	BASIC RE	SPON	SES		
Jump raises - minors limit	forcing	oth	ner preemptive		
Jump raises - majors limit		L oth	ner preemptive		
Jump shifts after minor openi	ng wea	k into major	, otherwise strong		
Jump shifts after major openi	ng stror	ng: one suite	er or with support		
Responses to strong 2 suit op	pening 2C-2	2D = positive, 2C-2H=0-4,			
Responses to 2NT opening	Puppet St	ayman			
Р	LAY CON	IVENTI	ONS		
'NT' Versus Notrump	'S' \	/ersus Suit	= Bot	h	
Sequence leads:	Overlead al	I S	All except AK x (x)		
Underlead [Four or more with an honour 3rd/5th	4th high other	est <u>s</u>	ks for unblock attitude <u>NT</u>		
From 4 small 2nd high		_	<u> </u>		
From 3 cards (no honour)	top NT	-	s bottom	_	
Signal on partner's lead:	high encourage	Э —	low encourage		
other					
Signal on declarer's lead		F			
Discards McKenney	high enc	ourage	low encourage		
odd/even	other				
Count natural	reverse				
	CONVE	NTION	S		
4NT: Blackwood	RKCE	3 🗹	other		
4A Gerber	when? after	natural NT k	bid		
	Other Conve	ntions			
Other Minor F after 2NT rebid		PODI/PORI			
Long and short suit game tries		Support doubles			
Next step weak after reverse		Good/Bad 2NT			
Next step weak after 4th suit		Lower minor art. after preempt			
Cue 1st or 2nd round controls		1D-2C-2H, 1D-2C-2D-2H art.			
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STAN	DAR	D S	(STEN	A CA	RD

Names: ABF Nos:	Rob Fruewirth	Bill Jacobs			
	n.				
Basic Systen Classificatior	Stanuaru With S-Caru Ind	ijors Red └── Yellov			
Classification			V L		
Describe stre	ength, minimum length, or spe		Canape		
1 A 3	1B 3	1 ^C 5	1 D 5		
1 NT 15-	5	-	in 5 card major		
2 A Stayma	ın: simple └─ exte	ended D other	2C puppet to 2D		
transfers	2B hearts 20	spades	2 D range ask		
2 NT	clubs other				
2A strong	hand				
^{2B} weak two in major					
^{2C} hearts and minor, at least 5-5, less than opening values					
2D spades	and minor, at least 5-5, less t	han opening values			
2 NT 20-22	2 bal				
3 NT 25-2	7 bal				
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE					
	WEANING/S OK REQ	OINE OF ECIAL L			

4C = strong 4H opening

4D = strong 4S opening

COMPETITIVE BIDDING

Negative doubles through		Responsive doubles through			4H	
Jump overcalls pre-em	nptive	Unusu	al NT	two lowest u	nbid suits	
1NT overcall (immediate) 15		-18	(re	e-opening)	11-15	
Immed cue of minor both maj		ors				
Immed cue of major	jor and a	a minor				
Over opponent's 1NT (weak)		2C = H and another, $2D = S$ and another				
Over opponent's 1NT (strong)		2C = H and another; 2D = S and another				
Over weak twos		X = takeout				
Over opening threes		X = takeout				

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