

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Pre-emptive  
 Jump raises - majors limit  forcing  other Pre-Emptive  
 Jump shifts after minor opening Weak  
 Jump shifts after major opening Weak  
 Responses to strong 2 suit opening N/A  
 Responses to 2NT opening P/C

## 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   
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 0314  
 4♣ Gerber  when? Ace Identification

### Other Conventions



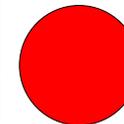

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## STANDARD SYSTEM CARD

Names: Leigh Gold Jamie Ebery  
 ABF Nos: 398713  
 Basic System: Spanner  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+ 0 1♦ 11-18 5+ 1♥ 11-18 5+ 1♠ 11-18 5+  
 1 NT 17-20 may contain 5 card major   
 2♣ Stayman: simple  extended  other Invitational  
 transfers 2♦ GF Relay 2♥ Play 2♠ Play  
 2 NT 5♥ Inv other   
 2♣ 5+♣ & 4♦ or 6+♣ 10-15  
 2♦ Multi...see explanation inside  
 2♥ Multi...see explanation inside  
 2♠ Multi...see explanation inside  
 2 NT 6/5 either way in Majors or 5/5 Min 5-10 HCP  
 3 NT Gambling

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

2♦/2♥/2♠/2NT Fit Showing jumps in comp  
 1♣/1NT Weird Raise structure  
 Cue Raises Frequent Relays

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♣  
 Jump overcalls Intermd Unusual NT 2 lowest unbid  
 1NT overcall (immediate) Comic (re-opening) 10-13  
 Immed cue of minor ♣+ Another suit  
 Immed cue of major Other Major & Minor  
 Over opponent's 1NT (weak) Capalletti  
 Over opponent's 1NT (strong) Capalletti  
 Over weak twos Leb & X  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-9 Any or 10-12 No 4 Card Maj	2NT 5332 or 6322 long ♣13-16
	1♥♣	10-16 4+	3♣ 5440 Long ♣13-16
	1NT	13-16 5+♦or 17+ Any	3♦ 1-4-4-4 13-16
	2♣	5-9 4441 not Sing ♣	3♥ 4-1-4-4 13-16
	2♦	4432 or 4333 13-16	3♠ 4-4-1-4 13-16
	2♥	Unb ♣ or ♣-Maj 13-16	3NT 4-4-4-1 13-16
	2♠	Both Minors, longer ♣13-16	4 bids
<hr/>			
1♦	1♥♣	6-12 4+	3♣ Nat 6+ - Weak
	1NT	6-9	3♦ Weak, 4+ suit
	2♣	10-12 Any or Limit Raise in ♦	3♥ N/A
	2♦	GF any shape	3♠ N/A
	2♥	Weak & Nat 6+	3NT Play
	2♠	Weak & Nat 6+	4♦ Pre-emptive
	2NT	4+ ♦6-9 2 good cards	4 Other
<hr/>			
1♥♣	1NT	6-9	3♣ Weak & Nat 6+
	2♣	10-12 Any or limit raise	3♦ Weak & Nat 6+
	2♦	GF Any Shape	3♥♣ Weak 4+ Support
	2♥♣	6-9 3 card support	3NT Play
	2NT	4+ Support 6-9 Hcp 2 good cards	4♦ Special!!!!!!
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2♣	2♦	Enquiry, normally 11+Hcp	2♥♣ Invitational 5+
	other		
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2♦	2♥	P/C	3♣♦ Play
	2♠	P/C	3♥♣ P/C
	2NT	14+ Hcp Enquiry	3NT Play
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2♥♣	2NT	Next legal bid only	3NT
	3♣♦	available option eg 2♥2♣	4♣♦
	3♥♣		4♥♣
<hr/>			
2NT	3♣	Pass or correct on all levels	4♣
	3♦		4♦
	3♥		4♥
	3♠		4♠
	3NT	Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Play
3♥3♣	Invitational 6+
4♣	Ace Identification
4♦	
4♥	Play
4♠	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 = 16+ in Direct Seat

RCO style 2-s    Same

Other 2-s

Defence to strong ♣    Twerb

Lebensohl    Over NT interference

Other uses    Over weak 2's

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

4♥ X    4♠ 4NT

## OTHER NOTES

2D = 4414/4405 or Weak 2 in Major or Stg 2 in Minor or 7/4 Majors either Way

2H = 21-22 Bal, or Stg 2 in ♥ or Minors 16-18 or 7 Minor + 4♥wide range or

(♣♥ or ♠♦ weak) or 6♣5♦weak

2S = Stg 2 in ♠ or 7 Minor & 4♠Wide range or (♣♠ or ♦♥ or ♥♠ weak)

or 6♦+5♠weak

After 1♥ or 1♠4♣ is 10-12 Raise that wants to play in 4...4♦ shows 13-14 Raise

## BASIC RESPONSES

Jump raises - minors limit  forcing  other preemptive  
 Jump raises - majors limit  forcing  other preemptive  
 Jump shifts after minor opening weak into major, otherwise strong  
 Jump shifts after major opening strong: one suiter or with support  
 Responses to strong 2 suit opening 2C-2D = positive, 2C-2H=0-4,  
 Responses to 2NT opening Puppet Stayman

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other At NT, AQ10 asks for unblock  
 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  
 Discards McKenney  high encourage  low encourage   
 odd/even  other  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other  
 4♣ Gerber  when? after natural NT bid

### Other Conventions

Other Minor F after 2NT rebid PODI/PORI  
 Long and short suit game tries Support doubles  
 Next step weak after reverse  
 Next step weak after 4th suit  
 Cue 1st or 2nd round controls



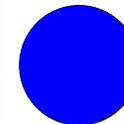
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## STANDARD SYSTEM CARD

Names: Rob Fruewirth Bill Jacobs  
 ABF Nos:  
 Basic System: Standard with 5-card majors  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 1♦ 3 1♥ 5 1♣ 5  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other 2C puppet to 2D  
 transfers 2♦ hearts 2♥ spades 2♠ range ask  
 2 NT clubs other  
 2♣ strong hand  
 2♦ weak two in major or 20-22 bal or 25-27 bal  
 2♥ hearts and minor, at least 5-5, less than opening values  
 2♠ spades and minor, at least 5-5, less than opening values  
 2 NT both minors, at least 5-5, less than opening values  
 3 NT 4 level preempt in a minor

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

4C = strong 4H opening  
 4D = strong 4S opening

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls pre-emptive Unusual NT two lowest unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-15  
 Immed cue of minor both majors  
 Immed cue of major other major and a minor  
 Over opponent's 1NT (weak) 2C = H and another, 2D = S and another  
 Over opponent's 1NT (strong) 2C = H and another; 2D = S and another  
 Over weak twos X = takeout  
 Over opening threes X = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	nat	2NT GF raise
	1♥♣	nat	3♣ preemptive raise
	1NT	8-10	3♦ splinter
	2♣	10+ raise	3♥ weak, 7 card suit
	2♦	strong jump shift	3♠ weak, 7 card suit
	2♥	weak, 6 card suit	3NT raise with stoppers
	2♠	weak, 6 card suit	4 bids nat
1♦	1♥♣	nat	3♣ strong jump shift
	1NT	6-9	3♦ preemptive raise
	2♣	nat	3♥ weak, 7 card suit
	2♦	10+ raise	3♠ weak, 7 card suit
	2♥	weak, 6 card suit	3NT raise with stoppers
	2♠	weak, 6 card suit	4♦ nat
	2NT	GF raise	4 Other nat
1♥♣	1NT	6-10	3♣ strong jump shift
	2♣	nat or limit raise of major	3♦ strong jump shift
	2♦	nat	3♥♣ preemptive raise
	2♥♣	natural raise	3NT bal raise with stoppers
	2NT	GF raise	4♠♦ splinter
2♣	2♦	5-8 bal or any 9+	2♥♣ 2H = 0-4, 2S = nat 5-8
	other	2NT = 5-8 with H, 3 minor = 5-8 nat, 3 major = 4-6 nat	
2♦	2♥	pass / correct	3♠♦ nat, F
	2♠	pass / correct (inv)	3♥♣ pass / correct
	2NT	forcing enquiry	3NT nat
2♥♣	2NT	forcing enquiry	3NT nat
	3♠♦	pass / correct	4♠♦ pass / correct
	3♥♣	preemptive	4♥♣ natq
2NT	3♣	puppet Stayman	4♣ Gerber
	3♦	transfer	4♦ 5D + 5major, slam try
	3♥	transfer	4♥ 5H + 5S, slam try
	3♠	minors	4♠ nat
	3NT	nat	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	nat, slam try
3♥3♠	nat, slam try
4♣	Gerber
4♦	
4♥	nat
4♠	nat

Unusual NT:    minors     other suits     lower 2 unbid suits

other

Other slam bidding    Cue Bids     Asking Bids

4th Suit Forcing    One round  at 1/2 level, inv+    Game force

NT Checkback     Priorities    2C = tfer to D (then inv); 2D=GF

Defence to 3NT opening    Ripstra: 4 minor = majors + that minor,

Defence to opening 2-s:    Multi    X of 2D = cards; other doubles t/o

RCO style 2-s    double is takeout if opener could have suit bid

Other 2-s

Defence to strong ♣    X = H and another; 1D = S and another  
X of 1D = S and another

Lebensohl    Over NT interference

Other uses    after we have doubled or overcalled 1NT and they bid

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

## OTHER NOTES

Aspro over strong 2C, 2D openings

If overcaller doubled cue of his suit, asks for another suit

Splinter bids

After 1NT rebid, 2NT is puppet to 3C, then rebids show 5-5

Show shortage after inverted minors and 2NT response to 1 suit

Following to trumps shows count in dummy's long suit

## BASIC RESPONSES

Jump raises - minors limit  forcing  other weak

Jump raises - majors limit  forcing  other weak

Jump shifts after minor opening weak

Jump shifts after major opening 1H-2S = weak, all others are fit showing

Responses to strong 2 suit opening N/A

Responses to 2NT opening for 2NT equivalent opening: Puppet

## PLAY CONVENTIONS

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

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

Underlead  other Underlead if require unblock

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

4♣ Gerber  when? over 2NT equivalent opening

### Other Conventions

Fit Showing Jumps TWERB (Modified)

Baron over 3NT equivalent opening

Splinters

Cue Raises

CAB



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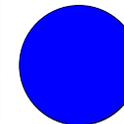
## STANDARD SYSTEM CARD

Names: Bradley and Henry

ABF Nos:

Basic System: Standard American

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 3 1♦ 3 1♥ 5 1♣ 5

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ to H 2♥ to S 2♠ to C

2 NT to D other

2♣ Strong and GF unless 22-23 bal or Acoll 2 in a major

2♦ Multi Weak 2 in a major, 20-21 balanced or Acoll 2 in a minor

2♥ H + Minor, Weak 6-10 5/5

2♠ S + Minor, Weak 6-10 5/5

2 NT 11-15 Both Minors 5/5

3 NT 4 level minor suit preempt

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

2NT opening

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4D

Jump overcalls Weak Unusual NT Lower 2

1NT overcall (immediate) 15(+) to 19(-) (re-opening) 11-14

Immed cue of minor Majors

Immed cue of major Other Major plus unspecified minor

Over opponent's 1NT (weak) X and Capelleti

Over opponent's 1NT (strong) X and Capelleti

Over weak twos X and Lebensohl

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
<b>1♣</b>	1♦ 6+ 4	2NT 11-12	
	1♥♣ 6+ 4	3♣ Preemptive	
	1NT 6-9 No 4 card major	3♦ Splinter	
	2♣ Inverted	3♥ Splinter	
	2♦ Fit Showing	3♠ Splinter	
	2♥ Weak	3NT 8-11 5 card support	
	2♠ Weak	4 bids 4D = RKCB, 4H/S to play	
<b>1♦</b>	1♥♣ 6+ 4	3♣ Fit Showing	
	1NT 6-9 No 4 card major	3♦ Weak	
	2♣ 10+ 4	3♥ Splinter	
	2♦ Inverted	3♠ Splinter	
	2♥ Weak	3NT 8-11 5 card support	
	2♠ Weak	4♦ Preemptive	
	2NT 11-12	4 Other 4H/4S to play	
<b>1♥♣</b>	1NT 6-9	3♣ Fit Showing	
	2♣ 10+ 4	3♦ Fit Showing	
	2♦ 10+ 4	3♥♣ Limit	
	2♥♣ weak usually 3 card support	3NT 12-15 less than Qxx in trumps	
	2NT GF agrees suit	4♣♦ Splinter	
<b>2♣</b>	2♦ CAB	2♥♣ CAB	
	other		
<b>2♦</b>	2♥ Not forcing	3♣♦ To play	
	2♠ H invitational	3♥♣ Preemptive and convertible	
	2NT Forcing inquiry	3NT 4/4 majors 8-11	
<b>2♥♣</b>	2NT Inquiry	3NT To play	
	3♣♦ Convertable	4♣♦ Convertable	
	3♥♣ Preemptive	4♥♣ To play	
<b>2NT</b>	3♣ To play	4♠ To play	
	3♦ To play	4♦ To play	
	3♥ Shape Ask	4♥ To play	
	3♠ Strength Ask	4♠ To Play	
	3NT To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Slam Try
3♥3♠	Slam Try
4♣	Invitational
4♦	Invitational
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    X = values

Defence to opening 2-s:    Multi    X = values, 2nd X = T, 3rd X = pen

RCO style 2-s    X = values, 2nd X = T, 3rd X = pen

Other 2-s    X and lebensol in 2 bid is natural

Defence to strong ♣    TWERB (modified)

Lebensohl    Over NT interference

Other uses

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

4♥ X    4♠ \$NT

## OTHER NOTES