

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: weak 5-9

Jump raises - majors    limit     forcing     Other: weak 6-8

Jump shifts after minor opening    weak at 2-level

Jump shifts after major opening    4-card limit raise (poss. mini-splinter)

Responses to strong 2 suit opening    After 2♣: 2♦=5-8; 2♥=0-4; 2♠=9+

Responses to 2NT opening    3♣ = strong relay; other = P/C

## PLAY CONVENTIONS

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

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

Underlead     Other: \_\_\_\_\_

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

From 4 small    2nd highest     Other: \_\_\_\_\_

From 3 cards (no honour)    top     middle     bottom

Signal on partner's lead:    high encourage     low encourage

Other: \_\_\_\_\_

Signal on declarer's lead    Reverse count

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: \_\_\_\_\_

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Inverted minor/Major raises	Namyats (4♣/4♦ = Strong H/S)
Forcing 1NT over 1-Major/BART	Blackout after Opener's reverse
2-over-1 GF	Support Doubles/Re-doubles
2♣ Checkback after 1NT rebid	4-agreed minor = KCB
GF transfers after 1NT rebid	Puppet Stayman after strong 2NT



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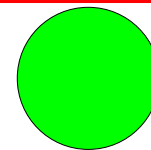
## STANDARD SYSTEM CARD

Names: P.Buchen -- H.Christie    C.Hughes -- J.Newman

ABF Nos: 7765 -- 126608    139009 -- 78107

Basic System: Standard (2-over-1)    Brown Sticker

Classification: Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 11-20 (3+)    1♦ 11-20 (3+)    1♥ 11-20 (5+)    1♠ 11-20 (5+)

1 NT 15-17    may contain 5 card major

2♣ Stayman: simple     extended     Other: 5-Major enquiry

Transfers    2♦ to Hearts    2♥ to Spades    2♣ to Clubs

2 NT to Diamonds    Other: \_\_\_\_\_

2♣ Any GF hand (incl. 23-24 balanced)

2♦ Multi (weak-two in Major or 20-22 balanced)

2♥ 55+ (Clubs + red-suit); less than opening strength

2♠ 55+ (Spades + minor); less than opening strength

2 NT 55+ (Hearts + pointed suit (♠/♦)); less than opening strength

3 NT 4-minor suit preempt

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

CSH-Twos (2♥,2♠,2NT) with anchor

suits (Clubs, Spades, Hearts)

## COMPETITIVE BIDDING

Negative doubles through 4♥    Responsive doubles through 4♥

Jump overcalls    weak    Unusual NT    two lower suits

1NT overcall (immediate)    15-18    (re-opening)    12-14

Immed cue of minor    Michaels (both Majors)

Immed cue of major    Michaels (other Major + minor)

Over opponent's 1NT (weak)    Hamilton

Over opponent's 1NT (strong)    DONT

Over weak twos    Double = T/O

Over opening threes    Double = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ hcpts, natural 4+suit	2NT	11-12 bal; no Major
	1♥/♠	6+ hcpts, natural 4+suit	3♣	5-9 hcpts; ♣ preempt
	1NT	6-10 hcpts, no Major	3♦	GF splinter for ♣
	2♣	10+ hcpts; 4+raise; no Major	3♥	GF splinter for ♣
	2♦	4-7 hcpts; 6-card suit	3♠	GF splinter for ♣
	2♥	4-7 hcpts; 6-card suit	3NT	13-15 hcpts; 3-3-3-4 shape
	2♠	4-7 hcpts; 6-card suit	4 bids	natural
1♦	1♥/♠	6+ hcpts, natural 4+suit	3♣	9-11; Invite with 6+ Clubs
	1NT	6-10 hcpts, no Major	3♦	5-9 hcpts; ♦ preempt
	2♣	12+hcpts, GF natural 4+suit	3♥	GF splinter for ♦
	2♦	10+hcpts, 4+raise; no Mjaor	3♠	GF splinter for ♦
	2♥	4-7 hcpts; 6-card suit	3NT	13-15 hcpts; 3-3-4-3 shape
	2♠	4-7 hcpts; 6-card suit	4♦	long and weak ♦ preempt
	2NT	11-12 bal; no Major	4 Other	natural
1♥/♠	1NT	4-11 hcpts; forcing	3♣	bal 8-11 or minimax-splinter raise
	2♣	12+ hcpts; GF 4+suit	3♦	minimax-splinter 4+raise
	2♦	12+hcpts; GF 4+suit	3♥/♠	6-8 hcpts; 4+raise
	2♥/♠	9-11 hcpts; 3-card raise	3NT	12-15 hcpts; 4333 (4-card fit)
	2NT	Jacoby; GF 4+raise	4♣/♦	10-13 hcpts; splinters
2♣	2♦	5-8 hcpts; any	2♥/♠	0-4 any/9+hcpts w/o good suit
	other	2NT = 9+hcpts any 55+; 2NT (up) = 9+hcpts, transfers to good suits		
2♦	2♥	P/C	3♣/♦	Natural forcing
	2♠	P/C	3♥/♠	P/C
	2NT	Strong relay	3NT	To play
2♥/♠	2NT	Strong relay	3NT	To play
	3♣/♦	P/C	4♣/♦	P/C
	3♥/♠	P/C	4♥/♠	P/C
2NT	3♣	Strong relay	4♣	To play
	3♦	P/C	4♦	P/C
	3♥	To play	4♥	To play
	3♠	P/C	4♠	P/C
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural slam interest
3♥/3♠	Natural slam interest
4♣	Texas transfer to 4♥
4♦	Texas transfer to 4♠
4♥	To play
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                     Game force

### NT Checkback

                   Priorities                    Puppet to 2♦ forced

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦                    Double = 16+ unbal; 2NT = 16-18 bal;

other = natural 11-15 hcpts

### RCO style 2-s

as above

### Other 2-s

For known 2-suits: near-cue = min T/O; far-cue = max T/O

### Defence to strong ♣

X= 2-suits same rank; 1♦=2-suits same color; 1NT = odd suits  
(suits usually 54 but 44 possible)

### Lebensohl

Over NT interference

### Other uses

none

### Take out of 4 level pre-empts

4♣/4♦                    Double = T/O

4♥                    Double = T/O                    4♠                    Double = cards; 4NT = strong 2-suiter

## OTHER NOTES

Buchen-Hughes give Reverse count throughout, but use declarer's trump suit (or first played NT suit) to try and give a McKenny signal.