4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	Bergen
Jump shifts after minor opening	good 6 card Major GF
Jump shifts after Major opening	Bergen, Bid shortage 3 of a suit = S 3H=no shortage 4 level of
Responses to strong 2 suit open.	2D's = waiting bid
Responses to 2NT opening	^ Transfers and puppet stayman

5. PLAY CONVENTIONS   Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead	Journalist leads and natural cou
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	mud	
In partner's suit	count	
Discards	high encourage	
Count	natural	
Signal on partner's lead:	high encourage	
Signal on declarer's lead:	McKenney	
Notes	If a Sing in Dummy McKenney applies	

6. SLAM CONVENTIONS

4NT: Blackwood ☐	RKCB	1430	4♣ Gerber ☐	when?		

Slam Notes   reverse in clubs. Kickback RKC   5NT response = 1-3 with a void 6

Cue Bids ☐   6 of a suit reply after RKD = void in that suit and 2-4

Asking Bids ☐

7. OTHER CONVENTIONS

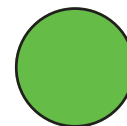|	
2 way checkback	drury = 2C's = 3 card support 8+ 2D's = 4 c
4th suit forcing	Leaping Michaels at 2 and 3 levels
exclusion blackwood	jumps from a passed hand is fit showing
Kokish	kickback RKC in all suits
splinters	blackout is next available unbid suit

STANDARD SYSTEM CARD

ABF Nos.	44482	27219
& Names:	judy mott	Cathryn Herden
Basic System:	standard	

Brown Sticker ☐   Classification: Green **X**   Blue ☐   Red ☐   Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣	3	1♥	5
1♦	3	1♠	5
1NT	15-17		may contain 5 card Major **X**

1NT Responses 2♣ stayman	
2♦ transfer to H's	2♠ transfer to C's super accept bid suit
2♥ transfer to S's	2NT transfer to D's super accept bid suit
other smolen 3C=puppet 3D GF with minors 3H/s is a Singleton with 3 in the other maj	

2♣	GF
2♦	weak 6 card major
2♥	4H's and a longer minor 10-14pts
2♠	4S's and a longer minor 10-14 pts
2NT	20-22 **3NT** ACE ask
other	

2. PRE-ALERTS

inverted minor

support X to the 2 level

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	2NT	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Micheals 5+5+majors
1NT overcall - re-opening	10-14	Immediate cue of Major	Micheals. 5+ other major and 5

Over weak twos   X =TO with lebensohl   Over opening threes   X = TO

Over opponent's 1NT   Strong NT X =H's and a minor, 2C's= majors and 2D's = S's and a minor

Weak NT X = P 2C's = majors 2D's= 6 card major 2H/S = that suit and a minor 2NT= Mi

Responses = 2C's is Pass or correct over Partner's X   Over 2D's 2H's ask for part to bid 5

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣						
1♦	4+ 5+ pts	2♣	5+C's invittional	3♦	splinter	
1♥	4+ 5+ pts	2♥	12+ good 6 card suit	3♥	splinter	
1♠	4+ 5+ pts	2♠	12+ good 6 card suit	3♠	splinter	
1NT	5-10	2NT	11-12 pts	3NT	13-15 to play	
2♣	5+ C's 12+ pts	3♣	weak	4♣	slam try	
other	1C-P-2C-P 2NT=18-19					

1♦						
1♥	4+ 5+ pts	2♥	weak 6 card suit	3♥	splinter	
1♠	4+5+ pts	2♠	weak 6 card suit	3♠	splinter	
1NT	5-10 pts	2NT	11-12	3NT	13-15 to play	
2♣	4+ 11+ pts	3♣	5+ D's invitational	4♣	splinter 10-14 pts	
2♦	5+ 12+ pts	3♦	weak	4♦	slam try	
other	1D-P-2D-P-2NT=18-19					

1♥						
1♠	4+ 5+ pts	2♥	3H's 6-9 pts	3♦	4H'ss 10-11 pt	
1NT	5-10 pts	2♠	3H's 10-11 pts	3♥	weak	
2♣	4+ 11+ pts	2NT	4+ 12 pts	3♠	splinter	
2♦	4+ 11+ pts	3♣	4 H's 6-9 pts	3NT	3H's 13-15 pts	
other						

1♠						
1NT	5-10 pts	2♠	3 S's 6-9 pts	3♥	3 S's 10-11 pts	
2♣	4+ 11+ pts	2NT	4 S's 12+ pts	3♠	weak	
2♦	4+ 11+ pts	3♣	4 's 6-9 pts	3NT	3 S's flat 13-15 pts	
2♥	5+ 11+pts	3♦	4 S's 10-11 pts	4♣	splinter 10-14 pts	
other						

1NT						
3♣	puppet	3♠	singS, 3 H's, 9 cards in	4♦	transfer to S's	
3♦	minor stayman	3NT	to play	4♥		
3♥	Sing H, 3S , 9 cards in	4♣	tranfer to H's	4♠	slam forcing baron	
other						

2♣						
2♦	waiting	2NT		3♥		
2♥		3♣		3♠		
2♠		3♦		3NT		
other						

2♦						
2♥	pass or correct	3♣	to play	3♠	pass or correct	
2♠	pass or correct	3♦	to play	3NT	to play	
2NT	enquiry	3♥	pass or correct	4♣	transfer to your major	
other	4D = bid your major					

2♥						
2♠	forcing for 1 round	3♦	invitational	3NT	to play	
2NT	enquiry	3♥	to play	4♣	pass or correct	
3♣	pass or correct	3♠		4♥		
other						

2♠						
2NT	enquiry	3♥	invitational with H's	4♣	pass or correct	
3♣	pass or correct	3♠	to play	4♥		
3♦	to play	3NT	to play	4♠		
other						

2NT						
3♣	puppet	3♠	minor stayman	4♦	slam try	
3♦	transfer to H's	3NT	5 s's and 4 H's	4♥	to play	
3♥	transfer to S's	4♣	slam try	4♠	to play	
other						

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round [ ] Game force [X]

NT Checkback [X] Priorities:

Defence to 3NT opening 4C' s TO of majors with better H's 4D's TO of both majors with S [+]

Defence to Opening Twos X = TO with lebensohl

Multi 2♦ X = opening hand with 2+ D's

RCO style 2-s X = 15+ 2NT= strong two suiter

Other 2-s X= TO with lebensohl

Defence to strong 1♣ / 2♣	
	X = majors 1NT is minors

Over 1NT Interference transfer bids except 2C's= Stayman

Lebensohl - other uses

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

4♥ X = TO 4♠ X= values

10. OTHER NOTES

1NT-P-4S =Slam forcing Baron =bid of a suit =5 4NT= no 5 card suit

2C (x) - P =0-4 XX = 5-8 Bid = 9+ 2C (bid) P = 0-4 X= 5-8 Bid = 9+

1C-(1H)- X denies 4S

2nt-p-4C-P- 4D= RKC 4/H/S= cue 4NT= cue in D's

Notes