

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak, pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak, pre-emptive
Jump shifts after minor opening	2♥, 2♠: Weak 3-7 HCP		
Jump shifts after major opening	Bergen raise of opener's major		
Responses to strong 2 suit opening	Not applicable		
Responses to 2NT opening	3C = forcing inquiry (usually); all other bids = pass/correct		

## 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: Ace for attitude, King for 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 checked="" type="checkbox"/>
Other:	Wenceslas when singleton or void in dummy	
Signal on declarer's lead	Natural count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when?	

### Other Conventions

Blackout responses to 2/1 reverse	Long suit trial bids
Puppet Stayman after 2NT rebid/overcall	Lebensohl (many situations)
4th suit usually GF (1S = forcing)	Rescue XXs
Opening 4NT: Specific Ace ask	DOPI over RKC interference
Jacoby 2NT over major opening	1-2-3 doubles in various situations



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## STANDARD SYSTEM CARD

Names:	Peter GRANT	Stephen MENDICK
ABF Nos:	156957	42390
Basic System:	Weak NT, 5-card majors	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) 4	1♥	11+, 5	1♠	11+, 5
1 NT	(11), 12-14, balanced			may contain 5 card major			<input type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:		
Transfers	2♦	5+♥	2♥	5+♠	2♠	GF shape inquiry	
2 NT	5+♣	Other:			3♣ = 5+♦; 3♦/♥/♠: natural, GF, slam interest		
2♣	GF in suit or 21-22 balanced						
2♦	Weak 2 in either major; or 23+, balanced						
2♥	Weak 2-suiter (at least 5-5) in ♠ and a red suit						
2♠	Weak 2-suiter (at least 5-5) in ♣ and a major						
2 NT	Weak 2-suiter (at least 5-5) in ♦ and an adjacent suit (either ♣ or ♥)						
3 NT	Gambling: solid suit (7+), any suit, at most a King outside						

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

2-level openings (as above)	Inverted minors
Criss-cross raises	Swine over 1NTX (pass forces XX)
Bergen raises of 1♥, 1♠	Toxic over opp's 1NT, strong 1♣, strong 2♣

## COMPETITIVE BIDDING

Negative doubles through	4♦	Responsive doubles through	4♦
Jump overcalls	weak(ish)	Unusual NT	2 lowest unbid suits (5-5 at least)
1NT overcall (immediate)	15-18	(re-opening)	15-18
Immed cue of minor	Spades and other (5-5 at least), competitive or GF		
Immed cue of major	Other major and minor (5-5 at least), competitive or GF		
Over opponent's 1NT (weak)	Toxic (shows single suit or 2-suiter)		
Over opponent's 1NT (strong)	Toxic (as above). Double shows ♣ or the red suits		
Over weak twos	X for take-out (16+ where no anchor suit)		
Over opening threes	X for take-out		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+♦	2NT	11-12 balanced, 4+♣
	1♥/♠	6+ HCP, 4+♥/♠	3♣	<9HCP, 5+♣
	1NT	6-10 HCP, no 4-card major	3♦	Splinter, agrees ♣, invites cues
	2♣	GF, 5+♣, no 4-card major	3♥	Splinter, agrees ♣, invites cues
	2♦	9+11 HCP, 5+♣, no 4-card major	3♠	Splinter, agrees ♣, invites cues
	2♥	3-7 HCP, 6+♥	3NT	13-15 balanced, 4♣
	2♠	3-7 HCP, 6+♠	4 bids	4♣ = RKC; 4♥, 4♠ to play

  

1♦	1♥/♠	6+ HCP, 4+♥/♠	3♣	9+11 HCP, 5+♦, no 4-card major
	1NT	6-10 HCP, no 4-card major	3♦	<9HCP, 4+♦
	2♣	9+ HCP, 4+♣	3♥	Splinter, agrees ♦, invites cues
	2♦	GF, 5+♦, no 4-card major	3♠	Splinter, agrees ♦, invites cues
	2♥	3-7 HCP, 6+♥	3NT	13-15 balanced, 4♦
	2♠	3-7 HCP, 6+♠	4♦	RKC
	2NT	11-12 balanced, 4+♣	4 Other	4♣ = splinter; 4♥, 4♠ to play

  

1♥/♠	1NT	6-10 HCP, <3-card support	3♣	10-12 HCP, 4+ trumps
	2♣	9+ HCP, 4+♣	3♦	7-9 (10) HCP, 4+ trumps
	2♦	9+ HCP, 4+♦	3♥/♠	<8 HCP, 4+ trumps
	2♥/♠	6-9 HCP, 3-card support	3NT	13-15 balanced, 3-card support
	2NT	GF (12+ HCP, 4+ trumps)	4♣/♦	Splinter

  

2♣	2♦	Negative or waiting (<3 controls)	2♥/♠	2♥: 3 controls; 2♠: 4+ controls
other		2NT: 9+ bal, <3 controls; 3 suit = good suit (5+), but <3 controls		

  

2♦	2♥	Pass or correct (P/C)	3♣/♦	Natural, forcing
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Forcing inquiry	3NT	To play (rare)

  

2♥/♠	2NT	Forcing inquiry	3NT	To play (rare)
	3♣/♦	P/C if partner may hold suit	4♣/♦	P/C if partner may hold suit
	3♥/♠	P/C if partner may hold suit	4♥/♠	P/C if partner may hold suit

  

2NT	3♣	Forcing inquiry (usually)	4♣	Pass or correct
	3♦	To play	4♦	To play
	3♥	Pass or correct	4♥	Pass or correct
	3♠	Natural, forcing (good suit)	4♠	To play
	3NT	To play (rare)	other	5-level bids: Pass or correct

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣: transfer to ♦; 3♦: strong suit, slam interest, asks for RKC response
3♥/3♠	Strong suit, slam interest, asks for RKC response
4♣	RKC in ♣
4♦	RKC in ♦
4♥	To play
4♠	To play

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

other

### Other slam bidding

Cue Bids ☒

Asking Bids ☐

### 4th Suit Forcing

One round ☒

1S is forcing; otherwise GF

Game force ☐

### NT Checkback

☒

Priorities

2C asks for strength and shape (up the line)

### Defence to 3NT opening

X shows good values

### Defence to opening Two's:

Multi 2♦

2NT: 16-18, balanced; X = t/o, 16+ if no anchor suit

RCO style 2-s

As above. Any suit bid is natural, competitive

Other 2-s

As above. Leaping Michaels when anchor suit is known.

### Defence to strong ♣

Toxic (X shows ♦ or majors; 1NT shows ♣ or red suits)

### Lebensohl

Over NT interference

☒

Other uses

In responding to take-out Xs at the 2 level

### Take out of 4 level pre-empt

4♣/4♦ X

4♥ X

4♠ X = good values; 4NT = 2/3 suiter

## OTHER NOTES

A 1♦ opening will have 4+♦ except with 4432 shape and 15-20 HCP.

We show 3-card ♦ support when responding to a check-back inquiry.

A 2♣ response to 1NT is a game-forcing shape inquiry.

After a 1NT opening, 2♣ (Stayman) does not necessarily guarantee strength

We use Leaping Michaels (strong, 5-5 or better) over a natural weak 2 (or equivalent)