

## BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☒ other good trumps non-forcing  
 Jump raises - majors limit ☐ forcing ☐ other " "  
 Jump shifts after minor opening various: see inside  
 Jump shifts after major opening various: see inside  
 Responses to strong 2 suit opening step = less than ace and king others nat  
 Responses to 2NT opening baron + transfers + 3S = minors

## PLAY CONVENTIONS

**'NT'** Versus Notrump **'S'** Versus Suit ☒ = Both  
 Sequence leads: Overlead all ☒ All except AK x (x) ☐  
 Underlead ☐ other underlead demands unblock eg AKJ10, King  
 Four or more with an honour 4th highest ☐ attitude ☐  
 3rd/5th ☒ other  
 From 4 small 2nd highest ☒ other 3rd  
 From 3 cards (no honour) top ☐ middle ☒ bottom ☐  
**Signal** on partner's lead: high encourage ☐ low encourage ☐  
 other reverse count (an ace in the middle of play may ask for attitude)  
**Signal** on declarer's lead reverse count  
**Discards** McKenney ☐ high encourage ☐ low encourage ☐  
 odd/even ☐ other reverse count (McK when obvious)  
**Count** natural ☐ reverse ☒

## CONVENTIONS

4NT: Blackwood ☒ RKCB ☐ other  
 4A Gerber ☒ when? 1NT

### Other Conventions

(1) XX at one level shows penalty interest  
 and our bids otherwise ignore the double.  
 (2) after 1NT is doubled bids are one suited,  
 redouble is penalties and pass 2 suited  
 (possibly intending to pass)



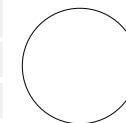
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## STANDARD SYSTEM CARD

Names: Cathy Chua Simon Hinge  
 ABF Nos:  
 Basic System: 4 card Standard  
 Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐  
 1A 4, about 11 + 1B 4, about 11+ 1C 4, about 11 + 1D 4, about 11 +  
 1 NT 15-17, a little less with playing strength may contain 5 card major ☒  
 2A Stayman: simple ☒ extended ☐ other  
 transfers 2B hearts 2C spades 2D clubs  
 2 NT diamonds other any 5422, 6322, bare honour in 4441/5431  
 2A strong with clubs or 23+ balanced. 'strong' = approx. 8 P.T. or better  
 2B strong with diamonds  
 2C strong with hearts  
 2D strong with spades  
 2 NT 20-22 balanced, baron and transfers, 3S = minors  
 3 NT gambling in minor, no outside ace or king

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

Our takeout doubles are Italian style: classical The more shape the less points required.  
 shape not required, but values and a hand We mostly open 4 card major before  
 deemed unsuitable for an overcall (good suits) 4 card minor

## COMPETITIVE BIDDING

Negative doubles through 6S Responsive doubles through 6S  
 Jump overcalls weak Unusual NT lower unbid suits  
 1NT overcall (immediate) 15-17 (18) (re-opening) 10-14  
 Immed cue of minor both majors  
 Immed cue of major other major + minor  
 Over opponent's 1NT (weak) ASPRO 2C = H + another; 2D = S + minor  
 Over opponent's 1NT (strong) ASPRO  
 Over weak twos Double = takeout and then 2NT = takeout  
 Over opening threes Double = takeout

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1A	1B	5+, 5+ HCP	2NT	strong raise
	1C/D	4+ (5)6+ HCP	3A	4/5 better trumps than 1-2 raise
	1NT	bal 6-10(11) HCP	3B	splinter 3-4 controls
	2A	3/4, (5)6-10(11) HCP	3C	" "
	2B	fit-showing 3-4 controls	3D	" "
	2C	" "	3NT	16-18 bal, no major
	2D	(11)12-15 balanced, no major	4 bids	nat
1B	1C/D	4: (5)6+ HCP	3A	fit-showing 3-4 controls
	1NT	bal 6-10(11) HCP	3B	4/5 better trumps than 1-2 raise
	2A	nat, forcing one round	3C	splinter 3-4 controls
	2B	3/4, (5)6-10(11) HCP	3D	" "
	2C	fit-showing 3-4 controls	3NT	16-18 bal, no major
	2D	(11)12-15 balanced, no major	4B	nat
	2NT	strong raise	4 Other	nat
1C/D	1NT	as above except after 1S:	3A	strong raise
	2A		3B	
	2B		3C/D	
	2C/D		3NT	
	2NT	(11) 12-15 bal	4A/B	1H/S: splinters 3-4 controls
2A	2B	less than A+K	2C/D	nat, A+K or better
	other	nat, A+K or better		
2B	2C	less than A+K	3A/B	others as above
	2D		3C/D	
	2NT		3NT	
2C/D	2NT	2H 2S less than A+K	3NT	
	3A/B	2S 2NT less than A+K	4A/B	
	3C/D	others as above	4C/D	
2NT	3A	baron	4A	nat
	3B	transfer to H	4B	"
	3C	transfer to S	4C	"
	3D	minors	4D	"
	3NT	nat	other	4NT = quan

CONVENTIONS	
Additional responses to 1NT	
3A/3B	3C/D = strong
3C/3D	3H/S = strong
4A	gerber
4B	5-5+ in majors game-interest only, partner to choose
4C	natural
4D	natural
Unusual NT:	minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/>
other	
Other slam bidding	
Cue Bids	<input checked="" type="checkbox"/>
Asking Bids	<input type="checkbox"/>
4th Suit Forcing	One round <input checked="" type="checkbox"/> Game force <input type="checkbox"/>
NT Checkback	<input type="checkbox"/> Priorities
Defence to 3NT opening	if gambling 4C = 2 suits, forcing
Defence to opening Two's:	Multi 2B X = 15+, bids 10-14 2H/S t/o of other major.
RCO style 2-s	
	Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal
Other 2-s	
	After strong 2C/2NT ASPRO applies
Defence to strong A	
	ASPRO X = H + another, 1D = S + minor
Lebensohl	
Over NT interference	<input checked="" type="checkbox"/>
Other uses	
Take out of 4 level pre-empts	
4A/4B	X
4C	X
4D	X

OTHER NOTES	
All our natural NT bids may contain singletons if that is deemed the most appropriate bid.	
In competition 2NT and 4NT bids are often for takeout.	