

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak 5-9 and 5card support

Jump raises - majors limit forcing Other: no shortage

Jump shifts after minor opening multi level splinters, 5card support

Jump shifts after major opening multi level splinters, 3card support

Responses to strong 2 suit opening Controls 2♦ 0 or 1, 2♥ 2, 2♠ 3

Responses to 2NT opening Puppet Stayman & Trnsfrs after 1NT overcall or strong 2NT

PLAY CONVENTIONS

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

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

Underlead Other: A or Q attitude, K count

Four or more with an honour 4th highest attitude

3rd/5th Other: J=no higher, 10=J&1High or nil, 9=10&1high or nil

From 4 small 2nd highest Other: Top NTs

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: Odd =encourage, Even=McKenney

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: Minor suit keycard

4♣ Gerber when? (0/3, 1/4, 2 no Q, 2 +Q & Bid K holding)

Other Conventions

Lebensohl	Support Doubles and redoubles
4th suit waiting after 2/1 Game Force,	Chbck 2♣ inv and 2♦ GF(ovr 1NT rebid)
Splinters	Dopi, Ropi
Jacoby (2NT over a Mjr =4+fit& opening hnd)	Over 1♣ big, x=Mjrs, 1NT=minrs, 1♦ 1Mjr
Truscott, Blackout	and 1♥/♠ that suit + minor



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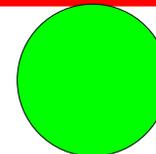
STANDARD SYSTEM CARD

Names: Gary Lane George Finikiotis

ABF Nos: 34665 196533

Basic System: 2/1 game force Ph: 0414744920

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+, 3+ 1♦ 11+, 3+ 1♥ 11+, 5+ 1♠ 11+, 5+

1 NT 15-17 Poss offshape in 3rd or 4th seat may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ --> 2♥ 2♥ --> 2♠ 2♠ Baron

2 NT --> 3♣ may have ♦s Other: Superaccepts and Retransfers

2♣ 23+ Balanced or 3 losers 18+Hcp, (then 2♦ Control Responses)

2♦ Multi. Weak 2 in major or 21-22 HCP balanced or 8 tricks any suit & 18-22 HCP

2♥ Weak 5+ ♥ and 4+ another, 6-9 HCP

2♠ Weak 5+ ♠ and 4+ minor, 6-9 HCP

2 NT Weak 5-5 in minors, 6-9 HCP

3 NT Gambling minor, no A or K outside

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

1NT response to 1♥/♠=forcing

Over our NT doubled: SWINE

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT 2suits minor oriented(Weak or 18+)

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

Immed cue of minor Michaels (Weak or 18+)

Immed cue of major Michaels (Weak or 18+)

Over opponent's 1NT (weak) 2♣ Mjrs, 2♦ single Mjr, 2♥/♠suit+Minor, (X penalties)

Over opponent's 1NT (strong) 2♣ Mjrs, 2♦ single Mjr, 2♥/♠suit+Minor, (X singl minor)

Over weak twos Double=15+ (+ Lebensohl) ,ovr artif 2DX=11+

Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+ d	2NT	15+ HCP, no 4 major, 4+C
	1♥/♠	6+ HCP, 4+ h/s	3♣	5-9 HCP, 5+ ♣s
	1NT	6-10 HCP (no 4 card major)	3♦	Splinter 6 loser
	2♣	10-14 HCP 4+C (no 4 major)	3♥	Splinter 6 loser
	2♦	6+Hcp, 5+C, 0/xd, 5 or 7 loser	3♠	Splinter 6 loser
	2♥	6+Hcp, 5+C, 0/xh, 5 or 7 loser	3NT	13-15 HCP (no 4 card major)
	2♠	6+Hcp, 5+C, 0/xs, 5 or 7 loser	4 bids	4♣ Minorwood, others to play

1♦	1♥/♠	6+ HCP, 4+ cards	3♣	6+Hcp, 5+D, 0/xd, 5 or 7 loser
	1NT	6-9 HCP (no 4 card major)	3♦	5+ ♦ s, 5-9 HCP
	2♣	10+ HCP, 4+C, 1 rnd force	3♥	Splinter 6 loser
	2♦	10-14 HCP, 4+D	3♠	Splinter 6 loser
	2♥	6+Hcp, 5+D, 0/xh, 5 or 7 loser	3NT	13-15 HCP (no 4 card major)
	2♠	6+Hcp, 5+D, 0/xs, 5 or 7 loser	4♦	Minorwood, 4C splinter 6 loser
	2NT	15+ HCP, no 4major, 4+D	4 Other	To play

1♥/♠	1NT	6-9 HCP	3♣	6+Hcp, 3+h/s, 0/xc, 6 or 8 loser
	2♣	10+hcp, natural & game force	3♦	6+Hcp, 3+h/s, 0/xd, 6 or 8 loser
	2♦	10+hcp, natural & game force	3♥/♠	Limit raise, no shortage
	2♥/♠	6-9 HCP, (2♠ over 1♥ splntr)	3NT	13-15 HCP, bal, 3card fit
	2NT	Jacoby Opening Hand or bettr	4♣/♦	Splntr. 4♥/4♠ weak

2♣	2♦	0 or 1 controls	2♥/♠	2♥= 2, 2♠= 3
	other			

2♦	2♥	Pass or correct	3♣/♦	To play
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Strong enquiry	3NT	To play

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Preemptive	4♥/♠	To play

2NT	3♣	To play	4♣	Preemptive
	3♦	To play	4♦	Preemptive
	3♥	Forcing	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Good suit, slam interest
3♥/3♠	Good suit, slam interest
4♣	Minor suit keycard
4♦	Minor suit keycard
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other 2 suits, minor oriented

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♦ 1st X=values(11+), 2nd X=t/o, 3rd X=Penalties

RCO style 2-s

1st X=values(15+), 2nd X=t/o, 3rd X=penalties

Other 2-s

1st X=values(15+), 2nd X=t/o, 3rd X=penalties

Defence to strong ♣

Hamilton variations

Lebensohl

Over NT interference

Other uses

and after we double opp weak 2 or weak response to a weak 2

Take out of 4 level pre-empts

4♣/4♦ Double
4♥ Double 4♠ 4NT

OTHER NOTES

1NT 2x X=Penalties

SWINE: 1NT - (X) : XX asks for 2♣ and pass my next bid