

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: Weak, 0-6
 Jump raises - majors limit ☐ forcing ☐ Other: Weak 0-6
 Jump shifts after minor opening weak, 0-6, if to a major; 1C : 2D = 6-9 C raise
 Jump shifts after major opening 3C/3D = 9-11, single suiter, 6+ suit; 1S : 3H = weak
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3C Stayman, 3D/3H transfers 3S = both minors

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: 3rd vs Suit
 From 3 cards (no honour) top ☒ middle ☐ bottom ☒
 Signal on partner's lead: high encourage ☐ low encourage ☒
 Other:
 Signal on declarer's lead Reverse count
 Discards McKenney ☐ high encourage ☐ low encourage ☐
 odd/even ☒ Other:
 Count natural ☐ reverse ☒

CONVENTIONS

4NT: Blackwood ☐ RKC ☒ Other:
 4♣ Gerber ☐ when?

Other Conventions

Cue-bidding = 1st or 2nd round controls
 After major set, 3NT = pivot for cue-bidding



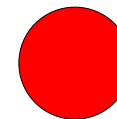
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STANDARD SYSTEM CARD

Names: Ron Klinger Matt Mullamphy
 ABF Nos: 33642 95745
 Basic System: Standard ☐ Brown Sticker ☐
 Classification: Green ☐ Blue ☐ Red ☒ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐
 1♣ 10+ pts, 3+ Cs 1♦ 10+ pts, 4+ Ds (3) 1♥ 10+ pts, 5+ Hs 1♠ 10+ pts, 5+ Ss
 1 NT (14)/15-17 may contain 5 card major ☒
 2♣ Stayman: simple ☐ extended ☐ Other: 5CM Stayman
 Transfers 2♦ to Hs 2♥ to Ss 2♠ to Cs
 2 NT to Ds Other: 3-level response = splinter
 2♣ Strong
 2♦ Weak two in either major
 2♥ 5+ Hs and 5+ minor OR, 5+ Hs, 4 minor and maximum
 2♠ 5+ Ss and 5+ minor OR 5+ Ss, 4 minor and maximum
 2 NT (20)/21-22/(23)
 3 NT Specific Ace Ask

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

2D response to 1-major opening = FG artfic
 1-Major : 2C = 10-12/13 artificial
 1-Major : 2NT = 4+ trumps, 6-13 points

COMPETITIVE BIDDING

Negative doubles through 5H Responsive doubles through 5H
 Jump overcalls Weak Unusual NT 2 lowest unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) 2C = Hs + other, 2D = Ss + minor
 Over opponent's 1NT (strong) Ditto
 Over weak twos X = t-out + Lebensohl
 Over opening threes X = t-out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ Hs, 5+ points	2NT	11-12 natural
	1♥/♠	1H = 4+ Ss, 1S = 4+ Ds	3♣	0-6 club raise
	1NT	6-10	3♦	splinter
	2♣	10+ points, 4+ Cs, forcing	3♥	splinter
	2♦	6-9 points, club raise	3♠	splinter
	2♥	0-6, 6+ Hs	3NT	13-15 natural
	2♠	0-6 6+ Ss	4 bids	natural

1♦	1♥/♠	4+ suit, 5+ points	3♣	6-9, diamond raise
	1NT	6-10	3♦	0-6, diamond raise
	2♣	10+, 4+ Cs, forcing	3♥	splinter
	2♦	10+ points, 4+ Ds, forcing	3♠	splinter
	2♥	0-6, 6+ suit	3NT	13-15, natural
	2♠	0-6, 6+ suit	4♦	pre-emptive
	2NT	11-12, natural	4 Other	natural

1♥/♠	1NT	6-10	3♣	4-8, 6+ clubs
	2♣	10-12/13, Artificial game-try	3♦	4-8, 6+ diamonds
	2♦	13+, Artificial game-force	3♥/♠	1H:3H 0-6; 1S:3H FG, 5-5 C + D
	2♥/♠	1H:2H 6-9, 1H:2S FG, 5-5 C + D	3NT	13-15 natural
	2NT	6-13, 4+ heart raise	4♣/♦	splinter

2♣	2♦	Negative or waiting	2♥/♠	Natural, positive
other		2NT 10+ balanced		

2♦	2♥	Pass or correct	3♣/♦	natural, forcing
	2♠	Pass or correct; inv. in Hs	3♥/♠	Pass or correct
	2NT	Artificial inquiry	3NT	To play

2♥/♠	2NT	Artificial inquiry, strong	3NT	To play
	3♣/♦	To play	4♣/♦	Natural, forcing
	3♥/♠	Natural, not forcing, not inviting	4♥/♠	To play

2NT	3♣	5-card major Stayman	4♣	Natural, 6+ suit, slam interest
	3♦	Transfer to hearts	4♦	Natural, 6+ suit, slam interest
	3♥	Transfer to spades	4♥	To play
	3♠	game-force, both minors	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 3C/3D =short in Ds / Hs

3♥/3♠ 3H = short in Ss; 3S = short in Cs

4♣ transfer to 4H

4♦ transfer to 4S

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

2C = puppet to 2D; 2D = artificial F/G

Defence to 3NT opening

4C = majors, Hs = or longer; 4D = majors, Ss longer

Defence to opening Two's: Multi 2♦ X = a 5+ overcall in one of the majors;

2H = Takeout of Hs, 2S = Takeout of Ss

RCO style 2-s

X = values; 2nd X = takeout, 3rd double = penalties

Other 2-s

Defence to strong ♣

1D/1H/1S/2C = 2-suiter, the suit bid and next suit along,

1NT = Ds + Ss; X = Hs + Cs; jumps = weak

Lebensohl

Over NT interference ☐

Rubensohl

Other uses

After X of weak twos

Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = T/O

OTHER NOTES

After opener's 2NT rebid in a number of auctions, we play transfers.