

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted minors
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Mini splinter; fit showing by passed hand
 Jump shifts after major opening Mini splinter; fit showing by passed hand
 Responses to strong 2 suit opening Positive = A + K
 Responses to 2NT opening 3♥♠=forcing

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: _____
 Four or more with an honour 4th highest attitude
 3rd/5th Other: _____
 From 4 small 2nd highest Other: _____
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: Natural count
 Signal on declarer's lead Natural count
 Discards McKenney high encourage low encourage
 odd/even Other: Natural count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: Minorwood
 4♣ Gerber when? Over 1NT
 Other Conventions

Unassuming cue bids	Fit showing jumps by passed hand
Support doubles	
Lebensohl	
Inverted minors	
4th suit GF	



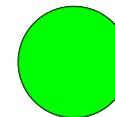
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STANDARD SYSTEM CARD

Names: Paula Shroor Rena Kaplan
 ABF Nos: 146757 31968
 Basic System: Standard 2/1 Game Force Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3, 11+ pts 1♦ 3, 11+ pts 1♥ 5, 11+ pts 1♠ 5, 11+ pts
 1 NT 14-17 may contain 5 card major
 2♣ Stayman: simple extended Other: 5/4 stayman
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣
 2 NT ♦ Other: _____
 2♣ Weak major OR any Acoll 2 OR 20-22 balanced OR solida minor with outside A
 2♦ Game Force or 23-24 balanced
 2♥ 5+♥ + 5+ another, less than opening hand
 2♠ 5+♠ + 5+ minor, less than opening hand
 2 NT 5+ both minors, less than opening hand
 3 NT Gambling

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

Inverted minors	4th suit forcing to game
Fit showing jumps by passed hand	2 over 1 forcing to game
Cue raises	Minor suit keycard

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls 2 suited Unusual NT Minors
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor 2 suiter non touching suits
 Immed cue of major 2 suiter non touching suits
 Over opponent's 1NT (weak) x = penalties; 2♣=majors; 2♦,♥,♠=transfer; nat in 4th seat
 Over opponent's 1NT (strong) as above
 Over weak twos Double with lebensohl
 Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+♦, 6+ hcp	2NT 12-14 natural
	1♥/♠	4+♥, 6+ hcp	3♣ weak
	1NT	6-11 hcp	3♦ splinter
	2♣	natural, forcing to 2NT	3♥ splinter
	2♦	limit raise in ♣	3♠ splinter
	2♥	splinter; fit showing by PH	3NT 15-16 hcp
	2♠	splinter; fit showing by PH	4 bids pre-emptive
1♦	1♥/♠	4+♥/♠, 6+ hcp	3♣ splinter
	1NT	6-11 hcp	3♦ weak
	2♣	Natural GF	3♥ splinter
	2♦	natural; forcing to 2NT	3♠ splinter
	2♥	mini splinter; fit showing by PH	3NT 15-16 HCP
	2♠	mini splinter; fit showing by PH	4♦ pre-emptive
	2NT	12-14 natural	4 Other splinter
1♥/♠	1NT	1 round force	3♣ splinter; fit showing by PH
	2♣	natural; GF	3♦ splinter
	2♦	natural; GF	3♥/♠ forcing; slam try
	2♥/♠	6-9 hcp	3NT 12-14 HCP; 4+ ♥/♠
	2NT	natural; 12-14 hcp	4♠/♦ splinter
2♣	2♦	strong enquiry	2♥/♠ pass or correct
	other	2NT= game invitation in either major	
2♦	2♥	negative or waiting	3♠/♦ natural; promises A + K
	2♠	natural; promises A + K	3♥/♠ self supporting suit
	2NT	natural	3NT
2♥/♠	2NT	strong inquiry	3NT to play
	3♠/♦	pass or correct	4♠/♦ pass or correct
	3♥/♠	pre-emptive	4♥/♠ to play
2NT	3♣	to play	4♣ keycard
	3♦	to play	4♦ keycard
	3♥	natural; forcing	4♥ to play
	3♠	natural; forcing	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ slam try in ♣ or ♦

3♥/3♠ slam try in ♥ or ♠

4♣ keycard for ♣

4♦ keycard for ♦

4♥ to play

4♠ to play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities

Defence to 3NT opening

double

Defence to opening Two's: Multi 2♦ double shows bid suit

RCO style 2-s

double shows bid suit

Other 2-s

Defence to strong ♣

natural

Lebensohl

Over NT interference

Other uses

used with take-out doubles

Take out of 4 level pre-empt

4♠/4♦ double

4♥ to play

4♣ to play

OTHER NOTES