

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: 2NT=Jacoby style

Jump raises - majors    limit     forcing     Other: Bergen

Jump shifts after minor opening    Strong

Jump shifts after major opening    Bergen

Responses to strong 2 suit opening    2♦5-7, 2♥0-4, 2♠ Hearts 8+ 2NT spades 8+

Responses to 2NT opening    Puppet Stayman & Transfers 3♠ Minor Suit Stayman

## PLAY CONVENTIONS

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

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

Underlead     Other: \_\_\_\_\_

Four or more with an honour    4th highest     attitude

3rd/5th     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    Standard Count

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

Count    natural     reverse     \_\_\_\_\_

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 1430

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

After 1NT rebid - check back 2♣ puppet    1NT 3♥,♠ = shortage in other major

to 2♦, 2♦ GF Check back

Long Suit Game Tries, Splinters

Support Doubles/Redoubles

DOPI ROPI



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## STANDARD SYSTEM CARD

Names:    Martin BLOOM    Nigel ROSENDORFF

ABF Nos:    5266    121541

Basic System:    2 over 1 GF    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 3+    1♦ 4(3)+    1♥ 5+    1♠ 5+   

1 NT    15-17    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦ Hearts    2♥ Spades    2♠ Clubs

2 NT    Diamonds    Other: Super Accepts

2♣    Unconditional Game Force

2♦    Weak 6-9 6 card suit

2♥    Weak 6-9 6 card suit

2♠    Weak 6-9 6 card suit

2 NT    20-22

3 NT    Gambling Long Solid Minor

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

1NT 3M = 3 card suit, short other major + minors

## COMPETITIVE BIDDING

Negative doubles through    4♠    Responsive doubles through    4♠

Jump overcalls    Weak    Unusual NT    2 lowest suits

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

Immed cue of minor    Michaels=Both Majors at least 5/5

Immed cue of major    Michaels=Other Major and an undisclosed minor at least 5/5

Over opponent's 1NT (weak)    2♣ = Majors, 2♦ = Diamonds and a major

Over opponent's 1NT (strong)    2♣ = Majors, 2♦ = Diamonds and a major

Over weak twos    Double

Over opening threes    Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+, 4+	2NT	GF Raise
	1♥/♠	5+, 4+	3♣	10-12, 5+
	1NT	6-10	3♦	Splinter
	2♣	5+, 5+	3♥	Splinter
	2♦	14+, 6+	3♠	Splinter
	2♥	14+, 6+	3NT	13-15 Balanced
	2♠	14+, 6+	4 bids	4♥,♠ To Play
1♦	1♥/♠	5+, 4+	3♣	14+, 6+
	1NT	6-10 - no 4 card major	3♦	10-12, 4+
	2♣	10+GF unless rebid suit	3♥	Splinter
	2♦	5+, 4+	3♠	Splinter
	2♥	14+, 6+	3NT	13-15 Balanced
	2♠	14+, 6+	4♦	Weak
	2NT	GF Raise	4 Other	4♥,♠ To Play
1♥/♠	1NT	5-11 NF	3♣	6-9, 4 card raise
	2♣	10+GF unless rebid suit	3♦	10-12, 4 card raise
	2♦	10+GF unless rebid suit	3♥/♠	1-5, 4 card raise
	2♥/♠	6-9 3 card raise	3NT	13+ Balanced 3 card raise
	2NT	Jacoby 13+ 4 card raise	4♣/♦	Splinter
2♣	2♦	4-7 or waiting	2♥/♠	
	other	2♥ 0-4, 2♠ 8+ Hearts, 2NT 8+ Spades		
2♦	2♥	Forcing	3♣/♦	Raise to play
	2♠	Forcing	3♥/♠	
	2NT	Enquiry asks for shortage	3NT	To Play
2♥/♠	2NT	Enquiry asks for shortage	3NT	To Play
	3♣/♦	Forcing	4♣/♦	Splinter
	3♥/♠	Raise to Play	4♥/♠	To Play
2NT	3♣	4/5 card Stayman	4♣	Transfer to Hearts
	3♦	5+ Hearts	4♦	Transfer to Hearts
	3♥	5+ Spades	4♥	To Play
	3♠	Minor Suit Stayman	4♠	To Play
	3NT	To Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣=5 card Stayman 3♦= 5/5 minors
3♥/3♠	3 cards in bid suit shortage in other major 5/4 in minors
4♣	Transfer to Hearts
4♦	Transfer to Spades
4♥	To Play
4♠	To Play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other      Drop Dead Stayman

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♦      Double VTP

RCO style 2-s

Other 2-s

Defence to strong ♣                      Double Majors 1NT Minors

Lebensohl                      Over NT interference                       After interference bids up to 3♦NF3♥+F

Other uses                      After a weak natural 2 opener showing a 6 card suit

Take out of 4 level pre-empts                      4♣/4♦      Double

4♥      Double                      4♠      Double/4NT

## OTHER NOTES