

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Bergen
Jump shifts after minor opening	M = weak. Other m = invitational raise		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2♦ is forced response to 2♣ opening		
Responses to 2NT opening	m bids are pass or correct. M stopper ask		

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: _____
4♣	Gerber <input type="checkbox"/>	when? _____	

### Other Conventions

2 way checkback	Namyats
2 way Drury	Journalist leads
Blackout over 4th suit	(J denies higher honour. 10 or 9 shows
Minorwood	0 or 2 higher)
Gazilli by opener over 1NT response to M	Kokish relays over 2C opening



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## STANDARD SYSTEM CARD

Names:	Lynn Kalmin	Lorna Ichilcik	
ABF Nos:	289957	769590	
Basic System:	ACOL	Brown Sticker <input type="checkbox"/>	
Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>		

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>
1♣	3(11+)	1♦	4(11+)	1♥ 4(11+)
				1♠ 5(11+)
1 NT	11 - 14 (15 - 17 in 3rd seat)			may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____	
Transfers	2♦ Forcing Stayman	2♥ Natural n.f.	2♠ Natural n.f.	
2 NT	Lebensohl		Other: _____	
2♣	Game force except if balanced			
2♦	6 card ♥/♠ (6 - 10)			
2♥	♥ and another (6 - 10) 5/5 vul, can be 5/4 not vul. If ♠ will be 5/4 (9 - 11)			
2♠	♠ and minor (6 - 10) 5/5 vul, can be 5/4 not vul.			
2 NT	5/5 minors (6 - 10)			
3 NT	6♥ and 5♠ (6 - 12)			

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

No transfers to majors over weak NT	_____
Responses to strong NT differ to above	See notes
Jump overcall of 3♣ = other 2 suits	_____

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak _____	Unusual NT _____	Lower unbid _____
1NT overcall (immediate)	15 - 18	(re-opening)	10 - 14
Immed cue of minor	Ghestem: Other minor and ♠		
Immed cue of major	Ghestem: Other major and ♣		
Over opponent's 1NT (weak)	Modified DONT (x = penalties, 2♣ and single suit)		
Over opponent's 1NT (strong)	DONT		
Over weak twos	x take out		
Over opening threes	x take out		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ ♦, 6+ points	2NT 10 - 12 balanced, no major
	1♥/♠	4+ ♥/♠, 6+ points	3♣ pre-emptive
	1NT	6 - 9	3♦ splinter
	2♣	5+ ♣, 12+ points	3♥ splinter
	2♦	5+ ♣, 8 - 11 points	3♠ splinter
	2♥	6+ ♥, < 6 points	3NT 12 - 15 balanced, no major
	2♠	6+ ♠ < 6 points	4 bids 4♣ pre-emptive, M to play
1♦	1♥/♠	4+ ♥/♠, 6+ points	3♣ 4+♦, 8 - 11 points
	1NT	6 - 9	3♦ pre-emptive
	2♣	4+ ♣, 10+ points	3♥ splinter
	2♦	4+♦, 12+ points	3♠ splinter
	2♥	6+ ♥, < 6 points	3NT 12 - 15 balanced, no major
	2♠	6+ ♠ < 6 points	4♦ pre-emptive
	2NT	10 - 12 balanced, no major	4 Other 4♦ pre-emptive, M to play
1♥/♠	1NT	6 - 9	3♣ 4 card support, 6 - 9 points
	2♣	4+ ♣, 10+ points	3♦ 4 card support, 10 - 13 points
	2♦	4+♦, 12+ points	3♥/♠ 4 card support, < 6 points
	2♥/♠	3 card support, 6 - 9 points	3NT 3 card support, 12 - 15 points
	2NT	4 card support, 14+ points	4♣/♦ splinter
2♣	2♦	Negative or waiting	2♥/♠
	other	2NT, 5/5 m < king or 2 queens	
2♦	2♥	pass or correct	3♣/♦ natural and non forcing
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	forcing relay	3NT to play
2♥/♠	2NT	forcing relay	3NT to play
	3♣/♦	Over 2♥, 2♠, 3♣ p/c	4♣/♦ pass or correct
	3♥/♠	pre-emptive	4♥/♠ to play
2NT	3♣	puppet (does not guarantee M)	4♣ natural, slam interest
	3♦	transfer to ♥	4♦ natural, slam interest
	3♥	transfer to ♠	4♥ At least 5/5 in m, weak
	3♠	5♠, 4♥, or weak long m	4♠ At least 5/5 in m, slam interest
	3NT	5/4 in m, slam interest	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Wk: natural and invitational. Str: 3♣ 5/5 m weak. 3♦ 5/5 m strong
3♥/3♠	Wk: natural and forcing. Str: shortage, 5/4 m, 3 in other M
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	Natural
4♠	Natural

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 = values. 4♣ both M better ♥, 4♦ both M better ♠

### Defence to opening Two's:

Multi 2♦ x 15+, 2NT Bal 15 - 18, 2♥ good hand with ♣

2♣ good hand with ♦, 3♣/♦ natural and weak

### RCO style 2-s

x opening hand with suit bid, 2nd x t.o., 3rd x penalties

### Other 2-s

If 2♣/2♦ wk with both majors, then x 15+, 2NT 15 - 18 with both majors, 2♥/2♠ stopper show

### Defence to strong ♣

x = ♣+♥, ♦ = ♦+♥, ♥ = ♥+♠, 1NT = ♦+♠

### Lebensohl

Over NT interference

### Other uses

Over weak 2's. Used by opener over 2 level bid by opponents

### Take out of 4 level pre-empts

4♣/4♦ x = t.o.  
4♥ x = t.o. 4♠ x = penalties. 4NT 2 suited t.o.

## OTHER NOTES

Over strong NT in 3rd seat, 2♣ is stayman. Transfers to all suits.

Jump to 3♥/3♠ is a splinter. At least 5/4 in minors and shortage in major