

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Barrage 0-7 hcp

Jump shifts after minor opening 2♦/♥/♠ weak 6 card suit

Jump shifts after major opening S'ton 10-11 hcp 3/4 trumps invites cues

Responses to strong 2 suit opening N/A

Responses to 2NT opening puppet S'man, 3♦/♥ trans; 3♠=5♠/4♥; 3NT=5/5 minors

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

Underlead OI vs NT:A=att.;K=count: both unblock

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: Natural count; McKenney if obvious

Signal on declarer's lead Natural count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: MSKC - 0-3, 1-4

4♣ Gerber when? _____

Other Conventions

Cappelletti	Cue raise after opp overcall GF
Truscott over X of suit	Exclusion RKCB (0-3, 1-4)
Long & short suit trials	CRASH
Inv. minor raises except over overcalls	Modified Swine of penalty X of 1NT
Cue raises after overcall 10+	



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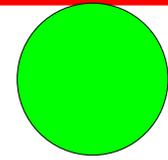
STANDARD SYSTEM CARD

Names: Noelene Law Annabel Booth

ABF Nos: 111678 126365

Basic System: Standard 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 11+hcp 1♦ 3+ 11+hcp 1♥ 5+ 10+hcp 1♠ 5+ 10+hcp

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣

2 NT 3♦ Other: super accepts in all

2♠ GF or 23-24 flat

2♦ Weak 6 card major

2♥ ♥ and a minor 5/5 less than opening hand

2♠ ♠ and another 5/5 less than opening hand

2 NT 20-22 flat

3 NT Specific Ace ask

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

Jump responses 2♦/♥/♠ = < 6hcp

Inverted minor response, barrage over

1 M & forcing NT off if passed hand

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Modified Michaels

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor At least 5/5 majors

Immed cue of major 5/5 other major and a minor

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos 2NT = 15-18; X = TO; suit natural

Over opening threes 3NT to play; X = TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+ suit 6 + hcp	2NT	10-12 hcp bal hand
	1♥/♠	4+ suit 5+ hcp	3♣	Inverted < 10 hcp 5+ ♣
	1NT	6-9 hcp no 4 card major	3♦	Splinter
	2♣	Inverted 5+ ♣ 10+ hcp no maj	3♥	Splinter
	2♦	Weak 6 card suit	3♠	Splinter
	2♥	Weak 6 card suit	3NT	To play no 4 cd maj 13-15 bal
	2♠	Weak 6 card suit	4 bids	4♣ = MSKC
1♦	1♥/♠	4+ suit 5+ hcp	3♣	Splinter
	1NT	6-9 hcp, no 4 card major	3♦	Inverted < 10 hcp 5+ ♦
	2♣	4+ suit 11+ hcp	3♥	Splinter
	2♦	Inverted 5+ ♦, 10+ hcp no maj	3♠	Splinter
	2♥	Weak 6 card suit	3NT	To play no 4 cd maj 13-15 hcp
	2♠	Weak 6 card suit	4♦	MSKC
	2NT	10-12 hcp bal hand	4 Other	
1♥/♠	1NT	5+ hcp forcing for 1 round	3♣	S'ton 10-11 hcp 3/4 trumps
	2♣	4+ suit GF	3♦	S'ton 10-11 hcp 3/4 trumps
	2♦	4+ suit GF	3♥/♠	Barrage 3/4 trumps 0-6 hcp
	2♥/♠	8-9 hcp 3+ trumps	3NT	12-15 hcp bal 3 card support
	2NT	16+ hcp fit, cue at 3 level	4♣/♦	Splinter GF
2♣	2♦	0-4 or 8+ hcp	2♥/♠	5-7 hcp 5+ suit
other	2NT= 5-7 hcp no 5 card suit		3♣/♦	5-7 hcp 5+ suit
2♦	2♥	Correctable	3♣/♦	my suit NF
	2♠	Correctable can play 3♥	3♥/♠	Correctable - barrage
	2NT	Forcing	3NT	To play
2♥/♠	2NT	Forcing	3NT	To play
	3♣/♦	Correctable	4♣/♦	Splinter
	3♥/♠	Pre-emptive	4♥/♠	To play
2NT	3♣	Puppet Stayman	4♣	MSKC
	3♦	Transfer to ♥	4♦	MSKC
	3♥	Transfer to ♠	4♥	To play
	3♠	5♠/4♥	4♠	To play
	3NT	Shows 5/5 minors	other	5♣/♦ to play; 4NT quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam seeking, cues follow
3♥/3♠	Slam seeking, cues follow
4♣	MSKC
4♦	MSKC
4♥	
4♠	

Unusual NT: minors other suits lower 2 unbid suits

other Modified Michaels: over minor, cue=majors, 2NT=other minor & a major

 Over major: cue=other major & a minor, 2NT= minors

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round at 1 level NF Game force

NT Checkback Priorities 3 of part's maj or 4 of other; 2♦ min, 2NT max

Defence to 3NT opening X = TO major oriented

Defence to opening Two's: Multi 2♦ X = 16+; 2NT = 15-18; suit natural;

 3NT to play

RCO style 2-s X = TO, suit natural

 Other 2-s 2 suits known, lower cue weak TO, higher cue strong TO

Defence to strong ♣ CRASH - 1NT = colour, 2♣ = rank: 2♦ = shape - all 2 suited

Lebensohl Over NT interference Slow shows

 Other uses In response to X of weak 2 & partner's reverse at 2 level

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

 4♥ X=♠ & others 4♠ X = penalties, 4NT; = TO

OTHER NOTES

Resp to 1NT overcall are as if partner opened;

Resp to 1NT X (artificial), system on

Resp to 1NT - 2♣ o'call; X = 10+ hcp, 2NT Lebensohl; pass then X = TO

Resp to 1NT - 2 suited overcall - 2NT = Lebensohl; 3 level bid GF

Resp to 1NT X (penalties) - modified Swine: 3 level bid GF

2NT over opponents opening 1NT = strong 2 suiter