4. BASIC RESPONSES

Jump raises - minors	0-6p, 5+ support	1♦-3♣ = ♦ raise 6-10p
Jump raises - Majors	0-6p, 4/5 support	
Jump shifts after minor opening	1♣-2♦=FG, ♣ raise; 1♦-2♥= 10-12p M<4; Other = M6, Weak	
Jump shifts after Major opening	3♣|3♦ = natural, 4-8p; 1♠-3♥ and 1♥-2♠ = FG; ♦5+, ♣5+	
Responses to strong 2 suit open.	2♣-2♦ awaiting or negative; Other=Natural, FG	
Responses to 2NT opening	3♣=Majors Enquiry 3♦|3♥ = transfer, 3♠=minors, enquiry	

5. PLAY CONVENTIONS — Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	3rd/low	Attitude
From 4 small	3rds vs suit	2nd highest
From 3 cards (no honour)	Bottom	Top or Middle
In partner's suit	Same	Same
Discards	1st Odd/Even; 2nd is rev attitude	
Count	Low-High = Even [1]	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count when given (occasional suit preference)	
Notes	[1] SP (Suit Preference) in some contexts	

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 0341   4♣ Gerber [X] when? If jump agreeing Clubs

Slam Notes 4♦ can be RKCB in ♣ or in ♦; 4♠ can be RKCB in ♥

Cue Bids [X] 1st or 2nd

Asking Bids [X] After answer to RKCB

7. OTHER CONVENTIONS

Banzai Points (5-4-3-2-1) used for balanced	hands:1N=22-25; 2♦=26-29; 2N=30-33
Cheapest Jump overcall = next 2 suits, 5/5+	When Major Set, 3N pivots for cue bids
Other Jump Overcalls = Intermediate	2N jump overcall = non touching 5/5
1♦ - 2♥ = 10-12, M<4, INV, ♣ OR ♦	Leaping Michaels in many auctions
	Non leaping Michaels

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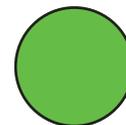
STANDARD SYSTEM CARD

ABF Nos.	148911	Ian Thomson	
& Names:	95745	Matt Mullamphy	2018/10

Basic System: Standard

Brown Sticker ☐   Classification: Green [X] Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣ ♣3+ 9+p	1♥ ♥5+ 9+p
1♦ ♦3+ 9+p	1♠ ♠5+ 9+p

1NT Using BP (5-4-3-2-1):: 22-25 [(14)15-17(18)(19)hcp]   may contain 5 card Major [X]

> **1NT Responses** 2♣ Simple stayman
>
> | 2♦ transfer ♥5+ | 2♠ transfer ♣5+ |
> |---|---|
> | 2♥ transfer ♠5+ | 2NT transfer ♦5+ |
>
> other 3♣=♦ SPL; 3♦=♥ SPL 3♥=♠ SPL 3♠=♣ SPL No SPL bid contains Major 5

2♣ Strong

2♦ Flat; 26-29 BPs (18-20 hcp)

2♥ ♥; 6 card suit, Less than Opening Bid

2♠ ♠; 6 card suit, Less than Opening Bid

2NT Flat 30-33 BPs [(20)21 22 (23) hcp]   **3NT** Specific Ace Ask

other

2. PRE-ALERTS

1Major-2♦ is artificial GF	Transfer Responses at 1-level inc X|XX
1Major-2♣ is artificial G INV	Leaping Michaels, Non-Leaping Michaels
1Major-2NT is 4+ trumps, 6-13p	Cue, 2N, cheapest jump = 2 suiters (5/5+)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	5♥	Jump overcalls	Cheapest = next 2 suits(5/5); Other=intermediate
Responsive doubles through	5♥	Unusual NT	Non touching suits 5/5
1NT overcall - immediate	(15)16-18p	Immediate cue of minor	Next two suits 5/5
1NT overcall - re-opening	11-14p	Immediate cue of Major	Next two suits 5/5
Over weak twos	X = takeout (Lebensohl)	Over opening threes	X = takeout; 4m=m&M 5/5

Over opponent's 1NT   2♣ = ♦ or ♣♦ or ♥♠; 2♦ = ♠ or ♥ or ♣; 2M=M5+, minor4+

2N = Freak 2 suiter; X = Penalties

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ ♥4+, can be weak	2♥ Raise, FG, ♣(4)5+	3♦ Raise, splinter
	1♥ ♠4+, can be weak	2♥ Natural 6 card, 0-6p	3♥ Raise, splinter
	1♠ ♦4+, can be weak	2♠ Natural 6 card, 0-6p,	3♠ Raise, splinter
	1NT natural (6-10p)	2NT 15-17p, balanced	3NT 18-19p, flat, M<4
	2♣ Raise 6-12p ♣(4)5+	3♣ Raise 0-6p	4♣ Raise, nf, 0+p
	other 4♥ to play; 4♠ to play; Splinters usually 5+ support, can have ♣=4;		

1♦	1♥ ♥4+, can be weak	2♥ 10-12p, M<4, INV	3♥ Raise, splinter
	1♠ ♠4+, can be weak	2♠ Natural 6 card, 0-6p,	3♠ Raise, splinter
	1NT natural (6-10p)	2NT 15-17p, balanced	3NT 18-19p, flat, M<4
	2♣ natural, FG, ♣4+	3♣ Raise 6-9p	4♣ Raise, splinter
	2♦ Raise, FG, ♦4+	3♦ Raise 0-6p	4♦ Raise, nf, 0+p
	other 4♥ to play; 4♠ to play; Splinters usually 5+ support, can have ♦=4		

1♥	1♠ ♠4+, can be weak	2♥ Raise with 3|4, 6-9p	3♦ natural, nf, 4-8p
	1NT non forcing, 6-10p	2♠ FG, ♣♦, 5/5+	3♥ Raise w 4/5, 0-6p
	2♣ 10-13p, ART game try	2NT Raise w 4+, 6-13p	3♠ Raise, ♠ splinter
	2♦ 13+, FG, ART relay	3♣ natural, nf, 4-8p	3NT Raise, ♦ splinter
	other 4♣ = Raise, ♣ splinter; 4♦= Raise, ♦ void		

1♠	1NT non forcing, 6-10p	2♠ Raise with 3|4, 6-9p	3♥ FG, ♣♦, 5/5+
	2♣ 10-13p, ART game try	2NT Raise w 4+, 6-13p	3♠ Raise w 4/5, 0-6p
	2♦ 13+, FG, ART relay	3♣ natural, nf, 4-8p	3NT Raise, ♥ splinter
	2♥ natural, FG	3♦ natural, nf, 4-8p	4♣ Raise, ♣ splinter
	other 4D=Raise, ♦ splinter.		

1NT	3♣ ♦ splinter, FG, M<5	3♠ ♣ splinter, FG, M<5	4♦ Transfer to 4♠
	3♦ ♥ splinter, FG, M<5	3NT to play	4♥ ♥, to play
	3♥ ♠ splinter, FG, M<5	4♣ Transfer to 4♥	4♠ ♠, to play
	other		

2♣	2♦ Waiting OR negative	2NT 10+p, balanced	3♥ ♥6+, 1 suiter, WEAK
	2♥ positive, good ♥	3♣ positive, good ♣	3♠ ♠ 6+, 1 suiter, WEAK
	2♠ positive, good ♠	3♦ positive, good ♦	3NT
	other .		

2♦	2♥ ♥4+, nf	3♣ Transfer, ♦	3♠ ♣♦ slam interest
	2♠ Forces 2N	3♦ Transfer, ♥	3NT Sets ♠. Starts cues
	2NT Transfer ♣	3♥ Transfer, ♠	4♣ Transfer to 4♥
	other 4♦ transfer to 4♠; 4♥ ♥5♠5 game choice; 4♠ ♥5♠5, slam intent		

Notes .

2♥	2♠ Natural, forcing	3♦ Natural, forcing	3NT to play
	2NT enquiry, ART	3♥ Natural, nf, to play	4♣ Raise, ♣ splinter
	3♣ Natural, forcing	3♠ Raise, ♠ splinter	4♥ to play
	other 4♦ = Raise, ♦ splinter		

2♠	2NT enquiry, ART	3♥ Natural, forcing	4♣ Raise, ♣ splinter
	3♣ Natural, forcing	3♠ nf, to play	4♥ Raise, ♥ splinter
	3♦ Natural, forcing	3NT to play	4♠ To play
	other		

2NT	3♣ ART Ask for M5, M4	3♠ ♣♦, Enquiry	4♦ ♦6+, slam try
	3♦ Transfer ♥	3NT to play	4♥ To play
	3♥ Transfer ♠	4♣ ♣6+, slam try	4♠ To play
	other		

9. CONVENTIONS

Unusual NT: 2 non touching suits5/5

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: xyz: 2♦=FG; 2♣=puppet; includes Invitational hands

Defence to 3NT opening 4♣=♥5+, ♥ longer or equal; 4♦=♥♠5+ ♠ longer

Defence to Opening Twos Usually CTP: X=values; 2nd X = Takeout; 3rd X = Pen

Multi 2♦ X=Overcall in Major, M5+; 2♥=takeout of ♥; 2♠ = Takeout of ♠

RCO style 2-s X=CTP; light action; 2N=16-18p flat

Other 2-s X=CTP; light action; 2N=16-18p flat

Defence to strong ♣	1♣ : X=♣ 1N/2♣/2♦ = 2 suits odd/rank/colour 2M=good 1 suiter
	2♣ : as above, 1 level higher

Over 1NT Interference Rubensohl

Lebensohl - other uses when competing over 2 level bids/openings

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

4♥ Double; 4N 4♠ Double; 4NT

10. OTHER NOTES

NT rebids (including jumps) by O. are NOT 18-20 balanced.

1x-1y; 1z-2N = puppet to 3♣. R. passes or bids to show some 5/5

1♣ / 1♦ / 1♥ (X) XX shows next suit, 4+ cards

1♣ (1♥) 1♠ = ♦4+

1♦ (1♥) 1♠ = ♣4+

1♥ (X) 1♠ = 1 mminor or 2 minors