

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted, exc after o'call

Jump raises - majors limit forcing Other:

Jump shifts after minor opening FSJ

Jump shifts after major opening various shape and strength raises

Responses to strong 2 suit opening over 2C, modified Kokish

Responses to 2NT opening Puppet stayman, transfers and MSST

PLAY CONVENTIONS

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

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

Underlead Other: A asks for attitude; K asks for count

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: Reverse count or attitude

Signal on declarer's lead

Discards McKenney high encourage low encourage

odd/even Other: Reverse count or attitude

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when?

Other Conventions

Rubensohl - after interference over 1NT

Transfers after X o'call may show limit raise

Double jump shift responses are splinters



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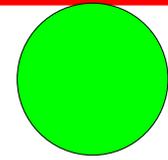
STANDARD SYSTEM CARD

Names: K. / G. BAILEY B. HOWE

ABF Nos: 162248 / 120227 138894

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+, 11-20 1♦ 4+, 11-20 1♥ 5+, 11-20 1♠ 5+, 11-20

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple extended Other: Relay to 2NT- invite

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: SA Texas Transfers

2♠ STRONG - generally GF

2♦ 8-11 BOTH Majors (♥ + ♠) - constructive - at least 5,4

2♥ 5-10 weak two ♥ (6)

2♠ 5-10 weak two ♠ (6)

2 NT 21-22

3 NT Solid minor

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

Inverted minors 4m=preempt in m + 4 cd M

1♣, 2♣= 11-14 or 18+ CMOBDOR takeout of preempts

Transfers after (X) of M Transfer responses after 1M-(X)-may be limit

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♠

Jump overcalls Roman Unusual NT Roman

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor Roman

Immed cue of major Roman

Over opponent's 1NT (weak) TWERB: x = penalty

Over opponent's 1NT (strong) TWERB: x = ♣ or both reds

Over weak twos x

Over opening threes CMOBDOR ; x of black suits =penalty

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦, 5+ hcp	2NT	14-15 hcp, 4+ C
	1♥/♠	4 ♥, 4 ♠	3♣	inverted 5-9, 5+C
	1NT	8-10 hcp	3♦	splinter
	2♣	4+C, 11-14 or 18+ hcp	3♥	splinter
	2♦	10-12+, FSJ	3♠	splinter
	2♥	10-12, FSJ	3NT	16-17 hcp, 4+C
	2♠	10-12,FSJ	4 bids	

1♦	1♥/♠	4+ suit, 5+ hcp	3♣	10-12 FSJ
	1NT	6-9 hcp	3♦	6-9, 4+ ♦
	2♣	4+ ♣, 10+ hcp	3♥	splinter
	2♦	10-12, 3+ ♦	3♠	splinter
	2♥	Fit showing jump	3NT	to play
	2♠	Fit showing jump	4♦	Minorwood
	2NT	11-13	4 Other	

1♥/♠	1NT	5-9 hcp	3♣	Fit showing, Step response
	2♣	4+♣, 10+hcp	3♦	Fit showing, Step response
	2♦	4+♦, 10+hcp	3♥/♠	Fit showing, Step response
	2♥/♠	5-9 hcp, 3 or balanced 4 cd raise	3NT	Fit showing, singleton ♣
	2NT	Fit showing, Step response	4♣/♦	Fit showing, stepped singleton

2♣	2♦	Kokish, more than 3 Qs	2♥/♠	2H Kokish, weak or strong
other		2NT=♥		3NT = own solid suit

2♦	2♥	to play	3♣/♦	to play / bid longer major
	2♠	to play	3♥/♠	invitational
	2NT	strong enquiry	3NT	to play

2♥/♠	2NT	strong enquiry- ogust responses	3NT	to play
	3♣/♦	to play	4♣/♦	-
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	5 cd puppet stayman	4♣	SA Texas Tfr to ♥,slam interest
	3♦	transfer to ♥	4♦	SA Texas Tfr to ♠, slam int.
	3♥	transfer to ♠	4♥	to play
	3♠	minor suit stayman	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	singleton, with 5 other minor and 4,3 in Majors
3♥/3♠	singleton, with 3 other Major and 4,5 in minors
4♣	Transfer to ♥ - slam interest
4♦	Transfer to ♠ - slam interest
4♥	to play with 6-7 ♥
4♠	to play with 6-7 ♠

Unusual NT: minors other suits lower 2 unbid suits

other **Roman = strong two-suiter**

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 = 14 -17 ; X = T/O of ♠ ; 2♥ = T/O of ♥

2♣, 3♣,3♦, 3♥ = 5+ card suit with 10 + hcp

RCO style 2-s X = strong T/O

2NT = 14 -17

Other 2-s X = suit doubled

Bid weak option = strong T/O

Defence to strong ♣ TWERB with X = ♣ & ♥ ; 1NT = ♦ & ♠

Lebensohl Over NT interference

Other uses After X of weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Transfer responses: after 1♥♠ - X - then tfr with or without support, then support = limit