4. BASIC RESPONSES

Jump raises – minors:	See inside card
Jump raises – Majors:	PRE
Jump shift after 1m:	2M weak
Jump shift after 1M:	ART Spine Responses (SPL/Power/Inv/Neutral/Pre)
Resp to strong 2 suit op	pening
Resp to 2NT opening:	3.4: ART enguiry, 3.♦/3NT: To Play, 3.♥/3.4: NAT F

	0				ay) 0 • / 0 *			
5. PLAY CONVENTIONS								
	Versus Suit				Versus NT			
Leads Sequences			lead/Interior		K unblock/rev count			
4 or more with an honour			th			Same		
From 4 small	3 rd /5	th			Same			
From 3 cards (no ho	nour)	3 rd				Same		
In partner's suit		as ab	ove			Same		
Discards	Discards			odd= enc, even= disc				
Count	Reve	rse	Same					
Signal on partner's le	odd=	enc, even= c	Same					
Signal on declarer's l	rev c	ount, std suit	Same					
Notes:								
6. SLAM CONVENTIONS								
4NT: RK	CB 1	4/30	4 Gerber	\boxtimes	When?		Over 1NT	
Slam Notes								
Cue bids: 1 st /2 nd equally below game, generally 1 st before 2 nd above game							e	
7. OTHER CONVENTIONS								

1♣-1♦: 1♥: 19+HCP, 1NT: 17-19 HCP, Suit: Nat 16-18

Interference over 1*-(X-2NT): P: 0-4 or Trap, X/XX: 5-7, Bid: NAT GF, Cue: 1 suit shown shows GF with no clear direction, Cue: 2 suits shown shows other two suits with tied pref 1NT-2*; 2NT: Any Min, 3*: Any Max, 1NT-2NT; 3*: Super Accept, 3*: Non super accept 2*-2NT; 3*: Min, 4/4 or 5*, 3*: Min 5*, 3*: Max 5*, 3*: Max 5*, 3NT: Max 4/4 2M-2NT; 3*: Max + any feature, 3*/3*: Min 5/6 M, 3*/3NT: Max 5/6M 2M-2NT-3*; 3*: Feature ask (then feature high to low) 2NT-3*; 3*: Minimum, 3*/3*: Fragment F

23/11/2024									
Annette Henry (54280)									
Anne-Marie Russell (63345)									
Basic System: Precision									
Brown Sticker Classification Green Blue 🛛 Red Yellow									
1. OPENING BIDS [1]									
14: 16+ HCP (17+ if BAL), ART F 1•: 5+•, 11-15 HCP									
1•: 11-15 2/3 suits or BAL (not 1*/1NT) 1*: 5+*, 11-15 HCP									
1NT: NV 1 st /2 nd 10-13 HCP balanced, Vul or 3 rd /4 th 14-16 HCP balanced									
1NT Responses: 2+ Stayman									
2♦: 5+♥ 2▲: Range Finder or 5+ ♣									
2 v : 5+▲ 2NT: 5+◆									
Other 3♣: Puppet STAY, 3♦/3♥/3♠: NAT Slam Try	3∗: Puppet STAY, 3♦/3♥/3♠: NAT Slam Try								
2 . . 11-15 HCP 6+♣, may have 4M									
2♦: 4-9 HCP, 4+♠ & 4+♥									
2♥: 4-9 HCP, 6♥ (occasionally 5)									
2▲: 4-9 HCP, 6▲ (occasionally 5)									
2NT: 11-15 with 6+♦ (no 4+M) 3NT: Solid Minor, no outside A or K									
Other 3+ SUIT: PRE 6+ suit									
2. PRE ALERTS									
1♦: 11-15 can be as short as zero 1NT: NV 1 st /2 nd 10-13 BAL									
any 4441 or ♦ & another 2♦: 5-9 HCP, 4+ ▲ & 4+♥									
or * & another 2NT: 11-15 with 6+ •									
or NV 1 st /2 nd 14-16 BAL									
or Vul or 3 rd /4 th (11) 12-13 BAL									
3. COMPETITIVE BIDS / OVERCALLS									
Neg X thru: 4♥ Jump Overcalls: 6-9/9-12/12-15 fav/equal/unfav									
Resp X thru: 4♥ Unusual NT: Minors (or ♥&om) weak or strong									
1NT overcall – immediate 15-18 Immediate cue of 1m (3+) Majors weak or strong									
1NT overcall - reopening 12-15 Immediate cue of 1M OM & m weak or strong									
Over weak twos X: T/O Over opening threes X: T/O									
Over Opponent's 1NT: X: PEN, 2 ♥ & another, 2 & & a minor, Other: Natural, 2NT: & ●									

8. RESPONSES TO OPENING BIDS										
1*	1♦	0-7 HCP	2♦	5+ 🔶 GF	3♦	4144, 8+GF				
	1♥	5+ 💘 GF	2♥	NF, 6+♥, 4-7	3♥	1444, 8+GF				
	1♠	5+ 🛦 GF	2♠	NF, 6+ A , 4-7	3♠	4441, 8+GF				
	1NT	BAL, 8-13 GF, incl 5m332	2NT	BAL 14+GF	3NT					
	2*	5+ * GF	3♣	4414,8+GF	4*					
	Other: 1♣-1♦; 1♥. 19+HCP (then 1♠; 0-4 HCP, others: NAT GF)									
1♦	1♥	NAT F	2♥	NF, 6+♥, 4-7	3♥	PRE, 6-9				
	1♠	NAT F	2 🛦	NF, 6+ A , 4-7	3♠	PRE, 6-9				
	1NT	6-10 NF, no 4+M	2NT	NAT NF INV	3NT	To play				
	2♣	NAT, 11+, 1RF	3*	PRE, 6-9	4*					
	2♦	NAT, 11+ F to 2NT	3♦	PRE, 6-9	4♦					
	Other									
1♥	1♠	NAT F	2♥	3♥, 7-10	3♦	Mixed Raise				
	1NT	6-10 NF	2	ART INV SPL	3♥	PRE				
	2♣	NAT, 1RF	2NT	GF Raise	3♠	GF SPL				
	2♦	NAT, 1RF	3 *	Inv Raise	3NT	To play				
	Other 1	.♥-2♠: 2NT asks for SPL with	n 3 ♣ /3	♦: ♣/♦ SPL & 3♥	: 🛦 SPL	-				
1	1NT	6-10 NF	2	3♠, 7-10	3♥	Mixed Raise				
	2♣	NAT, 1RF	2NT	ART INV SPL	3♠	PRE				
	2♦	NAT, 1RF	3♣	GF Raise	3NT	To play				
	2♥	NAT, 1RF	3♦	INV Raise	4♣	GF SPL				
	Other 1	▲-2NT: 3♣ asks for SPL with	3♦/3٩	♥: ♦/♥ SPL & 3♠	: 🐥 SPL					
1NT	3♣	Puppet STAY	3♠	Nat Slam Try	4♦	Not bid				
	3♦	NAT Slam Try	3NT	To play	4♥	To play				
	3♥	NAT Slam Try	4*	Gerber	4	To play				
	Other									
2*	2♦	Enquiry	2NT	NAT NF INV	3♥	SPL				
	2♥	5+ Suit, 1RF	3♣	NAT	3♠	SPL				
	2♠	5+ Suit, 1RF	3♦	NAT GF	3NT	To Play				
	Other 4♣: Inv, 4♦: SPL									
2♦	2♥	To play	3*	NAT GF	3♠	PRE				
	2	To play	3♦	NAT GF	3NT	To play				
	2NT	ART Enquiry	3♥	PRE	4♣					
Notes										

2♥	2	NAT	Γ F		3♦ NAT F			3NT	To play		
	2NT	ART	ART enquiry		3♥	To play		4*	SPL		
	3*	NAT F			3♠	SPL		4♦	SPL		
Other After X new suit NF											
2♠	2NT	ART	enquiry		3♥	NAT F		4*	SPL		
	3*	NAT	F		3♠	To play		4♥	SPL		
	3♦	NAT	Γ F		3NT	To play		4♠	To play		
	Othe	r Aft	er X new suit	NF							
2NT	3*	ART	Enquiry		3♠	NAT GF		4♦	NAT INV		
	3♦	То р	olay		3NT	To play		4♥	SPL		
	3♥	NAT	ſGF		4*	SPL		4♠	SPL		
					9. CC	ONVENTIONS					
	ual NT:		Minors (or 🕈	&om)	Weak	or strong					
4 th su	it forci	ng		G	iame Fo	ocing					
NT C	heckba	ck		2*:	2♣: Puppet to 2♦ (either Inv or to play 2♦), 2♦: ART GF						
Defei	nce to 3	BNT C	Opening	X val	ues, O	vercall NAT, Pas	ss then i	X: T/O			
Defei	nce to (Open	ing Twos	X: T/	O with	weak Lebensol	hl				
Mu	Multi 2♦ X: T/O of ♠ d				or strong, 2♥: T/O of ♥, Pass then X: T/O, Others: NAT						
RCO style 2s X: T/O, Pass				s then X: T/O, Others: NAT							
Other 2s X: T/O, Pass					s then X: T/O, Others: NAT						
De	Defence (1+)-X: Both Majors, 1NT: Both minors										
	То										
St	rong	(2	.♣)-X: Both M	lajors,	2NT: B	oth minors					
	*										
Over	1NT In	terfe	rence	Х: Т/О							
Lebei	nsohl -	othe	r uses			(0-7) after opp	onents	weak 2			
Take	out of 4	leve	el pre-empts	4	*/ 4♦	X: T/O					
				4	4♥ X: T/O 4♠			X: values, 4NT: T/O			
10. OTHER NOTES											
Defence to Short Club/Precision 1 +: (< 3 card suit): X=T/O, Overcall NAT (incl 2 of their suit),											
New suit response to an overcall is F unless a passed hand											
1NT-(2*); no change with double replacing 2*											
1NT-(X not pen): no change (Stayman & Transfers), XX: Inv not suitable for Stayman											
1NT-(X Pen): Gotcha XX: 5+suit, Bid: 2 suits touch, Pass: = forcing to XX (to play or non-touch)											
After our side opens doubles generally show shape not extras											