		B	ASIC RE	SPON	ISES	
Jump raises - mino	ors	limit \square	forcing		Other:	Weak
Jump raises - majo	ors	limit \square	forcing		Other:	Weak
Jump shifts after m	ninor opening		Weal	c in Major	, om = IN	V raise
Jump shifts after m	najor opening		Berge	en		
Responses to stro	ng 2 suit openin	g	2♦ =	negative	or waiting	g, else natural positive
Responses to 2NT	opening	I	Pass or Cor	rect, 3🕶 :	= Forcing	enquiry
		PL	AY CON	IVENT	IONS	
'NT' Ver	sus Notrump		'S' V	ersus Sui	İ	= Both
Sequence leads: Overlead a				all 🔽		All except AK x (x)
	Underlead	O	ther:			
Four or more with	an honour		4th hiç	jhest [attitude
;	3rd/5th	Othe	er:			
From 4 small	2nd l	nighest [Oth	er:		
From 3 cards	(no honour)		top] mi	ddle 🔽	bottom
Signal on part	ner's lead:	hi	gh encourage)		low encourage
	Other:					
Signal on decl	arer's lead	Natu	ral Count			
Discards	McKenney		high er	courage		low encourage
	odd/even		Other:			
Count	natura		reverse			
			CONVE	NTIO	NS	
4NT:	Blackwood		RK	СВ ⊠	0	ther: 1430
4♣	Gerber \square	when?				
		Othe	r Conventio	าร		
2-way checkbac	k			Ruben	sohl after	1NT interference
Support doubles				Long S	Suit Trials	, Splinters
Drury				Cue R	aises	
NAMYATS				Blacko	ut	
Smolen over 2N	T rebid			Minorv	vood Key	card
A						
	KC		Marketing ox 397			
Fyshwick ACT			vick ACT 260	9		
K X	7	•	2 6239 2265 02 6239 181	4		
			OZ OZ39 TOTO nt © BCC 6.3.20.1	J		



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			STAN	DARD	SYS	STE	M CA	\RD			
Names: Judy Mott					Giselle Mundell						
ABF N	ABF Nos: 44482			164844							
Basic System: Standard American			Brown Sticker								
Classification: Green			Blue \square		Red	\boxtimes	Yello	w \square			
OPENING BIDS											
Describe strength, minimum length, or specific meaning Canape											
	1	1	• 5			1♥	5		1 ♠	5	
1 NT	15-1	8						may cor	ntain 5 cai	rd major	
2♣	Stayman:	simpl	е Ц	ext	ended			Other:	Lavings	S	
	nsfers	2♦ -> ♥		2♥						• 🏚	
		-> ♦	(Other: 3	3 ♣ both	n mino	ors INV,	3♦ both r	minors G	F, $3M = sp$	
2♣	2♠ Game Force or 23+										
	2 Multi, 6-10 with 6 card Major										
2♥	6-10, 5										
2♠	6-10, 5										
2 NT		2 BAL									
3 NT	Gam	ŭ									
			ERTS: CA							D	
1♣ ca	n be 444	1									
4♣ =	good 4	preempt									
4♦ =	good 4♠	preempt									
COMPETITIVE BIDDING											
Negat	ive double	es through	4♥		Resp	onsive	doubles	through		4♥	
Jump	overcalls	weak		Unusual	NT		minors o	over 1M,	om+M ov	ver 1m	
1NT o	vercall (im	nmediate)	15	-18		(re-o	pening)	1	0-14		
Imme	d cue of m	inor	Majors								
Imme	d cue of m	ajor	OM+m								
Over opponent's 1NT (weak)			TWERB, X = Pens, 2♣ = ♦ or Majors, 2♦ = ♥ or blacks								
Over opponent's 1NT (strong)			TWERB, 2♥ = ♠ or minors, 2♠ = ♣ or reds, 2NT = odd								
Over weak twos			Double for takeout and lebensohl								
Over opening threes			Double for takeout								

		RESPONSES TO	OPENIN	NG BIDS		
	Describe strength, minimum length or specific meaning					
1♣	1♦	natural	2NT	11-12		
	1 ♥/ ♠	natural	3♣	0-6, 6+♣		
	1NT	6-10	3♦			
	2♣	GF, 6+ ♣	3♥			
	2♦	INV, 6+ ♣	3♠			
	2♥	0-5, 6+♥	3NT	13-15		
	2♠	0-5, 6+♠	4 bids	4♣ Minorwood		
1 ♦	1 ♥ /♠	natural	3♣	INV, 3+ ♦		
	1NT	6-10	3♦	weak, 3+◆		
	2♠	10+, 5+♣	3♥	splinter		
	2♦	GF, 3+ ♦	3♠	splinter		
	2♥	0-5, 6+♥	3NT	13-15		
	2♠	0-5, 6+♠	4♦	Minorwood		
	2NT	11-12	4 Other			
1 ♥ /♠	1NT	6-10	3♣	6-9, 4♥		
	2♣	10+, 4+♣	3♦	10-11,4♥		
	2♦	10+, 4+◆	3♥/♠	0-5, 4 card support		
	2♥/♠	6-9, 3 card raise	3NT	3 card raise, 12-14		
	2NT	Jacoby, GF, 4+♥	4♣/♦	splinter		
2♣	2♦	Negative or Waiting	2 ♥ /♠	Natural Positive		
	other	Natural Positive				
2•	2♥	Pass or Correct	3♣/♦	to play		
	2♠	Pass or Correct	3♥/♠	Pass or Correct		
	2NT	Forcing Enquiry	3NT	to play		
2 ♥ /♠	2NT	Forcing Enquiry	3NT	to play		
	3♣/♦	Pass or Correct	4♣/♦	Pass or Correct		
	3 ♥/ ♠	Pre-emptive	4 ♥ /♠	to play		
2NT	3♣	Stayman	4♣	Natural, Minorwood		
	3♦	Transfer to ♥	4♦	Natural, Minorwood		
	3♥	Transfer to ♠	4♥			
	3♠	Both minors, very unbalanced	4♠			
	3NT	to play	other			

		CONV	ENTIO	NS							
Additional resp	onses to 1NT										
3♣/3♦	both minor	both minors INV/GF									
3♥/3♠	splinter, (3	splinter, (31)(54)									
4♣	Transfer to	Transfer to ♥									
4♦	Transfer to	Transfer to ♠									
4♥	to play	to play									
4♠	to play	to play									
Unusual NT:	m	nors	other suits	\boxtimes	lower 2 unbid suits						
other	other minors over 1M										
om+M over 1m											
Other slam bidd	ding	Cue Bids	\boxtimes	Asking Bids							
4th Suit Forcing	9	One round			Game force	\geq					
NT Checkback	\boxtimes	Priorities	2-way								
Defence to 3NT	opening	Double Takeout									
Defence to ope	ning Two's:	Multi 2♦ Double 16+, else natural									
RCO st	yle 2-s	Double 16+, else natural									
Other 2-s		Double 16+, else natural									
Defence to strong ♣		TWERB									
Lebensohl		Over NT interference Rubensohl									
Other uses after weak two doubled											
Take out of 4 le		4♣/4♦ Double									
	4♥	Double	4 ♠ 4NT								
OTHER NOTES											