BASIC RESPONSES

Jump raises - minors	limit	☒	forcing	☐	Other:
Jump raises - majors	limit	☐	forcing	☐	Other: preemptive
Jump shifts after minor opening		splinter or limit raise or weak 3-7, nat, 6c suit			
Jump shifts after major opening		splinter or Bergen raise			
Responses to strong 2 suit opening		N/A			
Responses to 2NT opening		3C=puppet stayman, 3D/H=jacoby transfers, 3S = minors			

PLAY CONVENTIONS

'NT' Versus Notrump   **'S'** Versus Suit   ✓ = Both

Sequence leads:	Overload all ✓	All except AK x (x) ☐	
Underload ☐	Other: K lead against slam or 5 level asks for count		
Four or more with an honour	4th highest ✓	attitude ☐	
3rd/5th ☐	Other:		
From 4 small	2nd highest ✓	Other: low from 3 if in unsupported pard's suit	
From 3 cards (no honour)	top ☐	middle ✓	bottom ☐
Signal on partner's lead:	high encourage ☐	low encourage ✓	
Other: count ; at 5 level+, K asks for count			
Signal on declarer's lead	count		
Discards	McKenney ✓	high encourage ☐	low encourage ☐
	odd/even ✓	Other: 1st discard odd/even = encourage/Mckenney	
Count	natural ☐	reverse ✓	present count

CONVENTIONS

4NT:	Blackwood ☒	RKCB ☒	Other:	Quantitative	
4♣	Gerber ☒	when?	Jump over NT		

Other Conventions

Cues (1st or 2nd)	DOPI and ROPI
Baron	CTP (3 doubles for cards-T/O-penalty)
Minors Roman Keycard Ask	splinters (by opener and responder)
Cue raises of openings and overcalls	many T/O doubles in competition
Grand Slam try	unusual defence for double of our 1NT

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STANDARD SYSTEM CARD

Names:	George Smolanko	Philip Markey
ABF Nos:		
Basic System:	Acol	January 2012
Classification:	Green ☒ Blue ☐ Red ☐ Yellow ☐	
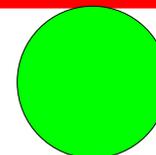
OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣ 11 HCP, 3+	1♦ 11 HCP, 4+	1♥ 11 HCP, (4)5+	1♠ 11 HCP, 5+
1 NT 11-14 HCP, balanced		may contain 5 card major ☒	

2♣ Stayman:	simple ☒	extended ☐	Other: then 3m = natural, GF
Transfers	2♦ transfer to ♥	2♥ transfer to ♠	2♠ Range probe
2 NT transfer to minor		Other: 3 suit = natural, 5+ cards, slamish	
2♣	23+ HCP, balanced; or GF		
2♦	both majors, 4+/4+, < 12 HCP		
2♥	natural, 5+ card suit, 6-10 HCP		
2♠	natural, 5+ card suit, 6-10 HCP		
2 NT	20-22 HCP, balanced		
3 NT	To play - no strict rules		

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

Opening 2D = both majors, <12 HCP	Preempts can be very weak
Ghestem Overcalls - 3C (or 3D over 1D)	Support showing doubles
= 5+/5+ , in highest 2 unbid suits	Unusual responses after X of our 1NT

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	Intermediate	Unusual NT	2NT jump = 5+/5+ in lowest unbid suits
1NT overcall (immediate)	15-18 HCP, bal	(re-opening)	15-18 HCP, bal
Immed cue of minor	5+/5+, in highest and lowest unbid suits		
Immed cue of major	5+/5+, in highest and lowest unbid suits		
Over opponent's 1NT (weak)	2C = H + another; 2D = S + minor		
Over opponent's 1NT (strong)	2C = H + another; 2D = S + minor		
Over weak twos	X = T/O		
Over opening threes	X = T/O		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

Opening	Bid	Meaning	Bid	Meaning
1♣	1♦	5+ HCP, 4+ cards	2NT	4+ card support, 15+ HCP
	1♥/♠	5+ HCP, 4+ cards	3♣	4 card support, 9-11 HCP
	1NT	8-10 HCP, nat	3♦	splinter, 12-14 HCP
	2♣	weak limit raise	3♥	splinter, 12-14 HCP
	2♦	5♣'s, 9-11 HCP	3♠	splinter, 12-14 HCP
	2♥	nat, 6cards, 3-7 HCP	3NT	4+ card support, bal, 12-14 HCP
	2♠	nat, 6 cards, 3-7 HCP	4 bids	4♣ = keycard enquiry
1♦	1♥/♠	5+ HCP, 4+ cards	3♣	5♦'s, 9-11 HCP
	1NT	6-9 HCP, nat	3♦	4 card support, 9-11 HCP
	2♣	10+ HCP, 4+ cards	3♥	splinter, 12-14 HCP
	2♦	weak limit raise	3♠	splinter, 12-14 HCP
	2♥	nat, 6 cards, 3-7 HCP	3NT	4+ card support, 12-14 HCP, bal
	2♠	nat, 6 cards, 3-7 HCP	4♦	key card enquiry
	2NT	4+ card support, 15+ HCP	4 Other	4♣ = splinter. Other = nat
1♥/♠	1NT	6-9 HCP, nat	3♣	4 card support, 6-8 HCP
	2♣	10+ HCP, 4+ cards	3♦	4 card support, 9-11 HCP
	2♦	10+ HCP, 4+ cards	3♥/♠	weak: 2♠/3♥= 3card supp 11-12
	2♥/♠	weak limit raise, 3 cards	3NT	4+ card support, 12-14 HCP
	2NT	4+ card support, 15+ HCP	4♣/♦	splinter, 11-13 HCP
2♣	2♦	0 or 1 Honour Tricks	2♥/♠	2/3 Honour Tricks
	other	step responses for Honour Tricks		
2♦	2♥	to play	3♣/♦	nat, NF
	2♠	to play	3♥/♠	to play
	2NT	Enquiry	3NT	to play
2♥/♠	2NT	Enquiry, new suit = shortage	3NT	to play
	3♣/♦	nat, NF	4♣/♦	nat, GF
	3♥/♠	nat, invitational	4♥/♠	to play
2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	transfer to ♥	4♦	nat, slamish
	3♥	transfer to ♠	4♥	nat, mildly slamish
	3♠	Minors Stayman	4♠	nat, mildly slamish
	3NT	to play	other	4NT = quantitative

CONVENTIONS

Additional responses to 1NT

Bid	Meaning
3♣/3♦	nat, 5+ cards, GF (slamish)
3♥/3♠	nat, 5+ cards, GF (slamish)
4♣	Gerber
4♦	nat, preemptive
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 ☐   GF, (or artificial weak) _____   Game force ☒

NT Checkback ☒   Priorities   range, suit length

Defence to 3NT opening   4♣ = T/O for majors

Defence to opening Two's: Multi 2♦   X = 14+ HCP, then next X = T/O

RCO style 2-s   X = 14+HCP, then next X = T/O

Other 2-s   Over natural 2s, X = T/O

Defence to strong ♣   X = majors, 1NT = minors, suit is natural.

Similar approach over strong 2♣/♦ opening

Lebensohl   Over NT interference ☐   Do not play Lebensohl in any situation

Other uses

Take out of 4 level pre-empts   4♣/4♦   X = T/O

4♥   X = T/O   4♠   X = T/O,   4NT = 2 suiter

OTHER NOTES

Overcalls at the one level are aggressive opposite a non-passed partner but they are sounder opposite a passed partner.   Jump overcalls are constructive.

Following support, new suits at the 3 level may show stoppers for NT.

Support showing doubles over simple interference to our 1-level suit response.

"To save or not to save" doubles of slams.   Artificial step response after our reverse.