥ 6+ HCP 4+♥	2♥	3♥
1♠ 6+ HCP 4+♠	2♠	3♠
1NT 6-11 HCP	2NT 10-12 HCP	3NT To play
2♣ 6-9 HCP, 5+♣	3♣ 10-12 HCP 4+♣	4♣
other		
1♦ 1♥ 6+ HCP 4+♥	2♥	3♥
1♠ 6+ HCP 4+♠	2♠	3♠
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 10+HCP 4+♣	3♣	4♣
2♦ 6-9 HCP 4+♦	3♦ 10-12 HCP 4+♦	4♦
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP, 3♥	3♦ INV (10-11), 4♥
1NT 6-9 HCP	2♠ INV, 3♥	3♥ 0-5 HCP, 4♥
2♣ 12+HCP 4+♣ (GF)	2NT GF raise, 4♥	3♠
2♦ 12+HCP 4+♦ (GF)	3♣ 6-9 HCP, 4♥	3NT To play
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3♠	3♥ INV, 3♠
2♣ 12+HCP 4+♣ (GF)	2NT GF Raise, 4♠	3♠ 0-5 HCP, 4♠
2♦ 12+HCP 4+♦ (GF)	3♣ 6-9 HCP, 4♠	3NT To play
2♥ 12+HCP 5+♥ (GF)	3♦ INV (10-11), 4♠	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT To play	4♥ To play
3♥	4♣	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ Natural	3♣ Natural	3♠
2♠ Natural	3♦ Invitational	3NT
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other	Similar to over 2♦	
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other	Similar to over 2♦	
2NT 3♣	3♠	4♦
3♦	3NT To play	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits 5/5. intermediate+

4th Suit Forcing One round Game force

NT Checkback Priorities: Two-way Checkback.

Defence to 3NT opening

Defence to Opening Twos X = T/O

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

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

4♥ X=T/O

4♠ X=T/O

10. OTHER NOTES