

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak

Jump raises - majors limit  forcing  Other: Weak

Jump shifts after minor opening Bad weak 2 (3-6 hcp) in majors

Jump shifts after major opening Bergen

Responses to strong 2 suit opening Miles/Kokish

Responses to 2NT opening 5 card stayman

## PLAY CONVENTIONS

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

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

Underlead  S Other: A for count or unblock, K for attitude against NTs

Four or more with an honour 4th highest  NT attitude

3rd/5th  S 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: 1430

4♣ Gerber  when?

### Other Conventions

Jacoby	Fit showing jumps in competition
Truscott	Lebensohl (also after double of weak twos)
Drury	
2 way checkback	
Support doubles and redoubles	



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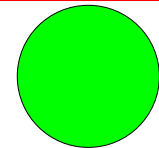
## STANDARD SYSTEM CARD

Names: Ross Stuart Blaine Howe

ABF Nos: 71511 660051

Basic System: 2/1 Game Force

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 14-17 may contain 5 card major

2♣ Stayman: simple  extended  Other: 5 card Stayman

Transfers 2♦ Hearts 2♥ Spades 2♣ Clubs

2 NT Diamonds Other: superaccept major with 4 trumps

2♠ 23+ hcp balanced, or game force

2♦ 6 cards, 6-11 hcp, 2 NT requests a singleton if max

2♥ 6 cards, 6-11 hcp "

2♠ 6 cards, 6-11 hcp "

2 NT 20-22 hcp

3 NT Gambling, no outside A or K

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

Inverted minor raises

Hamilton over strong 1♣, 2♣ openings

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT 2 lower unbid suits

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor Michaels (Weak or 16+)

Immed cue of major Michaels (Weak or 16+)

Over opponent's 1NT (weak) HELLO (Double for penalties)

Over opponent's 1NT (strong) HELLO (Double shows ♣s or a red 2 suiter)

Over weak twos Double

Over opening threes Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+hcp, 4+ ♦	2NT	11-12 hcp, ( no 4 card major)
	1♥/♠	6+hcp, 4+ ♥/♠	3♣	0-5 hcp, 5+ ♣
	1NT	6-10 hcp (no 4 card major)	3♦	splinter, 5+ ♣
	2♣	10+ hcp, 5+ ♣	3♥	splinter, 5+ ♣
	2♦	6-9 hcp, 5+ ♣	3♠	splinter, 5+ ♣
	2♥	3-6 hcp, 6 cards	3NT	13-15 hcp, no 4 card major
	2♠	3-6 hcp, 6 cards	4 bids	void splinter
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1♦	1♥/♠	6+hcp, 4+ cards	3♣	6-9 hcp, 5+ ♦
	1NT	6-10 hcp (no 4 card major)	3♦	0-5 hcp, 5+ ♦
	2♣	natural & GF unless rebid	3♥	splinter
	2♦	10+ hcp, 4+ ♦	3♠	splinter
	2♥	3-6 hcp, 6 cards	3NT	13-15 hcp, no 4 card major
	2♠	3-6 hcp, 6 cards	4♦	
	2NT	11-12 hcp, ( no 4 card major)	4 Other	void splinter
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1♥/♠	1NT	6-10 hcp	3♣	6-8 hcp, 4 card support
	2♣	natural & gf unless rebid 3♣	3♦	9-11 hcp, 4 card support
	2♦	natural & gf unless rebid 3♦	3♥/♠	♥ pre-empt, ♠ splinter
	2♥/♠	6-10 hcp, 3 card support	3NT	12-15 hcp, 2 card support
	2NT	13 hcp, 4 card support	4♣/♦	splinter
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2♣	2♦	negative	2♥/♠	
	other	Miles/Kokish		
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2♦	2♥	natural forcing	3♣/♦	3♣ natural forcing
	2♠	natural forcing	3♥/♠	splinter
	2NT	feature (singleton) ask	3NT	to play
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2♥/♠	2NT	feature (singleton) ask	3NT	to play
	3♣/♦	natural forcing	4♣/♦	
	3♥/♠	preemptive	4♥/♠	preemptive
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2NT	3♣	enquiry	4♣	6+ suit, slam interest, 4NT to play
	3♦	transfer to ♥	4♦	6+ suit, slam interesr, 4NT to play
	3♥	transfer to ♠	4♥	
	3♠	both minors	4♠	
	3NT	to play	other	

## CONVENTIONS

Additional responses to 1NT

3♣/3♦	Good suit, slam interest
3♥/3♠	Good suit, slam interest
4♣	Transfer to 4♥
4♦	Transfer to 4♠
4♥	
4♠	

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

Defence to 3NT opening

4♣ T/O prefer ♥, 4♦ T/O prefer ♠

Defence to opening Two's:

Multi 2♦

X is TO of ♠, pass then X of 2♥ is TO of ♥

2NT is 15-18, system on

RCO style 2-s

Other 2-s

Defence to strong ♣

Hamilton over 1♣ or 2♣

Lebensohl

Over NT interference

Transfers

Other uses

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ 4NT

## OTHER NOTES

1NT (X) XX is

1NT (2♣) X is Lavings

1NT (X) 2♣ is Lavings if X is not penalty