

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: pre-emptive

Jump raises - majors limit  forcing  Other: pre-emptive

Jump shifts after minor opening splinters

Jump shifts after major opening splinters

Responses to strong 2 suit opening 2♥ = 0 - 5 hcp, 2♦ = waiting

Responses to 2NT opening 3♣♦ = to play, 3M = nat F1

## 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 \_\_\_\_\_

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430, PODI

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

4th suit GF	Puppet over 2NT
Lebensohl x 2	Exclusion RKCB
Leaping Michaels	Minorwood
FSJ in competition	Crowhurst
Blackout	



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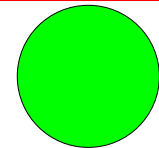
## STANDARD SYSTEM CARD

Names: Nicoleta Giura Eva Caplan

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Basic System: \_\_\_\_\_ Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 4 1♥ 4 1♠ (5) 4

1 NT \_\_\_\_\_ may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ hearts 2♥ spades 2♣ clubs

2 NT diamonds Other: superaccepts

2♠ Game Force

2♦ weak 2 in a Maj or 21 - 22 bal

2♥ 6 - 10 hcp, ♥ + other

2♠ 6 - 10 hcp, ♠ + minor

2 NT 6 - 10 minors

3 NT minor pre-empt

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT lowest unbid suits

1NT overcall (immediate) 15 - 18 sys ON (re-opening) 10 - 14 sys ON

Immed cue of minor Michaels, 8 - 11 or 16+

Immed cue of major Michaels, 8 - 11 or 16+

Over opponent's 1NT (weak) ASPRO (Dbl=pen, 2♣=♥+other, 2♦=♠+minor)

Over opponent's 1NT (strong) Dbl = minors, 2♣ = ♥ + other, 2♦ = ♠ + minor

Over weak twos Dbl = tko

Over opening threes Dbl = tko

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ hcp, nat	2NT	13+ hcp, supp (then shortages)
	1♥/♠	5+ hcp, nat	3♣	pre-emptive
	1NT	5 - 9 hcp, no Maj	3♦	splinter
	2♣	10 - 12, limit raise (then stoppers)	3♥	splinter
	2♦	minisplinter	3♠	splinter
	2♥	minisplinter	3NT	13 - 15, to play
	2♠	minisplinter	4 bids	4♣ = Minorwood

1♦	1♥/♠	5+ hcp, nat	3♣	minisplinter
	1NT	5+ hcp, no Maj	3♦	pre-emptive
	2♣	10+ hcp, nat	3♥	splinter
	2♦	10 - 12, limit raise (then stoppers)	3♠	splinter
	2♥	minisplinter	3NT	13 - 15, to play
	2♠	minisplinter	4♦	Minorwood
	2NT	13+ hcp, supp (then shortages)	4 Other	

1♥/♠	1NT	5 - 9 hcp, nat	3♣	minisplinter
	2♣	10+ hcp, nat	3♦	minisplinter
	2♦	10+ hcp, nat	3♥/♠	pre-emptive
	2♥/♠	6 - 9 TP (1♥-2♠=minisplinter)	3NT	13 - 15 hcp, flat raise
	2NT	4 cd supp, limit or slammish	4♣/♦	splinter

2♣	2♦	waiting	2♥/♠	2♥ = 0 - 5 hcp
	other			

2♦	2♥	PoC	3♣/♦	nat NF
	2♠	PoC	3♥/♠	nat NF
	2NT	enquiry (the only force)	3NT	to play

2♥/♠	2NT	enquiry (the only force)	3NT	to play
	3♣/♦	PoC	4♣/♦	PoC
	3♥/♠	pre-emptive	4♥/♠	to play

2NT	3♣	to play	4♣	non-invitational
	3♦	to play	4♦	non-invitational
	3♥	nat, GF	4♥	to play
	3♠	nat, GF	4♠	to play
	3NT	to play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦ nat, slammish

3♥/3♠ 6 cards, slammish

4♣ Gerber

4♦ Majors

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 up the line

## Defence to 3NT opening

4♣ & 4♦ = Majors

## Defence to opening Two's:

Multi 2♦ Dbl = tko of ♠, 2♥ = tko of ♥

RCO style 2-s

Other 2-s

## Defence to strong ♣

ASPRO (Dbl = ♥ + other, 1♦ = ♠ + minor, 1NT = minors)

## Lebensohl

Over NT interference

Other uses over dbl of weak two's

## Take out of 4 level pre-empts

4♣/4♦ Dbl

4♥ Dbl

4♠ Dbl

# OTHER NOTES