

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump shifts after minor opening	2-level=weak; 3-level=splinter		
Jump shifts after major opening	2-level=weak; 3m=bergen; 3M=splinter		
Responses to strong 2 suit opening	2♦=<3 controls or waiting		
Responses to 2NT opening	pstayman (invert 3♥/3NT); 3♦/♥=tfers; 3♠=mstayman		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: u/lead for unblock; A for att and K for count.	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	suit preference if indicated	
Signal on declarer's lead	count or suit preference if indicated	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other: suit preference if indicated	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/> present count

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430; 5NT=specific Ks
4♣	Gerber <input type="checkbox"/>	when?	

### Other Conventions

after 1NT rebid:	fit jumps in comp & by passed-hands
2♣=puppet to 2♦ then pass or inv	cue raises   change of suit forcing
2♦= any GF (nat continuations)	after 1M:2NT(GF raise): 3♣=any min;
2M=sign-off	3♦=extras no shortage; 3♥=extras sh oM;
2NT=puppet to 3♣ then pass or F1-raise	3♠=extras sh ♦; 3NT=extras sh ♣



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## STANDARD SYSTEM CARD

Names:	Jamie Thompson	Ellena Moskovsky
ABF Nos:	Victoria Youth	2012 ANC
Basic System:	2/1 GF	
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♣	12+hcp, 2+	1♦	12+hcp, 4+	1♥	12+hcp, 5+	1♠	12+hcp, 5+
1 NT	15-17 bal (may have 6m)				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:	smolen	
Transfers	2♦	♥	2♥	♠	2♣	♣	
2 NT	♦	Other: non-accept is super w 4-card supp then refter					
2♣	GF or 23-24 bal (kokish continuations)						
2♦	3-7hcp (5)6M (then 2NT enq: 3♣=max, 3R=min tfer, 3♠=2/3top♥, 3NT=2/3top♠)						
2♥	8-11hcp 6♥ (then 2NT enq: 3X=shortage, 3♥=min bal, 3NT=max bal)						
2♠	8-11hcp 6♠ (then 2NT enq: 3X=shortage, 3♠=min bal, 3NT=max bal)						
2 NT	20-22 bal (then puppet stayman with 3♥=no 4cM & 3NT=5♥)						
3 NT	solid 7-card suit with no A or K outside (p/c continuations)						

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

1X:1NT=semi-forcing (~5-12hcp)	weak jump responses at 2-level (~3-7hcp)
inverted minor suit raises (inv+ F1)	support dbls/redbls by opener (3-card supp)
transfers after 1M:(dbl) up to 2M-1	may overcall light 1-level esp non-vul

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak	Unusual NT	5+/5+ lower unbid suits (good/bad)
1NT overcall (immediate)	15-18(sys-on)	(re-opening)	11-14(sys-on)
Immed cue of minor	5+/5+ Ms (good/bad)		
Immed cue of major	5+/5+ oM/m (good/bad)		
Over opponent's 1NT (weak)	dbl=15+(pen); 2♣=Ms; 2♦=M; 2M=M/m; 2NT=ms		
Over opponent's 1NT (strong)	dbl=15+(pen); 2♣=Ms; 2♦=M; 2M=M/m; 2NT=ms		
Over weak twos	dbl=t/o (with Leb); 2NT=15-18bal; cue=stopper ask		
Over opening threes	dbl=t/o; (3M):4NT=ms; cue=shortage or gen force		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+hcp 4+♦	2NT	10-12hcp bal
	1♥/♠	5+hcp 4+♥/♠	3♣	preempt
	1NT	8-10hcp 4+♣ & <4♦♥♠	3♦	splinter
	2♣	10+hcp 4+♣ F1	3♥	splinter
	2♦	3-7hcp 6+♦	3♠	splinter
	2♥	3-7hcp 6+♥	3NT	13-15hcp bal <4♥♠
	2♠	3-7hcp 6+♠	4 bids	4♣=preempt; 4o=void
1♦	1♥/♠	5+hcp 4+♥/♠	3♣	splinter
	1NT	5-12hcp <4♥♠ <5♦ F1	3♦	preempt
	2♣	12+hcp 4+♣ GF	3♥	splinter
	2♦	10+hcp 4+♦ F1	3♠	splinter
	2♥	3-7hcp 6+♥	3NT	13-15hcp bal <4♥♠
	2♠	3-7hcp 6+♠	4♦	preempt
	2NT	10-12hcp bal	4 Other	void
1♥/♠	1NT	5-12hcp F1	3♣	6-9hcp 4-card raise
	2♣	12+hcp 4+♣ GF (p/h rev drury)	3♦	10-12hcp 4-card raise
	2♦	12+hcp 4+♦ GF	3♥/♠	r=preempt; j/s=splinter
	2♥/♠	raise=5-9 3M; 2/1=GF; j/s=weak	3NT	13-15hcp bal <4♥♠
	2NT	GF raise (incl after intervention)	4♣/♦	splinter
2♣	2♦	<3 controls or waiting	2♥/♠	nat & 3+ controls
other		2NT=8-10 bal with <3 controls; after 2♣:2♦:2♥=♥ or 25+ bal (kokish)		
2♦	2♥	p/c	3♣/♦	nat & NF
	2♠	p/c	3♥/♠	p/c  4♣=pls tfer to your M
	2NT	inv+ enquiry	3NT	to play  4♦=pls bid your M
2♥/♠	2NT	inv+ enquiry	3NT	to play
	3♣/♦	nat & F1	4♣/♦	splinter
	3♥/♠	r=to play; j/s=splinter	4♥/♠	2♠:4♥=spl; 2♥:4♠=to play
2NT	3♣	puppet stayman (invert 3♥/3NT)	4♣	transfer to 4♥
	3♦	transfer to ♥	4♦	transfer to 4♠
	3♥	transfer to ♠	4♥	to play
	3♠	minor suit stayman	4♠	to play
	3NT	to play	other	4NT=quant

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	single suited slam try   FP after we bid game with clear intent to make
3♥/3♠	single suited slam try   after RCKB 1/4 or 0/3 resp, next non-trump step Q ask
4♣	transfer to 4♥   in comp with opps comp to 4-level in 1st rd, 4NT=2-places
4♦	transfer to 4♠   after opps dbl cue: rdbl=1st rd control, bid=void, pass=neither
4♥	to play   XRCKB 0314 with DEPO/REPO (dbl/rdbl=even, pass=odd)
4♠	to play   XRCKB applies when jump to new suit at 5-level or 4♠ if opps' suit

Unusual NT:	minors <input type="checkbox"/>	other suits <input type="checkbox"/>	lower 2 unbid suits <input checked="" type="checkbox"/>
other	after RCKB intervention pass=1st step (pass=1/4, dbl/rdbl=0/3)		
	cue 1st/2nd round control; cue opposite splinter 1st round control		

Other slam bidding	Cue Bids <input checked="" type="checkbox"/>	Asking Bids <input type="checkbox"/>
4th Suit Forcing	One round <input type="checkbox"/>	except <2NT after a reverse <input type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities	2♣=puppet to 2♦; 2♦=any GF
Defence to 3NT opening	dbl=values	
Defence to opening Two's:	Multi 2♦	dbl=13-15b or 20+, then one t/o dbl for our side

	2NT=16-19 bal (system-on)
RCO style 2-s	as for multi-2♦
Other 2-s	where anchored Michaels cue-bid
	vs. 2♣(GF): dbl=Ms, 2♦=6M, 2M=M/m, 2NT=ms
Defence to strong ♣	dbl=Ms; 1X=nat; 1NT=ms; 2♣=nat; 2♦=6M; 2M=M/m

Lebensohl	Over NT interference <input checked="" type="checkbox"/>	via 2NT shows stopper
Other uses	after we dbl a weak two or anchored two	
Take out of 4 level pre-empts	4♣/4♦	dbl
	4♥	dbl
	4♠	4NT

## OTHER NOTES

delayed cue of opener's suit is nat | precision 1♦ treated as nat | 4NT=quant after def range NT

immediate cue of responders suit is nat - eg: (1♣):pass:(1♥):2♥=nat | pen dbls after we preempt

in a GF auction (e.g. after FSF, 2/1 or GF 2♦) fast arrival is weak option

weak twos may be raised to 3-level with any 3-card or Hx supp non-vul

after 2M:2NT: 3X=shortage, 3M=min no shortage, 3NT=max no shortage

after reverse, lowest of 4th suit and 2NT is <8hcp (blackout) - everything else is GF