



4. BASIC RESPONSES

Jump raises - minors Inverted: 6-8 TP, 4+ cds
 Jump raises - Majors limit 10-12 TP, 4+ cds
 Jump shifts after minor opening Natural, game forcing, 16+TP
 Jump shifts after Major opening Natural, game forcing, 16+TP^v
 Responses to strong 2 suit open. Control: -showing over 2C; conventional over other
 Responses to 2NT opening 3C enquiry; 3D/H pass or correct; 3S to play

5. PLAY CONVENTIONS Show priorities

Leads	Sequences:	Underlead	Underlead ^v
	Four or more with an honour	4th highest	3rd/5th highest
	From 4 small	2nd highest	"2 highest
	From 3 cards (no honour)	MUD	MUD
	In partner's suit	Ssx Xx xxx hxx	Ssx Xx Xxx hxx
Discards		Odd = Enc, even = Mckenny	
Count		not used	Not used ^v
Signal	on partner's lead:	Low encourage	Low encourage ^v
Signal	on declarer's lead:	Not used	
Notes	Lead of A asks attitude; lead of K asks for count		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? After NT openings

Slam Notes

Cue Bids
 Asking Bids

7. OTHER CONVENTIONS

Lebensohl^v Walsh 1D^v
 Splinters- strong^v Drury^v
 Unassuming cue bids^v Support Dbls/redbls^v
 Modified Michaels/unusual NT^v DOP/ROPI^v

STANDARD SYSTEM CARD

ABF Nos. 61344 Rex Hanson
 & Names: 355194 Alison Hanson

Basic System: Sid 2/1 Game-force
 Brown Sticker Classification: Green Blue Red Y

1. OPENING BIDS

Describe strength, minimum length, or specific meaning
 1♣ 3; 12+TP 1♥ 5; 11+TP^v
 1♦ 3; 12+TP 1♠ 5; 11+TP^v
 1NT 16-18 may contain 5 card

1NT Responses 2♣
 2♦ Trfr to H 2♥ Trfr to C
 2♥ Trfr to S 2NT 7-8 pts, invite^v
 other 3C -trfr to D

2. PRE-ALERTS

2♣ Any game force, not balanced
 2♦ Weak 2 in Hts; OR, 5+/5+ wk or G-F in Sp & Cl; OR, 19-20 Balanced^v
 2♥ Weak 2 in Sp; OR, 5+/5+ wk or G-F in C & D; OR, 21-22 Balanced
 2♠ 5+/5+ wk or G-F in H & a minor; OR, 23-24 Balanced^v
 2NT 5+/5+ wk or G-f, S & a red suit, OR 25-2 3NT Gambling, 7+ card minor, no other

3. COMPETITIVE BIDS / OVERCALLS

1NT resp to Mjr^v -fcg for 1rnd Inverted mnr raises, also over ov
 1D resp to 1C deny 4cd Mjr if weak^v X of 1NT or any artificial opening
 Negative doubles through 3S^v Jump overcalls Intermediate 11-15/13-17 at 2/3 leve
 Responsive doubles through 4H^v Unusual NT · Minors, or Mnr + Mjr
 1NT overall - immediate 16-18 Immediate cue of minor Michaels's 5/5 Majors
 1NT overall - re-opening 10-12 Immediate cue of Major 5 other Mjr & 5 mnr;
 Over weak twos 2NT 16-18, T/O X with leb. Over opening threes X = T/O
 Over opponent's 1NT Weak X=penalty; all other Bids - TWERB

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

<p>1♣ 1♦ Denies 4cd Mjr, if weak</p> <p>1♥ 6+ TP, 4+H^v</p> <p>1♠ 6+ TP, 4+S^v</p> <p>1NT 9-11HCP, denies 4cd ♠</p> <p>2♣ 11+TP, 5cd suit^v</p> <p>other</p>	<p>2♦ 16+TP^v</p> <p>2♥ 16+TP^v</p> <p>2♠ 16+TP^v</p> <p>2NT 13-15HCP, incl. 4cd Mj</p> <p>3♣ weak, 5-8^v</p> <p>3♠</p> <p>3NT 16-18, no 4cd Mjr</p> <p>4♣</p>	<p>3♦ Slam interest splinter^v</p> <p>3♥ Slam interest splinter</p> <p>3♠ Slam interest splinter</p> <p>3NT 16-18, no 4cd Mjr</p>	
<p>1♦ 1♥ 6+TP, 4+Hts</p> <p>1♠ 6+ TP, 4+ Sp^v</p> <p>1NT 6-9, denis 4cd Mjr^v</p> <p>2♣ G-f, 5cd suit^v</p> <p>2♦ 11+TP 4cd suit^v</p> <p>other</p>	<p>2♥ 16+TP, 5+ Hts</p> <p>2♠ 16+ TP, ^v</p> <p>2NT 13-15HCP, incl. 4cd Mj</p> <p>3♣ 16+TP^v, 5+Cl</p> <p>3♦ Weak, 5-8</p> <p>4♦</p>	<p>3♥ Slam interest splinter^v</p> <p>3♠ Slam interest splinter</p> <p>3NT 16-18, no 4cd Mjr</p> <p>4♣ Slam interest splinter</p> <p>4♦</p>	
<p>1♥ 1♠ 4cd suit</p> <p>1NT Fcg, denies 4cd spt^v</p> <p>2♣ G-f, 5 cd suit^v</p> <p>2♦ G-f, 5cd suit^v</p> <p>other</p>	<p>2♥ 6-9, 4cd spt^v</p> <p>2♠ 16+TP^v</p> <p>2NT 13+TP 2 or 4 cd spt^v</p> <p>3♣ 16+TP, 5cd suit^v</p> <p>3NT 13-15, 3 cd spt</p>	<p>3♦ 16+TP 5cd suit^v</p> <p>3♥ Limit raise, 4 cd spt^v</p> <p>3♠ Slam interest splinter</p> <p>3NT 13-15, 3 cd spt</p>	
<p>1♠ 1NT Fcg, denies 4cd spt</p> <p>2♣ G-f, 5cd suit^v</p> <p>2♦ G-f, 5 cd suit^v</p> <p>2♥ G-f, 5cd suit^v</p> <p>other</p>	<p>2♥ 6-9, . 4 cd spt^v</p> <p>2NT 13+TP, 2 or 4cd spt^v</p> <p>3♣ 16+TP^v</p> <p>3♦ 16+TP^v</p> <p>3♠ 1444^v</p> <p>3NT 9-14</p> <p>4♣ Gerber^v</p> <p>4♦</p>	<p>3♥ 16+TP^v</p> <p>3♠ Limiti raise, 4 cds^v</p> <p>3NT 13-15, 3cd spt^v</p> <p>4♣ Slam interest splinter^v</p> <p>4♦ tfr to H^v</p> <p>4♥ Tfr to Spd</p> <p>4♠</p>	
<p>1NT 3♣ Trfr to D</p> <p>3♦ 4414</p> <p>3♥ 4144</p> <p>other</p>	<p>3♠ 1444^v</p> <p>3NT 9-14</p> <p>4♣ Gerber^v</p> <p>4♦</p>	<p>4♦ tfr to H^v</p> <p>4♥ Tfr to Spd</p> <p>4♠</p>	
<p>2♣ 2♦ 0-1 controls</p> <p>2♥ 2 controls</p> <p>2♠ A&K</p> <p>other</p>	<p>2NT 3 K's</p> <p>3♣ 4 controls</p> <p>3♦ 5 Controls</p> <p>3♥</p> <p>3♠ 8+, 2245^v</p> <p>3NT</p>	<p>3♥ 8+, 2245^v</p> <p>3♠ 8+, 2254</p> <p>3NT</p>	
<p>2♦ 2♥ Pass, or correct</p> <p>2♠ Exclusion^v</p> <p>2NT 13+, fcg, enquiry^v</p> <p>other</p>	<p>3♣ Exclusion^v</p> <p>3♦</p> <p>3♥</p>	<p>3♠ Exclusion^v</p> <p>3NT</p> <p>4♣ Exclusion^v</p>	

Notes

<p>2♥ 2♠ Pass, or correct</p> <p>2NT 11+, fcg, enquiry^v</p> <p>3♣ exclusion^v</p> <p>other</p>	<p>3♦ exclusion^v</p> <p>3♥ n/a^v</p> <p>3♠</p> <p>3♥ Pass, or correct^v</p> <p>3♠ n/a^v</p> <p>3♦ Pass or correct^v</p> <p>3NT n/a^v</p> <p>other</p>	<p>3NT n/a^v</p> <p>4♣ Exclusion^v</p> <p>4♥</p> <p>4♣</p> <p>4♥</p> <p>4♠</p>	
<p>2NT 3♣ 7+pTS, FCG ENQUIRY</p> <p>3♦ Pass, or correct^v</p> <p>3♥ Pass, or correct^v</p> <p>3♦ Pass, or correct^v</p> <p>other</p>	<p>3♠ Pass, or correct^v</p> <p>3NT</p> <p>4♣</p> <p>4♦</p>	<p>4♦</p> <p>4♥</p> <p>4♠</p>	

9. CONVENTIONS

Unusual NT: Minor suits, OR minor +Unbid MjrPass, or correct^v

4th Suit Forcing One round Game

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos 2NT = 16-19 Bal; X= T/o^v

Multi 2♦ TWERB

RCO style 2-s TWERB

Other 2-s

Defence (1C) : TWERB

to

strong (2C) : TWERB

1♣/2♣

Over 1NT interference Yes^v

Lebensohl - other uses After T/O DbI of opp's natural Wk 2; Pd's 2Ml reverse

Take out of 4 level pre-empts

4♥ T/O dbI^v 4♠

4♣/4♦ T/OdbI

10. OTHER NOTES