

## BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: pre-emptive raise 5-8 hcp

Jump raises - majors limit ☐ forcing ☐ Other: pre-emptive raise 0-5 hcp

Jump shifts after minor opening 1♣ - 2♦ limit raise, 1m - 2M 3-7 hcp 6 cards

Jump shifts after major opening Natural, good suit, 9-12 hcp

Responses to strong 2 suit opening 2♦ waiting

Responses to 2NT opening Muppet Stayman

## PLAY CONVENTIONS

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

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

Underlead ☒ Other: A/Q for attitude, K for count

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 Smith against NT

Discards McKenney ☐ high encourage ☐ low encourage ☒

odd/even ☐ Other:

Count natural ☐ reverse ☒ Original

## CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other: 1430

4♣ Gerber ☐ when?

### Other Conventions

Minorwood Support doubles and redoubles

Inverted minor raises Fit showing jumps in competition

Lebensohl

Rubensohl

Reverse Drury



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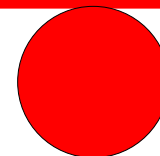
## STANDARD SYSTEM CARD

Names: Ross Stuart Richard Douglas

ABF Nos: 71511 156280

Basic System: 2/1 Brown Sticker ☐

Classification: Green ☐ Blue ☐ Red ☒ Yellow ☐



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 11+ 2 cards 1♦ 11+ 4 cards 1♥ 11+ 5 cards 1♠ 11+ 5 cards

1 NT 15-17 may contain 5 card major ☒

2♣ Stayman: simple ☒ extended ☐ Other:

Transfers 2♦ ♥ 2♥ ♠ 2♠ enq or ♣

2 NT ♦ Other: 3♣, ♦ = singleton M, 3♥, ♠ = 4 of OM

2♣ 22+ balanced or GF or 9 tricks in a major

2♦ 3-7 hcp 6 card major (can be 5 card suit when non vul)

2♥ 8-11 hcp 6 card suit

2♠ 8-11 hcp 6 card suit

2 NT 20-21 balanced

3 NT Solid minor, no A or K outside

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

Transfer responses to 1♣ and in some competition

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower two suits

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

Immed cue of minor Both majors (weak or strong, not intermediate)

Immed cue of major Other major and a minor (weak or strong)

Over opponent's 1NT (weak) X= penalty, 2♣=♥ and another, 2♦=♠ and another

Over opponent's 1NT (strong)

Over weak twos X=T/O

Over opening threes X=T/O

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	6+ hcp, 4♥	2NT	13-15 balanced, no major
	1♥/♠	1♥ 6+hcp 4♠, 1♠weak or strong	3♣	5-8hcp, 5♣
	1NT	11-12 balanced	3♦	weak, seven card suit
	2♣	natural, GF	3♥	weak, seven card suit
	2♦	8-11 hcp, 5♣	3♠	weak, seven card suit
	2♥	3-7hcp, 6♥	3NT	16-18 balanced
	2♠	3-7hcp, 6♠	4 bids	
1♦	1♥/♠	6+hcp, 4 cards	3♣	8-11hcp, 4+♦
	1NT	5-10hcp, no mahor	3♦	5-8hcp, 4+♦
	2♣	natural, strong	3♥	splinter
	2♦	natural, GF	3♠	splinter
	2♥	3-7hcp, 6♥	3NT	13-15 balanced
	2♠	3-7hcp, 6♠	4♦	
	2NT	11-12 balanced, no 4 card major	4 Other	
1♥/♠	1NT	5-11hcp	3♣	9-12hcp, 6 card suit
	2♣	limit raise or GF	3♦	9-12hcp, 6 card suit
	2♦	natural, GF	3♥/♠	3♥ over 1♠ 9-12hcp, 6 card suit
	2♥/♠	5-9 pts	3NT	13-15hcp, 4333 shape
	2NT	GF, 4 card support	4♣/♦	splinter, 9-12hcp
2♣	2♦	waiting	2♥/♠	natural, positive
	other	Reverse kokish		
2♦	2♥	pass or correct	3♣/♦	natural non forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	enquiry	3NT	to play
2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	natural forcing	4♣/♦	splinter
	3♥/♠	slightly invitational raise	4♥/♠	to play
2NT	3♣	muppet Stayman	4♣	♥
	3♦	transfer to ♥	4♦	♠
	3♥	transfer to ♠	4♥	♣
	3♠	both minors, slam interest	4♠	♦
	3NT	to play	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	singleton ♥, ♠
3♥/3♠	4 in the other major
4♣	transfer to ♥
4♦	transfer to ♠
4♥	to play
4♠	to play
Unusual NT:	minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/>
other	
Other slam bidding	
	Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/>
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	Priorities
Defence to 3NT opening	X=penalty, 4♣=T/O pref ♥, 4♦=T/O pref ♠
Defence to opening Two's:	Multi 2♦ X=13-15 bal, 19+ bal, or 18+ unbalanced
RCO style 2-s	Three doubles
Other 2-s	Three doubles
Defence to strong ♣	Show 2 suited hands
Lebensohl	Over NT interference <input type="checkbox"/>
Other uses	Over weak 2 openings
Take out of 4 level pre-empts	4♣/4♦ X=T/O
	4♥ X=T/O 4♠ X=points

OTHER NOTES	
1NT (X) XX to play	