

BASIC RESPONSES

Jump raises - minors limit forcing other pre-emptive
 Jump raises - majors limit forcing other pre-emptive
 Jump shifts after minor opening preemptive
 Jump shifts after major opening pre-emptive
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening All **A** bids are correctible - **3B** is only forcing bid

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other A=attitude K= 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 sometimes suit preference
 Signal on declarer's lead sometimes suit preference, sometimes count
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse rarely used

CONVENTIONS

4NT: Blackwood RKCB other
 4A Gerber when? over NT only

Other Conventions

LEBENSOHL	BERGIN STYLE RAISES
4TH SUIT FORCING 1 ROUND	
DRURY	
HERBERT NEGATIVE	
DOPI	



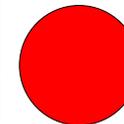
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STANDARD SYSTEM CARD

Names: SIEGFRIED KONIG JIM WALLIS
 ABF Nos: 201316 166871
 Basic System: FORCING MULTI 1A
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1A 0+ 12+ forcing 1B 3+ 12-16 1C 4+ 12-16 1D 4+ 12-16
 1 NT 15-17 (14) may contain 5 card major
 2A Stayman: simple extended other
 transfers 2B hearts 2C spades 2D clubs
 2 NT diamonds other 3X = natural slam try
 2A 7-11 3 suited - short major OR 7-11 minors at least 5/4 OR any acol 2 less than 17 pts.
 2B 6-10 weak 2 in either major could be a bad 5/6 card suit
 2C 7-11 3 suited - short minor - sometimes 5431
 2D 7-11 D and another 5+/5+
 2 NT 7-11 C and a minor 5+/5+
 3 NT 1/2 seat -solid A or B no outside ace or king 3/4seat - to play

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

Defence to all 1A openings and other 1level overcalls
 1NT overcall & X & next suit up Bergen style raises
 2A and 2C openings could be 5431 3D & 3NT opening in 1/2 seat

COMPETITIVE BIDDING

Negative doubles through 3D Responsive doubles through 3D
 Jump overcalls pre-emptive Unusual NT GF 2 suiter
 1NT overcall (immediate) 11-15TO or 19/20(re-opening) 10-14
 Immed cue of minor non-game force 2 suiter
 Immed cue of major non-game force 2 suiter
 Over opponent's 1NT (weak) extended brozel
 Over opponent's 1NT (strong) extended brozel
 Over weak twos X= T/O
 Over opening threes X= T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1A	1B	artificial 0-11	2NT	6+ A 0-5 pts
	1C/D	5+ 6-8pts	3A	NA
	1NT	5+ Cor D 9-11 pts	3B	NA
	2A	artificial game force	3C	NA
	2B	6+ 0-5 pts	3D	NA
	2C	6+ 0-5pts	3NT	NA
	2D	6+ 0-5 pts	4 bids	NA
1B	1C/D	art asking bid - raise with 3 cd	3A	11pts with diamonds
	1NT	6-10 - may have 4cd major(s)	3B	pre-emptive
	2A	artificial game force	3C	pre-emptive
	2B	6-10 non forcing	3D	pre-emptive
	2C	pre-emptive	3NT	to play
	2D	pre-emptive	4B	pre-emptive
	2NT	transfer to 3A	4 Other	pre-emptive
1C/D	1NT	6-10 may have 4 D over 1C	3A	6-9 4+support
	2A	artificial game force	3B	10-11(12) with 4+ support
	2B	artificial - 11 pts	3C/D	pre-emptive
	2C/D	6-10 pts usually 3 cd support	3NT	to play
	2NT	transfer to 3 A	4A/B	splinter
2A	2B	asking	2C/D	pass or correct
	other	all responses are correctible except 3D and 4D		
2B	2C	pass or correct	3A/B	natural & non forcing
	2D	pass or correct	3C/D	pass or correct
	2NT	forcing enquiry	3NT	to play
2C/D	2NT	asks for minor	3NT	to play
	3A/B	to play	4A/B	pass or correct
	3C/D	non forcing	4C/D	to play
2NT	3A	pass or correct	4A	pass or correct
	3B	forcing enquiry	4B	to play
	3C	to play	4C	to play
	3D	to play	4D	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3A/3B slam try

3C/3D slam try

4A gerber

4B to play

4C to play

4D to play

Unusual NT: minors other suits lower 2 unbid suits

other Game Force 2 suiter

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening **4A** T/O with **C** **4B** T/O with **D**

Defence to opening 2-s: Multi **2NT** = 15 - 18 X = T/O

RCO style 2-s **2NT** = 15-18 X = T/O

Other 2-s **2NT** = 15-18 X = T/O

Defence to strong A THIS APPLIES TO ALL 1A OPENINGS

see notes

Lebensohl Over NT interference

Other uses over 2 level opening bid by opponents

Take out of 4 level pre-empts **4A/4B** X

4C X **4D** X

OTHER NOTES

SEE SUP NOTES

(1) DEFENCE TO ALL 1A OPENINGS

(2) OVERCALLS OF 1NT OR X OR NEXT SUIT UP

(3) HERBERT NEGATIVES

(4) 3D OPENING IN 1ST/2ND SEAT

BASIC RESPONSES

Jump raises - minors limit forcing other (5)-8 pre-empt
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Strong. Soloway style.
 Jump shifts after major opening * see inside
 Responses to strong 2 suit opening 2D=wait, 2NT=9+balanced.
 Responses to 2NT opening 3C=puppet stayman. 3D=5+C. 3H=5+D.

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
 Signal on declarer's lead reverse count
 Discards McKenney high encourage low encourage
 odd/even other reverse count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other Kickback
 4A Gerber when?

Other Conventions

Support X and XX.

UCB, jump cue raises.

Walsh style.



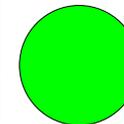
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STANDARD SYSTEM CARD

Names: Gary Malinas David Appleton
 ABF Nos: Queensland Queensland
 Basic System: Weak NT, 5cd Majors, 2/1 GF.
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1A 3+A 12+hcp 1B 3+B 12+hcp 1C 5+C 11+hcp 1D 5+D 11+hcp
 1 NT 12-14 balanced may contain 5 card major
 2A Stayman: simple extended other
 transfers 2B 5+C 2C 5+D 2D 5+A
 2 NT 5+B other
 2A Game Force (23+ when balanced).
 2B (5)6+B weak two. May be 5 when NV.
 2C (5)6+C weak two. May be 5 when NV.
 2D (5)6+D weak two. May be 5 when NV.
 2 NT (20)21-22 balanced.
 3 NT Gambling, no outside A/K.

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

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through
 Jump overcalls weak Unusual NT (55)+ lowest unbid.
 1NT overcall (immediate) (15)16-18 (re-opening) 11-14
 Immed cue of minor (55)+ Majors.
 Immed cue of major (55)+ Other Major + minor.
 Over opponent's 1NT (weak) } Capp. 2C=any sing. suiter. 2D=Maj.
 Over opponent's 1NT (strong) } 2H=C+minor. 2S=D+minor.
 Over weak twos X=t.o. then Lebensohl.
 Over opening threes X=t.o.

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1A	1B	(0-5)6+, 4+ B	2NT 10-12 invitational
	1C/D	(0-5)6+, 4+ suit bid	3A (5)-8, 5+ A , pre-empt
	1NT	6-9	3B splinter
	2A	inv minor, 4+ A , 10+hcp	3C splinter
	2B	Strong, Soloway style.	3D splinter
	2C	Strong, Soloway style.	3NT
	2D	Strong, Soloway style.	4 bids 4M=to play. 4C=RKCB.
1B	1C/D	(0-5)6+, 4+ suit bid	3A Strong, Soloway style.
	1NT	6-9	3B (5)-8, 5+ B , pre-empt
	2A	4+ A , 10+hcp	3C splinter
	2B	inv minor, 4+ B , 10+hcp	3D splinter
	2C	Strong, Soloway style.	3NT
	2D	Strong, Soloway style.	4B RKCB
	2NT	10-12 invitational	4 Other 4C=splinter, 4M=to play
1C/D	1NT	(0-4)5-11, Forcing 1 round.	3A Raise+2=4cd GF raise.
	2A	Nat, GF.	3B
	2B	Nat, GF.	3C/D 4cd limit raise.
	2C/D	3cd supp, 8-10 hcp.	3NT
	2NT	Raise+1=3cd supp, GF	4A/B
2A	2B	waiting	2C/D 5+ good suits.
	other	2NT=9+bal, no major.	
2B	2C	Nat, NF	3A/B 3C=NFNV,FV. 3D=pre.
	2D	Nat, NF	3C/D Nat, Forcing.
	2NT	Art enq. then 3C= 5cd suit(NV)	3NT to play
2C/D	2NT	Art enq. then 3C=5cd suit(NV)	3NT to play
	3A/B	NFNV,FV	4A/B Nat, Forcing.
	3C/D	pre-emptive	4C/D to play
2NT	3A	puppet stayman	4A Nat, Forcing
	3B	trn to H	4B Nat, Forcing
	3C	trn to S	4C to play
	3D	minor stayman	4D to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3A/3B Nat, Forcing, sing. suit, slam interest.

3C/3D Nat, Forcing, sing. suit slam interest.

4A

4B

4C to play

4D 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 Partner's suit first.

Defence to 3NT opening Capp, as for 1NT.

Defence to opening 2-s: Multi X=(15)16+ balanced, others natural.

RCO style 2-s X=(15)16+ balanced, others natural.

Other 2-s X=(15)16+ balanced, others natural.

Defence to strong A X = Good hand. Others natural.

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4M/4B X=t.o.

4C X=t.o. 4D X=cards.

OTHER NOTES

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 AK 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 May be suit preference
 Signal on declarer's lead May be suit preference
 Discards McKenney high encourage low encourage
 odd/even other Low=that suit. High even= Low suit. High odd
 Count natural reverse =High suit. These 1st discard only.

CONVENTIONS

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

Other Conventions

Crowhurst: checkback.

Lebensohl

Michael's cue bids.

Defence to Multi-2: X=t/o S; 2H=t/o H



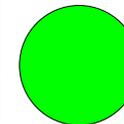
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STANDARD SYSTEM CARD

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
 1A 3 12+ 1B 4 12+ 1C 4 12+ 1D 4 12+
 1 NT 12 to 14 may contain 5 card major
 2A Stayman: simple extended other
 transfers 2B to H 2C to S 2D Baron + range ?
 2 NT to 3C/3D other
 2A 8 or 8 1/2 playing tricks or 21 + balanced
 2B Game force
 2C 6 card suit 6 to 10 HCP - OGUST Responses
 2D 6 card suit 6 to 10 HCP - OGUST Responses
 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 SWINE if 1NT doubled
 Michael's Cue Bids LEBENSOHL
 1NT rebid 12 - 16 - 2C Checkback Truscott Def. to Strong 1C or 2C/D GF

COMPETITIVE BIDDING

Negative doubles through nil Responsive doubles through 3H
 Jump overcalls weak maj. int mind/unusual NT Michael's 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 (Fishbein Lower Minor)

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1A	1B	4 6+	2NT 13 to 15 no major
	1C/D	4 6+	3A 10 to 12 limit
		1NT 6 to 9	3B 7+ weak
	2A	5 6 to 9	3C 7+ weak
	2B	5/5 majors 6 to 9	3D 7+ weak
	2C	6 5 or less	3NT 16 to 18 no major
	2D	6 5 or less	4 bids
1B	1C/D	4 6 to 9	3A 7+ weak
		1NT 6 to 9	3B 10 to 12 limit
	2A	4 10+	3C 7+ weak
	2B	5 6 to 9	3D 7+ weak
	2C	6 5 or less	3NT 16 to 18 no major
	2D	6 5 or less	4B pre-empt
	2NT	13 to 15 no major	4 Other
1C/D	1NT	6 to 9	3A 10+ to 12 4 card supp.
	2A	4 9+	3B 7+ to 10 4 card supp.
	2B	4 9+	3C/D Other M=singleton. Same M weak
	2C/D	4 6 - 7 same. Other weak 6 cards	3NT Support + void
	2NT	Jacoby 13+ 4 card support	4A/B Support strong balanced
2A	2B	Negative	2C/D 3C/D AK, OR KQ & K OR KKK
	other	2NT= TWO K's	
2B	2C	Negative	3A/B Positive as above
	2D	positive as above	3C/D
	2NT	Two Kings	3NT
2C/D	2NT	OGUST	3NT
	3A/B	Forcing	4A/B
	3C/D	Pre-empt	4C/D To play
2NT	3A	To play	4A Game inv.
	3B	To play	4B Game invitation
	3C	Forcing	4C To play
	3D	Forcing	4D To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3A/3B Good suit slam interest

3C/3D Good suit slam interest

4A Gerber

4B

4C To play

4D To play

Unusual NT: minors other suits lower 2 unbid suits

other Minors after major.

 Majors after minor.

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Range and fit

Defence to 3NT opening X= pen. 4C/D t/o for majors with minor feature

Defence to opening 2-s: Multi X= T/O of S. 2H= T/O H. Other natural.

 Other weak 2's: 2NT t/o 15-; 3C t/o 16+. Other natural.

RCO style 2-s X=16+. 2NT 19 to 21. 3NT 22 to 24. Suits sound.

Other 2-s X= penalty. 2NT T/O 15-. 3C T/O 16+. Suits sound.

Defence to strong A Truscott: X=C&H. 1D=D&H. 1H=H & S. 1S= S&C 1NT= D&

 2C= C&D. 2D etc weak jumps single suit. All 12 or less.

Lebensohl Over NT interference

Other uses In some competitive sequences

Take out of 4 level pre-empts **4A/4B** X+ Optional T/O

4C X= Pen. S tolerance **4D** X=Penalty. 4NT T/O.

OTHER NOTES

Truscott defence also used over other GF openings