

BASIC RESPONSES

Jump raises - minors limit forcing other < 10CP, 8LT
 Jump raises - majors limit forcing other as above
 Jump shifts after minor opening Fit-showing, 5+ cards, 4 card support
 Jump shifts after major opening as above
 Responses to strong 2 suit opening 2C: 2D/2H/2S = 0-2/3/4+ controls
 Responses to 2NT opening 3C = puppet, 3D to 4C = transfers

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 Ace against NT requires count
 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? not used

Other Conventions

5NT - Grand slam force
 Direct splinters (double jump shift)
 Fit-showing minisplinters
 1NT/2NT rebids by opener = 15-18/19-20
 (Crowhurst enquiry may follow)



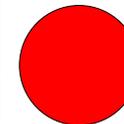
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STANDARD SYSTEM CARD

Names: Boris Tencer Victor Muntz
 ABF Nos: 148776 143510
 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)11-20 4 1♣ (10)11-20 4
 1 NT 12-14 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 * Superacceptance by 2NT/3C
 2♣ Acol 2 (major) or GF (not balanced) or 24-26/27+ (near) balanced
 2♦ Weak 6 card major or 21-23 (near) balanced or Acol 2 (minor)
 2♥ C + H or D + S, 5/5+, 15+ opening points (below opening strength)
 2♠ C + S or D + H, as above
 2 NT C + D or H + S, as above
 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

OCR weak Twos
 4NT opening - ACOL Ace ask

COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 4D
 Jump overcalls Intermediate Unusual NT see Conventions, page 3
 1NT overcall (immediate) 15-18 (re-opening) (10)11-14
 Immed cue of minor Both majors, 5/5+ (Vul) - 5/4 (NV)
 Immed cue of major Other major + minor, 5/5+
 Over opponent's 1NT (weak) CRASH: 2C/2D/2NT (Double = Penalty)
 Over opponent's 1NT (strong) as above (Double: C or D 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	10-12/16+ CP raise	
	1♥♣	as above	3♣	< 10 CP raise (8LT)	
	1NT	8-9 CP, no 4 card major	3♦	Splinter bid	
	2♣	Weak raise (9LT), no 4cM	3♥	as above	
	2♦	Fit-showing	3♠	as above	
	2♥	as above	3NT	13-15 CP raise, side stoppers	
	2♠	as above	4 bids	4C - preempt, 4H/S - to play	
1♦	1♥♣	6+ CP 4+ cards	3♣	Fit-showing	
	1NT	6-9 CP, no 4 card major	3♦	< 10 CP raise (8LT)	
	2♣	10+ CP, 4+ card suit	3♥	Splinter bid	
	2♦	Weak raise (9LT), no 4cM	3♠	as above	
	2♥	Fit-showing	3NT	13-15 CP raise, side stoppers	
	2♠	as above	4♦	Preemptive raise	
	2NT	10-12/16+ CP raise	4 Other	4C - splinter, 4H/S - to play	
1♥♣	1NT	6-9 CP (no 4 card S over 1H)	3♣	Fit showing	
	2♣	10+ CP, 4+ card suit	3♦	as above	
	2♦	as above	3♥♣	< 10 CP raise (8LT)	
	2♥♣	Weak raise (9LT)	3NT	13-15 CP raise	
	2NT	10-12/16+ CP raise	4♠♦	Splinter bids	
2♣	2♦	0-2 controls (any shape)	2♥♣	3/4+ controls (any shape)	
	other				
2♦	2♥	Pass/correct (S interest ?)	3♠♦	Natural, forcing	
	2♠	as above (H interest)	3♥♣	Preempt to 3/4-level	
	2NT	Strong enquiry	3NT	To play	
2♥♣	2NT	Strong enquiry	3NT	To play	
	3♠♦	Pass/correct	4♠♦	Pass/correct	
	3♥♣	Pass/correct	4♥♣	Pass/correct	
2NT	3♣	Pass/correct	4♣	Pass/correct	
	3♦	as above	4♦	as above	
	3♥	Strong enquiry	4♥	as above	
	3♠	Pass/correct	4♠	as above	
	3NT	To play	other		

CONVENTIONS

Additional responses to 1NT

3♣3♦	GF, single suiter; opener Cue-bids with Qx/xxx support
3♥3♠	as above
4♣	not used
4♦	as above
4♥	To play
4♠	as above

Unusual NT: minors other suits lower 2 unbid suits

other over a major: both minors

 over a minor: other minor + major

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Major suits

Defence to 3NT opening 4C/4D - take-out (majors) 4H up - Natural

Defence to opening 2-s: Multi see RCO 2's, below

RCO style 2-s Double = 16-20 CP bal'd, Suit - Strong, good 6+ card suit
2NT = 21+ CP, usually balanced

Other 2-s Double = Strong take-out 2NT = 16-19 CP (near) balanced
Cue bid - Undeclared 2-suiter (near GF)

Defence to strong ♣ CRASH: Db/1D/1NT 1H/1S: natural, lead-directive
2C/2D: natural 2H/2S: intermediate 3C up: preempts

Lebensohl Over NT interference

Other uses When we double Weak Two opening

Take out of 4 level pre-empts 4♠♦ Double

4♥ 4NT: 2-suiter 4♣ 4NT: 2-suiter

OTHER NOTES

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

New suit by responder not forcing on 1/2-level after interference, forcing on 3-level

Obligatory pause over preempts/skip bids

BASIC RESPONSES

Jump raises - minors limit forcing other Pre-empt

Jump raises - majors limit forcing other Pre-empt

Jump shifts after minor opening Forcing and Enquiry

Jump shifts after major opening Forcing and Enquiry

Responses to strong 2 suit opening -----

Responses to 2NT opening see over

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 Natural Count

Signal on declarer's lead Count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? our NT

Other Conventions

Lebensohl Two suited Jumps over opponents strong ♣

Ogust Swine

Michaels

Baron after 2 NT or Equiv Lightner

Podi INT - 3 NT, X = Spades



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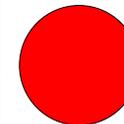
STANDARD SYSTEM CARD

Names: Michael Balint Sam Shub

ABF Nos:

Basic System: Precision

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, 5+ 1♠ 11-15, 5+

1 NT 12-15 may contain 5 card major

2♣ Stayman: simple extended other may not cont 4C major

transfers 2♦ H 2♥ S 2♣ C

2 NT D other super accept

2♣ 11-15 5+ ♣ and 4 major or 6+ clubs

2♦ Multi 6 H or S weak or 22-23 balanced

2♥ 11-15 1 or 0 Diamond 4414, 4405

2♠ <11 Blacks or Reds 5-5

2 NT <11 Majors or Minors 5-5

3 NT Specific Ace Ask

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

COMPETITIVE BIDDING

Negative doubles through 2S (3S*) Responsive doubles through 2S

Jump overcalls Weak Unusual NT Minors or Lower two

1NT overcall (immediate) 15-18 (re-opening) 12-15

Immed cue of minor Majors

Immed cue of major other Major (4) + Minor

Over opponent's 1NT (weak) X, Astro : 2C = H + other, 2D = S + other

Over opponent's 1NT (strong) X

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	<8 pts any	2NT 14+ Balanced
	1♥♣	8+ pts 5+ cards	3♣ 4441 Black singleton 8-10
	1NT	8-13 Bal	3♦ 8-10 4441 Red singleton
	2♣	8+ 5+ C	3♥ 11+ 1-4-4-4
	2♦	8+ 5+ D	3♠ 11+ 4-4-4-1
	2♥	<8 6H, 2 Hons	3NT 24-26 Bal
	2♠	<8 6S, 2 Hons	4 bids 4C = 4-4-1-4, 11+, 4D = 4-1-4-4
1♦	1♥♣	6+ 4c	3♣ Forcing C Suit
	1NT	6-9 No 4c major	3♦ weak, pre-empt
	2♣	enquiry	3♥ splinter
	2♦	12-15 4 card	3♠ splinter
	2♥	Forcing, H suit	3NT 16+, 4 card support
	2♠	Forcing, S Suit	4♦ pre-empt
	2NT	Trump ask	4 Other H/S - To play C= splinter
1♥♣	1NT	6-9	3♣ Forcing, suit, enquiry
	2♣	enquiry	3♦ Forcing, suit, enquiry
	2♦	Forcing, Ds	3♥♣ Pre empt
	2♥♣	weak	3NT 13+, 4 card support, balanced
	2NT	Trump ask	4♣♦ Splinter
2♣	2♦	Enquiry	2♥♣ To Play
	other	3H/S invitational	
2♦	2♥	Play/ Correct	3♣♦ Artificial
	2♠	Play/Correct	3♥♣ Pass/Correct
	2NT	Enquiry	3NT To Play
2♥	2NT	Enquiry	3NT To Play
	3♣♦	To Play	4♣♦ To Play
	3♥♣	Invitational	4♥♣ To Play
2NT	3♣	Pass/ Correct	4♣ If Minors - Bid, If Majors- Pass
	3♦	Pass/ Correct	4♦ If Minors - Bid, If Majors- Pass
	3♥	14+, Bid Game or NT	4♥ To Play
	3♠	14+, Bid Game or NT	4♠ To Play
	3NT	Enquiry	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Forcing
3♥3♠	Swiss - asks for Fit / Aces
4♣	Gerber
4♦	T/F to 4H
4♥	T/F to 4S
4♠	T/F to 5C

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

Defence to opening 2-s: Multi

RCO style 2-s X

Other 2-s X

Defence to strong ♣ with 5/5 X = C/H NT = D/S
3C - C/D 2D - D/H 2H - H/S 2S - S/C

Lebensohl Over NT interference

Other uses after weak twos

Take out of 4 level pre-empts 4♣♦ X

4♥ Bid or NT 4♠ 4NT

OTHER NOTES

Internal Splinters 1H - 1S - 3C(s)

INT - 2C (Stayman) replys: 15 pts : 2NT - No 4 c Major; 3C - 4H; 3D - 4S; 3H - Both

* Neg X to 3S over strong 1C

2S - 2NT : enquiry, 3 suit: to play

BASIC RESPONSES

Jump raises - minors limit forcing other 1♦-3♦weak
 Jump raises - majors limit forcing other weak - Bergen raises
 Jump shifts after minor opening over 1♣relay responses, over 1♦NNF
 Jump shifts after major opening Bergen raises
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3♦NNF, 3♥N,F, 4♣RKC

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other 10 shows higher honour
 Four or more with an honour 4th highest S attitude NT
 3rd/5th other
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage NT low encourage
 other usually natural count against suit contracts, some attitude
 Signal on declarer's lead natural count, some S/P
 Discards McKenney NT high encourage low encourage
 odd/even other usually natural count against suits
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 4♣4♦4NT,5♣RKC
 4♣ Gerber when?

Other Conventions

ROPI, DOPI CAPOLETTI
 Bergen raises DBL=Penalty, 2♣=1suit, 2♦=Both Majors
 Lebensohl 2♥♥=minor, 2♣♣=minor



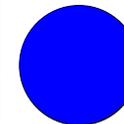
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STANDARD SYSTEM CARD

Names: Carole and Jessel Rothfield
 ABF Nos: 146072 146080
 Basic System:
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 12+, any shape 1♦ ♥♠or 10-11 Flt 1♥ 5+ 10-14, <4♠ 1♠ 5+ 10-14, <4♥
 1 NT 15-17 1st/2nd seat, 16-18 3rd/4th seat may contain 5 card major
 2♣Stayman: simple extended other
 transfers 2♦ ♥ 2♥ ♠ 2♠ ♣or ♦
 2 NT shape inquiry other
 2♣ 10-14, 6+♣or 5+♣and 4 of another suit
 2♦ 10-14, 6+♦or 5+♦and 4 of another suit
 2♥ Vul: 6 card ♥suit, 5-9. NV may be 5♥and a 4+ card other
 2♠ Vul: 6 card ♠suit, 5-9. NV may be 5♠and a 4+ card other
 2 NT 9-14, 5/5 ♣♦
 3 NT Solid minor

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

1♣ 12-14 balanced (may be 4441) or 15+ any
 ♥♠9 cards 10-14 or 10-11 flat 1/2 only 1st, 2nd only
 10-15 3rd, 4th

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣
 Jump overcalls weak Unusual NT minors
 1NT overcall (immediate) 16-18 (re-opening) 10-14
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) CAPOLETTI
 Over opponent's 1NT (strong) CAPOLETTI
 Over weak twos DBL takeout - Lebensohl
 Over opening threes DBL takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-9, any shape	2NT 13+ balanced
	1♥♣	4+, 10+ HCP	3♣ weak 5/5 ♣♦
	1NT	10-11 balanced	3♦ strong 5/5 ♣♦
	2♣	10+ HCP, natural F	3♥
	2♦	10+ HCP, natural F	3♠
	2♥	More ♦ than ♣	3NT
	2♠	More ♣ than ♦	4 bids RKC
1♦	1♥♣	4+, natural, F	3♣ NNF
	1NT	8-12 NF	3♦ weak, 6+♦
	2♣	artificial inquiry, no 4+M	3♥ pre
	2♦	5+ ♦, NF	3♠ pre
	2♥	NNF	3NT to play
	2♠	NNF	4♦ RKC in ♦
	2NT	12+ balanced	4 Other 4 ♣-RKC in ♣
1♥♣	1NT	NNF	3♣ Bergen - 4-card support, 9-11
	2♣	N,F 2/1 ♥ ONLY	3♦ Bergen - 4-card support, 12+
	2♦	N,F 2/1 ♥ ONLY	3♥♣ preemptive raise 5-8
	2♥♣	6-9, 3-card support	3NT to play
	2NT	11/12, 3-card support	4♠♦ RKC in ♠♦
2♣	2♦	relay for strength & shape	2♥♣ natural, NF
	other		
2♦	2♥	relay for strength & shape	3♠♦ natural, NF
	2♠	natural, NF	3♥♣ natural, invitational
	2NT	natural, NF	3NT to play
2♥♣	2NT	inquiry	3NT to play
	3♠♦	natural, FORCE	4♠♦ RCK in ♠♦
	3♥♣	non-forcing, non-inv raise	4♥♣ to play
2NT	3♣	NNF	4♠ RCK in ♠
	3♦	NNF	4♦ RCK in ♦
	3♥	natural, F	4♥ to play
	3♠	natural, F	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	invitational, 6-card suit
3♥3♠	forcing, slam interest
4♣	RKC in ♣
4♦	RKC in ♦
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 DBL = 13+, suits natural

RCO style 2-s DBL = takeout, suits natural

Other 2-s DBL = takeout, suits natural

Defence to strong ♣ SPLASH

Lebensohl Over NT interference

Other uses opposite partner's takeout double of weak 2s

Take out of 4 level pre-empts 4♠♦ DBL

4♥ DBL 4♠ 4NT takeout, DBL penalty

OTHER NOTES

Psychics rare