

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 6-9 preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: as above
Jump shifts after minor opening	splinter		
Jump shifts after major opening	splinter		
Responses to strong 2 suit opening			
Responses to 2NT opening	3♣/♦=to play; 3♥/♠ = natural and forcing		

## 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:	
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 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:	Reverse count	
Signal on declarer's lead		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Reverse count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: Minorwood; 1430
4♣	Gerber <input type="checkbox"/>	when? 5NT = 2KC + void	

### Other Conventions

Lebensohl	x of any artificial suit = penalties
4th suit forcing to game	xx = rescue
Long suit trials	
Namyats	
Support x's and xx's	



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## STANDARD SYSTEM CARD

Names:	Rena Kaplan	Eva Caplan
ABF Nos:	31968	227374
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+ HCP	1♦	4+; 11+ HCP	1♥	4+; 11+ HCP	1♠	4+; 11+ HCP
1 NT	11-14/15-17 in 3rd seat			may contain 5 card major			<input type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:		
Transfers	2♦	♥	2♥	♠	2♠	♣	
2 NT	♦	Other:					
2♣	Weak major or strong balanced 20-22 or any acol 2						
2♦	Game force						
2♥	5+ ♥ and 5+ any other; less than an opening hand						
2♠	5+♠ and 5+ minor; less than opening hand						
2 NT	minors; weak or strong						
3 NT	4 of either minor						

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

Take out over 1NT doubled: xx = any 5+ suit; 2♣ = lowe  
any subsequent xx = rescue by either hand

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak	Unusual NT	minors or lowest unbid suit
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	x=penalties; 2♣ = s/s; 2♦ = majors; 2♥/♠ = ♥/♠ + 4minor		
Over opponent's 1NT (strong)	x=2/2; 2♣ = minors; as above		
Over weak twos	Double		
Over opening threes	Double		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+; 5+ hcp	2NT	10-12 or 16+; 4+ support
	1♥♠	4+; 5+ hcp	3♣	6-9 preemptive
	1NT	6-9 hcp	3♦	splinter
	2♣	4+; 5+ hcp	3♥	splinter
	2♦	mini splinter; weak or strong	3♠	splinter
	2♥	mini splinter; weak or strong	3NT	13-15 4+ raise
	2♠	mini splinter; weak or strong	4 bids	4♣ = minorwood

1♦	1♥/♠	4+♥/♠; 6+ hcp	3♣	splinter
	1NT	6-9	3♦	6-9 preemptive
	2♣	4+♣; 10+ hcp	3♥	splinter
	2♦	6-9 hhcp; 4+♦	3♠	splinter
	2♥	mini splinter; weak or strong	3NT	13-15; 4+ raise
	2♠	mini splinter; weak or strong	4♦	minorwood
	2NT	10-12 or 16+; 4+ raise	4 Other	

1♥/♠	1NT	6-9 hcp	3♣	mini splinter
	2♣	4+♣; 10+ hcp	3♦	mini splinter
	2♦	4+♦; 10+ hcp	3♥/♠	6-9 4+ raise
	2♥/♠	3+♥/♠; 6-9 hcp	3NT	13-15 4+ ♥/♠ = raise
	2NT	10-12 or 16+; 4+ raise	4♣/♦	splinter

2♣	2♦	strong enquiry	2♥/♠	pass or correct
	other	2NT = game invitation in either major then 4♣=acol 2 in ♥; 4♦=acol 2 in ♠		

2♦	2♥	negative or waiting	3♣♦	natural; promises any A + K
	2♠	natural; promises any A + K	3♥♠	self supporting suit
	2NT		3NT	

2♥/♠	2NT	strong enquiry	3NT	to play
	3♣♦	pass or correct	4♣♦	pass or correct
	3♥/♠	preemptive	4♥/♠	to play

2NT	3♣	to play	4♣	minor keycard
	3♦	to play	4♦	minor keycard
	3♥	natural; forcing	4♥	to play
	3♠	natural; forcing	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	any 4/4/4/1 or 5/5/5 with short ♦ or ♥; GF+ values
3♥3♠	as above with short ♠ or ♣
4♣	gerber
4♦	transfer to ♥
4♥	transfer to ♠
4♠	minors

Unusual NT:            minors ☒            other suits ☐            lower 2 unbid suits ☒

other	
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Other slam bidding      Cue Bids ☒      Asking Bids ☒

4th Suit Forcing      One round ☐      Game force ☒

NT Checkback ☐ Priorities up the line

Defence to 3NT opening	double and natural
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Defence to opening Two's: Multi 2♦  $\chi = \spadesuit$

RCO style 2-s	double of any artificial bid shows the bid suit
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Other 2-s	
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Defence to strong ♣	as over strong NT
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Lebensohl	Over NT interference	<input checked="" type="checkbox"/>	1st x = responsive; 2nd x = t/o; 3rd x = pena
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Other uses	
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Take out of 4 level pre-empts      4♣/4♦      double

4♥ double      4♠ 4NT

#### OTHER NOTES

Over 20-22 2NT rebid - 3♠ = minor slam try

Blackout = lowest available bid