

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak < 10 (inverted)
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:
Jump shifts after minor opening	16+ (Soloway)		
Jump shifts after major opening	16+ (Soloway)		
Responses to strong 2 suit opening	Control-showing over 2♣; conventional over other.		
Responses to 2NT opening	3♣ enquiry; 3♦, 3♥ - pass or correct; 3♠ to play		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input checked="" type="checkbox"/>	Other: Lead of A or Q for Attitude; lead of K for count.	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Count, when requested	
Signal on declarer's lead	Count, when necessary.	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other: Odd encourage (Even- McKenny)	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/> where required.

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 3041
4♣	Gerber <input checked="" type="checkbox"/>	when?	Over NT opening

### Other Conventions

Forcing 1NT to Mjr opening	Drury
Inverted minor raises.	Unassuming cuebids
Walsh ♦	Modified Michaels/ Unusual NT
Splinters - strong	Support Doubles & Redoubles.
Lebensohl	



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## STANDARD SYSTEM CARD

Names:	Rex Hanson	Judy Herring
ABF Nos:	61344	173568
Basic System:	Std 2/1 Game-force	Brown Sticker <input checked="" type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning					Canape	<input type="checkbox"/>	
1♣	3; 12+ TP	1♦	3; 12+TP	1♥	5; 12+TP	1♠	5; 12+TP
1 NT	16-18				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:		
Transfers	2♦	to 2♥	2♥	to 2♠	2♠	to 3♣	
2 NT	7+ pts	Other:		3♣ to 3♦			
2♣	Game force, within a trick of game.						
2♦	Weak 2 in hearts; OR, at least 5/5 wk or G-F in Spades & Clubs; OR 19-20 Bal.						
2♥	Weak 2 in Spades; OR, at least 5/5 wk or G-F in Clubs & Diamonds; OR 23-24 Bal.						
2♠	At least 5/5 wk or Game-force in Hearts & a minor; OR 23-24 Balanced						
2 NT	At least 5/5 wk or Game-force in Spades & a red suit; OR 25-26 Bal.						
3 NT	Gambling, no outside honour.						

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

1NT resp. to Mjr opening: fcg one round.	Inverted minor raises, also over overcalls.
1♦ response to 1♣ denies 4cd Mjr if weak.	2♦ & 2♥ opening, no initial anchor suit (hence
X of 1NT, or any other artificial opening	brown sticker).

## COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	11-16	Unusual NT	Minors, or minor + Major
1NT overcall (immediate)	16-18	(re-opening)	10-12
Immed cue of minor	Michaels: Both majors (<10, or Game force)		
Immed cue of major	Other major + minor (<10 or game-force)		
Over opponent's 1NT (weak)	X = penalty; all other bids = TWERB		
Over opponent's 1NT (strong)	TWERB		
Over weak twos	X = 13+; 2NT = 16-18		
Over opening threes	X = takeout		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	denies 4 cd Mjr, unless strong	2NT	13-15, doesn't deny 4cd Mjrs
	1♥/♠	6+ TP, 4+ suit	3♣	5-9pts, 5+cd suit
	1NT	9-11 hcp, denies 4 cd Mjr.	3♦	Slam interest splinter
	2♣	11+ TP, 4 cd suit, poss. 4cd Mjr	3♥	Slam interest splinter
	2♦	16+ TP, Soloway	3♠	Slam interest splinter
	2♥	16+ TP, Soloway	3NT	16-18 hcp, denies 4cd Mjr
	2♠	16+ TP, Soloway	4 bids	Natural

1♦	1♥/♠	6+ TP, 4+ suit	3♣	16+ TP, Soloway
	1NT	6-9 hcp, denies 4 cd Mjr.	3♦	5-9pts, 5+cd suit
	2♣	G/f, 5+ suit, generally.	3♥	Slam interest splinter
	2♦	11+ TP, 4 cd suit, poss. 4cd Mjr	3♠	Slam interest splinter
	2♥	16+ TP, Soloway	3NT	16-18 hcp, denies 4cd Mjr
	2♠	16+ TP, Soloway	4♦	pre-emptive.
	2NT	13-15, doesn't deny 4cd Mjrs	4 Other	4♣ Slam interest splinter

1♥/♠	1NT	Fcg, denies 4 cd spt, 5-12 usually	3♣	16+ TP, Soloway
	2♣	G/f, 5+ suit.	3♦	16+ TP, Soloway
	2♦	G/f, 5+ suit.	3♥/♠	Limit raise
	2♥/♠	6-9 TP, 3+ cd spt	3NT	13-15 hcp, 3 cd spt
	2NT	13+ TP, 2 or 4+ cd spt	4♣♦	Slam interest splinter

2♣	2♦	0-1 controls	2♥/♠	2♥ = 2ctrls; 2♠ = 3ctrls in 2 suits.
	other	2NT = 3 Ks; 3♣ = 4ctrls; 3♦ = 5 ctrl		

2♦	2♥	Pass or correct, < 13 pts	3♣♦	Exclusion
	2♠	Exclusion	3♥♠	n/a
	2NT	13+ hcp, fcg, enquiry	3NT	n/a

2♥/♠	2NT	11+ / 9+hcp, fcg, enquiry	3NT	
	3♣♦	See notes	4♣♦	See notes
	3♥/♠	See notes	4♥/♠	See notes

2NT	3♣	7+hcp, fcg, enquiry	4♣	
	3♦	Pass or correct, < 7 pts	4♦	Pass or correct, < 7 pts
	3♥	Pass or correct, < 7 pts	4♥	Pass or correct, < 7 pts
	3♠	Preference, <7 pts	4♠	To Play
3NT			other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣ = trsf to ♦; 3♦ = 6+ pts, singleton or void ♦
3♥/3♠	= 6+ pts, singleton or void in bid suit
4♣	N/A
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	

**Unusual NT:** minors ☒ other suits ☐ lower 2 unbid suits ☐

other	Minor + Major
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Other slam bidding                      Cue Bids    ☒                      Asking Bids    ☐

4th Suit Forcing      One round      ☒      Game force      ☐

NT Checkback ☐ Priorities

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ Two Way Exclusion Relay Bid ( TWERB)

RCO style 2-s	TWERB
<p>1. <b>Introduction</b></p> <p>2. <b>Background</b></p> <p>3. <b>Methodology</b></p> <p>4. <b>Results</b></p> <p>5. <b>Discussion</b></p> <p>6. <b>Conclusion</b></p>	<p>1. <b>Introduction</b></p> <p>2. <b>Background</b></p> <p>3. <b>Methodology</b></p> <p>4. <b>Results</b></p> <p>5. <b>Discussion</b></p> <p>6. <b>Conclusion</b></p>

Other 2-s	Natural or TWERB, depending if there is an anchor suit.
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Defence to strong ♣	TWERB
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Lebensohl	Over NT interference	<input checked="" type="checkbox"/>	
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Other uses	After Pard's takeout X of Opp's wk 2; after 2-level reverse by partner.
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Take out of 4 level pre-empts 4♣/4♦

4♥  4♠

## OTHER NOTES

♠ response to 2♥ opening = pass or correct; 3♣ or 3♦ response to 2♥ = exclusion.

3♥ response to 2♠ opening = to play; 3♣ or 3♦ to 2♠ = pass or correct (to ♥).