4. BASIC RESPONSES

Jump raises - minors	1m -3m = 5-8; 6c minor
Jump raises - Majors	1M-3M = 6-9; 4c Major
Jump shifts after minor opening	1♦ - 2M = weak; 6c-suit
Jump shifts after Major opening	1M - 3♣ = limit raise; 1M-3♦ = Jacoby (4c GF raise), 15+ hcpts
Responses to strong 2 suit open.	NA
Responses to 2NT opening	3m = to play; 3M = natural GF; 4m = pre-emptive

5. PLAY CONVENTIONS

Show priorities	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th best	
From 4 small	2nd	
From 3 cards (no honour)	MUD	top
In partner's suit	low	low
Discards	Natural count	
Count	Natural	
Signal on partner's lead:	Natural count	
Signal on declarer's lead:	Natural count	
Notes	SP when obvious shift	

6. SLAM CONVENTIONS

4♣ Gerber [X] After 1NT

4NT: Blackwood [ ]   RKCB   3014   4NT = quantitative after NT openings/overcalls

Asking Bids [ ]   Cue Bids [X]   First or second round control (or shortage)

7. OTHER CONVENTIONS

Support Doubles (not compulsory)	
1♣ - 1♦ = Art GF any 9+ hcpts	
1♣ - other = 0-8 hcpts	

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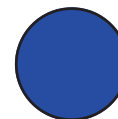
ABF Nos.	7765	Peter Buchen
& Names:	71781	Stephen Burgess

Basic System: Strong Club

Brown Sticker [ ]   Classification: Green [ ]   Blue [X]   Red [ ]   Yellow [ ]

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

1♣	16+ any	1♥	11-15; 4/5+
1♦	11-15 (if bal 11-12); 2+D's	1♠	11-15; 5+
1NT	13-15; no 5c Major		may contain 5 card Major [ ]

1NT Responses	2♣ Simple Stayman		
2♦	Trf --> Hearts	2♠	Trf --> Clubs
2♥	Trf --> Spades	2NT	Invite
(Dbl)		other	3♣ Trf --> Diamonds

2♣	11-15; 6+Clubs or 5-Clubs & 4-Major		
2♦	6-10; 6c-Major		
2♥	8-11; 5c-Hearts		
2♠	8-11; 5c-Spades		
2NT	8-11; 55+ minors	3NT	8-11; 6H's + 5S's.
other	4NT = 8-11; 6C's + 5D's		

2. PRE-ALERTS

1♣ - Responses	
2NT = 55+ minors	
Defence to Opponent's natural 1♣	

3. COMPETITIVE BIDS / OVERCALLS

Doubles = After 1♣ opening often shows 5-8 hcpts   Negative DBL thru   4♥

Responsive DBL thru   4♥

Jump overcalls	Weak (typically 7-10)	Unusual NT	2-lowest; any range
1NT overcall: (immediate)	strong (15-18)	(re-opening)	strong (15-18)
Immediate cue: (minor)	both Majors; any range	(Major)	OM+minor; any range

Over: Weak Twos   X = T/O   Opening Threes   X = T/O

Opponent's transfers

Opponent's 1NT   X = Penalty (CTP); 2♣ = H+other; 2♦ = S+minor; 2M = natural

2NT = minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣					
1♦	Art 9+; any GF	2♦	0-8; 5+D & 4H	3♦	5-8; 6-Diamonds
1♥	0-8; 5+ Spades	2♥	0-8; 5+C & 4S	3♥	3-7; 7-Hearts
1♠	0-8; bal/semi-bal;	2♠	0-8; 5+D & 4S	3♠	3-7; 7-Spades
1NT	0-8; 5+ Hearts	2NT	5-8; 55+ minors	3NT	
2♣	0-8; 5+C & 4H	3♣	5-8; 6-Clubs	4♣	
other	1♣-1A:2♣ = Art 19+; 1♣-2A:2NT = Art 19+;				

1♦					
1♥	Nat forcing	2♥	Nat 6+; weak	3♥	Nat 7+H's; NF
1♠	Nat forcing	2♠	Nat 6+; weak	3♠	Nat 7+S's; NF
1NT	Nat NF; no Major	2NT	11-12 NF; no Major	3NT	13-15; no Major
2♣	Nat forcing	3♣	Nat 6+C's NF	4♣	Nat 7+ C's; NF
2♦	Nat forcing	3♦	Nat 6+D's NF	4♦	Nat 7+ D's; NF
other					

1♥					
1♠	Nat forcing	2♥	Nat 3c raise; 7-10	3♦	Jacoby; 4c GF raise
1NT	6-10/11 NF	2♠	Nat 6+; weak	3♥	6-9; 4c mixed raise
2♣	Nat F1	2NT	12-15; nat GF	3♠	GF splinter
2♦	Nat F1	3♣	3/4c limit raise	3NT	12-15 bal 4c raise
other	4m = GF splinter; 4♠ = to play				

1♠					
1NT	6-10/11 NF	2♠	Nat 3c raise; 7-10	3♥	Nat 6+ H's NF
2♣	Nat F1	2NT	12-15; nat GF	3♠	6-9; 4c mixed raise
2♦	Nat F1	3♣	3/4c limit raise	3NT	12-15 bal 4c raise
2♥	Nat F1	3♦	Jacoby; 4c GF raise	4♣	GF splinter
other	4♦ = GF splintre; 4♥ = to play				

1NT					
3♣	Trf --> Diamonds	3♠	Nat slam try	4♦	
3♦	Nat; slam try	3NT	to play	4♥	to play
3♥	Nat slam try	4♣	Gerber	4♠	to play
other					

2♣					
2♦	Art 9+; Major ask	2NT	Art GF no Major	3♥	Nat GF
2♥	8-11; nat NF	3♣	to play	3♠	Nat GF
2♠	8-11; nat NF	3♦	Nat GF	3NT	to play
other	After 2NT: new suit = max + shortage				

2♦					
2♥	P/C	3♣	Nat NF	3♠	P/C
2♠	P/C	3♦	Nat NF	3NT	to play
2NT	Strong enquiry	3♥	P/C	4♣	
other	4♣/4NT = KCB for 2nd/1st-suit; 4♦ = min/max ask				

Notes After 2♦-2NT: 3♣ = Hearts; 3♦ = Spades

2♥					
2♠	Nat NF	3♦	Nat NF	3NT	to play
2NT	Strong enquiry	3♥	to play	4♣	Nat GF
3♣	Nat NF	3♠	Nat GF	4♥	to play
other	After 2NT: suit = nat; 3♥ = min bal; 3NT = max bal				

2♠					
2NT	Strong enquiry	3♥	Nat NF	4♣	Nat GF
3♣	Nat NF	3♠	to play	4♥	to play
3♦	Nat NF	3NT	to play	4♠	to play
other	After 2NT: suit = nat; 3♠ = min bal; 3NT = max bal				

2NT					
3♣	to play	3♠	Nat GF	4♦	Nat NF
3♦	to play	3NT	to play	4♥	to play
3♥	Nat GF	4♣	Nat NF	4♠	to play
other	After 3M: 3NT = short M; other = cue + 2/3c Major				

9. CONVENTIONS

Unusual NT: 2-lowest suits (any range)

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

NT Checkback [ ] Priorities: NA

Defence to 3NT opening 4m = both Majors; better H/S;

Defence to Opening Twos X = T/O; 2NT = 15-18 bal

Multi 2♦ X = t/o values; 2NT =15-18 bal; Pass then X = T/O;

RCO style 2-s

Other 2-s

Defence to strong 1♣ / 2♣	(1♣) : X = H+other; 1♦ = S+minor; 1M = natural; 1NT = minors
	(2♣) : Natural bids

Over 1NT Interference XXX=CTP

Lebensohl - other uses

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

4♥ X = T/O   4♠ X = Cards

10. OTHER NOTES

Pass in GF auction = T/O

X of 3NT: lead partner's suit; or dummy's 1st suit; or Spades if no suits bid

After 3NT (8-11; 6H+5S): 4♣/4♦ sets H/S; Opener signs off if min; bids step if max

Bids below 3NT usually length; suits above 3NT usually cues

♣♦ -- We are a scratch partnership so no history of anything--♥♠