



4. BASIC RESPONSES

- Limit raise for 6-9 pts for clubs
Limit raise (8 loser hand) - includes distributional strength
Limit raise for minor opening
Limit raise for Major opening
Responses to strong 2 suit open, natural
Responses to 2NT opening

5. PLAY CONVENTIONS

- Versus Suit (or both) Versus NoTrump (if different)
Sequences: Top of sequence except AK
Low from honour (incl 10) Low from honour (incl 10)
2nd highest
MUD
Highest (o'call) or low from honour
Odds & Evens
See below
Odd enc, Even McKenney

6. SLAM CONVENTIONS

- Blackwood RKC B Gerber when?
Slam Notes clubs and 4NT = control ask (except competing)
2NT after 1♥/1♠, 2NT = control ask agreeing suit
4♦ is RKC B in the minor

7. OTHER CONVENTIONS

- control ask (NT or suit) Puppet Stayman (see inside)
here ace = 2, king = 1)

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Basic System: Standard American

Brown Sticker Classification: Green Blue Red Yellow Canape

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

- 2+ clubs, rule of 20
4+ diamonds, rule of 20
1NT 15-17pts
may contain 5 card Major

1NT Responses 2 clubs Puppet Stayman (see inside)

- 2 diamonds Transfer to hearts
2 hearts Transfer to spades
other 3 clubs, 3 diamonds, 3 hearts or 3 spades 5+ suit & 13 HCP with slam interest

2 clubs Either 23+ pts or 17+ pts and 3/4 losers in a suit

2 diamonds 5-9 pts, 6+ card major or 17+ 4 loser in a minor or 17+ 3-suited hand 17+ & 3/4 losers

2 hearts 5+ hearts and 17+ 4 losers

2 spades 5+ spades and 17+ 4 losers

2NT 20-22 pts balanced 3NT

other

2. PRE-ALERTS

Unusual 2NT (can be weak or strong)

2 clubs/2 diamonds overcall after 1NT opening

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3 clubs Jump overcalls Weak

Responsive doubles through 2 clubs Unusual NT 2NT = 2 of other 3 suits, 6/7 or 3/4 loser hand

1NT overcall - immediate 15-17 pts Immediate cue of minor 3/4 loser hand 17+

1NT overcall - re-opening 15-17 pts Immediate cue of Major 3/4 loser hand 17+

Over weak twos 2NT 15+, X tkout, bid 5+ suit Over opening threes 3NT play, X tkout, bid 5+ suit

Over opponent's 1NT 2 clubs = single-suited diamonds or at least 4/4 in majors, 2 diamonds = 4+ in a major

and 5+ in a minor, 2 hearts and 2 spades = natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♦	6+ pts	4+	2♦	6-9 pts	6+	3♦
1♥	6+ pts	4+♥	2♥	6-9 pts	6+♥	3♥
1♠	6+ pts	4+♠	2♠	6-9 pts	6+♠	3♠
1NT	6-9 pts	4+♣	2NT	10-11 pts flat, no maj		3NT
2♣	5+♣	6-9 pts	3♣	6-9 pts	6+♣	4♣
other						
1♦	6+ pts	4+♥	2♥	6-9 pts	6+♥	3♥
1♠	6+ pts	4+♠	2♠	6-9 pts	6+♠	3♠
1NT	6-9 pts, no major		2NT	10-11 pts flat no major		3NT
2♣	10+ pts	4+♣	3♣			4♣
2♦	5+♦	6-9 pts	3♦	10-11 pts	4+♦ no maj	4♦
other						RKCB (Minorwood)
1♠	6+ pts	4+♠	2♥	6-9pts	3+♥,	3♦
1NT	6-9 pts	<4♠	2♠	6-9 pts	6+♠ <2+♥	3♥
2♣	10+ pts,	4+♣	2NT	control ask		3♠
2♦	10+pts	4+♦	3♣	splinter, 6 losers		3NT
other						13-15 pts flat, 3+♥
1NT	6-9 pts	2-♠	2♠	6-9 pts,	3♠	3♥
2♣	10+ pts,	4+♣	2NT	control ask		3♠
2♦	10+ pts,	4+♦	3♣	splinter, 6 losers		3NT
2♥	10+pts,	5+♥	3♦	splinter, 6 losers		4♣
other						control ask
1NT	13+ pts	6+♣	3♠	13+ pts	6+♠	4♦
3♦	13+ pts	6+♦	3NT	to play		4♥
3♥	13+ pts	6+♥	4♣	control ask		4♠
other						
2♦	0-4 pts		2NT			3♥
2♥	5-8 pts		3♣			3♠
2♠	9+ pts		3♦	0-5 pts	6+♥	3NT
other						
2♥			3♣	6+ card suit, to play		3♠
2♠			3♦	6+ card suit, to play		3NT
2NT	14+ total pts, describe		3♥	pass or correct		4♣
other						
es						

2♥	2♠	3♦	3NT
2NT	3 - 7 pts	3♥	4♣
3♣		3♠	4♥
other			
2♠	2NT	3♥	4♣
3♣		3♠	4♥
3♦		3NT	4♠
other			
2NT	3♠	3♠	5+♠, 4♥
3♦	transfer to ♥	3NT	to play
3♥	transfer to ♠	4♣	
other			

9. CONVENTIONS

Unusual NT: 2NT = 2 of other 3 suits, weak or strong (use pass or correct bids)

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos 2NT = 4+/4+ in minors, X Takeout, or bid suit with 15 TP

Multi 2♦ Immediate X shows 15+ total pts and no 5 card major

RCO style 2-s

Other 2-s

Defence (1♣) : (Replace with your defence to strong 1♣ openings)

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses 2NT bid after partner's X of weak 2 opening shows 0-7 HCP

Take out of 4 level pre-empts 4♣/4♦ 4♠

4♥

10. OTHER NOTES

Puppet Stayman, after 2♣ enquiry: 2♦ denies 5-card major. If responder is invitational bid 4 card major up the line. If GF, 3♦ shows both majors, 3♥/3♠ shows other major.

After 4♣ control ask, 4♦ = 0-2 controls (usual) or 0-3 controls when strong hand is shown
Then one step up for each additional control.