

## BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: Inverted minors  
 Jump raises - majors limit ☐ forcing ☒ Other: ☐  
 Jump shifts after minor opening Mini splinter; fit showing by passed hand  
 Jump shifts after major opening Mini splinter; fit showing by passed hand  
 Responses to strong 2 suit opening Positive = A + K  
 Responses to 2NT opening 3♥♠=forcing

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit ✓ = Both  
 Sequence leads: Overlead all ☒ All except AK x (x) ☐  
 Underlead ☐ Other: ☐  
 Four or more with an honour 4th highest ☒ attitude ☐  
 3rd/5th ☐ Other: ☐  
 From 4 small 2nd highest ☒ Other: ☐  
 From 3 cards (no honour) top ☐ middle ☒ bottom ☒  
 Signal on partner's lead: high encourage ☐ low encourage ☐  
 Other: Natural count  
 Signal on declarer's lead Natural count  
 Discards McKenney ☐ high encourage ☐ low encourage ☐  
 odd/even ☐ Other: Natural count  
 Count natural ☒ reverse ☐

## CONVENTIONS

4NT: Blackwood ☐ RKC ☒ Other: Minorwood  
 4♣ Gerber ☒ when? Over 1NT  
 Other Conventions

Unassuming cue bids	Fit showing jumps by passed hand
Support doubles	
Lebensohl	
Inverted minors	
4th suit GF	



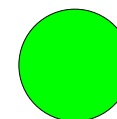
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## STANDARD SYSTEM CARD

Names: Paula Shroor Rena Kaplan  
 ABF Nos: 146757 31968  
 Basic System: Standard 2/1 Game Force Brown Sticker ☐  
 Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐  
 1♣ 3, 11+ pts 1♦ 3, 11+ pts 1♥ 5, 11+ pts 1♠ 5, 11+ pts  
 1 NT 14-17 may contain 5 card major ☒  
 2♣ Stayman: simple ☐ extended ☐ Other: 5/4 stayman  
 Transfers 2♦♥ 2♥♠ 2♠♣  
 2 NT ♦ Other: ☐  
 2♣ Weak major OR any Acoll 2 OR 20-22 balanced OR solida minor with outside A  
 2♦ Game Force or 23-24 balanced  
 2♥ 5+♥ + 5+ another, less than opening hand  
 2♠ 5+♠ + 5+ minor, less than opening hand  
 2 NT 5+ both minors, less than opening hand  
 3 NT Gambling

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

Inverted minors	4th suit forcing to game
Fit showing jumps by passed hand	2 over 1 forcing to game
Cue raises	Minor suit keycard

## COMPETITIVE BIDDING

Negative doubles through 4♥	Responsive doubles through 4♥
Jump overcalls 2 suited	Unusual NT Minors
1NT overcall (immediate) 15-18	(re-opening) 11-14
Immed cue of minor	2 suiter non touching suits
Immed cue of major	2 suiter non touching suits
Over opponent's 1NT (weak)	x = penalties; 2♣=majors; 2♦,♥,♠=transfer; nat in 4th seat
Over opponent's 1NT (strong)	as above
Over weak twos	Double with lebensohl
Over opening threes	Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦, 6+ hcp	2NT	12-14 natural
	1♥/♠	4+♥, 6+ hcp	3♣	weak
	1NT	6-11 hcp	3♦	splinter
	2♣	natural, forcing to 2NT	3♥	splinter
	2♦	limit raise in ♣	3♠	splinter
	2♥	splinter; fit showing by PH	3NT	15-16 hcp
	2♠	splinter; fit showing by PH	4 bids	pre emptive

1♦	1♥/♠	4+♥/♠, 6+ hcp	3♣	splinter
	1NT	6-11 hcp	3♦	weak
	2♣	Natural GF	3♥	splinter
	2♦	natural; forcing to 2NT	3♠	splinter
	2♥	mini splinter; fit showing by PH	3NT	15-16 HCP
	2♠	mini splinter; fit showing by PH	4♦	pre emptive
	2NT	12-14 natural	4 Other	splinter

1♥/♠	1NT	1 round force	3♣	splinter; fit showing by PH
	2♣	natural; GF	3♦	splinter
	2♦	natural; GF	3♥/♠	forcing; slam try
	2♥/♠	6-9 hcp	3NT	12-14 HCP; 4+ ♥/♠
	2NT	natural; 12-14 hcp	4♣/♦	splinter

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

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

2♥/♠	2NT	strong inquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pre emptive	4♥/♠	to play

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

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ slam try in ♣ or ♦

3♥/3♠ slam try in ♥ or ♠

4♣ keycard for ♣

4♦ keycard for ♦

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 ☐

Game force ☒

NT Checkback ☐

Priorities

Defence to 3NT opening

double

Defence to opening Two's:

Multi 2♦ double shows bid suit

RCO style 2-s

double shows bid suit

Other 2-s

Defence to strong ♣

natural

Lebensohl

Over NT interference ☒

Other uses

used with take-out doubles

Take out of 4 level pre-empt

4♣/4♦ double

4♥ to play

4♠ to play

## OTHER NOTES