

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Weak

Jump shifts after major opening Splinters

Responses to strong 2 suit opening

Responses to 2NT opening

PLAY CONVENTIONS

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

Sequence leads: Overlead all All except AK x (x)

Underlead other From AKx(x) K asks count, A 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 or Count

Signal on declarer's lead Count or suit-preference

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 0/3:1/4:2:2+Q:5

4♣ Gerber when? Over NT sequences

Other Conventions

4NT opening - Minor Game	Truscott
Michaels (2 suiter with other Minor/Major)	Unassuming Cue
Jacoby (Game/Slam interest)	
Splinter	
Lebensohl over NT	



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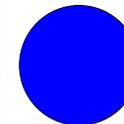
STANDARD SYSTEM CARD

Names: Graham Rusher Tony Berger

ABF Nos: 107001 102921

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11-20 3 1♦ 11-20 3 1♥ 11-20 5 1♣ 11-20 5

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple extended other Invite 3NT via 2♣

transfers 2♦ tfr Hearts 2♥ tfr Spades 2♠ tfr Clubs

2 NT tfr Diamonds other super accept

2♣ Game Force or 22-23 balanced (Stayman after 2NT)

2♦ MULTI - Weak major, Strong Minor, or 20-21 balanced (Stayman after 2NT)

2♥ Hearts and another (weak 6-11 - 5/5)

2♠ Spades and a minor (weak 6-11 - 5/5)

2 NT Minors (6-14 - 5/5)

3 NT Gambling

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

4NT minor Game

COMPETITIVE BIDDING

Negative doubles through 2♠ Responsive doubles through 2♠

Jump overcalls Weak Unusual NT Majors over minor, Minors over major

1NT overcall (immediate) 15-18 (re-opening) 8-11

Immed cue of minor Other Minor and a Major (weak or strong)

Immed cue of major Other Major and a Minor (weak or strong)

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) Pottage

Over weak twos Double - Optional Takeout

Over opening threes Double - Optional Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ 4+♦	2NT	12-15 no 4+Major
	1♥♣	6+ 4+♥♣	3♣	Limit Raise 5+♣
	1NT	8-10	3♦	Splinter
	2♣	6-8 5+♣no 4+Major	3♥	Splinter
	2♦	3-6 6+♦	3♠	Splinter
	2♥	3-6 6+♥	3NT	16-18
	2♠	3-6 6+♠	4 bids	To Play
1♦	1♥♣	6+ 4+♥♣	3♣	3-6 6+♣
	1NT	6-9	3♦	Limit Raise 5+♦
	2♣	10+ 4+♣	3♥	Splinter
	2♦	6-8 5+♦, no 4+Major	3♠	Splinter
	2♥	3-6 6+♥	3NT	16-18
	2♠	3-6 6+♠	4♦	4♣Splinter: others to play
	2NT	12-15, no 4+Major	4 Other	
1♥♣	1NT	6-9	3♣	Splinter
	2♣	10+ 4+♣	3♦	Splinter
	2♦	10+ 4+♦	3♥♣	Limit Raise
	2♥♣	5-9 3+♥♣	3NT	16-18
	2NT	Jacoby	4♦♦	Splinter
2♣	2♦	<7 hcp, or waiting bid	2♥♣	Positive >6 hcp
	other			
2♦	2♥	Play or correct	3♣♦	Natural - forcing
	2♠	Play if ♠ invite if ♥	3♥♣	Pre-empt corretable
	2NT	Enquiry strong	3NT	To Play
2♥♣	2NT	Enquiry	3NT	To Play
	3♣♦	Correctable	4♣♦	Correctable
	3♥♣	Pre-empt	4♥♣	Correctable
2NT	3♣	To Play - if weak	4♣	Invite
	3♦	To Play - if weak	4♦	Invite
	3♥		4♥	To Play
	3♠		4♠	To Play
	3NT	To Play	other	4NT = RKC in ♣

CONVENTIONS

Additional responses to 1NT

3♣3♦ Natural - Slam suggestion

3♥3♠ Natural - Slam suggestion

4♣ Gerber

4♦

4♥ To Play

4♠ To Play

Unusual NT: minors other suits lower 2 unbid suits

other Majors over Minors, Minors over Majors

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening 4♣T/O; 4♦Majors; 4♥♠to play

Defence to opening 2-s: Multi Double - 15 plus, Suit - opening hand

2NT 15-17 balanced.

RCO style 2-s

Other 2-s

Defence to strong ♣ Pottage - 1♦Majors, 1♥H & Minor, 1♠S & Minor

1NT Minors, 2♣♥♠single suit

Lebensohl Over NT interference

Other uses

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

4♥ Double 4♠ Double=penalties; 4NT =T/O

OTHER NOTES

Double of Splinter - suggests lead of suit below splinter

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other Bergen raises
 Jump shifts after minor opening See list page 3
 Jump shifts after major opening Bergen raise
 Responses to strong 2 suit opening Next suit negative
 Responses to 2NT opening See list on page 3

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other K from AK bare or from K v NT
 Four or more with an honour 4th highest S attitude NT
 3rd/5th other 10 from AJ10, KJ10, Q10X ETC.
 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 May be suit preference
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other RKC Kickback
 4♣ Gerber when? After 1NT opening

Other Conventions

Crowhurst: checkback.

Lebensohl

Michael's cue bids.



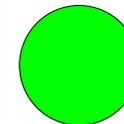
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STANDARD SYSTEM CARD

Names: Joan and Michael Kent
 ABF Nos: 32794 32808
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3 12+ 1♦ 4 12+ 1♥ 4 12+ 1♣ 4 12+
 1 NT 12 to 14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ to H 2♥ to S 2♠ Baron
 2 NT to 3C other
 2♣ 8 or 8 1/2 playing tricks or 21 + balanced
 2♦ Game force
 2♥ 6 card suit 6 to 10 HCP
 2♠ 6 card suit 6 to 10 HCP
 2 NT 5/5 in minors
 3 NT Solid minor suit

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

Bergen Raises

COMPETITIVE BIDDING

Negative doubles through nil Responsive doubles through 3H
 Jump overcalls weak maj. int mind unusual NT Michael Cue
 1NT overcall (immediate) 15 to 18 (re-opening) 10 to 14
 Immed cue of minor Other minor plus a major
 Immed cue of major Other major plus a minor
 Over opponent's 1NT (weak) Cappelletti
 Over opponent's 1NT (strong) Cappelletti
 Over weak twos X = penalty. 2NT T/O 15-. 3C T/O 16+
 Over opening threes FILM

BASIC RESPONSES

Jump raises - minors limit forcing other pre-empt
 Jump raises - majors limit forcing other pr -empt
 Jump shifts after minor opening strong natural, ask
 Jump shifts after major opening strong natural, ask
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3♣relay: 3♦minors 3♥majors low shortage 3♠

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 3rd
 From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage
 other count. Against NT to A count, to K unblock
Signal on declarer's lead count
Discards McKenney high encourage low encourage
 odd/even other count in unwanted suit
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other specific ace
 4♣ Gerber when? never

Other Conventions

4 card majors/♦in 3rd and 4th Herbert negatives to X PODI
 1NT 10-15 in 3rd and 4th, 13-15 vul after our 1NT (X), 2♣shows 3 or 4♣
 4♣♦very good ♥♠pre-empts now XX demands 2♣(0-2 or 5+♣)
 X of transfer is take-out of their suit, their 2N always forcing. When we have opened or
 shows an Astro two overcalled it is always a good raise



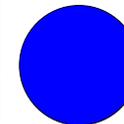
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STANDARD SYSTEM CARD

Names: george cuppage tony jackman
 ABF Nos: 99384 105090
 Basic System: STRONG CLUB
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 15+ any shape 1♦ 10-14 ♦or bal 1♥ 10-14 5+ ♥(4) 1♣ 10-14 5+ ♣(4)
1 NT 13-15 may contain 5 card major
 2♣Stayman: simple extended other gladiator
 transfers 2♦ relay 2♥ invitational 2♠ invitational
 2 NT minor take out other
 2♣ 10-14 5+ clubs no 4 card major
 2♦ 10-14 4+4+ majors not 4432 in 1st or 2nd
 2♥ 10-14 4♥+long minor or 3 suited short ♠
 2♠ 10-14 4♠+long minor or 3 suited short ♥
 2 NT 5-9 5+5+ majors or minors
 3 NT minor suit pre-empt

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

dbl of interv'n over 1♠is negative support doubles to 2 level
 after 1♦or higher and interv'n, X any 12+
 overcalls have same meaning as opening

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls syst. opening Unusual NT other 2 suits, majors or minors
 1NT overcall (immediate) 15-17 (re-opening) 10-12
 Immed cue of minor 2♠1♣natural. 2♥1♠or 1♦majors
 Immed cue of major Michaels
 Over opponent's 1NT (weak) X majors. 2♣♦that suit + major
 Over opponent's 1NT (strong) same
 Over weak twos X (X of multi 2♦is take-out of ♦)
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-8	2NT 9-11 balanced 8-9 passed hand
	1♥♠	9+ 5 card suit	3♣ 9+ 414 etc
	1NT	12+ balanced 5-7 passed hand	3♦ 9+ 4144 etc
	2♣	9+ natural	3♥
	2♦	9+ natural	3♠
	2♥	9+ 4144 etc	3NT
	2♠	9+ 4441 etc	4 bids
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1♦	1♥♠	nat, forcing	3♣ strong natural hon and ace ask
	1NT	6-11	3♦ strong natural hon and ace ask
	2♣	12+ natural	3♥
	2♦	6-9 4 card raise	3♠
	2♥	strong natural hon and ace ask	3NT
	2♠	strong natural hon and ace ask	4♦
	2NT	10+ 5+ card raise	4 Other
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1♥♠	1NT	9+ forcing (inc 10-12 3 card raise)	2♣ as above
	2♣	trump ask, gamma	3♦ as above
	2♦	12+ natural	3♥♠ dbl raise-pre-empt
	2♥♠	6-9 3 card raise (poss 2 card)	3NT
	2NT	10+ 4+card raise	4♣♦
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2♣	2♦	12+ relay	2♥♠ nat non forcing
	other		
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2♦	2♥	to play	3♣♦ 3C to play, 3D game try
	2♠	to play	3♥♠ pre-empt
	2NT	relay	3NT N/A
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2♥♠	2NT	relay	3NT
	3♣♦	correctable non forcing	4♣♦
	3♥♠	pre-emptive raise	4♥♠
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2NT	3♣	relay	4♣ correctable
	3♦	correctable	4♦ correctable
	3♥	correctable	4♥ correctable
	3♠	correctable	4♠ correctable
	3NT	N/A	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	game try
3♥3♠	natural forcing
4♣	texas
4♦	texas
4♥	play
4♠	play

Unusual NT: minors other suits lower 2 unbid suits

other minor two suiter over major, major/minor two suiter

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

Priorities

Defence to 3NT opening

Don. X majors 4C/D that suit + major

Defence to opening 2-s:

Multi X of 2D is take-out of diamonds

X of weak two is take-out
RCO style 2-s X shows pair with ♣ 3♣ shows pair without

Other 2-s as above

Defence to strong ♣

overcalls are system openings

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣♦ X majors, 4♦4♣♦ plus a major

4♥ X 4♠ X

OTHER NOTES

3RD AND 4TH HAND

1C 16+ any

1NT 10-15 (13-15 vul) balanced or semi balanced, no

1 major or 1♦ at least 4

After our 1♣ and intervention, cue bid and up 5-8