

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Limit by Passed Hand  
 Jump raises - majors limit  forcing  Other: Limit by Passed Hand  
 Jump shifts after minor opening Weak (Fit showing by passed hand)  
 Jump shifts after major opening Weak (Fit showing by passed hand)  
 Responses to strong 2 suit opening Range/Shape  
 Responses to 2NT opening 3D Strong Enquiry, rest correctable

## 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: \_\_\_\_\_  
 Signal on declarer's lead Reverse Present Count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: First = Att - then Reverse Present Count  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430  
 4♣ Gerber  when? Never

### Other Conventions

Blackout after reverses Josephine Grand Slam Force  
 Cue raises in competition Pivotal Cue Bids  
 Leaping Michaels Mini Splinters  
 Rubinsohl after 1NT interference



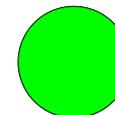
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## STANDARD SYSTEM CARD

Names: Neil Ewart Blaine Howe  
 ABF Nos: 063541 138894  
 Basic System: 4 Card Standard 2-o-1 14-17NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 4+(3) 11+ HCP 1♦ 4+ 11+HCP 1♥ 4+ 11+HCP 1♠ 4+ 11+HCP  
 1 NT 14-17 HCP may contain 5 card major   
 2♣ Stayman: simple  extended  Other: 5 card extended  
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣  
 2 NT ♦ Other: 3 Level bids incl 3NT are splinters  
 2♣ 20 - 21 Bal, 8+ Playing Tricks (Acol 2), any GF  
 2♦ Multi - Weak Major (6+) or 22-23 Balanced  
 2♥ Rank = 5+/5+ ♣ & ♦ or ♥ & ♠  
 2♠ Colour = 5+/5+ ♦ & ♥ or ♣ & ♠  
 2 NT Odd = 5+/5+ ♣ & ♥ or ♦ & ♠  
 3 NT Good Pre-empt any suit

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

Open Best 4 card suit (usually) Fit Showing Jumps by Passed Hand  
 Negative free bids to 3 opener's suit Fit Showing Jumps in Competition  
 Frequent splinters Weak Jump Shifts

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Weak Unusual NT 5+/5+ Lower  
 1NT overcall (immediate) 15-18 HCP (re-opening) 11-15 HCP  
 Immed cue of minor 5+ / 5+ ♠ and another any range  
 Immed cue of major 5+ / 5+ Other Major and minor any range  
 Over opponent's 1NT (weak) Penalty X and Canape Transfers  
 Over opponent's 1NT (strong) Penalty X and Canape Transfers  
 Over weak twos X with Lebensohl (Rubinsohl over non-anchored)  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦ 6+HCP	2NT	12-14 Balanced (Spl raise by PH)
	1♥/♠	4+ ♥ / ♠ 6+HCP	3♣	Strong Raise
	1NT	6-11 HCP no major	3♦	Splinter
	2♣	6-10 4+ ♣	3♥	Splinter
	2♦	Weak 6+ ♦ 3-7HCP (FSJ PH)	3♠	Splinter
	2♥	Weak 6+ ♥ 3-7HCP (FSJ PH)	3NT	15-16 Balanced
	2♠	Weak 6+ ♠ 3-7HCP (FSJ PH)	4 bids	

1♦	1♥/♠	4+ ♥ / ♠ 6+HCP	3♣	Weak 6+ ♣ 3-7HCP (FSJ PH)
	1NT	6-11 HCP no major	3♦	Strong raise
	2♣	Natural, usu Game Force	3♥	Splinter
	2♦	6-10 4+ ♦	3♠	Splinter
	2♥	Weak 6+ ♥ 3-7HCP (FSJ PH)	3NT	15-16 Balanced
	2♠	Weak 6+ ♠ 3-7HCP (FSJ PH)	4♦	Pre-emptive
	2NT	12-14 Balanced (Spl raise by PH)	Other 4♥ & 4♠	to play

1♥/♠	1NT	6-11 HCP	3♣	Weak 6+ ♣ 3-7HCP (FSJ PH)
	2♣	Natural, usu Game Force	3♦	Weak 6+ ♦ 3-7HCP (FSJ PH)
	2♦	Natural, usu Game Force	3♥/♠	Strong raise (16+)
	2♥/♠	6-10 HCP usu 4+ support	3NT	15-16 usu not 3 card support
	2NT	12-14 Balanced (Spl raise by PH)	4♥/♠	Splinter

2♣	2♦	0-3 HCP or 10+ HCP	2♥/♠	4-6HCP; 7-9 HCP Balanced
other	2NT thru 3H=7-9 transfers, 3S=7-9 5♠/4♥, 3NT=5♦/4♠ 7-9			

2♦	2♥	Correctable	3♠/♦	Natural Forcing
	2♠	Correctable (inv to 4H)	3♥/♠	Correctable
	2NT	Strong enquiry	3NT	4/4 majors no slam interest

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♠/♦	Correctable	4♠/♦	Correctable
	3♥/♠	Correctable	4♥/♠	Correctable

2NT	3♣	Correctable	4♣	Correctable
	3♦	Strong enquiry	4♦	Correctable
	3♥	Correctable	4♥	Correctable
	3♠	Correctable	4♠	Correctable
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Splinter 4/3 majors
3♥/3♠	3♥ = Short Heart 3♣ / 3NT = Short ♠ with 4/3 ♥
4♣	Tfr to ♥ strong suit slam interest
4♦	Tfr to ♠ strong suit slam interest
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

### Defence to 3NT opening

Defence to opening Two's: Multi 2♦ 2NT Natural ; x=16+ other; Leaping Michaels

RCO style 2-s As Above

Other 2-s As above, Canape tfrs over strong 2C

### Defence to strong ♣

Canape Transfers

### Lebensohl

Over NT interference

Rubinsohl

Other uses Over Natural Weak Two's

### Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

## OTHER NOTES

Canape Tfrs: 2♣ = single suited ♦ or ♦ canape, OR 5+/5+ minors strong, OR 5/4 Majors

2♦ = single suited ♥, OR ♥ Canape, OR 5+/5+ ♦ & ♥ strong

2♥ = single suited ♠, OR ♠ canape, OR 5+/5+ ♥ & ♠ strong

2♠ = 5+/5+ ♣ & ♠ strong 2NT = single suited ♣ OR ♣ canape

1NT can be 5422 and 6322 on minor minimum

2NT to any 1NT response or rebid is GF (except 1♣ - 1♦ - 1♥/♠ - 1NT)

## RCO Twos

Each shows a pair of 5/5 Suits

2H	Rank	Majors or Minors
2S	Colour	Reds or Blacks
2NT	Odd	Pointed or Rounded

Range is less than opening which is 6-10HCP in principle. May have slightly less Not Vul and slightly more Vul. In 4<sup>th</sup> Seat the Weak Two range is 10-13HCP.

Over the RCO Twos, normal methods apply.

All Suit Bids correctable

2NT Asks over 2H/2S      For full details of 2NT Ask see *Companion*

***System Document.***

3D Asks over 2NT

Cheapest Suit Minimum

Further Suit Maximum