

SIMPLE STANDARD SYSTEM CARD (5 Card Major)

OPENING BIDS: Minimum length

1♣ = 11⁺ (3) 1♦ = 11⁺ (3) 1♥ = 11⁺ (5) 1♠ = 11⁺ (5)

1NT = 15 -18 Balanced

- 2♣ = Strong Unbalanced Hand (4 or less losers)**
: 2D – negative, any other response 8⁺ HCP & natural
- 2♦ = 6♦ (6 – 10 HCP):** suit invit; new suit forcing
- 2♥ = 6♥ (6 – 10 HCP):** suit invit; new suit forcing
- 2♠ = 6♠ (6 – 10 HCP):** suit invit; new suit forcing
- 2NT = 21-22 Balanced:** 3♣ Simple Stayman (i.e. 3D = no Major;
3H = 4 hearts, 3S = 4 spades) OR Transfer to Majors
- 3NT = 23⁺ Balanced:** Partners to agree responses

COMPETITIVE BIDDING

NEGATIVE DOUBLES TO 2♠ JUMP OVERCALLS = Weak
1NT OVERCALL = 15-18 HCP – same continuation as 1NT opening
OVER OPP's 1NT opening = Natural suit bids
OVER Weak 2's & Pre-empt = natural or (X = 16⁺ HCP)

CARD PLAY

LEADS: OVERLEAD ALL HONOUR SEQUENCES
4TH (from length)
2ND HIGHEST (from 4 small)
MUD (from 3 small)

SIGNALS: SUIT FOLLOWING & DISCARDS: Low encourage

RESPONSES

Jump raises – Limit
To NT: SIMPLE STAYMEN OR
TRANSFER TO MAJORS (NOT AFTER INTERFERENCE)
Jump Shift = 5⁺ card suit and >16 TP
Stopper show after minor fit (to help consider NT final contract)

SLAM BIDDING

4NT - SIMPLE BLACKWOOD
4C – GERBER (ONLY AFTER NT OPENING)

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