	BASIC R	ESPONSES			
Jump raises - minors	limit 🗌 forcing	g 🗹 Other:			
Jump raises - majors	limit 🗹 forcing	g 🗌 Other:			
Jump shifts after minor opening	16h	cp+ with good suit; v	veak in competition	Names:	Lav
Jump shifts after major opening	16h	cp+ with good suit; v	veak in competition	ABF Nos	Jar
Responses to strong 2 suit open	ing Nex	t suit negative			
Responses to 2NT opening	Baron and	Transfers		Basic Sys Classifica	
	PLAY CO	NVENTIONS		Classifica	luon.
'NT' Versus Notrump	'S'	Versus Suit	= Both	Describe	strength, m
Sequence leads:	Overlead	d all S	All except AK x (x)	NT 1♠ 11	+ hcp 3+ c
Underlead	I Other: 3rd	highest from interio	r sequence	1 NT	15-17 ba
Four or more with an honour	4th h	iighest 🗹	attitude	2 ⊕ Sta	yman:
3rd/5th	Other:			Transf	ers 2♦
From 4 small 2nd	d highest S Ot	her:		2 N	IT Invit
From 3 cards (no honou	r) top	middle 🗸	bottom	2 8	P.T. in an
Signal on partner's lead:	high encoura	ge 🗹	low encourage] 2 ♦ G	ame Force
Other:				2♥ 6-	10HCP 5-
Signal on declarer's lead	Natural count w	when necessary		2♠ 6-	10HCP 5-
Discards McKenne	ey high e	encourage	low encourage	2 NT	20-21 HC
odd/eve	n 🗹 Other:	Odd encourage, e	even card McKenny	3 NT	4 level mi
Count natu	ıral 🗹 reverse				
	CONVI	ENTIONS			
4NT: Blackwoo	od 🖂 🛛 R	ксв 🗆 о	ther:	Jump ra	ises over λ
4 ♣ Gerber □	when? Wher	n NT range = 3 HCP		Jump sh	ifts (respo
	Other Convention	0		4C/4D =	Intermedia
4th suit forcing for 1 round		Baron			
DOPI, ROPI		Michaels		Negative	doubles thr
Grand Slam Force		Lebensohl respo	onses to TO of Wk 2s and	Jump ove	rcalls
Positive Slam X		over interference	e over out 1NT opening	1NT over	call (immed
Skewed Cues		Ogust in respon	se to wk 2s	Immed cu	ue of minor
				Immed cu	ue of major
	©ABF Marketing PO Box 397			Over opp	onent's 1NT
	Fyshwick ACT 26			Over opp	onent's 1NT
	Tel: 02 6239 226 FAX: 02 6239 18			Over wea	ık twos
	Copyright © BCC 6.3.20.			Over ope	ning threes



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STANDARD SYSTEM CARD								
Names: Jane Tyson Maria Gibbs								
ABF Nos: 162639 223867								
Basic System: 4 Card Standard Brown Sticker								
Classification: Green 🖾 Blue 🗆 Red 🗆 Yellow 🗆								
OPENING BIDS								
Describe strength, minimum length, or specific meaning Canape								
1 11+ hcp 3+ cds 1 11+ hcp 4+ cds 1 11+ hcp 4+ cds 1 11+ hcp 4+ cds								
1 NT 15-17 baL. may contain 5 card major								
2♠ Stayman: simple 🗹 extended 🗆 Other:								
Transfers 2♦ H 2♥ S 2♠ Either minor								
2 NT Invitational Other:								
2 8 P.T. in any suit or 22-23 balanced								
2• Game Force								
2♥ 6-10HCP 5-6 cards (could be stronger or weaker in 3rd, intermediate in 4th)								
2. 6-10HCP 5-6 cards (could be stronger or weaker in 3rd, intermediate in 4th)								
2 NT 20-21 HCP balanced								
3 NT 4 level minor suit pre-empt								
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED								
MEANING/S OR REQUIRE SPECIAL DEFENCE								
Jump raises over X very weak 3NT = 4 level minor pre-empt								
Jump shifts (responses) in comp. = weak								
4C/4D = Intermediate, major suit openings								
COMPETITIVE BIDDING								
Negative doubles through 3S Responsive doubles through 4H								
Jump overcalls Weak Unusual NT 2 suited, primarily for minors								
1NT overcall (immediate) 15-18 (re-opening) 12-14								
Immed cue of minor Michaels weak or strong also leaping michaels								
Immed cue of major Michaels weak or strong also leaping michaels								
Over opponent's 1NT (weak) Cappaletti								
Over opponent's 1NT (strong) Brozel								
Over weak twos Opt X								

Opt X

Describe strength, minimum length or specific meaning14+ cds, 6+ HCP2NT16-18 Balanced1%4+ cds, 6+ HCP3Forcing up to 3NT or 4C1NT6-9 HCP balanced3Splinter agreeing clubs24+ cds, 6-9 HCP3Splinter agreeing clubs2Fit showing3Splinter agreeing clubs2Fit showing3Splinter agreeing clubs2Fit showing3To play14+ cds, 6+ HCP3Fit showing2Fit showing3Forcing up to 4D24+ cds, 6+ HCP3Splinter agreeing diamonds2Fit showing3Splinter agreeing diamonds24+ cds, 6-9 HCP balanced3Splinter agreeing diamonds24+ cds, 6-9 HCP3Splinter agreeing diamonds2Fit showing3NT13-15 balanced2Fit showing3NT13-15 balanced2Fit showing3NT13-15 balanced2Fit showing3NT13-15 balanced2Fit showing3NT13-15 balanced2Fit showing3NT13-15 balanced2Fit showing3NT13-15 balanced2106-9 HCP balanced3Fit showing2106-9 HCP balanced3Fit showing2106-9 HCP3Splinter agreeing major210103Splinter agreeing major210Spl			RESPONSES TO	OPENI	NG BIDS
InterpretationForeclination1 Wei4 - cos, 6 + HCP3 - Corcing up to 3NT or 4C1 Wei6 - 9 HCP balanced3 - Splinter agreeing clubs2 - Fit showing3 - Splinter agreeing clubs1 Wei4 + cds, 6 + HCP3 - Splinter agreeing dlamonds2 - Fit showing3 - Splinter agreeing dlamonds2 - Splinter agreeing dlamonds3 - Splinter agreeing dlamonds<			Describe strength, minimum length or sp	ecific meanir	ng
INT6-9 HCP balanced3 •Splinter agreeing clubs24+ cds, 6-9 HCP3 •Splinter agreeing clubs2Fit showing3 •Splinter agreeing clubs2Fit showing3 •Splinter agreeing clubs2Fit showing3 •To play114+ cds, 6+ HCP3 •Fit showing2Fit showing3 •Splinter agreeing diamonds24+ cds, 6+ HCP3 •Splinter agreeing diamonds24+ cds, 6-9 HCP3 •Splinter agreeing diamonds24+ cds, 6-9 HCP3 •Splinter agreeing diamonds2Fit showing3VT13-15 balanced2Fit showing3VT13-15 balanced2A+ clubs, 9 HCP3*Splinter agreeing major2A+ clubs, 9 HCP3*Splinter agreeing major2A+ clubs, 9 HCP3*Splinter agreeing major2YSplateSplinter agreeing major2NTSplinter agr	1♣	1♦	4+ cds, 6+ HCP	2NT	16-18 Balanced
2e4+ cds, 6-9 HCP3vSplinter agreeing clubs2vFit showing3eSplinter agreeing clubs2vFit showing3NT13.15 balanced2vFit showing4 bidsTo play1v4+ cds, 6+ HCP3eFit showing1vT6-9 HCP balanced3eForcing up to 4D2e4+ cds, 6-9 HCP3eSplinter agreeing diamonds2e4+ cds, 6-9 HCP3eSplinter agreeing diamonds2eFit showing3NT13-15 balanced2NT16-18 Balanced4o Uther4C = splinter others to play1v/1NT6-9 HCP balanced3eFit showing2e4+ clubs, 9 HCP3v*Einstein major2vit16-18 Balanced4o UtherGame Forcing raise2NT16-18 Balanced4o*Splinter agreeing major2eNegative, fewer than 8 HCP3v*Splinter agreeing major2f2it bal.3NT11-13 bal.2vit8-10 bal.3NT11-13 bal.2vit8-10 bal.3NT11-13 bal.2vit8-10 bal.3NT10 play3vit10 play4v*NIA3vit10 play4v*NIA <td< th=""><th></th><th>1♥/♠</th><th>4+ cds, 6+ HCP</th><th>3♠</th><th>Forcing up to 3NT or 4C</th></td<>		1♥/♠	4+ cds, 6+ HCP	3♠	Forcing up to 3NT or 4C
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2*Fit showing3NT13.15 balanced2*Fit showing4 bidsTo play1*1*/*4+ cds, 6+ HCP3*Fit showing1NT6-9 HCP balanced3*Forcing up to 4D2*4+ cds, 6-9 HCP3*Splinter agreeing diamonds2*4+ cds, 6-9 HCP3*Splinter agreeing diamonds2*Fit showing3NT13.15 balanced2*Fit showing3NT13.15 balanced2*Fit showing4*Pre-emptive2NT16-18 Balanced4* Other4C = splinter others to play1*/*1NT6-9 HCP balanced3*Fit showing2*4+ clubs, 9 HCP3*Fit showing2*4+ clubs, 9 HCP3*Splinter agreeing major2*2*Negative2*Splinter agreeing major2*2*Negative, fever than 8 HCP3*Splinter agreeing major2*2*Negative, fewer than 8 HCP3*Selvery weak 6+ cards2*2*Negative, forcing enquiry3NT11-13 bal.2*/*2*Nogust, forcing enquiry3NTTo play3*/*10 bal.3NT10 play2*/*2*/*Natural and forcing4*3*/*10 play <td< th=""><th></th><th>2♠</th><th>4+ cds, 6-9 HCP</th><th>3♥</th><th>Splinter agreeing clubs</th></td<>		2♠	4+ cds, 6-9 HCP	3♥	Splinter agreeing clubs
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2+4+ clubs, 10 HCP3+Splinter agreeing diamonds2+4+ cds, 6-9 HCP3+Splinter agreeing diamonds2+Fit showing3NT13-15 balanced2+Fit showing4+Pre-emptive2NT16-18 Balanced4 Other4C = splinter others to play1*/+1NT6-9 HCP balanced3+Fit showing2+4+ clubs, 9 HCP3+Fit showing2+4+ diamonds, 9 HCP3*/+Limit raise in major2*/+3+ cds, 6-9 HCP3NTGame Forcing raise2NT16-18 Balanced4+*Splinter agreeing major2*/+3+ cds, 6-9 HCP3NTGame Forcing raise2NT16-18 Balanced4+*Splinter agreeing major2*/+3+ cds, 6-9 HCP3NTGame Forcing raise2NT16-18 Balanced4+*Splinter agreeing major2*/+Negative2*/+Positive, 5+ cards2NT16-18 Balanced3*/+S=Very weak 6+ cards2NT8-10 bal, 3NT = 11-13 bal.11-13 bal.2*/2*/Negative, fewer than 8 HCP3*/+S=Very weak 6+ cards2*/2*/Negative, fewer than 8 HCP3*/+S=Very weak 6+ cards2*/2*/Notaral and forcing3NT11-13 bal.2*/2*/10 bal.3NT11-13 bal.2*/2*/Positive, 5+ cards3*/+S=Very weak 6+ cards2*/2*/10 play4*/+N/A3*/To play<	1♦	1♥/♠	4+ cds, 6+ HCP	3♣	Fit showing
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2 In Statuting4 Pre-emptive2 In Table Pre-emptive2NT2 NT16-18 Balanced4 Other4 Other4 C = splinter others to play1 In Table Palanced3 Fit showing2 4 + clubs, 9 HCP3 Fit showing2 4 + diamonds, 9 HCP3 Fit showing2 4 + diamonds, 9 HCP3 Fit showing2 4 + diamonds, 9 HCP3 Fit showing2 1 4 + diamonds, 9 HCP3 Fit showing2 1 4 + diamonds, 9 HCP3 Fit showing2 1 5 + cards, 6 - 9 HCP3 Fit showing2 1 6 - 18 Balanced4 for positive, 5 + cards2 1 6 - 18 Balanced4 for positive, 5 + cards2 1 6 - 18 Balanced4 for positive, 5 + cards2 1 7 7 8 - 10 bal, 3NT = 11-13 bal.2 for positive, 5 + cards2 1 8 - 10 bal, 3NT = 11-13 bal.3 Fit showing2 2 9 1 9 solitive, 5 + cards3 for positive, 5 + cards2 1 9 solitive, 5 + cards3 for positive, 5 + cards2 1 9 solitive, 5 + cards3 for positive, 5 + cards2 1 9 solitive, 5 + cards3 for positive, 5 + cards2 1 1 1 3 bal.3 NT11-13 bal.2 1 1 2 1 3 adi3 NT1 o play3 1 1 1 3 bal.3 NT1 o play3 1 1 1 1 3 bal.3 NT1 o play		2♦	4+ cds, 6-9 HCP	3♠	Splinter agreeing diamonds
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2 *4+ clubs, 9 HCP3*Fit showing2*4+ diamonds, 9 HCP3*/*Limit raise in major2*/*3+ cds, 6-9 HCP3NTGame Forcing raise2*/*3+ cds, 6-9 HCP3NTGame Forcing raise2NT16-18 Balanced4*/*Splinter agreeing major2*2*Negative2*/*Positive, 5+ cardsother2NT= 8-10 bal, 3NT = 11-13 bal.2*/*Positive, 5+ cards2*2*Negative, fewer than 8 HCP3*/*S=Very weak 6+ cards2*2*Positive, 5+ cards3*/*S=Very weak 6+ cards2NT8-10 bal.3NT11-13 bal.2*/*2NTOgust, forcing enquiry3NTTo play3*/*Natural and forcing4*/*N/A3*/*To play4*/*To play2NT3*Baron4*Natural and forcing3*Transfer to H4*Natural and forcing3*5* 4H4*To play		2NT	16-18 Balanced	4 Other	4C = splinter others to play
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2*/*3+ cds, 6-9 HCP3NTGame Forcing raise2NT16-18 Balanced4*/*Splinter agreeing major2*2*Negative other2*/*Positive, 5+ cards2*2*Negative, fewer than 8 HCP3*/*Positive, 5+ cards2*2*Negative, fewer than 8 HCP3*/*S=Very weak 6+ cards2*2*Positive, 5+ cards3*/*S=Very weak 6+ cards2*2*Negative, fewer than 8 HCP3*/*S=Very weak 6+ cards2*2*Negative, fewer than 8 HCP3*/*N11-13 bal.2*2*Negative, fewer than 8 HCP3*/*NS=Very weak 6+ cards2*2*Negative, fewer than 8 HCP3*/*NN2*2*Negative, fewer than 8 HCP3*/*NN2*2*Negative, fewer than 8 HCP3*/*NN2*2*Positive, 5+ cards3*/*NN2*/*2*Negative, fewer than 8 HCP3*/*NN2*/*2*Positive, 5+ cards3*/*NN2*/*2*2*Positive, 5+ cards3*/*NN2*/*2*2*10 bal.3*To playN2*/		2♣	4+ clubs, 9 HCP	3♦	Fit showing
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2*Negative other2*/*Positive, 5+ cards2*2*Negative, fewer than 8 HCP3*/*Positive, 5+ cards2*2*Negative, fewer than 8 HCP3*/*S=Very weak 6+ cards2*Positive, 5+ cards3*/*S=Very weak 6+ cards2NT8-10 bal.3NT11-13 bal.2*/*2NTOgust, forcing enquiry3NTTo play3*/*Natural and forcing4*/*N/A3*/*To play4*/*To play2NT3*Baron4*Natural and forcing3*Transfer to H4*Natural and forcing3*Transfer to S4*To play3*5S + 4H4*To play		2♥/♠	3+ cds, 6-9 HCP	3NT	Game Forcing raise
other2NT = 8-10 bal, 3NT = 11-13 bal.22Negative, fewer than 8 HCP39ositive, 5+ cards2Positive, 5+ cards3*/*S=Very weak 6+ cards2NT8-10 bal.3NT11-13 bal.2*/*2NTOgust, forcing enquiry3NTTo play3*/*Natural and forcing4*/*N/A3*/*To play4*/*To play2NT3Baron4*Natural and forcing3*Transfer to H4*Natural and forcing3*Transfer to S4*To play3*5S + 4H4*To play		2NT	16-18 Balanced	4 ♣/ ◆	Splinter agreeing major
22Negative, fewer than 8 HCP3Positive, 5+ cards2Positive, 5+ cards3S=Very weak 6+ cards2NT8-10 bal.3NT11-13 bal.22NTOgust, forcing enquiry3NTTo play33Natural and forcing4N/A37To play4To play2NT3Baron4Natural and forcing3Transfer to H4Natural and forcing3Transfer to S4To play35S + 4H4To play	2 🛖	2♦	Negative	2♥/♠	Positive, 5+ cards
2Positive, 5+ cards3*/eS=Very weak 6+ cards2NT8-10 bal.3NT11-13 bal.2*/e2NTOgust, forcing enquiry3NTTo play3e/eNatural and forcing4e/eN/A3*/eTo play4*/eTo play2NT3eBaron4eNatural and forcing3•Transfer to H4•Natural and forcing3•Transfer to S4*To play3•5S + 4H4•To play		other	2NT= 8-10 bal, 3NT = 11-13 bal.		
2NT8-10 bal.3NT11-13 bal.2♥/▲2NTOgust, forcing enquiry3NTTo play3▲/◆Natural and forcing4▲/◆N/A3♥/▲To play4♥/▲To play2NT3▲Baron4▲Natural and forcing3◆Transfer to H4◆Natural and forcing3◆Transfer to S4♥To play3▲5S + 4H4♠To play	2♦	2♥	Negative, fewer than 8 HCP	3∉/♦	Positive, 5+ cards
2♥/▲2NTOgust, forcing enquiry3NTTo play3●/◆Natural and forcing4●/◆N/A3♥/▲To play4♥/▲To play2NT3●Baron4●Natural and forcing3●Transfer to H4●Natural and forcing3●Transfer to S4♥To play3●5S + 4H4●To play		2♠	Positive, 5+ cards	3♥/♠	S=Very weak 6+ cards
34/• Natural and forcing 44/• N/A 3*/• To play 4*/• To play 2NT 3• Baron 4• Natural and forcing 3• Transfer to H 4• Natural and forcing 3• Transfer to S 4• To play 3• 5S + 4H 4• To play		2NT	8-10 bal.	3NT	11-13 bal.
3*/* To play 4*/* To play 2NT 3* Baron 4* Natural and forcing 3* Transfer to H 4* Natural and forcing 3* Transfer to S 4* To play 3* 5S + 4H 4* To play	2♥/♠	2NT	Ogust, forcing enquiry	3NT	To play
2NT 3 Baron 4 Natural and forcing 3 Transfer to H 4 Natural and forcing 3 Transfer to S 4 To play 3 5S + 4H 4 To play		3∉/♦	Natural and forcing	4 ♣/♦	N/A
3• Transfer to H 4• Natural and forcing 3• Transfer to S 4• To play 3• 5S + 4H 4• To play		3♥/♠	To play	4♥/♠	To play
3♥ Transfer to S 4♥ To play 3♠ 5S +4H 4♠ To play	2NT	3♣	Baron	4🜩	Natural and forcing
3 ≜ 5S +4H 4 ≜ To play		3♦	Transfer to H	4♦	Natural and forcing
		3♥	Transfer to S	4♥	To play
3NT To play other 4NT = Blackwood		3♠	5S +4H	4 ≜	To play
		3NT	To play	other	4NT = Blackwood

CONVENTIONS

Additional respor	nses to 1NT										
3 ∉ /3♦	Natural and	d forcing, slam inv	vitational								
3♥/3♠	Natural and	latural and forcing, slam invitational									
4 🛖	Gerber	Serber									
4♦	N/A	Α									
4♥	To play	o play									
4♠	To play										
Unusual NT:	mi	nors 🗹	other suit	s 🗹	lowe	er 2 unbid suits					
other	Over a natura	l minor suit openii	ng 2NT 2 p	aces to play.							
(Over a major	opening, 2NT sho	ws the min	ors							
Other slam biddi	ng	Cue Bids	\square	Asking E	Bids						
4th Suit Forcing		One round	Z			Game force					
NT Checkback	\square	Priorities	Pass	or bid Major gan	ne with 4 ca	rd support					
Defence to 3NT o	pening	X for Pen	alties								
Defence to openi	ng Two's:	Multi 2	H=T.O. of	H, X= T.O. of S.	. or						
		strong in own suit.									
RCO style	e 2-s	X=16+ HCP									
Other 2-s		X= T.O. if suits a	re shown, o	otherwise X=16	+						
		Cue =T.O. of t'fe	r style 2s, s	kewed cues ap	ply						
Defence to strong	g 🛳	X=C+H, D=D+H,	H=H+S, S	=S+min. 1NT=N	vlin.						
		2 levels bids wea	ik jump styl	e.							
Lebensohl		Over NT interfer	ence	Z							
Other use	es in re	sponse to X of we	ak 2s and	weak NT							
Take out of 4 leve	el pre-empts		4 ♣ /4♦	Х							
	4 🧡	Х	4 ≜ X	= penalty 4NT=	= minors or 2	suited.					

OTHER NOTES

Michaels Cue bids style up to the 4 level Defence to 2NT= Minors, skewed cue bids for T.O. x=16+ Defence to 2C= Majors, skewed cue bids for T.O. x=16+ Weak jump responses over interference after our openings 5 level jump bids in competitive auctions asks for control in Op. suit.

	BASIC F	RESPONSE	S						
Jump raises - minors	limit 🗌 forci	ng 🗌 Oth	ner: Preemptive						
Jump raises - majors	limit 🗌 forci	ng 🗌 Oth	ner: Preemptive	е					
Jump shifts after minor opening om=7-9 raise, 2♥=bal 10-12, 2♠=10-12 raise									
Jump shifts after major opening	3	=7-9 4 card raise	,3 ♦ =LR,2 ♠ =Pre,	3♥=Spl					
Responses to strong 2 suit openi	ng								
Responses to 2NT opening	Responses to 2NT opening 3♣=Stayman, 3♦♥=Trf, 3♣=♣,4♣=♦, Texas								
PLAY CONVENTIONS									
'NT' Versus Notrump	'S'	Versus Suit		= Both					
Sequence leads:	Overle	ad all S	All exc	ept AK x (x)					
Underlead	Other: N	F: A/Q=attitude,K	=count/unblock, (0/2 higher					
Four or more with an honour	4th	highest	attitude						
3rd/5th	Other:								
From 4 small 2nd	l highest 🗹 (Other:							
From 3 cards (no honou	r) top 🕟	T middle	S bottor	n 📃					
Signal on partner's lead: high encourage low encourage									
Other: Suit preference or reverse count where obvious									
Signal on declarer's lead Reverse count									
Discards McKenne	y 📝 high	encourage	low e	ncourage					
odd/ever	n 🗹 Othei	:							
Count natu	ral revers	e 🗹 Origina	al						
	CON	Ŭ							
4NT: Blackwoo			Other: Kickk	oack 0314					
4♣ Gerber □	_/	r NT openings	Miler. KICK	Jack 0514					
	Other Conven	1 5							
2 way checkback after 1X-1Y		Swine							
2 way reverse Drury after 3rd		Jacoby							
Splinters, DOPI/ROPI	r tur openings	4th suit GF							
•	rish after 2	Cue raises							
Kokish 2 way game tries, Kokish after 2 Cue raises Support X and XX Ogust									
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		STAND	ARD SY	STEM C	ARD				
Names:	Ann PATON		Ju	dy BILLS					
ABF Nos:	493708		26	4210			/		
Basic System:	Weak N	IT 5 card Major	S	Br	own Sticker				
Classification:	Green	D Blue	э 🗌	Red	Yellow	v		>	
		C	PENIN	G BIDS					
Describe streng	ıth, minimum leng	gth, or specific m	eaning				Canape		
1 10-21, 3	+ 1	• 10-21, 3+		1♥ 10-21	, 5+	1♠ 1()-21, 5+	,	
1 NT 12-1	14	,			may con	tain 5 card m	ajor (Ø	
2 ⊕ Stayman:	simpl	le 🗹	extended	1	Other:	Smolen			
Transfers	2♦ =>♥		2♥ =>	•		2♠ => ♣			
2 NT	=> ♦	Othe	er: 3 ⊕= €	&♦GF, 3 ♦ =5	5 Maj GF, 3l	M=41(44), 1	Fexas		
2 ≜ Strong,	22+bal or near	GF.							
2 Weak, !	5-10, 6 card sui	t. 2NT Ogust.	Transfer Mo	:Cabe from 2	NT after X.				
2• Weak, !	5-10, 6 card sui	t. 2NT Ogust.	Transfer Mo	Cabe from 2	NT after X.				
2 ≜ Weak, !	5-10, 6 card sui	t. 2NT Ogust.	Transfer Mo	Cabe from 2	NT after X.				
2 NT 20-2	1 bal.								
3 NT Cons	structive 4 Majo	r opening.							
		ERTS: CAL							
	MEA	NING/S OR	REQUIR	E SPECIA	L DEFEN	CE			
Transfers in co	ompetition:			After weak 2 (X) from 2NT to raise					
After 1M (X) from 1NT to 2	Μ							
After our ov	vercall from cue	to raise							
		COM	PETITIV	E BIDDI	NG				
Negative double	es through	4♠	Res	sponsive doubl	es through		4 ♠		
Jump overcalls	Weak	ι	Jnusual NT	Lower	suits (m ex	cluded if 3+)		
1NT overcall (in	nmediate)	15-18	Syst. On	(re-opening		-14 Syst. O			
Immed cue of m	ninor	Both Majors	3	mises 3+ car		5			
Immed cue of m	najor	, Other Major				,			
Over opponent	•	-		& ≜ , 2♦=♥or		m			
Over opponent's			•	=pen, 2 ♣=♥ & ≜ , 2♦=♥or ≜ , 2M=5M&m =4M&5m, 2 ♣=♥ & ≜ , 2♦=♥or ≜ , 2M=5M&m					
Over weak twos			X with Lebensohl and leaping Michaels						
Over opening th			non-leaping Michaels						
1 5									

		RESPONSES TO	OPENI	NG BIDS
		Describe strength, minimum length or sp	ecific meanir	ng
1♣	1♦	3+♦, 5+ Walsh style	2NT	13-15 or 18+ bal
	1♥/♠	4+ cards, 5+, may have longer ♦s	3♠	3-6, 5+뢒
	1NT	8-10 no 4M	3♦	Splinter
	2	GF, 5+ ♣	3♥	Splinter
	2♦	7-9, 5+🛖	3♠	Splinter
	2💙	11-12 bal no 4M	3NT	16-17 bal no 4M
	2♠	11-12 5+🛖	4 bids	4m=Preempt, 4M=To play
1♦	1♥/♠	5+, 4+♥/♠	3♠	7-9, 4+♦
	1NT	6-9 no 4M	3♦	3-6, 4+•
	2 🛳	10+, 4+🛖	3♥	Splinter
	2♦	4+♦, GF	3♠	Splinter
	2♥	11-12 bal no 4M	3NT	16-17 bal no 4M
	2♠	11-12, 4+♦	4♦	Preempt
	2NT	13-15 or 18+ bal	4 Other	4 ∉ =Splinter, 4M=To play
1♥/♠	1NT	6-10, denies 3 card raise or 4	3♠	7-9, 4+ card raise
	2	3+ ♣ , 10+	3♦	LR, 4+ card raise
	2♦	4+�, 10+	3♥/♠	3-6, 4♥/♠
	2♥/♠	5-9, 3+♥/♠	3NT	5+♥/♠, A or K outside
	2NT	4+ card raise GF	4 ♣/ ♦	Splinter
2	2♦	Artificial GF	2♥/♠	2♥=No A/K/2Q 2♠=5+♠ to 2/3
	other	2NT=5+♥ to 2/3 top honours 3m=5+r	n to 2/3 3M	=6+M not 2/3 3N=7 solid
2♦	2♥	5+ ♥ F	3♣/♦	3 ⊕ =5+ ⊕ F 3♦=Not inv.
	2♠	5+ €	3♥/♠	Splinter
	2NT	Ogust	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	5+ ⊕/ ♦ F	4 ♣/ ♦	Splinter
	3♥/♠	Not invitational	4♥/♠	To play
2NT	3♣	Stayman with Smolen	4♣	♦ GF
	3♦	Transfer to 💙	4♦	Texas
	3♥	Transfer to 🛓	4♥	Texas
	3♠	♣ or ♣ and ♦ GF	4♠	4-4 minors slam try
	3NT	To play	other	5 ⊕ =Gerber 0314 CRO

CONVENTIONS

Additional respons	es to 1NT								
3∉/3♦	3 ♣ =54 min	ors GF 3+=55 Ma	jors slammis	sh					
3♥/3♠	4441, shor	4441, short other Major, GF							
4🛖	Gerber 031	14 CRO							
4♦	Texas								
4♥	Texas								
4♠	4-4 minors	slam try							
Unusual NT:	mi	inors 🖂	other suits		lower 2	unbid suits			
other Ov	ver minor the	at promises at leas	it 3 cards she	ows 2 lowest suits					
Other slam bidding		Cue Bids	\square	Asking Bids					
4th Suit Forcing		One round	To game			Game force	\square		
NT Checkback		Priorities	2 way ch	eckback, 2 e =inv/	weak 🔶 2🌢	=GF			
Defence to 3NT ope	ening	4 ⊕ =Both №	lajors						
Defence to opening	j Two's:	Multi 2 🔶 🗡	(=15+						
RCO style 2	2-s								
Other 2-s									
Defence to strong	•	X and suit bids sh	ow next suit	or 2 suited in 2 su	its above th	hat			
		NT at any level sh	ows non-tou	ching 2 suiter					
Lebensohl		Over NT interfere	nce 🛛	Slow shows sto	pper				
Other uses	After	X of 2 level openir	ng						
Take out of 4 level	pre-empts		4 ♣ /4♦	Х					
	47	Х	4 ≜ X						

OTHER NOTES

Strong NT by opponents is defined as any range that includes 16

	BASIC RESPONSES	
Jump raises - minors	limit \Box forcing \Box Other:	
Jump raises - majors	limit 🗹 forcing 🗆 Other:	
Jump shifts after minor opening	weak	
Jump shifts after major opening	cue bid	
Responses to strong 2 suit open	ing 2 + neg or waiting other	8+
Responses to 2NT opening	to play	
	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	d highest 🗹 Other:	
From 3 cards (no honou	r) top middle s	bottom
Signal on partner's lead:	high encourage	low encourage
Other:		
Signal on declarer's lead	McKenny	
Discards McKenne	ey in high encourage	low encourage
odd/eve	n Other:	
Count natu	Iral reverse	
	CONVENTIONS	
4NT: Blackwoo	_/ _	ther:
4♣ Gerber	when? after NT	
	Other Conventions	
Truscott		
Lebensohl		
Dopi		
Борі		
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	FAX: 02 6239 1816	



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			STA	NDA	RD	SYS	ΤE	M CA	RD					
ames:	Pat B	eattie				Judy	Man	n						
BF Nos:	43543	30				1537	02							
asic System:								Browr	n Sticker					
lassification:		Green	\square	Blue		F	Red		Yello	w			\smile	
				OF	PEN	NG	BIC)S						
escribe strengt	h, minir	num lengt	th, or spec	ific mea	aning							Ca	inape	
▶ 11+ 3♠		1	11+	3♦		1	•	11+ 5♥			1 ≜	11+ 5	±	
NT 15-1	8							/	may cor	ntain 5	5 card	l major		
2 ♣ Stayman:		simple	e 🗆		exter	nded	\square		Other:					
Transfers	2♦	2♥			27	2♠				2♠	3♣			
2 NT	3♦			Other	:									
strong u	nbal G	F / stron	g bal 23+	/ stror	ng majo	or 8+ P	PΤ							
• weak ma	ajor / s	trong bal	l 21-22 / r	ninor w	vith 3 to	op 5 ho	onou	rs						
weak 5-	10 pts	hearts +	minor at	least 5	/4									
weak 5-	10 pts	spades +	+ minor at	least	5/4									
NT weak	5-10 p	ots 5/5 mi	inors											
NT both r	najors	11-14 pt	S											
	Pl		ERTS: (TEI	C		
		MEA	NING/S	OR	REQU	JIRE	SPE		DEFEN	ICE				
			CC	OMP	ETIT	IVE	BII	DDINC	3					

		CO	MPETI	TIVE E	BIDDING	3		
Negative doubles throug	h	4♥		Respons	ive doubles	through	2♠	
Jump overcalls	weak		Unusual	NT	minors			
1NT overcall (immediate)		15	-18	(re	e-opening)	11-14		
Immed cue of minor		Micheals majors						
Immed cue of major		Michaels other major & minor						
Over opponent's 1NT (w	eak)	Cappelletti						
Over opponent's 1NT (strong)			Cappelletti					
Over weak twos			double					
Over opening threes			double					

		RESPONSES TO	OPENI	NG BIDS
		Describe strength, minimum length or sp	ecific meanir	ng
1♣	1♦	5+ 4+♦	2NT	11-13
	1♥/♠	5+ 4+♥/♠	3♠	limit 10-12
	1NT	6-10	3♦	
	2♠	5-9 pts 4+ 	3♥	
	2♦		3♠	
	27	< 6 hcp 6♥	3NT	to play
	2♠	< 6 hcp 6 ≜	4 bids	
1♦	1♥/♠	5+ 4+♥/♠	3♠	weak
	1NT	6-10	3♦	limit 10-12
	2♠	10+ 4+	3♥	
	2♦	5-9 4+♦	3♠	
	27	< 6 hcp 6♥	3NT	to play
	2♠	< 6 hcp 6 ±	4♦	game inv
	2NT	11-13	4 Other	
1♥/♠	1NT	6-10	3 🛧	cue bid
	2 🌩	10+ 4+	3♦	cue bid
	2♦	10+ 4+♦	3♥/♠	limit 10-12
	2♥/♠	6-9 3+ ♥/♠	3NT	cue bid ace
	2NT	11-13	4 ♣/ ◆	
2	2♦	< 7 hcp or waiting	2♥/♠	8+ 5+ ♥/♠
	other	2NT = bal 8+		
2♦	2♥	pass or correct	3∉/♦	to play
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	strong enquiry	3NT	
2♥/♠	2NT	strong enquiry	3NT	to play
	3∉/♦	pass or correct	4 ♣/ ♦	
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	to play	4 ♠	invite
	3♦	to play	4♦	invite
	3♥	to play	4♥	to play
	3♠	to play	4 ♠	to play
	3NT	to play	other	4NT ace ask

CONVENTIONS

Additional responses to 1NT							
3♣/3♦	slam interest 6 cd suit						
3♥/3♠	slam interest 6 cd suit						
4	Gerber						
4							
4♥							
4♠							
Unusual NT:	minors 🗹 other suits 🗌				lower 2 unbid suits		
other							
Other slam bidding	I	Cue Bids	\square	Asking Bids			
4th Suit Forcing		One round	Z			Game force	
NT Checkback		Priorities					
Defence to 3NT ope	ening						
Defence to opening	g Two's:	Multi 2♦	X = 16+ 21	IT = 15-18 bal			
		Overcall = 11-15	, Jump over	call 16+ 6 cd suit			
RCO style 2-s							
Other 2-s							
Defence to strong 뢒		Cappelletti style					
Lebensohl		Over NT interfer	ence 🛛	Z			
Other uses							
Take out of 4 level pre-empts			4 ⊕ /4♦	Double			
	4 🎔	Double	4♠ 4№	IT			

OTHER NOTES