

## BASIC RESPONSES

Jump raises - minors limit  forcing  other minor 6+carders  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening 1♣-2♥/♥= transfers; 1♦2M/3♣= 6-carder  
 Jump shifts after major opening 1♥-2♣= 6-carder; 1M-3X= splinter, 7+  
 Responses to strong 2 suit opening N/A  
 Responses to 2NT opening 3X=correctable

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Special leads vs NT  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  other  
 From 4 small 2nd highest  other 3rd vs suit, Top vs NT  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  low encourage   
 other count; suit preference  
**Signal** on declarer's lead Smith Echo, suit preference  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other  
 4♣ Gerber  when? directly over all 1 non-Club openings

### Other Conventions

Modified Grand Slam Force (5 in suit above T)  
 Multi-cue's



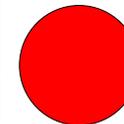
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## STANDARD SYSTEM CARD

Names: Theo Antoff & Al Simpson Theo Antoff & Al Simpson  
 ABF Nos: 257214  
 Basic System: TANC (Theo Antoff's Club)  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 17+, 0, strong 1♦ 11-16, 0, no M5 1♥ 11-16, 5 1♠ 11-16, 5  
**1 NT** 15-17, may have singleton and/or 5-4 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ Hearts 2♥ Spades 2♣ both minors, 5-4+  
 2 NT requires automat. 3C other  
 2♣ a) Good ♣6+, 12-16 or ♣6+♦4, 14-16; b) Good ♣5+Major4, 14-16  
 2♦ a) Weak Two in any Major, 8-11; b) 14-16, ♦5+♣5 or ♦6-♣4 or ♦6+  
 2♥ Two-suiters 5-5 : any minor plus any Major, 3-11  
 2♠ 9-12, 2-3 controls , a) any semisolid 7-carder plus A or K outside; b) solid Major7+  
 2 NT a) pre-empt in any minor; b) 13-16, solid Major 7-carder, maximum 5 controls  
 3 NT pre-empt in any 8+card minor or 7-4 in both minors

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

2♥ 3♣ 5-5 both minors, 7-12  
 2♣ 3♥♥ transfer pre-empts  
 2NT 3♣ solid minor 7-carder

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT two-suiters: lowest unbid or the 2 unbid  
 1NT overcall (immediate) ♥♣4-minor5+ (re-opening) 10-14 balanced  
 Immed cue of minor Michael's 7+ unlimited strength  
 Immed cue of major Michael's 7+ unlimited strength  
 Over opponent's 1 2♣♥or♥-minor, 2♦-♣or♣-any, 2♥=♥5+♣4+, 2♠=minor6+  
 Over opponent's 1NT as above  
 Over weak twos t.o. Dbl with Lebensohl, 4m=m5-Other Major5, strong  
 Over opening threes t.o. Dbl

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7, 0-2 controls (c)	2NT 1-2c 8+HCP, 5-5 minors
	1♥♠	1♥= 8+, 0-2c or 6+c; 1♠=3c	3♣ 1-2c 8+HCP, ♦7-carder
	1NT	4c	3♦ as above ♥
	2♣	5c	3♥ as above ♠
	2♦	♥6+, 3-5 HCP	3♠ as above ♣
	2♥	♠6+, 3-5 HCP	3NT N/A
	2♠	1-2 c 8+ HCP, 2-suiter 5-5, excl 4tr bids	4♠ N/A
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1♦	1♥♠	could be 3-carder	3♣ 9-11, ♠6-carder, NF
	1NT	9-11, no Major 4	3♦ 9-11, ♦6-carder, NF
	2♣	12+, 4+carder, GF	3♥ 12+, good ♥6+, asks for cue
	2♦	12+, 4+carder, GF	3♠ 12+, good ♠6+, asks for cue
	2♥	8-11, ♥6-carder	3NT to play
	2♠	8-11, ♠6-carder	4♦ N/A
	2NT	7-11, 5-5 in both minors	4 Other 4Major= to play
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1♥♠	1NT	6-11, Round-Forcing	3♣ splinter, 7+ HCP
	2♣	12+, 4+carder, GF	3♦ splinter, 7+ HCP
	2♦	12+, 4+carder, GF	3♥♠ pre-emptive with 4+cards
	2♥♠	6-8, 2,5 cover cards	3NT 12+, GF raise with 4-cards
	2NT	a) 8-11 5-5 ♣♦ b) limit raise	4♣♦ 4♣= Gerber, 4♦= N/A
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2♣	2♦	7+, inquiry	2♥♠ 5+cadders, NF
	other		
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2♦	2♥	weak, correctable	3♣♦ long suits, GF
	2♠	correctable, invit if weak2 Hearts	3♥♠ correctable/♠6+, GF
	2NT	GF inquiry	3NT N/A
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2♥♠	2NT	inquiry	3NT N/A
	3♣♦	correctable/invit in S; M6-cadders	4♣♦ ♥♠6-cadders/ N/A
	3♥♠	correctable; invit, short in M	4♥♠ correctable/ to play
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2NT	3♣	Stayman	4♣ 6-5 in both minors, 0-3 HCP
	3♦	Transfer	4♦ 5-5 in both Majors, 0-4 HCP
	3♥	Transfer	4♥ N/A
	3♠	♠5 - ♥4	4♠ N/A
	3NT	4-4 or 5-4 in both minors, 6-7	other N/A

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6+cadders, invit
3♥3♠	12+, 4+c, 3-suiter with shortness in Other Major
4♣	Gerber
4♦	Texas Transfers
4♥	N/A
4♠	to play

Unusual NT:      minors       other suits       lower 2 unbid suits

other 5-5 in the two unbid suits

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities 3-card support with non-max or max

Defence to 3NT opening      Dbl=4-4 in both Majors, 4♣= ♥5-min4+, 4♦= ♠5-min4+

Defence to opening 2-s:      Multi 2♦ Dbl=12+, any Major5+, 2♥=12+, any minor,

3minor=6-carder, 8-11, 2♠= 12+, 5-4+ in both minors, 2NT=15

RCO style 2-s      RANK:Dbl=5suit opened, 3♣= 5-5 Majors, rest=natural

COLOR: 3♣= 5-5 in reds; ODDS: Dbl=5-5 in ♠-♦

Other 2-s      Dbl=suit, 2 real suit of the weak option = take out

Defence to strong ♣      Dbl=♦, 1♦= ♥, 1♥= ♠ 1♠= ♣ 1NT=both minors,  
2Major=weak two, 2NT=comic, 3X=7-7,5 playing tricks

Lebensohl      Over NT interference

Other uses      over 2 minor=invit; over 2 Major=both minors, s.o. with ♦6, semi-st

Take out of 4 level pre-empts      4♣♦ t.o.Dbl, 4♥= D5-M5

4♥ t.o.Dbl      4♠ Dbl=penalty, 4NT=t.o. (may be any 2-suit)

## OTHER NOTES

Over interference over our 1C and 1NT we use transfers, mostly for the Majors.

Cue-bid over opponents weak two openings shows both minors.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-emptive  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening to M, weak; to m, artificial weak raise  
 Jump shifts after major opening artificial raise  
 Responses to strong 2 suit opening 2♠ = very weak, 2♥ = neutral  
 Responses to 2NT opening 5 card Stayman, 3♠ = ♣♦

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other A (Q) asks for attitude, K asks for count  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  other 3rd from even, low from odd  
 From 4 small 2nd highest  other 3rd  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage   
 other reverse count (S), reverse attitude (NT), except AKQ leads  
**Signal** on declarer's lead reverse Smith Peter, reverse count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when?

### Other Conventions

transfers after 1NT response to 1M

fourth suit game forcing

2 way checkback after 1NT rebid



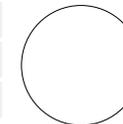
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## STANDARD SYSTEM CARD

Names: Matthew McManus Tony Nunn  
 ABF Nos: 41841 - NSW Open 330167 - NSW Open  
 Basic System: Weak NT, 5 card majors  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 1♦ 4 (3) 1♥ 5 (4) 1♣ 5  
**1 NT** (11) 12-14 may contain 5 card major   
 2♠ Stayman: simple  extended  other  
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣  
 2 NT ♦ other 3any = strong  
 2♣ ♥♠4+/4+ unbalanced, 6-10  
 2♦ strong  
 2♥ 6♥ 6-10 (5 card suit rare)  
 2♠ 6♠ 6-10 (5 card suit rare)  
 2 NT 20-22  
 3 NT any solid suit (7 or 8), little outside strength

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

2♣ = ♥♠4+/4+ unbalanced, 6-10  
 3NT = any solid suit, little outside strength  
 artificial major raises

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT lowest unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14 (1♣ to 13-16 (1♣)  
 Immed cue of minor ♥♠ 5+/5+, weak or strong  
 Immed cue of major OM+m, 5+/5+, weak or strong  
 Over opponent's 1NT (weak) 2♣ = ♥+other, 2♦ = ♠+other  
 Over opponent's 1NT (strong) X = ♠+other, 2♣ = ♣♥, 2♦ = ♦♥  
 Over weak twos X (+ reverse Lebensohl), 4m = m+oM  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	nat, F	2NT	GF raise
	1♥♠	nat, F	3♣	pre-emptive
	1NT	6-10	3♦	splinter
	2♣	limit raise	3♥	splinter
	2♦	5♣ 6-9	3♠	splinter
	2♥	6♥ 4-7	3NT	
	2♠	6♠ 4-7	4 bids	
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1♦	1♥♠	nat, F	3♣	5♦ 6-9
	1NT	6-10	3♦	pre-emptive
	2♣	nat, F	3♥	splinter
	2♦	limit raise	3♠	splinter
	2♥	6♥ 4-7	3NT	
	2♠	6♠ 4-7	4♦	
	2NT	GF raise	4 Other	
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1♥♠	1NT	6-10	3♣	4♥ 6-9 / GF raise
	2♣	nat, F	3♦	limit raise / 4♠ 6-9
	2♦	nat, F	3♥♠	pre-emptive / limit raise
	2♥♠	3♥ 6-10 or mini-splinter / nat	3NT	balanced game raise (~12-14)
	2NT	GF raise / mini-splinter	4♣♦	splinter
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2♣	2♦	enquiry	2♥♠	to play
	other	2NT = natural, inv; 3♣= constructive, 3♦= to play		
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2♦	2♥	neutral	3♣♦	0/1 loser suit, no other strength
	2♠	very weak (~0-4)	3♥♠	0/1 loser suit, no other strength
	2NT		3NT	
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2♥♠	2NT	enquiry (high card feature)	3NT	
	3♣♦	forcing	4♣♦	
	3♥♠	not invitational	4♥♠	
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2NT	3♣	5 card Stayman	4♣	nat, F
	3♦	transfer to ♥	4♦	nat, F
	3♥	transfer to ♠	4♥	to play
	3♠	minor suit Stayman	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	nat, F
3♥3♠	nat, F
4♣	transfer to ♥ then 4NT = KCB
4♦	transfer to ♠ then 4NT = KCB
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 lowest feature

### Defence to 3NT opening

Defence to opening 2-s: Multi first X = values, second X = takeout, third X = penalties

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

Defence to strong ♣ TWERB (suit bid = next suit or other two, NT = odd suits) at all levels

Lebensohl Over NT interference  reverse

Other uses in most competitive situations

Take out of 4 level pre-empts 4♣4♦ X  
 4♥ X, 4NT = ♣♦ 4♠ X, 4NT = ♣♦

## OTHER NOTES

Blackout after reverses

mini splinters by opener

Swine after 1NT (X): 2♣-♣M, 2D=♦+♠ XX = single suiter

Pass = good or touching suits

2M = nat, constructive

fit showing jumps by passed hand or in competition

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Preemptive, 0-6  
 Jump raises - majors limit  forcing  other Preemptive, 0-6  
 Jump shifts after minor opening Weak  
 Jump shifts after major opening 3C=4,6-9; 3D=4,10-12; 1H:2S=weak, 1S:3H=splinter  
 Responses to strong 2 suit opening 2D negative.  
 Responses to 2NT opening 3C puppet stayman, 3D/H transfers, 3S optional MSS.

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when? Pigs fly.

### Other Conventions



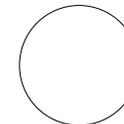
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## STANDARD SYSTEM CARD

Names: Kieran and Ish Ish and Kieran  
 ABF Nos:  
 Basic System: Natural  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 1♦ 3 1♥ 5 1♣ 5  
 1 NT 12-14 (11) may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ Hearts 2♥ Spades 2♣ Clubs  
 2 NT Diamonds other  
 2♣ Strong  
 2♦ Weak, 5+, 4-10  
 2♥ Weak, 5+, 4-10  
 2♠ Weak, 5+, 4-10  
 2 NT 20-22  
 3 NT Gambling

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

Bergen Raises

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S  
 Jump overcalls Weak Unusual NT Lowest two suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-15  
 Immed cue of minor Majors  
 Immed cue of major Major+Minor  
 Over opponent's 1NT (weak) 2C=H+another, 2D=S+another, 2NT=Minors  
 Over opponent's 1NT (strong) DONT  
 Over weak twos X+Leb  
 Over opening threes Bridge

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦		2NT 2 1/2 raise
	1♥♣	May skip diamonds if weak	3♣ preemptive, 0-6
	1NT	6-9	3♦ splinter
	2♣	limit+ raise	3♥ splinter
	2♦	6+, 0-6	3♠ splinter
	2♥	6+, 0-6	3NT Long clubs, weak.
	2♠	6+, 0-6	4 bids 4M=7 solid and out.
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1♦	1♥♣		3♣ 6+, 0-6
	1NT	6-9	3♦ preemptive, 0-6
	2♣	F1	3♥ splinter
	2♦	limit+ raise	3♠ splinter
	2♥	6+, 0-6	3NT long diamonds, weak
	2♠	6+, 0-6	4♦ natural preempt
	2NT	2 1/2 raise	4 Other 4C=splinter, 4M=7 solid and out.
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1♥♣	1NT	5-11, non-forcing	3♣ 4, 6-9
	2♣	F1	3♦ 4, 10-12
	2♦	F1	3♥♣ 4, 0-6
	2♥♣	3, 6-10	3NT Pudding raise (min GF, control poor)
	2NT	4, GF	4♣♦ splinter
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2♣	2♦	negative	2♥♣ natural positive
	other		
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2♦	2♥	non-forcing	3♣♦ forcing or raise
	2♠	non-forcing	3♥♣ forcing
	2NT	shortness ask	3NT to play
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2♥♣	2NT	shortness ask	3NT to play
	3♣♦	forcing	4♣♦ lead direct raise
	3♥♣	forcing or raise	4♥♣ to play
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2NT	3♣	puppet stayman	4♣ hearts
	3♦	hearts	4♦ spades
	3♥	spades	4♥ to play
	3♠	optional minor suit stayman	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	To play
3♥3♣	3 card fragment, both minors, singleton in other major.
4♣	Transfer to 4H
4♦	Transfer to 4S
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    2C=puppet to 2D (next bid invit), 2D=art. GF

Defence to 3NT opening \_\_\_\_\_

Defence to opening 2-s:    Multi    First double=strength. Second double=takeout.

Third Double=Blood.

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

Defence to strong ♣    X=good hand, 1NT=H+C or S+D, 2C=minors, 2D=reds, 2H=ma

Lebensohl    Over NT interference

Other uses    After we double a weak NT.

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

4♥ X    4♠ X

## OTHER NOTES

Blackout after reverses (cheaper of 2NT and fourth suit is a weak puppet).