4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Preempt
Jump shifts after minor opening	Weak 0-6, but 1♣-2♦ & 1♦-3♣ = limit raise
Jump shifts after Major opening	Bergen, but 1♥-2♠ & 1♠-3♣ = 3 card limit raise
Responses to strong 2 suit open.	2♦ negative 0-6(7), others 7+, 5+ suit
Responses to 2NT opening	3♣ Puppet Stayman & Transfers, 3♠=5♠ & 4♥

5. PLAY CONVENTIONS   Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead, A=attitude, K=count	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	xXx	
In partner's suit	xxX unsupported	
Discards	Low encourage	
Count	Reverse present	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

The lead of a Q or J in NT is either an overlead or asking for an unblock of the card below

6. SLAM CONVENTIONS

4NT: Blackwood [X]   RKCB 1430   4♣ Gerber [ ] when?

Slam Notes   voidwood responses 0, 1, 1+Q, 2, ...

Cue Bids [X]

Asking Bids [X]

7. OTHER CONVENTIONS

Bergen raises	Support X and XX
2 way checkback	
Blackout	
Drury	
1m - (1♥) : X denies 4♠, 1♠ = 4+S	

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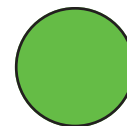
STANDARD SYSTEM CARD

ABF Nos.	44318	Kim Morrison
& Names:	45632	Bruce Neill

Basic System: 2 over 1 Game Force

Brown Sticker [ ]   Classification: Green [X]   Blue [ ]   Red [ ]   Yellow [ ]

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape [ ]

1♣	11+, 3+	1♥	11+, 5+
1♦	11+, 4(3)+	1♠	11+, 5+
1NT	15-17 HCP		may contain 5 card Major [X]

1NT Responses   2♣   Simple Stayman

2♦	Transfer to ♥'s	2♠	Transfer to ♣'s (then shortage)
2♥	Transfer to ♠'s	2NT	Transfer to ♦'s (then shortage)

other 3♣ = Puppet, 3♦/♥/♠ = splinter, no 5M, 4♣/♦ - Texas to ♥/♠

2♣	Game Force
2♦	6-11, (5)6 card diamond suit, (9-12 4th seat, good 6+ suit)
2♥	6-11, (5)6 card heart suit, (9-12 4th seat, good 6+ suit)
2♠	6-11, (5)6 card spade suit, (9-12 4th seat, good 6+ suit)
2NT	20-22 HCP balanced	3NT Gambling no outside A
other	

2. PRE-ALERTS

X of strong 1♣ = Majors

(1♣) 2♣ = nat, 2♦ = michaels (wide range)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lower unbid suit
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Mich - 5/5 majors (wide range)
1NT overcall - re-opening	11-14 HCP	Immediate cue of Major	Mich - 55 OM + minor (wide)
Over weak twos	Takeout X - Lebensohl	Over opening threes	Takeout X

Over opponent's 1NT   X=Penalty, 2♣=Both Majors, 2♦=One Major, 2M=M+m, 2NT=minors

(1NT) - X - (P) - 2♣ = scramble, else nat weak

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣						
	1♦	5+, 4+ suit	2♦	Limit raise in ♣	3♦	Splinter
	1♥	5+, 4+ suit	2♥	0-6, 6+ suit	3♥	Splinter
	1♠	5+, 4+ suit	2♠	0-6, 6+ suit	3♠	Splinter
	1NT	5-11, natural	2NT	10-12 natural, no M	3NT	13-15 bal, no M
	2♣	12+ GF, 5+ suit	3♣	Pre-emptive	4♣	
	other					

1♦						
	1♥	5+, 4+ suit	2♥	0-6, 6+ suit	3♥	Splinter
	1♠	5+, 4+ suit	2♠	0-6, 6+ suit	3♠	Splinter
	1NT	5-11, natural	2NT	10-12 natural, no M	3NT	13-15 bal, no M
	2♣	12+ GF, 4+ suit	3♣	Limit raise in ♦	4♣	Splinter
	2♦	12+ GF, 4+ suit	3♦	Pre-emptive	4♦	
	other					

1♥						
	1♠	5+, 4+ suit	2♥	6-10, 3(4) card support	3♦	Bergen 10-12, 4 card ♥
	1NT	5-11, natural	2♠	8-11, 3♥	3♥	Pre-emptive
	2♣	12+ GF, 4+ suit	2NT	GF raise	3♠	Splinter
	2♦	12+ GF, 4+ suit	3♣	Bergen 6-9, 4 card sup	3NT	13-15, bal
	other	4♣/♦- splinter				

1♠						
	1NT	5-11, natural	2♠	6-10, 3(4) card support	3♥	0-6, 6+ suit
	2♣	12+ GF, 4+ suit	2NT	GF raise	3♠	Pre-emptive
	2♦	12+ GF, 4+ suit	3♣	Bergen 6-9, 4 card sup	3NT	13-15 bal
	2♥	12+ GF, 5+ suit	3♦	Bergen 10-12, 4 card ♠	4♣	Splinter
	other	4♦ - splinter; 4H - to play				

1NT						
	3♣	Puppet Stayman	3♠	short S, GF no 5♥	4♦	Transfer to S; 4NT=KC
	3♦	short ♦, GF no 5M	3NT	To play	4♥	To play
	3♥	short ♥, GF no 5S	4♣	Transfer to H; 4NT=KC	4♠	To play
	other	4NT = quantitative				

2♣						
	2♦	0-6(7), negative	2NT	8+ bal	3♥	4 - 6 good suit (6)
	2♥	7+, 5+ suit	3♣	7+, 5+ suit	3♠	4 - 6 good suit (6)
	2♠	7+, 5+ suit	3♦	7+, 5+ suit	3NT	
	other					

2♦						
	2♥	Natural forcing	3♣	Natural forcing	3♠	Splinter
	2♠	Natural forcing	3♥	Pre-emptive	3NT	To play
	2NT	Range/shortness ask	3♥	Splinter	4♣	Splinter
	other					

2♥						
	2♠	Natural forcing	3♦	Natural forcing	3NT	To play
	2NT	Range/shortness ask	3♥	Pre-emptive	4♣	Splinter
	3♣	Natural forcing	3♠	Splinter	4♥	To play
	other	4D - splinter				

2♠						
	2NT	Range/shortness ask	3♥	Natural forcing	4♣	Splinter
	3♣	Natural forcing	3♠	Pre-emptive	4♥	Splinter
	3♦	Natural forcing	3NT	To play	4♠	To play
	other	4D - splinter				

2NT						
	3♣	Puppet Stayman	3♠	5♠ & 4♥	4♦	Natural, slam interest
	3♦	Transfer to H's	3NT	To play	4♥	To play
	3♥	Transfer to S's	4♣	Natural, slam interest	4♠	To play
	other	4NT - quantitative				

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, any strength

4th Suit Forcing One round [X] 1C-1D-1H-1S Game force [X]

NT Checkback [X] Priorities: 2 way checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = values, then X = TO

RCO style 2-s X = values

Other 2-s

Defence to strong 1♣ / 2♣	
X = Majors, 1NT = minors	
(2♣) :	

Over 1NT Interference Lebensohl (slow shows)

Lebensohl - other uses Weak two's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

1M - 2NT: 3any = shortness, 3M = 5M 2+KC, 3NT = 6M 2+KC

1M (X) sys on, 1m (X) sys off

1NT - (Xpen) - XX = 1 minor or both majors, 1NT - (2♣/♦majors) - X = I can X 1+M

1M - (2lower) -2NT = 4 card limit raise+, 1H - (2♠) - 2NT = nat

Notes