

BASIC RESPONSES

Jump raises - minors limit forcing other 15-16CP, no void/singleton
 Jump raises - majors limit forcing other as above
 Jump shifts after minor opening splinter
 Jump shifts after major opening splinter
 Responses to strong 2 suit opening 2C: 2D=5-8 bal'd or 9+, 2H=0-4, 2S/2N/3C/3D=5-8
 Responses to 2NT opening Minor: pass or correct, 3H forcing, 3S/4C/4D invitational

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 then 3rd, then 4th or 5th
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other Reverse count; Against NT: Ace-attitude, K-count, Q-drop J
 Signal on declarer's lead Reverse count
 Discards McKenney high encourage low encourage
 odd/even other Count (original), except the first discard
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? Only after NT opening

Other Conventions

Splinters and mini-splinters	Cappolletti against 1NT (or strong 1C):
1NT/2NT rebids by opener = 15-18/19-20	2C=single-suiter (not C if strong NT or 1C)
Crowhurst enquiry may follow.	2D=majors, 2H/S=H/S+minor, 2NT=minors
DOPI/ROPI	RKCB: 0/3, 1/4, 2 no Qtr, 2+Qtr, 3+Qtr; step then asks for Qtr (if unknown) and outside Kings



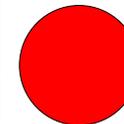
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STANDARD SYSTEM CARD

Names: Diana JACOBS Kitty MUNTZ
 ABF Nos: 139203 143502
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ (10)11-20 4 1♦ (10)11-20 4 1♥ (10)11 4 1♣ (10)11-20 4
 1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended other Weak/invitational
 transfers 2♦ to H 2♥ to S 2♠ to C
 2 NT to D other minor superacceptance applies
 2♣ Near GF or 23-24/27+ (nearly) balanced
 2♦ Weak 6-card major or 21-22/25-26 (nearly) balanced
 2♥ H + minor, 5/5+, 6-10CP
 2♠ S + minor, 5/5+, 6-10CP
 2 NT majors or minors, 5/5, 6-10CP
 3 NT Gambling, 7+ card solid minor, no side Ace or King

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

4NT opening - Specific Ace ask
 4C to 5S - high level preempts

COMPETITIVE BIDDING

Negative doubles through 3S	Responsive doubles through 3S
Jump overcalls Int(V)/Weak(NV) Unusual NT	Two lowest unbid suits
1NT overcall (immediate) 15-18 (re-opening) 11-14	
Immed cue of minor	Highest unbid suit and another, 5/5 cards or better
Immed cue of major	Other major + minor, 5/5 cards or better
Over opponent's 1NT (weak)	Cappolletti (double = penalty)
Over opponent's 1NT (strong)	as above, but double = C single suiter
Over weak twos	Double = strong take-out
Over opening threes	as above

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning					
1♣	1♦	6+ CP	4+ cards	2NT	10-12/17+ CP raise
	1♥♠	as above		3♣	15-16 CP, no 4c major
	1NT	8-9 CP, no 4 card D/H/S		3♦	Splinter
	2♣	6-7 CP, no 4 card D/H/S		3♥	Splinter
	2♦	Splinter		3♠	Splinter
	2♥	Splinter		3NT	13-14 CP raise, no 4c major
	2♠	Splinter		4 bids	4C - preempt, 4H/S - to play
1♦	1♥♠	6+ CP	4+ cards	3♣	Splinter
	1NT	6-9 CP, no 4c major		3♦	15-16 CP, no 4c major
	2♣	10+ CP, (3)4+ card suit		3♥	Splinter
	2♦	Weak raise (9 LT), no 4c major		3♠	Splinter
	2♥	Splinter		3NT	13-14 CP raise, no 4c major
	2♠	Splinter		4♦	Preemptive raise
	2NT	10-12/17+ CP raise		4 Other	4C - splinter, 4H/S - to play
1♥♠	1NT	6-9 CP (no 4 card S over 1H)		3♣	Splinter
	2♣	10+ CP, (3)4+ card suit		3♦	Splinter
	2♦	as above		3♥♠	15-16 CP, no singleton
	2♥♠	Weak raise, 9 LT		3NT	13-14 CP raise, no singleton
	2NT	10-12/17+ CP raise		4♣♦	Splinter
2♣	2♦	5-8 bal'd or 9+ any shape		2♥♠	2H=0-4, 2S = 5-8, 5+S
	other	2NT/3C/3D = 5-8 CP, 5+H/C/D		3H/3S	= 4-6 CP, 6+H/S
2♦	2♥	Pass/correct (S interest poss.)		3♣♦	Natural, forcing
	2♠	as above (interest in H game)		3♥♠	Preemptive, pass or correct, NF
	2NT	Strong enquiry		3NT	To play
2♥♠	2NT	Strong enquiry		3NT	To play
	3♣♦	Pass/correct		4♣♦	Pass/correct
	3♥♠	Raise, NF		4♥♠	To play
2NT	3♣	pass or correct		4♣	6+C, invitational
	3♦	pass or correct		4♦	6+D, invitational
	3♥	Forcing - specific responses		4♥	To play
	3♠	6+ S, invitational		4♠	To play
	3NT	To play		other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	slam try, single-suiter, opener bids 3NT with small dblton, else cues
3♥3♠	as above
4♣	Gerber
4♦	not used
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 bid up the line

Defence to 3NT opening X=penalty, 4NT=unusual, 4C/4D=majors, Major = natural

Defence to opening 2-s: Multi Dbl/2N = 15-18/19-21 bal'd, Suit/Jump - Nat/Str

Weak 2: X=TO (Lebensohl), 2N=15-18
RCO style 2-s Dbl = 16-18 bal'd, Suit - Strong hand, good 6+ card suit
2NT - 19-21, usually bal'd
Other 2-s Strong 2s: X of artificial suit = that suit,
2N = undeclared 2-suiter

Defence to strong ♣ Dbl (also Dbl of 1D response) = Clubs, 1D/H/S - Natural, 4+
1NT = majors (unequal length) 2C to 2NT - Cappolletti

Lebensohl Over NT interference

Other uses When we double Weak Two or a single raise by the opponents

Take out of 4 level pre-empts 4♣4♦ 4NT = 2-suiter 5+/5+, or 4441

4♥ as above 4♠ as above

OTHER NOTES

Obligatory reopening on (1)2-level when short in their suit - Double or bid.

New suit by responder not forcing after opponents doubled opener, or overcalled INT

Obligatory pause over preempts/skip bids.

After our 1NT is dbl'd: Redbl/C/D/H=transfer to next suit, pass forces opener to redbl,
then bid 4c suits up the line

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Weak 4-7 6 card suit

Jump shifts after major opening Weak 4-7 6 card suit

Responses to strong 2 suit opening N/A

Responses to 2NT opening 3S 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 count card if dummy can't be beaten

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

PODI 4NT Opening = Specific Ace Ask

Western Cue Bid

Splinters

NSW Ask

Barrage



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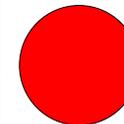
STANDARD SYSTEM CARD

Names: Cathie Lachman Jeannette Collins

ABF Nos:

Basic System:

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 16+, 0 1♦ 11-15, 4 1♥ 11-15, 4 1♣ 11-15, 4

1 NT 12-15 may contain 5 clubs and 4 major may contain 5 card major

2♣ Stayman: simple extended other Modified Gladiator

transfers 2♦ Puppet 2♥ 2♠

2 NT other

2♣ 11-15, 6 clubs

2♦ 11-15, 4414 or weak 2 in either major

2♥ 5/5 both majors or both minors, less than opening hand

2♠ 5/5 reds or blacks, less than opening hand

2 NT 5/5 hearts and clubs or 5/5 diamonds and spades, less than opening hand

3 NT Minor suit pre-empt with an outside card

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

Transfer pre-empts at 3 level

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak Unusual NT Lowest unbid suits

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) DONT (X penalty)

Over opponent's 1NT (strong) DONT (X single-suited)

Over weak twos X with lebensohl

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-8 hcp	2NT 8+ 4441
	1♥♠	8+ 5 card suit	3♣ 8+ 4414
	1NT	8+ 5 clubs	3♦ 8+ 4144
	2♣	8+ 5 diamonds	3♥ 8+ 1444
	2♦	8-10 balanced	3♠ 7 card suit
	2♥	11-13 balanced	3NT Any solid suit
	2♠	14+ balanced	4 bids 4C to H, 4D to S (transfers)
1♦	1♥♠	7+ 4 card suit	3♣ 4-7 6 card suit
	1NT	7-11 balanced	3♦ Pre-emptive raise
	2♣	10+ 4 cards forcing 2NT	3♥ Splinter
	2♦	<10 hcp 4 card support	3♠ Splinter
	2♥	4-7 6 card suit	3NT To play
	2♠	4-7 6 card suit	4♦ Pre-emptive
	2NT	Diamond raise	4 Other To play
1♥♠	1NT	7-11	3♣ 4-7 6 card suit
	2♣	10+ 4 cards forcing 2NT	3♦ 4-7 6 card suit
	2♦	10+ 4 cards forcing 2NT	3♥♠ Pre-emptive
	2♥♠	Raise	3NT To play
	2NT	GF Raise - Gamma Ask	4♣♦ Splinter
2♣	2♦	Enquiry	2♥♠ Invitational
	other	2NT Invitational, 3C to play, 3H/S forcing with 5+ cards	
2♦	2♥	Correctable	3♣♦ Forcing
	2♠	Correctable	3♥♠ Pass/correct
	2NT	Enquiry	3NT To play
2♥♠	2NT	Enquiry	3NT To play
	3♣♦	Pass/correct	4♣♦ Pass/correct
	3♥♠	Pass/correct	4♥♠ Pass/correct
2NT	3♣	Pass/correct	4♠ Pass/correct
	3♦	Pass/correct	4♦ Pass/correct
	3♥	Pass/correct	4♥ Pass/correct
	3♠	Forcing	4♠ Pass/correct
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam try
3♥3♠	Slam try
4♣	Texas
4♦	Texas
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 _____

Defence to opening 2-s: Multi X = all 15+

RCO style 2-s X = all 15+

Other 2-s X = all 15+

Defence to strong ♣ DONT

Lebensohl Over NT interference

Other uses responding to partner's X of weak 2 bids

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

4♥ X takeout 4♠ X values

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other pre-emptive
 Jump raises - majors limit forcing other
 Jump shifts after minor opening over 1 ♠ weak, over 1 ♦ 16+, natural
 Jump shifts after major opening 16+, natural
 Responses to strong 2 suit opening
 Responses to 2NT opening (multi), 3♥ inquiry

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 highest
 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
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?

Other Conventions

Truscott Cue bid raises
 TWERB Double jump splinters
 DOPI
 ROPI
 4 ♠ specific ace ask



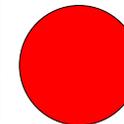
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STANDARD SYSTEM CARD

Names: Meredith Woods Jenny Thompson
 ABF Nos: 150770 147664
 Basic System: Precision
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 16+, 0+♣ 1♦ 10-15, 4+♦ 1♥ 10-15, 5+♥ 1♠ 10-15, 5+♠
 1 NT 12-15, may be 4414 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ range probe
 2 NT tfr to minors other
 2♣ 10 - 15, 6+♣ or 5+/4+ in clubs/major
 2♦ 6-10, weak 2 in either major
 2♥ 6-10, 5+/5+ in ♥&♣ or ♠&♦
 2♠ 6-10, 5+/5+ in reds or blacks
 2 NT 6-10, 5+/5+ in majors or minors
 3 NT Gambling

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

TWERB over strong 1♣, 2♣, 2♦

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠
 Jump overcalls Roman Unusual NT GF, 2 touching suits
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor non-touching suits, non GF
 Immed cue of major non-touching suits, non GF
 Over opponent's 1NT (weak) Capelletti
 Over opponent's 1NT (strong) Capelletti
 Over weak twos X is takeout, Lebensohl
 Over opening threes X is takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7 or 8+, 4441	2NT 11-13, flat
	1♥♠	8+, 5= card suit	3♣ pre-emptive
	1NT	8-10 or 16+, flat	3♦ pre-emptive
	2♣	8+, 5= card suit	3♥ pre-emptive
	2♦	8+, 5= card suit	3♠ pre-emptive
	2♥	4-7, 6-7 card suit	3NT 14-15, flat
	2♠	4-7, 6-7 card suit	4 bids pre-emptive
1♦	1♥♠	8-15, 4+ card suit	3♣ 16+, 5+♣
	1NT	8-10 flat, no 4card major	3♦ 16+, 5+♦
	2♣	11-15, 4+♣	3♥ splinter
	2♦	11-15, 4+♦	3♠ splinter
	2♥	16+, 5+♥	3NT to play, prob 14-15 no 4 card maj
	2♠	16+, 5+♠	4♦ pre-emptive
	2NT	16+, no good 5 card suit	4 Other ♥ / ♠, to play
1♥♠	1NT	8-15 forcing (exc passed hand)	3♣ 16+, good 5+ card suit
	2♣	up to 15, 4+ card suit	3♦ 16+, good 5+ card suit
	2♦	up to 15, 4+ card suit	3♥♠ 16+, raise, cues follow
	2♥♠	simple raise	3NT 14-15 bal raise
	2NT	16+, may have 3 card support	4♦ 11-14, splinter
2♣	2♦	11+, inquiry	2♥♠ 8-10, 5+ card suit
	other	2NT 11-12 no 4 card major	3♦ 8-10, 6+♦, denies 2 clubs
2♦	2♥	to play in 2♥ or correct to 2♠	3♦ natural non-forcing
	2♠	to play in 2♠ invite game in ♥	3♥♠ correctible
	2NT	inquiry	3NT to play
2♥♠	2NT	inquiry	3NT to play
	3♦	correctible	4♦ correctible
	3♥♠	correctible	4♥♠ correctible
2NT	3♣	correctible	4♣ correctible
	3♦	correctible	4♦ correctible
	3♥	inquiry	4♥ correctible
	3♠	correctible	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	6+ card suit, invitational to 3NT
3♥3♠	6+ card suit, cues follow
4♣	specific ace ask
4♦	natural forcing, sets the suit
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other GF, touching suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening

Defence to opening 2-s: Multi X = values (15+)

RCO style 2-s	2NT minors pass then X = takeout
	X = values (15+)
	pass then X = takeout
Other 2-s	if anchored, X = takeout
	2NT = strong flat

Defence to strong ♣ TWERB

Lebensohl Over NT interference both our 1NT opening and overcall

Other uses opponents weak 2 openings

Take out of 4 level pre-empts 4♣4♦ X

4♥ X 4♠ 4NT

OTHER NOTES