

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak 6-9HCP 4+ support

Jump raises - majors limit forcing Other: weak 0-6Pts 4+support

Jump shifts after minor opening Weak

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♦ = 0-1 controls, CAB; 2NT 10-12

Responses to 2NT opening Puppet Stayman; 4♣ rckb; transfers

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

Underlead Other: Ace count, others att, 9 & 10 coded (2/0 honours)

Four or more with an honour 4th highest attitude

3rd/5th Other:

From 4 small 2nd highest Other: 98xx lead 9

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Odds & Evens (Odd = enc (ex high odd); Even is count or McKenney)

Signal on declarer's lead Natural count

Discards McKenney high encourage low encourage

odd/even Other: Odd = encourage; Even = McKenney

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314, K with trump Q

4♣ Gerber when? Over 1NT opening (0314)

Other Conventions

System On over 1M:X	Help suit trials for majors; splinters, suit asks
New minor forcing (or TOM), Checkback	Stopper show for minors (STR Seq)
Lebensohl + Extension; Good-Bad 2NT	Jacoby, suit ask after splinters & singletons
4th suit forcing, Minor suit RKCB (0314)	Unassuming cue bids & game try doubles
Puppet Stayman	POD1 & P0R1 to 2♣, and strong 2NT seq



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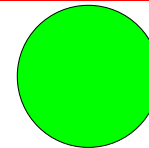
STANDARD SYSTEM CARD

Names: IAN AFFLICK PAUL COLLINS

ABF Nos: 370861 164917

Basic System: STD, BERGEN RAISES

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ HCP, 3+ 1♦ 11+ HCP, 3+ 1♥ 11+ HCP, 5+ 1♠ 11+ HCP, 5+

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ To ♥ 2♥ To ♠ 2♣ Baron

2 NT Transfer to ♣ or ♦ Other:

2♣ 23+ Balanced or semi-bal or 8+ Playing Tricks

2♦ Flannery 5♥/4♠ 11-14HCP

2♥ 6 card ♥ 6-10HCP; 2NT = enquiry re singleton & min or max

2♠ 6 card ♠ 5-10HCP; 2NT = enquiry re singleton & min or max

2 NT 21-22 balanced

3 NT Long minor (4 level preempt)

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Support X & XX; Inverted minors	DONT over strong NT & weak in 4th seat
Bergen Raises (ie 1♥:3♥ =weak)	1♣:2♦ =weak ♣raise; 1♦:3♣ = weak♦ raise
Over 1NT red suit transfers at 4 level	(implied) Game try doubles, Suit asking bids

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	3♠
Jump overcalls	weak	Unusual NT	Lower unbid suits
1NT overcall (immediate)	15-18	(re-opening)	15-17
Immed cue of minor	Michaels (new) 5/5 other minor + a major		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	Cappelletti (X=Pen; 2♣=ss; 2♦=MM; 2♥=Hm; 2♠=Sm)		
Over opponent's 1NT (strong)	DONT (dont over weak NT in 4th seat & passed hand)		
Over weak twos	X + Lebensohl extension; Leaping Michaels		
Over opening threes	X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	3+, 5+HCP	2NT	♣ Fit 10-11PTS stops all suits
	1♥/♠	4+, 5+HCP	3♣	Weak, <6 HCP & 5+♣
	1NT	6-9HCP, 4♣	3♦	Splinter
	2♣	10+ Pts, 4+♣	3♥	Splinter
	2♦	Weak ♣ raise 6-9HCP, 5+♣	3♠	Splinter
	2♥	Weak 6♥	3NT	♣Fit 13-15 + both MM stopped
	2♠	Weak 6♠	4 bids	4♣=RKCB others to play
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1♦	1♥/♠	4+ suit 5+HCP	3♣	Weak ♦ raise 6-9HCP, 5+♦
	1NT	5-9 no fit	3♦	Weak, <6 HCP 5+♦
	2♣	8+HCP, 4+ suit	3♥	Splinter
	2♦	10+ Pts, 4+♦	3♠	Splinter
	2♥	Weak 6♥	3NT	♦ Fit 13-15 + both MM stopped
	2♠	Weak 6♠	4♦	RKCB
	2NT	♦ Fit 10-11PTS stops all suits	4 Other	To Play
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1♥/♠	1NT	5-9 no fit	3♣	10-12 pts + a 4 card fit
	2♣	9+HCP, 3+ suit	3♦	6-9 pts + a 4 card fit or v strong
	2♦	9+HCP, 4+ suit	3♥/♠	Weak 0-6 + a fit or splinter
	2♥/♠	9+HCP, 5+ suit	3NT	4/3/3/3 12-14HCP (3 card fit)
	2NT	13-15 flat or fit 13+	4♣♦	Splinters
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2♣	2♦	<0-1 controls	2♥/♠	2/3 Controls
	other	3♥/3♠=6♥ or 6♠ 2 of top 3 honours of suit; 4 of a suit=7+2 of top 3		
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2♦	2♥	To Play	3♣♦	To Play
	2♠	To Play	3♥/♠	Invitational
	2NT	Asking bid	3NT	To play
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2♥/♠	2NT	Enquiry	3NT	To play
	3♣♦	RONF	4♣♦	
	3♥/♠	To play	4♥/♠	To play
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2NT	3♣	Puppet stayman	4♣	RKCB
	3♦	Trf ♥	4♦	
	3♥	Trf ♠	4♥	
	3♠	Forcing minor suit enquiry	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+cards 2 top honours nothing outside
3♥/3♠	Game Force ♥/♠ slam interest
4♣	Gerber (0314 then RCO for 2 aces)
4♦	Transfer to 4♥
4♥	Transfer to 4♠
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Only by opener Game force

NT Checkback

 Priorities Other Major & 3 card support for responder

Defence to 3NT opening

X=penalties, 4♣ & 4♦=both majors

Defence to opening Two's:

Multi 2♦ X=5+♥ 10-15HCP; 2♥= strong T/O ;2NT=16-19Bal

Lebensohl extension applies

RCO style 2-s

X=15+HCP, Lebensohl extension applies

Other 2-s

X = takeout when suit known

Defence to strong ♣

CRO

Lebensohl

Over NT interference

Other uses

Over an overcall of 1NT

Take out of 4 level pre-empts

4♣/4♦ X or 4NT

4♥ X or 4NT

4♠ 4NT

OTHER NOTES

POD1 & POB1 over interference of our 2♣ opening, st 2NT sequences and 4NT, MSK

Lebensohl always applies to interference over 1NT opening and 1NT overcall.

Fourth suit forcing. After X of 1NT opening or overcall - system on but XX=rescue

Puppet stayman over strong 2NT bids after 2♦ or 2♣ opening

Implied or ambiguous game try X & unassuming cue bids.

DONT over weak NT by passed hand or in 4th seat. Good - Bad 2NT