

## BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: Not Forcing (Inverted)

Jump raises - majors limit ☐ forcing ☐ Other: Not Forcing (Bergen)

Jump shifts after minor opening in other minor 6-9 4+ card raise 16+ in major

Jump shifts after major opening Bergen, jump in other major 16+ 3 card raise

Responses to strong 2 suit opening 2♦ = 0-7 points

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: Some suit preference

Signal on declarer's lead Reverse count

Discards McKenney ☐ high encourage ☐ low encourage ☒

odd/even ☐ Other:

Count natural ☐ reverse ☒

## CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other: 1430

4♣ Gerber ☐ when?

### Other Conventions

Bergen, Jacoby, Splinters



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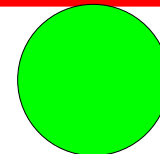
## STANDARD SYSTEM CARD

Names: Nigel Andrew

ABF Nos: 121541 39039

Basic System: 2 over 1 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♦ ♥ 2♥ ♠ 2♠ ♣ or Invite in NT

2 NT ♦ Other:

2♣ 23+ G.F.

2♦ 6 card suit 6-10

2♥ 6 card suit 6-10

2♠ 6 card suit 6-10

2 NT 20-22

3 NT Gambling

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

1Major - 2♣ natural or 10+3 card raise

1Major - jump in other major = 16+ 3 card raise

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Two lowest suits

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

Immed cue of minor After 1♣2♣ = Natural 2♦ = Both Majors

Immed cue of major Michaels

Over opponent's 1NT (weak) Dble = Majors, 2♣=♠s+major 2♦=♦s+major, 2♥/♠=Nat

Over opponent's 1NT (strong) Same

Over weak twos Dble=TO

Over opening threes Dble=TO

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	5+ 4+♦	2NT	11-12
	1♥/♠	5+ 4+	3♣	0-5 4+
	1NT	5-10	3♦	6+ 2-7
	2♣	10+ 4+	3♥	3-7 7 card suit
	2♦	6-9 4+ ♣s	3♠	3-7 7 card suit
	2♥	16+ 6+	3NT	13-15
	2♠	16+ 6+	4 bids	Natural
1♦	1♥/♠	5+ 4+	3♣	6-9 4+
	1NT	5-10	3♦	0-5 4+
	2♣	9+GF unless rebid 3♣	3♥	3-7 7 card suit
	2♦	10+ 4+	3♠	3-7 7 card suit
	2♥	16+ 6+	3NT	13-15
	2♠	16+ 6+	4♦	0-5 5+
	2NT	11-12	4 Other	Natural
1♥/♠	1NT	5-10	3♣	6-9 4 card raise
	2♣	♣s or 10+ 3 card raise	3♦	10-12 4 card raise
	2♦	9+GF unless rebid 3♦	3♥/♠	0-5 4 card raise
	2♥/♠	6-9 3 card raise	3NT	To play
	2NT	12+ 4card raise	4♣/♦	9-11 Shortage
2♣	2♦	0-7	2♥/♠	8+ 5+ suit
	other	Natural 8+		
2♦	2♥	Natural forcing	3♣/♦	3♣ Forcing 3♦=to play
	2♠	Natural forcing	3♥/♠	
	2NT	Invitational	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Values N.F	4♣/♦	Shortage
	3♥/♠	Values N.F	4♥/♠	To play
2NT	3♣	Puppet Stayman	4♣	Natural
	3♦	Transfer to ♥	4♦	Natural
	3♥	Transfer to ♠	4♥	Natural
	3♠	Minor suit Stayman	4♠	Natural
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Natural 6+ card suit slam try

3♥/3♠

Natural 6+ card suit slam try

4♣

Transfer to ♥s

4♦

Transfer to ♠s

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

☐

Game force

☒

NT Checkback

☒

Priorities

2♣=Invitational or weak ♦s 2♦=GF

Defence to 3NT opening

Same as after 1NT opening

Defence to opening Two's:

Multi 2♦

V.T.P

RCO style 2-s

Other 2-s

Defence to strong ♣

Dble=Good hand, all else weak except 1NT = near GF

Lebensohl

Over NT interference

☒

2NT = Transfer to ♣s

Other uses

Take out of 4 level pre-empts

4♣/4♦

Dble

4♥

Dble

4♠

Dble, 4NT = any 2 suiter

OTHER NOTES