

Peninsula Basic System Card

For supervised-session graduates

Names:

ABF Nos:

Basic System: Standard American 5 card majors



OPENING BIDS

SHOW MINIMUM LENGTH & STRENGTH

- 1♣: 3+, 12+ 1♦: 3+, 12+ 1♥: 5+, 12+ 1♠: 5+, 12+
1NT: 15-17HCP bal (*no shortages, max 1 dbltn, no 5+ maj*)
2♣: 20+ HCP+LP (22+HCP if bal) *part. needs to alert*
2♦: 6-9HCP and good 6 card suit
2♥: 6-9HCP and good 6 card suit
2♠: 6-9HCP and good 6 card suit
2NT: 20-21HCP bal (*no shortages, max 1 dbltn, no 5+ maj*)
3 level suit opening: 6-9HCP and good 7+ card suit

BASIC COMPETITIVE BIDDING

- Double: (*Low level=Takeout*) 13+HCP, support for unbid suits – *partner expected to bid unless opponent bids*
Overcall: 10+HCP, 5+ good suit

BASIC RESPONSES

After partner opens 1 suit:

- Single raise (eg 1♠/2♠) 6-9TP, fit with partner
New suit(1 lev) 6+HCP, 4+ cards, no fit w. part. major
New suit(2 lev) 10+HCP, 4+ cards, no fit w. part. major
Jump raise (eg 1♠/3♠) 10-12TP, fit with partner
1NT response (eg 1♠/1NT) 6-9HCP, no other bid
After partner opens 1NT: ☐ Stayman ☐ Trfrs (majors)
☐ 2 level suit resp: 0-7HCP, 5+ suit (*"drop-dead" bid*)

2NT (invitational): 8-9HCP, balanced

3H/S: 5 hearts/spades, 10+HCP *partner bids 3N or 4H/S*

3NT (to play): 10-15HCP, balanced

4C: 16+HCP, Gerber ace ask convention, slam interest

4H/S: 6 hearts/spades, 10+HCP

After partner opens 2C:

2D is waiting bid (needs alerting) partner then shows suit

Then responder can pass or bid 3NT or raise partner's suit to game with fit (including shortage points)

After partner opens 2D/2H/2S:

Raise partner to 3 or 4 level with 3 or 4 card support

Raise partner to game with 16+HCP and fit

Bid own 5+ suit with 16+HCP *partner expected to bid*

SLAM BIDDING (33+HCP)

Ace asking: 4C Gerber over 1NT/2NT;

4NT after suit fit: Blackwood 5C=0 or 4, 5D=1, 5H=2,

5S=3 aces after which 5NT asks about kings

4NT in response to NT openings: Quantitative

LEADS & SIGNALS

Touching honours: Lead highest of touching honours

Long suits: Lead 4th card from suit

3 card suits (with honour): Lead lowest card

3 card suits (no honour): Lead middle then high card

Doubletons: Lead higher card first

Discard (suit contract): Low card = likes that suit

Discard (NT contract): Throw suits you don't want led

On partner's lead: Low card = likes suit (*high=hate*)

Peninsula Basic System Card

For supervised session graduates

Names:

ABF Nos:

Basic System: Standard American 5 card majors



OPENING BIDS

SHOW MINIMUM LENGTH & STRENGTH

- 1♣: 3+, 12+ 1♦: 3+, 12+ 1♥: 5+, 12+ 1♠: 5+, 12+
1NT: 15-17HCP bal (*no shortages, max 1 dbltn, no 5+ maj*)
2♣: 20+ HCP+LP (22+HCP if bal) *part. needs to alert*
2♦: 6-9HCP and good 6 card suit
2♥: 6-9HCP and good 6 card suit
2♠: 6-9HCP and good 6 card suit
2NT: 20-21HCP bal (*no shortages, max 1 dbltn, no 5+ maj*)
3 level suit opening: 6-9HCP and good 7+ card suit

BASIC COMPETITIVE BIDDING

- Double: (*Low level=Takeout*) 13+HCP, support for unbid suits – *partner expected to bid unless opponent bids*
Overcall: 10+HCP, 5+ good suit

BASIC RESPONSES

After partner opens 1 suit:

- Single raise (eg 1♠/2♠) 6-9TP, fit with partner
New suit(1 lev) 6+HCP, 4+ cards, no fit w. part. major
New suit(2 lev) 10+HCP, 4+ cards, no fit w. part. major
Jump raise (eg 1♠/3♠) 10-12TP, fit with partner
1NT response (eg 1♠/1NT) 6-9HCP, no other bid
After partner opens 1NT: ☐ Stayman ☐ Trfrs (majors)
☐ 2 level suit resp: 0-7HCP, 5+ suit (*"drop-dead" bid*)

2NT (invitational): 8-9HCP, balanced

3H/S: 5 hearts/spades, 10+HCP *partner bids 3N or 4H/S*

3NT (to play): 10-15HCP, balanced

4C: 16+HCP, Gerber ace ask convention, slam interest

4H/S: 6 hearts/spades, 10+HCP

After partner opens 2C:

2D is waiting bid (needs alerting) partner then shows suit

Then responder can pass or bid 3NT or raise partner's suit to game with fit (including shortage points)

After partner opens 2D/2H/2S:

Raise partner to 3 or 4 level with 3 or 4 card support

Raise partner to game with 16+HCP and fit

Bid own 5+ suit with 16+HCP *partner expected to bid*

SLAM BIDDING (33+HCP)

Ace asking: 4C Gerber over 1NT/2NT;

4NT after suit fit: Blackwood 5C=0 or 4, 5D=1, 5H=2,

5S=3 aces after which 5NT asks about kings

4NT in response to NT openings: Quantitative

LEADS & SIGNALS

Touching honours: Lead highest of touching honours

Long suits: Lead 4th card from suit

3 card suits (with honour): Lead lowest card

3 card suits (no honour): Lead middle then high card

Doubletons: Lead higher card first

Discard (suit contract): Low card = likes that suit

Discard (NT contract): Throw suits you don't want led

On partner's lead: Low card = likes suit (*high=hate*)