4. BASIC RESPONSES

Jump raises - minors	invitational
Jump raises - Majors	2-5 4+M
Jump shifts after minor opening	Majors are weak
Jump shifts after Major opening	Bergen Raises
Responses to strong 2 suit open.	2D waiting
Responses to 2NT opening	5 card puppet and xfers

5. PLAY CONVENTIONS   Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Top	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	middle	
In partner's suit	small from any 3	
Discards	Low Encourage	Low enc / Laventhal
Count	Reverse	
Signal on partner's lead:	Low Enc. Reverse Count	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood ☐   RKCB 14/30   4♣ Gerber ☐ when? _____

Slam Notes   5NT response to 4NT shows 5 keycards

Cue Bids [X]

Asking Bids ☐

7. OTHER CONVENTIONS

2 way checkback	Exclusion (0,1,2...)
OGUST-3♦ shows good suit/bad HCP	

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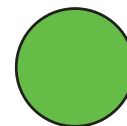
STANDARD SYSTEM CARD

ABF Nos.	889245	Anna St Clair
& Names:	534986	Jeanette Reitzer
Basic System:	Standard	

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

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣	11+ HCP 3+♣	1♥	11+ HCP 5+♥
1♦	11+HCP 3♦	1♠	11+HCP 5+♠
1NT	15-17		may contain 5 card Major [X]

1NT Responses	2♣	Stayman		
	2♦	Xfer to ♥	2♠	xfer to ♣(break -Max and 3 to an H)
	2♥	xfer to ♠	2NT	xfer to ♦ (break -Max and 3 to an H)
	other			

2♣	FG (2♦ waiting or neg)
2♦	Weak 2 (5) 6-10 6 card suit
2♥	Weak 2 (5) 6-10 6 card suit
2♠	Weak 2 (5) 6-10 6 card suit

2NT	20-22	3NT	gambling in a minor
other			

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Majors
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major and a minor
Over weak twos	X = TO	Over opening threes	X = TO
Over opponent's 1NT	X=Pen, ♣=2M, ♦=1M, M=M+m 2NT=2m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	nat forcing	2♦	GF with ♣	3♦	splinter
	1♥	nat forcing	2♥	weak	3♥	splinter
	1♠	nat forcing	2♠	weak	3♠	splinter
	1NT	5-10	2NT	11-13 bal	3NT	nat
	2♣	5-9 4+♣	3♣	Inv	4♣	
	other					

1♦	1♥	nat forcing	2♥	Weak	3♥	splinter
	1♠	nat forcing	2♠	Weak	3♠	splinter
	1NT	5-10	2NT	11-13 bal	3NT	nat
	2♣	10+HCP forcing	3♣	GF with ♦	4♣	splinter
	2♦	5-9 4+♦	3♦	Inv 4+♦	4♦	
	other					

1♥	1♠	nat forcing	2♥	3+♥ 5-10	3♦	4♥ 10-12
	1NT	5-10	2♠	3 cd 9-11	3♥	4+♥ 2-5
	2♣	nat forcing	2NT	4+♥ GF 13+	3♠	
	2♦	nat forcing	3♣	4♥ 6-9	3NT	13-15 3 cd ♥
	other	Splinter in minors only				

1♠	1NT	5-10	2♠	3+♠ 5-10	3♥	9-11 3 cd ♠
	2♣	Nat Forcing	2NT	4+♠ GF 13+	3♠	4+♠ 2-5
	2♦	Nat Forcing	3♣	4♠ 6-9	3NT	13-15 3 cd ♠
	2♥	5+♥ Forcing	3♦	4♠ 10-12	4♣	splinter
	other	Splinter in minors only				

1NT	3♣	slam try ♣	3♠	slam try ♠	4♦	Transfer to ♠
	3♦	slam try ♦	3NT	to play	4♥	To Play
	3♥	slam try ♥	4♣	transfer to ♥	4♠	To Play
	other					

2♣	2♦	waiting or neg	2NT	8 - 10 bal	3♥	7cd suit invites cue
	2♥	8HCP + nat	3♣	8+HCP nat	3♠	7cd suit invites cue
	2♠	8HCP + nat	3♦	8 +HCP nat	3NT	10+ bal
	other					

2♦	2♥	nf	3♣	nf	3♠	forcing
	2♠	nf	3♦	nf	3NT	To Play
	2NT	Forcing enquiry	3♥	forcing	4♣	
	other					

Notes

2♥	2♠	nf	3♦	nf	3NT	to play
	2NT	forcig enq	3♥	nf	4♣	
	3♣	nf	3♠	forcing	4♥	
	other					

2♠	2NT	forcing enquiry	3♥	nf	4♣	
	3♣	nf	3♠	nf	4♥	
	3♦	nf	3NT	To Play	4♠	
	other					

2NT	3♣	5 card puppet Enq	3♠	minors	4♦	
	3♦	♥	3NT	forcing	4♥	
	3♥	♠	4♣		4♠	
	other					

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing   One round [X]   at 3 level forcing to game   Game force [ ]

NT Checkback [X]   Priorities: 2C forces 2D subsequent bids are invitational. 2D immed

Defence to 3NT opening

Defence to Opening Twos   X is TO

Multi 2♦   X shows penaly of 1 or more suits

RCO style 2-s   X shows penalty of one or more suits

Other 2-s   X of a weak 2 level bid is TO

Defence to strong	(1♣) : 2C=Majors NT=minors, other bids are natural
	(2♣) : Natural
1♣ / 2♣	Michaels

Over 1NT Interference   Lebensohl

Lebensohl - other uses   Over weak 2 openings

Take out of 4 level pre-empts   4♣/4♦   X = TO

4♥   X = TO   4♠   X = TO

10. OTHER NOTES

No minorwood. No Drury

Support doubles and redoubles