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Standard American Classification: Green

Opening

1♣ 3+♣, 11+

1♦ 3+♦, 11+

1♥/♠ 5+♠♥, 11+

1NT 15-17hcp, balanced,
no 5 card major

2♣ Game Force
4 losers/21+ hcp
unbalanced or 23-24
balanced

2♦/
♥/♠ 6-10hcp, 6+ suit

2NT 20-22 hcp balanced &
can contain a 5 card
major

3♣/♦ pre-emptive, 6+♣,
7+diamonds

3♥/♠ pre-emptive, 7+♠♥

4♣ pre-emptive 8+

4♦/
♥/♠ pre-emptive 8+

Answer

Stayman, transfers, 2NT invitational to 3NT

2♦ = automatic response showing no ace and king in the hand,
2H/2S/3C/3D= 5+ suit and ace and king in hand, 2NT= 8-10 pts no 5 card
suit and ace and king in hand, 3NT=11+ pts no 5 card suit and ace and
king in hand.

Stayman, transfers

Overcalls

Weak jump overcalls 6+ suit

1NT = 15-17hcp with stopper in openers suit

Takeout double opening/overcalling points

Double over weak 2 opening is for takeout

After interference

Negative double thru 3♠

Responsive double thru 4H

Penalty double at game

Support double after responder's 1 of a major bid
followed by interference show 3 of responders suit.
Systems on after NT interference.

Double by responder after interference following
opener's NT bid means stolen bid.

Slam conventions

Gerber 4♣ after NT opening

RKC 1430

Quant 4NT response to NT is pass or 6NT for min
or max points held.

Other conventions

After 1NT - 2C (simple stayman); garbage stayman

After 2NT - 3C stayman

Transfers after 1NT or 2NT opening

2NT enquiry after weak 2 opening

Other minor bid (artificial) at 2 level by responder
with 10 plus pts shows major bid at the one level
was 5 cards.

Michaels cue bid

Unusual 2NT after op opened 1 of a major shows 5
cards in two lowest unbid suits

Balancing

Leads

Standard leads

Signals

Attitude Low Encourage

Discards - First discard signals a preferred suit in
trumps and a non preferred suit in NT.

High =don't like Low = like