

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted 6-9
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 0-5, 4 card support
Jump shifts after minor opening	Weak 0-4, 6+		
Jump shifts after major opening	Mini / Maxi splinters		
Responses to strong 2 suit opening	2C-2D = 0-7 or relay; 2D-2H=p/c		
Responses to 2NT opening	See Inside		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A=Attitude; K=Count	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" 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 type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Primarily Count	
Signal on declarer's lead	Primarily Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: or Throw away what we dont want
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

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

### Other Conventions

Long suit Trial Bids	Exclusion RKCB; DOPE; ROPE
Lebensohl (After our 1NT is overcalled & after Opps opening Weak 2 or Multi is X)	RKCB/MSKC response = 14, 03, 2-, 2+, 5
Support Doubles (3 card support)	5NT (after 4NT) = specific K ask
Negative Free 2 Level Bids	Cue raises = Invite or stronger with fit
	1NT - Opp X = System On



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## STANDARD SYSTEM CARD

Names:	David Matthews	Anton Pol
ABF Nos:	169757	119091
Basic System:	Standard	Brown Sticker <input 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♣	11+, 3+	1♦	11+, 3+	1♥	11+, 5+	1♠	11+, 5+
1 NT	15-17 balanced			may contain 5 card major			<input checked="" type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other: <b>SMOLEN</b> (see inside)		
Transfers	2♦	to H	2♥	to S	2♠	to C	
2 NT	to D		Other: Super Accepts (M=4+; m=3+ to an honour)				
2♣	23+ OR Game force						
2♦	6-10, 6+ Major; OR 8 playing tricks; OR 20-22 Flattish (with Puppet Stayman)						
2♥	6-10, 5+ H and another						
2♠	6-10, 5+ S and a minor						
2 NT	6-10, 5+/5+ in minors						
3 NT	Solid minor, no outside A or K						

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

Opening 4C = solid H	Opening 4H = Preemptive
Opening 4D = solid S	Opening 4S = Preemptive

## COMPETITIVE BIDDING

Negative doubles through	4D	Responsive doubles through	4D
Jump overcalls	Weak-6+ cards	Unusual NT	2NT = Two lowest unbid
1NT overcall (immediate)	15-18, stopper	(re-opening)	11-14
Immed cue of minor	5+ S/5+ another - can be weak or strong. (Also leaping Cue)		
Immed cue of major	5+ other Major/5+ minor. (Also leaping Cue)		
Over opponent's 1NT (weak)	Cappelletti		
Over opponent's 1NT (strong)	Cappelletti		
Over weak twos	X=T/O (with Lebensohl); 2NT=16-19, stopper		
Over opening threes	X=T/O; 3NT to play		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	6+, 4+	2NT	10-12 flat, no 4 card Major
	1♥/♠	6+, 4+	3♣	Inverted 6-9, 5+ card fit
	1NT	6-9, no 4 card Major	3♦	Splinter
	2♣	Inverted 10+, 5+ card fit	3♥	Splinter
	2♦	0-4, 6+	3♠	Splinter
	2♥	0-4, 6+	3NT	13-15, no 4 card Major
	2♠	0-4, 6+	4 bids	4C/4D = MSKC, 4H/S to play
1♦	1♥/♠	6+, 4+	3♣	0-4, 6+
	1NT	6-9, no 4 card Major	3♦	Inverted 6-9, 4+
	2♣	10+, 4+	3♥	Splinter
	2♦	Inverted 10+, 4+	3♠	Splinter
	2♥	0-4, 6+	3NT	13-15, no 4 card Major
	2♠	0-4, 6+	4♦	MSKC
	2NT	10-12, no 4 card Major	4 Other	4C=Splinter, 4H/S to play
1♥/♠	1NT	6-9, denies 3 card fit	3♣	Mini (7-10) or Maxi (15+) splinter
	2♣	10+, 4+	3♦	Mini (7-10) or Maxi (15+) splinter
	2♦	10+, 4+	3♥/♠	0-5, 4+ card support
	2♥/♠	6-9, 3+ card fit	3NT	13-15 balanced
	2NT	10-12, 3+ card support	4♣/♦	Splinter (11-14)
2♣	2♦	0-7 or relay	2♥/♠	/3C/3D = 8+, 5+
	other	2NT=8+ balanced		
2♦	2♥	Pass or correct	3♣/♦	GF, 6+ any suit; 3D inv in major
	2♠	Pass or correct	3♥/♠	Pass or correct; 4D=bid yr suit
	2NT	Asking (3C good, 3D/H=Wk Tfr)	3NT	To play
2♥/♠	2NT	Asking: 2S over 2H=P/C	3NT	To play
	3♣/♦	Natural, one round force	4♣/♦	Splinter
	3♥/♠	Blocking; 3 other Major 6+ 1RF	4♥/♠	To play
2NT	3♣	To play	4♣	MSKC
	3♦	To play	4♦	MSKC
	3♥	Asking for longer Major	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	3C=5+/5+ minors weak, 3D=5+/5+ minors strong
3♥/3♠	3H=5+/5+ Majors weak, 3S=5+/5+ Majors strong
4♣	MSKC
4♦	MSKC
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 checked="" type="checkbox"/> Game force <input type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities 2D=min,no fit; 2M=min, fit; 2 other M=max, fit
Defence to 3NT opening	X=T/O 2NT=max, no fit
Defence to opening Two's:	Multi 2♦ X=T/O, 15+
RCO style 2-s	X=T/O 15+
Other 2-s	X=T/O 15+
Defence to strong ♣	Natural
Lebensohl	Over NT interference <input checked="" type="checkbox"/>
	Other uses After partner doubles opponents Opening Two bid
Take out of 4 level pre-empts	4♣/4♦ X = T/O
4♥	X=T/O 4♠ X=Pen, 4NT=T/O

OTHER NOTES	
3NT opener: 4/5C = p/c; 4D=short ask (4NT=None); 4H/S=Natural; 4NT=Length ask	
1H/S - Opp X - 1/2NT=raise to 2/3H/S; direct raise=Preemptive	
Capelletti: 2C=Single suiter, 2D=both majors, 2H/S=4H/S + a minor, 2NT=minors	
MSKC response = 1403, King ask is 4NT or next available bid excluding trump suit	
SMOLEN (5/4 in Majors). (1) Weak = Stayman & bid 5 card M; (2) Intermediate = Tfr & bid 4 card suit; (3) Strong = Stayman & jump in 4 card suit	