

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-emptive  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening Jump to 2M = weak (0-7'ish) otherwise fit showing  
 Jump shifts after major opening 1♥-2♠= weak (0-7'ish) otherwise fit showing  
 Responses to strong 2 suit opening Control showing over 2♣  
 Responses to 2NT opening 3♣game interest enquiry otherwise correctable

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Against NT A asks for rev count, K for rev attitude  
 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   
 other low encourage on honour lead, reverse count, Wenceslas  
**Signal** on declarer's lead reverse count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other only on first discard then reverse count  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when? Never

### Other Conventions

Blackout, Fit showing jumps (sometimes), Exclusion X's, Support showing X's  
 Crowhurst, Super accepts over transfers, Long and short suit trials  
 Texas transfers, Namyats Splinters and mini splinters  
 4th suit Game force, PODI Negative free bids at 2-level  
 Cue raises, Swine (modified over mini NT) Inverted minor suit raises



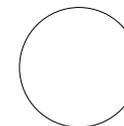
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## STANDARD SYSTEM CARD

Names: Sheila Bird Karen Creet  
 ABF Nos: 245216 293970  
 Basic System: Acol(ish!) with mini no-trump  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 (2) 1♦ 4 1♥ 4 1♣ 5  
**1 NT** 9-11 [in 1st/2nd not vul] else 11-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings style  
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣  
 2 NT ♦ other 4♣=♥ 4♦=♠  
 2♣ game force or 21-22 balanced  
 2♦ weak 2♥ OR weak ♣and ♠ OR Acol 2♦ OR 23-24 balanced  
 2♥ weak 2♠ OR weak ♣and ♦ OR Acol 2♥ OR 25-26 balanced  
 2♠ weak ♣and ♦ OR weak ♥and ♠ OR Acol 2♠ OR 27-28 balanced  
 2 NT weak ♥and ♦ OR weak ♥and ♠  
 3 NT 4-level minor suit pre-empt

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

1NT in 1st and 2nd seats, when not-vul = 9-11 1♣ in 1st and 2nd seats, when not-vul can  
 and can have 5major, 6minor, singleton be 2 cards and can have 5♦s  
 (no voids, not 5/5, can be 4M/6m) All 2-level openings have multiple options

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Weak Unusual NT lower 2 unbid suits - weak or very strong  
 1NT overcall (immediate) 15-18 Lavings (re-opening) 10-14 Stayman  
 Immed cue of minor Spades plus another - weak or very strong  
 Immed cue of major Other major plus a minor - weak or very strong  
 Over opponent's 1NT (weak) X = penalty 2♣2NT = TOXIC  
 Over opponent's 1NT (strong) TOXIC  
 Over weak twos X with Lebensohl  
 Over opening threes X is take out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+, 5+ points	2NT 10-12 points, not 4major
	1♥♠	4+, 5+ points	3♣ pre-emptive
	1NT	5-9 (10) points, not 4major	3♦ 5+♦, 4+♣ limit or better
	2♣	4+♣, 10+ points	3♥ 5+♥, 4+♣ limit or better
	2♦	4+♦, 10+ points	3♠ 5+♠, 4+♣ limit or better
	2♥	6+♥, 0-7'ish points	3NT 13-15 bal, not 4major
	2♠	6+♠, 0-7'ish points	4 bids ♥♠play, ♣pre-empt, ♦splinter
1♦	1♥♠	4+, 5+ points	3♣ 5+♣, 4+♦ limit or better
	1NT	5-9 (10) points, not 4major	3♦ pre-emptive
	2♣	4+♣, 10+ points	3♥ 5+♥, 4+♦ limit or better
	2♦	4+♦, 10+ points	3♠ 5+♠, 4+♦ limit or better
	2♥	6+♥, 0-7'ish points	3NT 13-15 bal, not 4major
	2♠	6+♠, 0-7'ish points	4♦ ♥♠to play
	2NT	10-12 points, not 4major	4 Other 4♣splinter, 4♦pre-empt
1♥♠	1NT	5-9 (10) points, not 4major	3♣ 5+♣ Msupport, limit or better
	2♣	4+♣, 10+ points	3♦ 5+♦ Msupport, limit or better
	2♦	4+♦, 10+ points	3♥♠ pre-emptive
	2♥♠	4+♥3+♠ 5-9 (10) points	3NT 13-15 bal raise
	2NT	Limit or 16+ raise	4♦♦ Splinter
2♣	2♦	0-1 controls	2♥♠ controls - ♥=2, ♠=3
	other	2NT=4 controls, 3 level bids = natural (5+) with 3 controls	
2♦	2♥	Pass or correct	3♣♦ Pass or correct
	2♠	Pass or correct	3♥♠ Pass or correct
	2NT	Enquiry (at least game interest)	3NT To play
2♥♠	2NT	Enquiry (at least game interest)	3NT To play
	3♣♦	Pass or correct	4♣♦ Pass or correct
	3♥♠	Pass or correct	4♥♠ Pass or correct
2NT	3♣	Enquiry (at least game interest)	4♣ Natural - slam interest
	3♦	Pass or correct	4♦ Pass or correct
	3♥	To play	4♥ To play
	3♠	Pass or correct	4♠ Pass or correct
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6+ slam interest (opener bid 3NT with no interest)
3♥3♠	6+ slam interest (opener bid 3NT with no interest)
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits

other Jump NT is weak or very strong - lower suits.

When 2-suits bid by opponents any NT is take-out for remaining 2-suits

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities      Best description of hand

Defence to 3NT opening      X is penalty

Defence to opening 2-s:      Multi      Against European      2♥=TO of ♥, X=TO of ♠

RCO style 2-s      2♣= natural, 2NT=16-19, 3-level = natural  
X=Good TO (15+), 2NT=16-19, Pass then X=TO with < 15+,  
Suit bid = natural

Other 2-s      Against Myxo next suit up is TO, X=15+, 2NT=16-19,  
Suit bid = natural

Defence to strong ♣      Wonder bids at 1-level, TOXIC from 1NT upwards

Lebensohl      Over NT interference

Other uses      Following our X of weak 2's

Take out of 4 level pre-empts      4♣♦ X

4♥ X      4♠ 4NT

## OTHER NOTES

TOXIC: 2♣= ♦or ♥and ♠

2♦= ♥or ♠and ♣

2♥= ♠or ♣and ♦

2♠= ♠and ♦or ♥and ♣

2NT = ♣or ♦and ♥

Over strong NT, X replaces 2NT and over strong 1♣opening, 1NT replaces 2NT

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other 4-5, 4+support  
 Jump shifts after minor opening 4-7, 6+suit  
 Jump shifts after major opening Bergen raises  
 Responses to strong 2 suit opening  
 Responses to 2NT opening 3♦ to play. Any other forcing

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Journalist  
 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 Wenceslas  
**Signal** on declarer's lead  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1969 Roman; DOPE  
 4♣ Gerber  when?

### Other Conventions

Unassuming Cues

Texas

Crowhurst

Cue Bids (1st or 2nds indiscriminately)



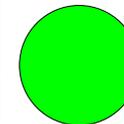
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## STANDARD SYSTEM CARD

Names: Nola Church Julia Hoffman  
 ABF Nos: 155624 157635  
 Basic System: STANDARD with variations: 2 over 1 Forcing to 2NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 2 (11-23) 1♦ 4 (11-23) 1♥ 5 (11-23) 1♣ 5 (11-23)  
**1 NT** 15-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other LAVINGS  
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣  
 2 NT to ♦ other  
 2♣ 6-10, 6+♦ 25-26 Bal; 8 PT Major; GF 5+♣  
 2♦ 6-10, 6+♥ 23-24 Bal; GF 5+♦  
 2♥ 6-10, 6+♠ 21-22 Bal; GF 5+♥  
 2♠ GF, 5+♠  
 2 NT 5-5 Minors (7-12 NV; 9-14 V) 3/6 honours  
 3 NT Minor Pre-empt

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

Opening 2 bids - weak in suit above or Bergen raises  
 strong options. N.B. 2S always Spades &  
 strong

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♣  
 Jump overcalls 10-15, 6+suit Unusual NT with Michaels  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor Michaels - other minor & a major (5/5)  
 Immed cue of major Michaels - other major & a minor (5/5)  
 Over opponent's 1NT (weak) RIPSTRA - modified  
 Over opponent's 1NT (strong) RIPSTRA - modified  
 Over weak twos X = T/O (15+); Re-opening (9+)  
 Over opening threes X = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5-, 4+♦	2NT 11-12, no major
	1♥♣	5-, 4+♥♣	3♣ 8-9, 5+♣
	1NT	5-10, no major	3♦ Splinter, 6+♣
	2♣	4-7, 5+♣	3♥ Splinter, 6+♣
	2♦	4-7, 6+♦	3♠ Splinter, 6+♣
	2♥	4-7, 6+♥	3NT 13-15 balanced, no major
	2♠	4-7, 6+♠	4 bids
1♦	1♥♣	5-, 4+♥♣	3♣ Splinter
	1NT	5-10, no major	3♦ 8-9, 4+♦
	2♣	10-. 4+♣ forcing to 2 NT	3♥ Splinter
	2♦	4-7, 4+♦	3♠ Splinter
	2♥	4-7, 6+♥	3NT 13-15 balanced, no major
	2♠	4-7, 6+♠	4♦
	2NT	11-12, no major	4 Other
1♥♣	1NT	5-10	3♣ 8-11, 4+♥♣
	2♣	10-, 4+♣ forcing to 2 NT	3♦ 6-7, 4+♥♣
	2♦	10-, 4+♦ forcing to 2 NT	3♥♣ 4-5, 4+♥♣
	2♥♣	5-9, 3 card support (See Notes*)	3NT 13-15 balanced
	2NT	10-12, 3 card support	4♦♦ 8-12, splinter, 4+♥♣
2♣	2♦	To play if weak 2♦	2♥♣ 2♥ Ogust
	other	2♠2NT, 3♣ 6+suit, invitational	
2♦	2♥	To play if weak 2♥	3♣♦ 6+♣♦, invitational
	2♠	Ogust	3♥♣ 3♥ support, 3♠ splinter
	2NT	6+♠, invitational	3NT To play if weak 2♥
2♥♣	2NT	over 2♥ only, Ogust (Notes**)	3NT To play if weak 2♠
	3♣♦	6+suit, invitational	4♦♦ 6+suit / Splinter
	3♥♣	6+suit, invitational / Support	4♥♣ To play if weak 2♠
2NT	3♣	To play	4♣ Invitational
	3♦	To play	4♦ Invitational
	3♥	Ask	4♥ To play
	3♠	6+♠	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6+ suit, 2/3 honours
3♥3♠	6+ suit, 2/3 honours
4♣	6+ suit, slam try
4♦	6+ suit, slam try
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other Michaels for one of same rank plus other

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities

Defence to 3NT opening      X = penalties

Defence to opening 2-s:      Multi      Bid known suit = 15+ T/O

X = suit opened; 4th seat 9+ = T/O

RCO style 2-s      X = 15+ T/O; 9+ in fourth seat

Other 2-s      X = 15+ if natural; European 2♦-2♠ = 15+ T/O, 9+ in fourth seat

Defence to strong ♣      X = Majors; 1NT = Minors; weak jump overcalls

Lebensohl      Over NT interference

Other uses      After weak 2 openings; Fast arrival = no stop

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

4♥ X = T/O      4♠ X = T/O

## OTHER NOTES

\*1♥-2♠ = 4-7, 6+♠

\*1♠-2♥ = 10+, 5♥

\*\*2♠-2NT = negative no support

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 5+ support, 8/9 hcp  
 Jump raises - majors limit  forcing  other 3+ support, 8/9 hcp  
 Jump shifts after minor opening WEAK, 5+ suit  
 Jump shifts after major opening WEAK 6+ suit  
 Responses to strong 2 suit opening 2D waiting bid to 2C; 2NT = strong enquiry; others P/C  
 Responses to 2NT opening 3C= strong enquiry; others= PASS OR CORRECT

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other K from AKxx in NT; lead of A in NT demands honour  
 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  
**Signal** on declarer's lead Reverse Count (Original)  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 30/41  
 4♣ Gerber  when? NEVER

### Other Conventions

Crowhurst	Relay("pivot") Cues
Puppet Stayman	Swine after X of 1NT opening & overcall
Lebensohl	Toxic takeout of opps' strong Club
Cue Raises	Wenceslas
Reverse Blackout	Grand Slam Force



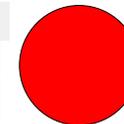
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## STANDARD SYSTEM CARD

Names: Susie Coleman & Dorothy Jesner  
 ABF Nos: 155691 157929  
 Basic System: Standard American with WEAK NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3+, 11+hcp 1♦ 3+, 11+hcp 1♥ 5+, 11+hcp 1♣ 5+, 11+hcp  
**1 NT** 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings (variation)  
 transfers 2♦ to Hearts 2♥ to Spades 2♠ to Clubs  
 2 NT to Diamonds other Superaccepts only over the MINORS  
 2♣ EITHER 21-22 Bal OR Game-force in any Suit/s  
 2♦ EITHER 23/24 Bal; OR weak 2 in H; OR wk 5/5+ in Blacks; OR 9/10 playing tricks in D  
 2♥ EITHER 25/26 Bal; OR weak 2 in S; OR wk 5/5+ in Minors; OR 8/9 playing tricks in H  
 2♠ EITHER 27/28 Bal; OR weak 5/5 in C&H or D&S; OR 8/9 playing tricks in S  
 2 NT EITHER 29/30 bal OR weak 5/5 in Hearts & D or Hearts & SPADES  
 3 NT Long, running Minor

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

SOUND OVERCALLS Overcalls show an opening hand  
 1NT can be 4/4/4/1 (singleton will be A or K)

## COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 3S  
 Jump overcalls Weak Unusual NT Michaels (same RANK + another)  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor 5/5+ in THE OTHER MINOR + a major  
 Immed cue of major 5/5+ in the OTHER MAJOR + a minor  
 Over opponent's 1NT (weak) "Toxic" NB. X of weak NT = penalties  
 Over opponent's 1NT (strong) "Toxic" but NB. X of strong NT = Clubs or both red suits  
 Over weak twos X + Lebensohl  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	3+ D, 5+ hcp	2NT 5+ C, 10-12 or 16+
	1♥♠	4+ H/S, 5+ hcp	3♣ 5+ C, 8-9
	1NT	3/3/3/4 clubs, 6-9 hcp	3♦ splinter -5+ C, 9-12 hcp, single on D
	2♣	5+ clubs, 3-7 hcp	3♥ splinter
	2♦	6+ D, 0-6 hcp	3♠ splinter
	2♥	5+ H, 0-6 hcp	3NT 5+ C, 13-15 hcp
	2♠	5+ S, 0-6 hcp	4 bids splinters showing VOIDS
1♦	1♥♠	4+ suit, 5+ hcp	3♣ 6+ C, 0-6 hcp
	1NT	6-9, no 4-card major, not 5 D	3♦ 5+ D, 8/9 hcp
	2♣	3+ C, 10+ hcp	3♥ splinter (9-12)
	2♦	5+ D, 3-7 hcp	3♠ splinter (9-12)
	2♥	5+ H, 0-6 hcp	3NT 5+ D, 13-15 hcp
	2♠	5+ S, 0-6 hcp	4♦ 8/9, 6 diamonds
	2NT	5+ D, 10-12 or 16+	4 Other splinters showing VOIDS
1♥♠	1NT	5-9, not 4 S (over 1H)	3♣ 6+ C, 0-7 hcp
	2♣	10+ hcp, 4+ C	3♦ 6+ D, 0-7 hcp
	2♦	10+ hcp, 4+ D	3♥♠ 3+ support, 8/9 hcp
	2♥♠	3+ support, 3-7 hcp	3NT 3+ support, 13-15 hcp
	2NT	3+ support, 10-12 or 16+ hcp	4♣♦ splinter (9-12)
2♣	2♦	Waiting bid - not AKQxxx	2♥♠ AKQxxx or better suit
	other		
2♦	2♥	Pass or Correct	3♣♦ Pass or correct
	2♠	Pass or Correct	3♥♠ Pass or correct
	2NT	Strong enquiry (12+)	3NT to play
2♥♠	2NT	Strong Enquiry	3NT To play
	3♣♦	Pass or Correct	4♣♦ Pass or correct
	3♥♠	Pass or Correct	4♥♠ Pass or Correct
2NT	3♣	Strong Enquiry	4♣ Pass or Correct
	3♦	Pass or Correct	4♦ Pass or Correct
	3♥	Pass or Correct	4♥ Pass or Correct
	3♠	Pass or Correct	4♠ Pass or Correct
	3NT	To Play	other Pass or correct

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6-card suit with 2 of top 3 honours
3♥3♠	6-card suit with 2 of top 3 honours
4♣	Texas Transfer (to H); (more defence than 4H)
4♦	Texas Transfer (to S); (more defence than 4S)
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other Michaels (2 suits of different rank to opener's)

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities      lowest feature (incl 3-cd supprt, extra length,

Defence to 3NT opening      x=penalty, 4C - majors (better H), 4D - majors (better S)

Defence to opening 2-s:      Multi      X shows the suit + opening values; 2NT = 15-18

Immediate overcall is good hand with 6-card suit  
 RCO style 2-s      As above - x shows the suit + opening values, etc

Other 2-s      X for take-out if suit bid is anchor suit

Defence to strong ♣      "TOXIC" - X= D or the Majors; 1D= H or Blacks; 1H= S or mi  
 1S = non-touching suits;      1NT= C or the reds;

Lebensohl      Over NT interference   
 Other uses      after partner's X of a Opps' natural weak 2 opening

Take out of 4 level pre-empts      4♣♦ x  
 4♥ 4NT      4♠ 4NT

## OTHER NOTES

Double of artificial bid shows that suit;      4th suit forcing for 1 round only;  
 Bid major in preference to a minor with non-game-forcing hands;      Barrage raise  
 Declarer Can raise responder on 3;      Major-oriented take-out x's;  
 1NT overcall after opps have bid 2 suits= weak takeout for unbid suits  
 Doubles are mostly for takeout, but are for penalties when:(1) 3 suits have been bid, a  
 1NT, and (3) when they are referring to a conventional bid by opps