

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump shifts after minor opening			Fit showing jumps, Splinters	
Jump shifts after major opening			Fit showing jumps, Splinters	
Responses to strong 2 suit opening			2♦=relay, Suit bid natural forcing	
Responses to 2NT opening			3C=puppet stayman, 3D/H=Trf, 3S minor suit stayman	

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A=rev.attitude, K=rev.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 type="checkbox"/>	Other: 4th highest
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:	A=rev.attitude, K=rev.count	
Signal on declarer's lead	Reverse Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" 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: 1430
4♣	Gerber <input type="checkbox"/>	when?	

### Other Conventions

Fourth Suit GF	Fit showing jumps/Help suit trial bids
Lebensohl	NAMYATS
Jacoby 2NT	2C Checkback
Grand Slam Force, Exclusion Key Card	R1P0/D1P0
Puppet Stayman over big NT's	SWINE



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## STANDARD SYSTEM CARD

Names:	Kim Neale	Linda King
ABF Nos:	233765	278017
Basic System:	ACOL	
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♠	5+♠, 11+ HCP
1 NT	12-14 (11 HCP with 5 card suit)			may contain 5 card major			<input checked="" type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:		
Transfers	2♦	->♥	2♥	->♠	2♠	->♣	
2 NT	->♦	Other:					
2♣	GF suit(s) or strong and bal. 23+ HCP						
2♦	Weak 2♥ -OR- Weak 2♠						
2♥	5-10 HCP, 5♥ and 4+ in another suit						
2♠	5-10 HCP, 5♠ and 4+ in a minor						
2 NT	20-22 HCP balanced						
3 NT	Minor suit Pre-empt						

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

Fit Showing Jumps	Splinters
Opening 4♣/4♦ transfers to 4♥/4♠	

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Lower Unbid Suits
1NT overcall (immediate)	15-18 HCP	(re-opening)	11-14 HCP
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	X=Penalty, 2C=♥+another, 2D=♠+minor, 2H/S nat.		
Over opponent's 1NT (strong)	X=Single Suit, 2C=♥+another, 2D=♠+minor, 2H/S nat.		
Over weak twos	X=T/O, Suit Bid non-forcing, Lebensohl		
Over opening threes	X=T/O, Suit Bid non-forcing		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+ ♦, 5+ HCP	2NT	Jacoby
	1♥/♠	4+ suit, 5+ HCP	3♣	Limit, 5+♣,10-12 HCP
	1NT	6-9 HCP	3♦	Splinter
	2♣	6-9 HCP, 5+♣, no major	3♥	Splinter
	2♦	6+ ♦, 0-4 HCP	3♠	Splinter
	2♥	6+ ♥, 0-4 HCP	3NT	12-14 HCP, balanced raise
	2♠	6+ ♠, 0-4 HCP	4 bids	4♣=RKCB
1♦	1♥/♠	4+ suit, 5+ HCP	3♣	Fit showing, 4+ ♦, good ♣
	1NT	6-9 HCP	3♦	Limit, 4+ ♦, 10-12 HCP
	2♣	4+ ♣, 10+ HCP	3♥	Splinter
	2♦	6-9 HCP, 4+♦, no major	3♠	Splinter
	2♥	6+ ♥, 0-4 HCP	3NT	12-14 HCP, balanced raise
	2♠	6+ ♠, 0-4 HCP	4♦	RKCB
	2NT	Jacoby	4 Other	Splinter
1♥/♠	1NT	5-9 HCP	3♣	Fit showing, 4 card support
	2♣	4+ ♣, 10+ HCP	3♦	Fit showing, 4 card support
	2♦	4+ ♦, 10+ HCP	3♥/♠	Limit, 4 card support
	2♥/♠	6-9 HCP, 3 card support	3NT	12-14 HCP, balanced raise
	2NT	4+ card support, GF, slam try	4♣/♦	Splinter
2♣	2♦	relay	2♥/♠	natural, good suit, 8+ HCP
	other			
2♦	2♥	pass or correct	3♣/♦	Natural 6 card suits - forcing
	2♠	3 card ♥ raise, short spade	3♥/♠	3+/3+ Majors, correctable, NF
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To Play
	3♣/♦	Correctable	4♣/♦	Correctable
	3♥/♠	competitive raise, NF	4♥/♠	To Play
2NT	3♣	Puppet Stayman	4♣	Natural, 6+♣, slam interest
	3♦	Transfer to ♥	4♦	Natural, 6+♦, slam interest
	3♥	Transfer to ♠	4♥	To Play
	3♠	Minor suit stayman	4♠	To Play
	3NT	To Play	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	slam interest, good suit
3♥/3♠	slam interest, good suit
4♣	GERBER
4♦	non-systemic
4♥	To Play
4♠	To Play
Unusual NT:	<div> minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/> </div>
other	<div> If opponents have bid 2 suits, then 2NT is T/O for other 2 suits </div>
Other slam bidding	
	<div> Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/> </div>
4th Suit Forcing	<div> One round <input checked="" type="checkbox"/> By passed hand Game force <input checked="" type="checkbox"/> </div>
NT Checkback	<div> <input checked="" type="checkbox"/> Priorities To show 3 card major suit fit </div>
Defence to 3NT opening	<div> X=values, 4♣/♦=both majors,4♥/♠=natural,4NT=Maj+min </div>
Defence to opening Two's:	<div> Multi 2♦ X=16+ </div>
RCO style 2-s	<div> X=16+ </div>
Other 2-s	<div> X=good opening hand </div>
Defence to strong ♣	<div> X=clubs, 1 level natural, 2 level DONT (5/4 either way) </div>
Lebensohl	<div> Over NT interference <input checked="" type="checkbox"/> </div>
	<div> Other uses as response to X of opponents weak 2 openings </div>
Take out of 4 level pre-empts	<div> 4♣/4♦ X=T/O </div>
	<div> 4♥ X=T/O 4♠ X=Penalty, 4NT=2 suited T/O </div>

OTHER NOTES	
Doubles: 1st X = values, 2nd X = T/O, 3rd X = Penalty	
Weak Jump shifts w/o interference and over opponents takeout X	
<div> sequences: 1♣ (/) 2♦/♥/♠ 1♦ (/) 2♥/♠ 1♥ (/) 2♠ </div>	