

Competitive bidding

Overall 8 to 16 HCP Length 5+

Responses Natural, new suits are forcing unless a passed hand. Jump in a new suit is fit-showing.

Take out doubles 11+ to HCP

Responses Natural, jump bids show a good 8+ HCP

Negative Doubles Up to 4♥

Jump Overcalls (Click option to circle)

Weak Intermediate Strong 2 Suiter

Others: 3♣ over 1♥/♠ or 2♦ over 1♣ shows two-suiter.

2 NT Overcall Two-suiter (two lowest ranked suits)

Direct cue bids 2-suiter, (top and bottom)

1 NT Overcall: 2nd pos 15-18 4th pos 11-14

Description Natural, the upper range in 4th position may be 15 over 1♣.

Responses system on

Defenses

vs Weak NT: X= PEN; suit = either the next suit up or two above that (PC responses, 2NT = GIR)

Strong NT: X = Any sgl suited hand, 11+; 2♣=♠+another; 2♦=♦+M; 2♥= both M. PC responses, 2NT RESP GIR

vs Preempts: Take-out doubles, super Michaels

vs Artificial strong openings

VUL: X= the next suit up or two above that; suit= either the next suit up or two above that. NV: X=suit opened or two above that; suit= suit or two above.

Key (for use with signals)

E --- Encouraging Bracket
 D --- Discouraging Alternative
 1 --- Odd No Signal where
 2 --- Even No Appropriate
 S --- Suit Pref (eg) E(2)

Opening and subsequent leads

Opening leads (Click option to circle)

Suit	3rd	4th	5th	Roman	Journalist
	Others A asks for ATT, K asks for COUNT				
NT	3rd	4th	5th	Roman	Journalist
	Others AQ asks for unblock or reverse count if can't do so. K asks for the Q in the suit led. J denies a higher honour.				

Standard (4ths)

Subsequent Leads

Circle opening leads vs no trumps

Underline leads against suit contracts if different

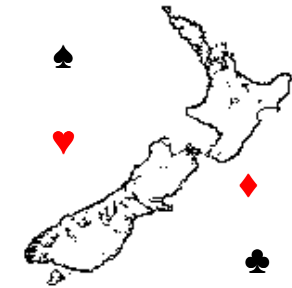
♠ x ♠ x x x x x x x x x x A K A K x
 10 x ♠ J x ♠ Q x ♠ K Q x Q J x J 10 x
10 9 x Q x x ♠ K 10 ♠ J x x ♠ Q 10 9 x
 K 10 9 8 J 10 9 x 10 9 8 x K J 10 x J 10 x x
 A K J x A Q J x K Q J x K Q 10 x
A K J 10 x A J 10 9 x K x x x x K x x x x x

Signals when following or discarding

		Cards	High	Low	Odd	Even
Suit	On partner's lead		D	E		
	On declarer's lead		1	2		
	Discarding		D	E		
NT	On partner's lead		D	E		
	On declarer's lead		Smith (1)	Smith (2)		
	Discarding		D(1)	E(2)		

N Z C B A

Standard System Card



Names

Murat Genc 63283
 Margaret Perley 62914

Style and System Summary

Two Over One with variable NT
 1 BS Convention: 2♦ opening

Opening 1 NT Non-vul: 12-14, may contain a 5-card major
 Vul: 15-17, may contain a 5-card major

Strong openings

2C

Special calls that may require defences

Openings	Competitive calls
1 2D	
2	
3	
4	
5	
6	
7	
8	

Opening	Tick if Artificial	Min no. of cards	Neg Db1 thru	Description	Responses	Subsequent action	Passed hand bidding
1♠	✓	2	4♥	11+ HCP	2♥/♠ = very weak; 2♦ = limit-raise, 3♣ = preemptive, 2♣ = inverted		Natural limit raises; 2♥/♠ = 0-5 HCP, 6-card suit
1♦		4	4♥	11+ HCP	2♦ = inverted; 2♥/♠ = very weak, 3♦ = preemptive, 3♣ = limit raise		Natural limit raises; 2♥/♠ = 0-5 HCP, 6-card suit
1♥		5	4♦	11+ HCP	1♠ = forcing, <5 spades; 2NT = Jacoby; FSJ, splinters	Responder's rebid of 2♥ after an initial 2♣/♦ is forcing to game	2♣ = Reverse Drury; 2♠ = fit-showing
1♠		5	4♥	11+ HCP	Forcing 1NT; Fit-showing jumps (FJS), 2NT = Jacoby, splinters	Responder's rebid of 2♠ after an initial 2-level response is GF	2♣ = Rev Drury; 1NT = natural; 3♥ = fit-showing
1NT				12-14 (15-17 if vul) flat	2♦/♥/2NT = Xfers; 2♠ = range-finder; 3-level = spl in suit up		4-level transfer into a maj shows 6/4 in the majors
2♠	✓	0		Either flat 23+ or any game-forcing hand	2♦ = 6+, waiting; 2♥ = any 0-5 HCP; 2NT = positive with ♥'s	3♣ by RESP over 2M is 2nd negative	
2♦	✓	0		weak maj(5)/minor(4+) or 20-22 with 5/6 maj	2/3♥/♠ = PC; 2NT = strong relay; 3/4♣/♦ = PC	If opener rebids NT, 3/4♣ asks for their major	
2♥		6		6-10 HCP	2NT = GIR; raise = preemptive; 2♠, 3♣/♦ = nat, forcing	Opener shows a feature over 2NT with a maximum	
2♠		6		6-10 HCP	2NT = GIR; raise = preemptive; 3♣/♦/♥ = nat, forcing	Opener shows a feature over 2NT with a maximum	
2NT				20-22 flat, no 5-card major	3♣ = stayman; 3/4♦/♥ = transfers; 3♠ = MSS; 4♠ = minors		
3♣		7(6)		Standard preempt	3♦ = relay for a 3-card maj; 3♥/♠ = forcing; 4♦ = Weakwood; 4♥/♠ = Lackwood		New suit is fit-showing, forcing
3♦		7(6)		Standard preempt	3♥/♠ = forcing; 4♣ = Weakwood; 4♥/♠, 5♣ = Lackwood		New suit is fit-showing, forcing
3♥		7		Standard preempt	4♣ = Weakwood; 3♠ = forcing; 4♦/♠, 5♣ = Lackwood		New suit is fit-showing, forcing
3♠		7		Standard preempt	4♣ = weakwood; 4♥ = to play; 4♦, 5♣, 5♥ = Lackwood		New suit is fit-showing, forcing
3NT				Gambling with at most 1 outside K	4-7♣/♦ = Pass or correct; 4♥/♠ = natural, to play		
4♣		7		Standard preempt	4♦ = Weakwood; 4♥/♠ = To play		
4♦		7		Standard preempt	4♥/♠ = to play; 4NT = weakwood		
4♥		7		Standard preempt	4NT = Weakwood; New suit = Lackwood		
4♠		7		Standard preempt	4NT = Weakwood; New suit = Lackwood		
4NT	✓			Good 5-level preempt in a minor	5-6♣/♦ = PC; 5♥/♠ = Cue in ♥/♠ and ♣ or ♦; 5NT = cue in ♥ and ♠		
						High level bidding	
						RKCB 1430, SPIRAL SCAN, RKCW, LACKWOOD,	
						GERBER 1430 CRO, LEAPING MICHAELS FG, CUE up the line,	
						SPLs, SERIOUS 3NT, New suit by RESP over OPPT X of our	
						3 PRE is FIT-SHOWING F1	