

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: Inverted

Jump raises - majors    limit     forcing     Other: Bergen

Jump shifts after minor opening    Weak in Majors

Jump shifts after major opening    Bergen

Responses to strong 2 suit opening    2D Neg/waiting. Others positive

Responses to 2NT opening    Puppet Stayman

## 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: Attitude on Ace and Queen. Count in King

Signal on declarer's lead    Count

Discards    McKenney     high encourage     low encourage

odd/even     Other: o/e on first discard. After nat present count

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: Minorwood

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

4th suit forcing to game    2C and 2D Checkback

Cue raises of opening and overcalls    1C - 2D and 1D - 3C = Fit with 7 - 9

Lebensohl    Bergen Raises

Splinters    Lebensohl over reverses and wk 2's

Texas transfers



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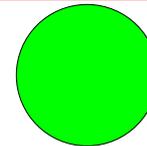
## STANDARD SYSTEM CARD

Names:    Lynn Kalmin    Judy Snow

ABF Nos:    289957    287822

Basic System:    Standard/Bergen Raises    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 3 11+    1♦ 3 11+    1♥ 5 11+    1♠ 5 11+

1 NT 15 - 17    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦ ♥    2♥ ♠    2♣ ♣

2 NT ♦    Other: 3♥/3♠ 5/4 minor - shows fragment

2♣ G.F.

2♦ Wk - 6 card Major

2♥ Hearts and minor

2♠ Spades and minor

2 NT 20 - 21

3 NT 4 level Minor suit pre-empt

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

4♣ and 4♦ response to 2♦ opening

## COMPETITIVE BIDDING

Negative doubles through    4♠    Responsive doubles through    4♠

Jump overcalls    Weak    Unusual NT    Lower unbid

1NT overcall (immediate)    15-17    (re-opening)    10-14

Immed cue of minor    Michaels

Immed cue of major    Michael

Over opponent's 1NT (weak)    Modified DONT

Over opponent's 1NT (strong)    DONT

Over weak twos    X = t.o.

Over opening threes    X = t.o.

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦ and 6 + points	2NT	10 - 12
	1♥/♠	4+ ♥/♠ and 6 + points	3♣	0 - 6 with fit
	1NT	6 - 9	3♦	Splinter
	2♣	inverted (10+) 5+♣	3♥	Splinter
	2♦	fit with 7 - 9	3♠	Splinter
	2♥	0 - 5, 6 card suit, natural	3NT	12 - 14 flat
	2♠	0 - 5, 6 card suit natural	4 bids	Major to play 4♣ m'wood 4♦ n/a
1♦	1♥/♠	4 + and 6 + points	3♣	7 - 9 with fit
	1NT	6 - 9	3♦	0 - 6 with fit
	2♣	10 + and natural	3♥	Splinter
	2♦	Inverted 10+ with fit	3♠	Splinter
	2♥	0 - 5, 6 card suit natural	3NT	12 - 14 flat
	2♠	0 - 5, 6 card suit natural	4♦	Minorwood
	2NT	1 0 - 12	4 Other	Major to play 4♣ splinter
1♥/♠	1NT	6 - 9	3♣	Bergen
	2♣	10 + natural	3♦	Bergen
	2♦	10 + natural	3♥/♠	Bergen
	2♥/♠	Bergen	3NT	12 - 14 Flat 3 card raise
	2NT	Jacoby 15+ with 4+ support	4♣♦	Splinter
2♣	2♦	Negative/waiting	2♥/♠	Natural 5+, 1 1/2 + q.t.
	other	2NT 8+ flat		
2♦	2♥	p/c	3♣♦	Natural, non forcing
	2♠	p/c	3♥/♠	p/c
	2NT	Strong relay	3NT	To play
2♥/♠	2NT	Strong relay	3NT	To play
	3♣♦	p/c	4♣♦	p/c
	3♥/♠	Pre-emptive nf. if new suit	4♥/♠	To play
2NT	3♣	Puppet	4♣	Transfer to 4♥ then 4NT rkc
	3♦	Transfer to 3♥ then 4NT quan	4♦	Transfer to 4♠ then 4NT rkc
	3♥	Transfer to 3♠ then 4NT quan	4♥	Minors - better Clubs
	3♠	Minor suit Stayman	4♠	Minors - better Diamonds
	3NT	To Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 card suit - invitational
3♥/3♠	5/4 in Minors, shows fragment
4♣	Texas
4♦	Texas
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                      Features up the line

### Defence to 3NT opening

X = penalites                      4C t.o.

### Defence to opening Two's:

Multi 2♦                      x = 16 +

### RCO style 2-s

x = 16 +

### Other 2-s

x = t.o.

### Defence to strong ♣

x = strong, 1 level overcalls = natural, 1NT = single suit, 2 level DONT

### Lebensohl

Over NT interference

### Other uses

### Take out of 4 level pre-empts

4♣/4♦                      X = t.o.  
4♥ t.o.                      4♠

## OTHER NOTES

Lead of 9 or 10 - 2 or 0 honours

Odd/even when dummy has a singleton or will win next next trick in suit