

## BASIC RESPONSES

Jump raises - minors limit  forcing  other wk over 1♦ (N/A over 1♣)

Jump raises - majors limit  forcing  other weak (0-7)

Jump shifts after minor opening varies according to opening

Jump shifts after major opening fit showing jumps, invitational with support

Responses to strong 2 suit opening N/A

Responses to 2NT opening 3♣ = F1, others = correctable

## PLAY CONVENTIONS

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

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

Underlead  other Journalist v NT

Four or more with an honour 4th highest  attitude

3rd/5th  other Journalist v NT - attitude lead (lower the better)

From 4 small 2nd highest  other

From 3 cards (no honour) top  middle  bottom

**Signal** on partner's lead: high encourage  low encourage

other REO (odd=encourage, even = suit preference)

**Signal** on declarer's lead REO

**Discards** McKenney  high encourage  low encourage

odd/even  other REO

**Count** natural  reverse  REO (odd=odd, even=even)

## CONVENTIONS

4NT: Blackwood  RKCB  other Norman responses

4♣ Gerber  when? 4♣ = Control response (A=1, K=half)

### Other Conventions

Swine	Positive slam doubles
Unassuming cues	DOPI/ROPI control responses
Western cues	
Rubensohl	
Archimedes	



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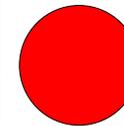
## STANDARD SYSTEM CARD

Names: Richard Misior Bruce Williams

ABF Nos:

Basic System: Precision - modified

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 15+, any shape 1♦ 10-14, 0+♦ 1♥ 10-14, 5+♥ 1♠ 10-14, 5+♠

**1 NT** 11-14 hcp, balanced, 4333, 4432, 5332 (m) may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♣ transfer to ♣

2 NT transfer to ♦ other

2♣ 6+ ♣10-14 hcp or weak II ♦(6-9) or weak 5+/5+♥+♠(5-9)

2♦ 6+ ♦10-14 hcp or weak II ♥(6-9) or weak 5+/5+♠+♣(5-9)

2♥ 8-9 pt ♥ < 15 hcp or weak II ♠(6-9) or weak 5+/5+♠+♦(5-9)

2♠ 8-9 pt ♠ < 15 hcp or weak II ♣(6-9) or weak 5+/5+♦+♥(5-9)

2 NT weak 5+/5+♠+♥ or ♦+♠(5-9)

3 NT any solid 7 or 8 card suit, no outside A or K

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

1♣ = 15 + hcp, any shape

1♦ = 10-14 hcp, 2 or 3 suits, may be 0♦

2♣ 2♦ 2♥ 2♠ 2NT = myxo two's

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT minors or minor + major

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Pottage - see inside for details

Over opponent's 1NT (strong) Twerb - see inside for details

Over weak twos X with Rubensohl responses

Over opening threes opt X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	negative, 0-8	2NT 9-10 hcp, balanced
	1♥♠	9+ hcp, 5+ suit	3♣ 5-8, 6/7 ♣ 2/4 top honours
	1NT	11+ hcp, balanced (*see 3NT)	3♦ 5-8, 6/7 ♦ 2/4 top honours
	2♣	9+ hcp, 4+ ♣	3♥ 5-8, 6/7 ♥ 2/4 top honours
	2♦	9+ hcp, 5+ ♦	3♠ 5-8, 6/7 ♠ 2/4 top honours
	2♥	9+ hcp, triple suited, inc ♥+♠	3NT 11-14, balanced, any 4333
	2♠	9+ hcp, at least 5/5 minors	4 bids
1♦	1♥♠	1♥=NF with ♥ or 11-12 any	3♣ preemptive
	1NT	< 11 hcp, no 4 card major	3♦ preemptive
	2♣	< 11 hcp, natural	3♥ preemptive
	2♦	<b>GF - 13+ hcp, any distribution</b>	3♠ preemptive
	2♥	< 11 hcp, 6+ card suit	3NT To play
	2♠	< 11 hcp, 6+ card suit	4♦
	2NT	<11 hcp, at least 4/4 in minors	4 Other 1♠= < 11 hcp, 4+ ♠ no 4 ♥
1♥♠	1NT	Forcing relay, 11 + hcp	3♣ FSJ - invitational
	2♣	< 11 hcp, 5+ ♣	3♦ FSJ - invitational
	2♦	< 11 hcp, 5+ ♦	3♥♠ preemptive raise - 0-7 hcp
	2♥♠	6-10 hcp, 3/4 supp, not 6-7 + 4	3NT To play
	2NT	11-12 hcp, 2 card support	4♣♦ wk at least 9 cd, suit + support
2♣	2♦	NF relay	2♥♠ correctable
	other	2NT = F1	
2♦	2♥	NF Relay	3♣♦ Correctable
	2♠	Correctable	3♥♠ Correctable
	2NT	F1	3NT To play
2♥♠	2NT	F1	3NT To play
	3♣♦	correctable	4♣♦ correctable
	3♥♠	correctable	4♥♠ correctable
2NT	3♣	F1	4♠ correctable
	3♦	correctable	4♦ correctable
	3♥	correctable	4♥ correctable
	3♠	correctable	4♠ correctable
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6+ suit, at least 2/3 top honours, invitational
3♥3♠	6+ suit, at least 2/3 top honours, invitational
4♣	preemptive transfer to ♥
4♦	preemptive transfer to ♠
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other      or other minor + major over minor opening

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities

Defence to 3NT opening      Bid minor = pick a major

Defence to opening 2-s:      Multi      over European 2♦ - X = t/o of ♠ 2♥ = t/o of ♥

RCO style 2-s      X = 15 + any shape, 2NT = 17-20 balanced

Other 2-s      X = 15 + any shape, 2NT = 17-20 balanced

Defence to strong ♣      Twerb - X = ♦ or ♥+♠ 1♦ = ♥ or ♠+♣ 1♥ = ♠ or ♣+♦  
 1♠ = ♠ or ♦+♥ 1NT = ♠+♥ 2♣ = ♦+♠ 2 level = single suit

Lebensohl      Over NT interference

Other uses

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

## OTHER NOTES

Pottage - X = penalty interest, 2♣ = single suit, 2♦ = ♥+♠ 2♥ = ♥+♣ or ♦  
 2♠ = ♠+♣ or ♦, 2N = ♠+♦

### Opening two's V protected pairs

2♣ = 10 - 14 hcp 6+ ♣ 2♦ = 10 - 14 hcp 6+ ♦ or weak 2 in either major  
 2♥ = 5 - 9 hcp 5/5 ♥+♣ or ♦, 2♠ = 5 - 9 hcp 5/5 ♠+♣ or ♦ or ♥  
 2NT = 5 - 9 hcp 5/5 ♠+♦

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Value Bids  
 Jump raises - majors limit  forcing  other Value Bids  
 Jump shifts after minor opening Value Bids  
 Jump shifts after major opening Value Bids  
 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 Overlead except AK - K for count or A for 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  low encourage   
 other Reverse Count except Ace lead which is Low Encourage  
**Signal** on declarer's lead Reverse Count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other Odd - Good, Even - McKenney  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when? CRO after NT only

### Other Conventions

Long Suit Trials KERI, CAD, SWINE,  
 Lebensohl DOPI, ROPI, DEPO  
 Unassuming Cue Raises  
 Namyats  
 Ougust



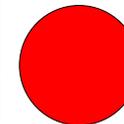
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## STANDARD SYSTEM CARD

Names: Andrew Richman Sandra Richman  
 ABF Nos: 382655 377910  
 Basic System: Strong Club, Artificial openings, Weak NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 15+ any 1♦ 4+♥10-14 1♥ 4+♠10-14 1♣ 4+♦10-14  
**1 NT** 11 - 14 may contain 5 card major   
 2♣ Stayman: simple  extended  other KERI  
 transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♣ Range Probe  
 2 NT transfer to ♣ other 3♣3♦3♥ is splinter in suit above, 3♠ splinter ♣  
 2♣ 6+♠9-14  
 2♦ Multi - Weak 6 - 9 pts 5 or 6♥ or 6♠ // 21-22 semi bal // 9 play tricks in minor  
 2♥ Myxo - Acol 2♥ // Weak 6♠6 - 9 // 5/5 Minors 6 - 9  
 2♠ Myxo - Acol 2♠ // ♠pre-empt // 5/5 Reds 6 - 9 // 5/5 Blacks 6 - 9  
 2 NT Myxo - 5/5 Odds 6 - 9 ♣&♥ or ♦&♠  
 3 NT Pre-empt in a Minor

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

All 1 level bids not natural - can be canape Opening 4♣ = Strong 4♥ Opening  
 All 2 and 3 level bids not natural Opening 4♦ = Strong 4♠ Opening  
 No Stayman (KERI) Opening 4NT = Specific Ace Ask

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠  
 Jump overcalls Weak Unusual NT Lowest two unbid suits  
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14  
 Immed cue of minor Highest & Another (except after Strong 1♣ opening)  
 Immed cue of major Highest & Another  
 Over opponent's 1NT (weak) Capaletti  
 Over opponent's 1NT (strong) Capaletti  
 Over weak twos X = takeout then Lebensohl  
 Over opening threes X = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0 - 8 points, any shape	2NT 12 - 14 points, semi balanced
	1♥♠	9+ points, 4+ cards, unbalanced	3♣ 5 - 8 points, 7 cards, constructive
	1NT	9 - 11 points, semi balanced	3♦ 5 - 8 points, 7 cards, constructive
	2♣	9+ points, 4+ cards, unbalanced	3♥ 5 - 8 points, 7 cards, constructive
	2♦	9+ points, 4+ cards, unbalanced	3♠ 5 - 8 points, 7 cards, constructive
	2♥	5 - 8 points, 6 cards, constructive	3NT 15 - 16 points, semi balanced
	2♠	5 - 8 points, 6 cards, constructive	4NT Very weak, 8 card suit
1♦	1♥♠	Game invite or better // 4+ ♠	3♣ 6 ♣ 6 - 10 points
	1NT	natural, not forcing	3♦ 6 ♦ 6 - 10 points
	2♣	5+ ♣ & 4 ♦ or ♥ not forcing	3♥ 4 ♥ 6 - 9 points
	2♦	5+ ♦ & 4 ♣ not forcing	3♠ splinter
	2♥	3 ♥ 7 - 11 points	3NT 3 card support 15 - 18
	2♠	6 ♠ 6 - 10 points	4♦ splinter
	2NT	4 ♥ 11+ points	4 Other splinter
1♥♠	1NT	not forcing / game invite or weak	3♣ 6 ♣ 6 - 10 / to play (correctable)
	2♣	5+ ♣ & 4 ♦ nf / 5+ ♥ 8 - 12 f	3♦ 6 ♦ 6 - 10 / 4 ♦ 6 - 10
	2♦	5+ ♦ & 4 ♣ nf / 5+ ♠ 8 - 12 f	3♥♠ 6 ♥ 6 - 10 / 7 cards 6 - 10
	2♥♠	5+ ♥ nf / like a good weak 2	3NT 3 card support 15-18 // to play
	2NT	4 ♠ 11+ / bid longest minor	4♦ Splinter
2♣	2♦	Game invitational strength	2♥♠ 5 cards 6 - 11 points
	other	3 ♣ 7 - 10 points	
2♦	2♥	Pass/Correct	3♣♦ 3♣ Strength? 3♦ To Play
	2♠	Pass/Correct - ♥ Game?	3♥♠ Pass/Correct
	2NT	Length?	3NT To Play
2♥♠	2NT	Forcing	3NT To Play
	3♣♦	Pass or correct	4♣♦ Pass or correct
	3♥♠	P/correct (♥♥/♠♠ to play)	4♥♠ P/correct (♥♥/♠♠ to play)
2NT	3♣	Puppet Stayman (5 card)	4♣ CRO 1430
	3♦	Transfer to ♥	4♦ To Play
	3♥	Transfer to ♠	4♥ To Play
	3♠	5 ♠ and 4 ♥	4♠ To Play
	3NT	To Play	other 4NT is Pick a Minor

## CONVENTIONS

### Additional responses to 1NT

3♣♦ 3 ♣ is ♦ splinter 3 ♦ is ♥ splinter

3♥♠ 3 ♥ is ♠ splinter 3 ♠ is ♥ splinter

4♣ CRO 1430

4♦ Transfer to ♥ with RKC continuations

4♥ Transfer to ♠ with RKC continuations

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

X = t/o majors, 4♣ = t/o prefer ♥, 4♦ = t/o prefer ♠

### Defence to opening 2-s:

Multi X = t/o ♠ 2♥ t/o ♥, overcall 10-15, jump 16+

X later 10+, X & bid 17+, X & cue is stop ask, cuebid 2 suits

RCO style 2-s X = 16+, overcall 11 -15, X later = 10+

### Other 2-s

X = 12+ if a suit disclosed, overcall 11-15, X later = 10+

Transfer pre-empts X = Suit, Bid Transfer is t/o

### Defence to strong ♣

x = minors, 1NT = ♠ & another, 2C = ♣ & ♥, 2D = ♦ & ♥

2NT = minors

### Lebensohl

Over NT interference

Other uses

### Take out of 4 level pre-empts

4♣♦ X = takeout

4♥ X = takeout

4♠ X = penalty, 4NT = takeout

## OTHER NOTES

3♦ overcall of 3♣ pre-empt promises ♦ and a major

If we Pre-empt and then become defenders - Pre-empters partner leads lowest card

4NT opening is Specific Ace Ask - 5♣ none, Other bids = Ace, 5NT = Ace ♣

## 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 various   
 Responses to strong 2 suit opening 2♦ relay; others weak 5+card   
 Responses to 2NT opening 3♣ = 5 card enquiry

## 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 if important high = even otherwise no signal   
**Discards** McKenney  high encourage  low encourage   
 odd/even  other   
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when? over an opening NT

### Other Conventions

5 level bids = asking bids (keep loser to 1) 3 level bids after minors = asking for stopper  
 X of 3NT asks for dummy's first bid suit Lebensohl over No Trump and weak jumps  
 else spades Unassuming cue bids  
 4th suit forcing for 1 round Super accept over transfer



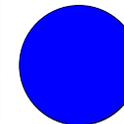
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## STANDARD SYSTEM CARD

Names: Gar Foong Arnold Volframs  
 ABF Nos: 161713 162681  
 Basic System: Modified Standard  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+ 11+ hcp 1♦ 4+ 11+ hcp 1♥ 4+ 11+ hcp 1♠ 5+ 11+ hcp  
**1 NT** 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other may be weak ♥♠  
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ shape enq slam int  
 2 NT to 3♣/♦ or others other 3♣/♦/♥/♠ = slam interest in suit  
 2♣ GF or near GF or 23 - 24+ bal or 25+  
 2♦ weak in either major or exactly 20 bal  
 2♥ acol two - 2NT response is Jacoby style  
 2♠ acol two - 2NT response is Jacoby style  
 2 NT 21 - 22 balanced  
 3 NT Gambling

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

Negative free bids Neg doubles but not all sequences  
 Exclusion bids Western cue bids

## COMPETITIVE BIDDING

Negative doubles through 2♠ Responsive doubles through 3♠  
 Jump overcalls weak Unusual NT for lower 2 unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 8-12  
 Immed cue of minor Michaels - either weak or strong  
 Immed cue of major Michaels - either weak or strong  
 Over opponent's 1NT (weak) Modified Cappelletti  
 Over opponent's 1NT (strong) Modified Brozel  
 Over weak twos Double  
 Over opening threes Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ card & 5+hcp	2NT 12+ fit
	1♥♠	4+ card & 5+hcp	3♣ forcing
	1NT	6 - 9 hcp	3♦ splinter
	2♣	3 - 6 hcp + 5+C	3♥ splinter
	2♦	weak 6+ card suit	3♠ splinter
	2♥	weak 6+ card suit	3NT 15 - 17
	2♠	weak 6+ card suit	4 bids various
1♦	1♥♠	4+ card & 5+hcp	3♣ weak 6+ card suit
	1NT	6 - 9 hcp	3♦ forcing
	2♣	4+ card & 10+hcp	3♥ splinter
	2♦	3 - 6 hcp	3♠ splinter
	2♥	weak 6+ card suit	3NT 15 - 17
	2♠	weak 6+ card suit	4♦ to play
	2NT	12+ fit	4 Other 4♥/4♠ to play
1♥♠	1NT	6 - 9 hcp	3♣ 7 - 9 hcp + support
	2♣	4+ card & 10+hcp	3♦ 7 - 9 hcp + support
	2♦	4+ card & 10+hcp	3♥♠ 7-9 hcp+singleton
	2♥♠	4 - 9 hcp	3NT 15 - 17
	2NT	12 + game force Jacoby style	4♠ splinter
2♣	2♦	relay	2♥♠ super weak 5+ card suit
	other	3♣ / 3♦ super weak 5+ card suit	
2♦	2♥	pass or correct	3♠ natural and forcing
	2♠	pass or correct	3♥♠ pass or correct
	2NT	forcing enquiry	3NT no such bid
2♥♠	2NT	forcing enquiry	3NT to play
	3♠	natural and forcing	4♠ splinter
	3♥♠	natural and invitational	4♥♠ to play
2NT	3♣	5 card major enquiry	4♣ Gerber
	3♦	to 3♥	4♦ to play
	3♥	to 3♠	4♥ to play
	3♠	shows 5♠ and 4♥	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	slam interest - open raises with honour x
3♥3♠	slam interest - open raises with honour x
4♣	Gerber
4♦	to play
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      Double = both majors

Defence to opening 2-s:      Multi      X = ♥; 2♥ = spades; 2NT = 15 to 18 natural

RCO style 2-s      2♠/3 any = natural 5+ card suit  
 X = 2 suits with ♣ 3♣ = 2 suits without ♣

Other 2-s      MYXO 2's - X = suit bid; bid of weak option = takeout  
 2NT strong; other bids natural

Defence to strong ♣      Brozel: X = ♣+♥; 1♦ = ♦+♥; 1♥ = ♥+♠;  
 1♠ = ♠+ another; 1NT = both minors

Lebensohl      Over NT interference

Other uses      over weak jumps

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

4♥ X      4♠ 4NT

## OTHER NOTES

Systems off after 1NT overcall (ie no transfer etc)

Since we play negative free bids negative doubles promise other major/s or values.

Opener strains to re-open with X opposite a pass unless

having a holding which suggests partner has not got a penalty double