

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Support + showing Ace  
 Jump shifts after major opening Support + showing Ace  
 Responses to strong 2 suit opening 2♦negative  
 Responses to 2NT opening Stayman, transfers to majors

## 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 4th highest  
 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  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other   
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when?   
**Other Conventions**

Splinters  
 Fourth suit forcing for 1 round  
 Cue raises



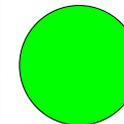
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## STANDARD SYSTEM CARD

Names: Anthea Rowberry Paul Hunter  
 ABF Nos: 486744 463264  
 Basic System: Standard  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3+ 12+ 1♦ 3+ 12+ 1♥ 5+ 12+ 1♣ 5+ 12+  
**1 NT** 16-18 HCP may contain 5 card major   
 2♣ Stayman: simple  extended  other 2NT res = both maj.  
 transfers 2♦ -> ♥ 2♥ -> ♠ 2♣ -> ♠  
 2 NT other 3♣ -> ♦  
 2♣ Strong. 21+ Unbal. 23+ Bal.  
 2♦ Weak 6+ ♦ 6-9 HCP  
 2♥ Weak 6+ ♥ 6-9 HCP  
 2♠ Weak 6+ ♠ 6-9 HCP  
 2 NT 21-22 HCP balanced  
 3 NT 25-26 HCP balanced

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

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through  
 Jump overcalls Weak Unusual NT 5-5 lower unbid suits  
 1NT overcall (immediate) 16-18 (re-opening) 16-18  
 Immed cue of minor 5-5 upper unbid suits  
 Immed cue of major 5-5 upper unbid suits  
 Over opponent's 1NT (weak) Natural  
 Over opponent's 1NT (strong) Natural  
 Over weak twos Immediate X = 16+  
 Over opening threes Immediate X = 16+

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+ ♦	2NT 10-12 HCP, balanced
	1♥♣	6+ HCP, 4+ ♥♣	3♣ 10-12 HCP, 5+ ♣
	1NT	6-9 HCP, no 4 card major	3♦ 13+ HCP, ♦void
	2♣	6-9 HCP, 5+ ♣	3♥ 13+ HCP, ♣void
	2♦	13+ HCP, ♦Ace	3♠ 13+ HCP, ♠void
	2♥	13+ HCP, ♥Ace	3NT 13-15 HCP, balanced
	2♠	13+ HCP, ♠Ace	4 bids
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1♦	1♥♣	6+ HCP, 4+ ♥♣	3♣ 13+ HCP, ♣Ace
	1NT	6-9 HCP, no 4 card major	3♦ 10-12 HCP, 5+ ♦
	2♣	10+ HCP, 4+ ♣	3♥ 13+ HCP, ♣void
	2♦	6-9 HCP, 5+ ♦	3♠ 13+ HCP, ♠void
	2♥	13+ HCP, ♥Ace	3NT 13-15 HCP, balanced
	2♠	13+ HCP, ♠Ace	4♦ 13+ HCP, ♦void
	2NT	10-12 HCP, balanced	4 Other
<hr/>			
1♥♣	1NT	6-9 HCP, no support or 4 card	3♣ 13+ HCP, ♣Ace
	2♣	10+ HCP, 4+ ♣	3♦ 13+ HCP, ♦Ace
	2♦	10+ HCP, 4+ ♦	3♥♣ limit raise / splinter / ♠support ♥Ace
	2♥♣	limit raise / ♥support + ♠Ace	3NT 13-15 HCP, balanced
	2NT	10-12 bal, no support	4♦♦ splinter
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2♣	2♦	negative	2♥♣ Natural
	other		
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2♦	2♥	Natural, non-forcing	3♣♦ Natural, non-forcing
	2♠	Natural, non-forcing	3♥♣ Natural, forcing
	2NT	Ogust	3NT To play
<hr/>			
2♥♣	2NT	Ogust	3NT To play
	3♣♦	Natural, non-forcing	4♣♦ Natural, forcing
	3♥♣	Natural, non-forcing	4♥♣ To play
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2NT	3♣	Stayman	4♣ Cue
	3♦	Transfer to ♥	4♦ Cue
	3♥	Transfer to ♠	4♥ Cue
	3♠	Transfer to ♣	4♠ Cue
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Transfer to ♦/ Slam try in ♦
3♥3♣	Slam try in ♥♣
4♣	Slam try in ♣
4♦	
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 Natural

Defence to opening 2-s: Multi

RCO style 2-s

Other 2-s

Defence to strong ♣ Natural

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦ X = 16+, natural

4♥ X = 16+, natural 4♠ X = 16+, natural

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other **weak 0 - 6**  
 Jump raises - majors limit  forcing  other **weak 0 - 6**  
 Jump shifts after minor opening **weak 0 - 5**  
 Jump shifts after major opening **Inverted Bergen**  
 Responses to strong 2 suit opening **2♣2♦Waiting**  
 Responses to 2NT opening **Puppet Stayman, Transfers etc**

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other **Ace for Attitude King for Count**  
 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**  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other **14/30**  
 4♣ Gerber  when? **over 1NT**  
**Other Conventions**

Good Bad 2NT	Jordan	Control bids - 1st round 1st
Cue Raises	Splinters	Ogust after Weak 2 Diamonds
Cappelletti over 1 Major (X)		Support X's and XX's
Fit Jumps in Competition		
Lebensohl		



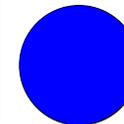
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## STANDARD SYSTEM CARD

Names: **Fiona Brown** **Michael Wilkinson**  
 ABF Nos: **444863** **497746**  
 Basic System:  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
**1♣ 3♣ 11+pts** **1♦ 4♦ 11+pts** **1♥ 4♥ 11+pts** **1♠ 5♠ 11+pts**  
**1 NT** **11 - 14 hcp** may contain 5 card major   
 2♣Stayman: simple  extended  other  
 transfers **2♦ 2♥** **2♥ 2♠** **2♠ range probe**  
 2 NT **transfer to 3♣** other **3 level bids = slam tries**  
**2♣ Game Force or weak 2 in ♦s or 23 + balanced**  
**2♦ Weak Two in either Major**  
**2♥ 4/4 + in Majors Weak**  
**2♠ Good 3 level pre empt - at least 2 of top 3 honours**  
 2 NT **20 - 22 hcp**  
 3 NT **Gambling**

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

Inverted Minors  
 Inverted Bergen

## COMPETITIVE BIDDING

Negative doubles through **4♥** Responsive doubles through **4♥**  
 Jump overcalls **Weak** Unusual NT **2 lower unbid suits**  
 1NT overcall (immediate) **15 - 18** (re-opening) **11 - 14**  
 Immed cue of minor **Michaels**  
 Immed cue of major **Michaels**  
 Over opponent's 1NT (weak) **Modified Cappelletti**  
 Over opponent's 1NT (strong) **Modified Cappelletti**  
 Over weak twos **X with Lebensohl**  
 Over opening threes **X = takeout**

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

<b>1♣</b>	1♦ 4♦s 6+ pts	2NT 10 - 12 hcp
	1♥♣ 4♥4♣ 6+ pts	3♣ 0 - 5 5♣s
	1NT 6 - 9 hcp	3♦ splinter
	2♣ 10+ 5♣s	3♥ splinter
	2♦ 6 - 9 5♣s	3♠ splinter
	2♥ 0 - 5 6♥s	3NT 13 - 15 hcp
	2♠ 0 - 5 6♠s	4 bids Major - to play
<b>1♦</b>	1♥♣ 4♥4♣ 6 + pts	3♣ 6 - 9 ♦support
	1NT 6 - 9 hcp	3♦ 0 - 5 4+♦s
	2♣ 10 + 4+♣s	3♥ splinter
	2♦ 10 + pts 4+♦s	3♠ splinter
	2♥ 0 - 5 6♥s	3NT 13 - 15 hcp
	2♠ 0 - 5 6♠s	4♦ pre-emptive
	2NT 10 - 12 hcp	4 Other Major - to play
<b>1♥♣</b>	1NT 6 - 9 hcp	3♣ 10 - 12 4 trumps
	2♣ 10 + 4+♣s	3♦ 7 - 9 4 trumps
	2♦ 10+ 4+♦s	3♥♣ 0 - 6 4 trumps
	2♥♣ 5 - 9 hcp	3NT 13 - 15 to play
	2NT Jacoby 13 +	4♦♦ splinter
<b>2♣</b>	2♦ Waiting	2♥♣ 5 card suit, 2 top honours
	other	
<b>2♦</b>	2♥ pass /correct	3♣♦ to play
	2♠ pass/correct	3♥♣ pass or correct
	2NT enquiry	3NT to play
<b>2♥♣</b>	2NT enquiry	3NT to play
	3♣♦ to play	4♣♦ to play
	3♥♣ to play	4♥♣ to play
<b>2NT</b>	3♣ puppet Stayman	4♣
	3♦ transfer	4♦
	3♥ transfer	4♥
	3♠ 5♠+ 4♥	4♠
	3NT to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	slam try
3♥3♣	5/5 minors with splinter in bid Major
4♣	RKC Gerber 14/30 2(min) 2(max)
4♦	Texas transfer
4♥	Texas transfer
4♠	

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 Show Hearts 1st

Defence to 3NT opening

Defence to opening 2-s: Multi

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses after takeout X of weak 2

Take out of 4 level pre-empt 4♣4♦

4♥ 4♠

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other See inside card  
 Jump raises - majors limit  forcing  other Pre - emptive  
 Jump shifts after minor opening See inside card  
 Jump shifts after major opening NAT NF  
 Responses to strong 2 suit opening Not applicable  
 Responses to 2NT opening 3♣3♦ to play, 3♥3♠ Natural and

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Firsts and thirds K from KQx, J from KQJ, Q from  
 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 Basically reverse count, also low encourage, some

**Signal** on declarer's lead Basically 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  
 Deny Cue bidding  
 Symmetric relay for shape  
 Asking bids for Slam Points and Controls



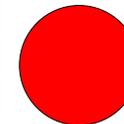
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## STANDARD SYSTEM CARD

Names: Daniel Krochmalik Gabby Feiler  
 ABF Nos: 404144 420395  
 Basic System: Strong Club  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 15+ any shape 1♦ 4+♠denies 4♥ 1♥ 4+♥denies 4♠ 1♠ 4+♥& 4+♠  
**1 NT** 12-15HCP no 4 card major may contain 5 card major   
 2♣ Stayman: simple  extended  other Artificial relay  
 transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♠ range probe  
 2 NT transfer to better minor other 3♣3♦ natural non forcing  
 2♣ Natural 5+♠11-15 HCP denies a 4 card major  
 2♦ Natural 5+♦11-15 HCP denies a 4 card major  
 2♥ 5+♥& 4+ minor 6 - 10 HCP  
 2♠ 5+♠& 4+ minor 6-10 HCP  
 2 NT 5+♣& 5+♦6-10 HCP  
 3 NT Gambling (denies an A or K)

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

1♣= 15 + HCP  
 1♣ - (P) - 1♦=0 - 8 HCP

## COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦exceptions  
 Jump overcalls weak Unusual NT for lower unbid suits  
 1NT overcall (immediate) 15 - 18 HCP (re-opening) 11 - 14 HCP  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) ASPRO ( 2♣=♥and another, 2♦=♠and a  
 Over opponent's 1NT (strong) ASPRO ( 2♣=♥and another, 2♦=♠and a  
 Over weak twos Double for takeout in all seats  
 Over opening threes Double for takeout in all seats

