

BASIC RESPONSES

Jump raises - minors limit forcing other good trumps non-forcing
 Jump raises - majors limit forcing other " "
 Jump shifts after minor opening various: see inside
 Jump shifts after major opening various: see inside
 Responses to strong 2 suit opening step = less than ace and king others nat
 Responses to 2NT opening baron + transfers + 3S = minors

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other underlead demands unblock eg AKJ10, King
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other 4th is also possible
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other natural count (an ace in the middle of play may ask for attitude)
 Signal on declarer's lead natural count
 Discards McKenney high encourage low encourage
 odd/even other natural count (McK when obvious)
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? 1NT

Other Conventions

(1) XX at one level shows penalty interest
 and our bids otherwise ignore the double.
 (2) after 1NT is doubled bids are one suited,
 redouble is penalties and pass 2 suited
 (possibly intending to pass)



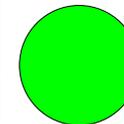
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STANDARD SYSTEM CARD

Names: Cathy Chua Janina Fleiszig
 ABF Nos:
 Basic System: 4 card Standard
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4, about 11+ 1♦ 4, about 11+ 1♥ 4, about 11+ 1♠ 4, about 11+
 1NT 15-17, a little less with playing strength may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ hearts 2♥ spades 2♣ clubs
 2NT diamonds other any 5422, 6322, bare honour in 4441/5431
 2♣ strong with clubs or 23+ balanced. 'strong' = approx. 8 P.T. or better
 2♦ strong with diamonds
 2♥ strong with hearts
 2♠ strong with spades
 2NT 20-22 balanced, baron and transfers, 3S = minors
 3NT gambling in minor, no outside ace or king

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

Our takeout doubles are Italian style: classical The more shape the less points required.
 shape not required, but values and a hand We mostly open 4 card major before
 deemed unsuitable for an overcall (good suits) 4 card minor

COMPETITIVE BIDDING

Negative doubles through 6S Responsive doubles through 6S
 Jump overcalls weak Unusual NT lower unbid suits
 1NT overcall (immediate) 15-17 (18) (re-opening) 10-14
 Immed cue of minor both majors
 Immed cue of major other major + minor
 Over opponent's 1NT (weak) ASPRO 2C = H + another; 2D = S + minor
 Over opponent's 1NT (strong) ASPRO
 Over weak twos Double = takeout and then 2NT = takeout
 Over opening threes Double = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 5+ HCP	2NT strong raise
	1♥♣	4+ (5)6+ HCP	3♣ 4/5 better trumps than 1-2 raise
	1NT	bal 6-10(11) HCP	3♦ splinter 3-4 controls
	2♣	3/4, (5)6-10(11) HCP	3♥ " "
	2♦	fit-showing 3-4 controls	3♠ " "
	2♥	" "	3NT 16-18 bal, no major
	2♠	(11)12-15 balanced, no major	4 bids nat
1♦	1♥♣	4: (5)6+ HCP	3♣ fit-showing 3-4 controls
	1NT	bal 6-10(11) HCP	3♦ 4/5 better trumps than 1-2 raise
	2♣	nat, forcing one round	3♥ splinter 3-4 controls
	2♦	3/4, (5)6-10(11) HCP	3♠ " "
	2♥	fit-showing 3-4 controls	3NT 16-18 bal, no major
	2♠	(11)12-15 balanced, no major	4♦ nat
	2NT	strong raise	4 Other nat
1♥♣	1NT	as above except after 1S:	3♣ strong raise
	2♣		3♦
	2♦		3♥♣
	2♥♣		3NT
	2NT	(11) 12-15 bal	4♣♦ 1H/S: splinters 3-4 controls
2♣	2♦	less than A+K	2♥♣ nat, A+K or better
	other	nat, A+K or better	
2♦	2♥	less than A+K	3♣♦ others as above
	2♠		3♥♣
	2NT		3NT
2♥♣	2NT	2H 2S less than A+K	3NT
	3♣♦	2S 2NT less than A+K	4♣♦
	3♥♣	others as above	4♥♣
2NT	3♣	baron	4♠ nat
	3♦	transfer to H	4♦ "
	3♥	transfer to S	4♥ "
	3♠	minors	4♠ "
	3NT	nat	other 4NT = quan

CONVENTIONS

Additional responses to 1NT

3♣3♦	3C/D = strong
3♥3♠	3H=1444/1345/11354 game values 3S = 4144/3145/3154
4♣	gerber
4♦	5-5+ in majors game-interest only, partner to choose
4♥	natural
4♠	natural

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 if gambling 4C = 2 suits, forcing

Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major.

RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal

Other 2-s After strong 2C/2NT ASPRO applies

Defence to strong ♣ ASPRO X = H + another, 1D = S + minor

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ X

OTHER NOTES

All our natural NT bids may contain singletons if that is deemed the most appropriate b
In competition 2NT and 4NT bids are often for takeout.

BASIC RESPONSES

Jump raises - minors limit forcing other Value Bid - 8 Losers
 Jump raises - majors limit forcing other Value Bid - 8 Losers
 Jump shifts after minor opening Fit-Show
 Jump shifts after major opening Fit-Show
 Responses to strong 2 suit opening Over 2C - 2D Negative/Waiting
 Responses to 2NT opening Natural (2NT=Minors)

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

CONVENTIONS

4NT: Blackwood RKCB other 1430
 4♣ Gerber when? Over 1NT Directly

Other Conventions



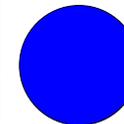
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STANDARD SYSTEM CARD

Names: Jenny Lord & Belinda Lindsay
 ABF Nos:
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4+Cards 1♦ 4+Cards 1♥ 4+Cards 1♠ 4+Cards
 1 NT 12-14HCP may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ To 2H 2♥ To 2S 2♠ To 3C
 2 NT To 3D other 3C/3D/3H/3S Natural Slam Try
 2♣ Strong
 2♦ Multi. Weak 2H or Weak 2S or 20-22HCP Balanced
 2♥ 5/5 Hearts + Other
 2♠ 5/5 Spades + Minor
 2 NT 5/5 Minors
 3 NT 4-Level Minor Preempt Single-Suited

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

Fit-Shows 1-Round Force Only
 4C Opening Strong 4H
 4D Opening Strong 4S

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT Lower Unbid
 1NT overcall (immediate) 16-18HCP (re-opening) 11-14HCP
 Immed cue of minor Michaels - Spades + Red
 Immed cue of major Michaels - Other Major + Minor
 Over opponent's 1NT (weak) 2H/2S Suit - 2C=H+Other/2D=S+Other - X=Minor
 Over opponent's 1NT (strong) 2H/2S Suit - 2C=H+Other/2D=S+Other - X=Minor
 Over weak twos X = T/O
 Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+Cards Forcing	2NT Flat Raise Limit or Strong
	1♥♠	4+Cards Forcing	3♣ Value Raise - 8 Losers
	1NT	8-10HCP No Major	3♦ Splinter GF
	2♣	Weak Raise	3♥ Splinter GF
	2♦	Fit-Show	3♠ Splinter GF
	2♥	Fit-Show	3NT Flat Raise NF
	2♠	Fit-Show	4 bids 4H/4S To Play
1♦	1♥♠	4+Cards Forcing	3♣ Fit-Show
	1NT	6-9HCP	3♦ Value Raise - 8 Losers
	2♣	4+Cards 10+HCP	3♥ Splinter GF
	2♦	Raise	3♠ Splinter GF
	2♥	Fit-Show	3NT Flat Raise NF
	2♠	Fit-Show	4♦ Weak Raise
	2NT	Flat Raise Limit or Strong	4 Other 4H/4S To Play
1♥♠	1NT	6-9HCP	3♣ Fit-Show
	2♣	4+Cards 10+HCP	3♦ Fit-Show
	2♦	4+Cards 10+HCP	3♥♠ Value Raise (1S-3H Fit-Show)
	2♥♠	Raise (1S-2H Natural 10+HCP)	3NT Flat Raise Forcing
	2NT	Flat Raise Limit or Strong	4♣♦ Splinter GF
2♣	2♦	Negative or Waiting	2♥♠ Natural Forcing
	other		
2♦	2♥	Correctible	3♣♦ Natural Forcing
	2♠	Correctible	3♥♠ Premptive - Correctible
	2NT	Forcing Ask	3NT To Play (Opposite Weak Two)
2♥♠	2NT	Forcing Ask	3NT To Play
	3♣♦	Correctible	4♣♦ Correctible
	3♥♠	Correctible	4♥♠ To Play
2NT	3♣	To Play	4♣ Natural NF
	3♦	To Play	4♦ Natural NF
	3♥	Natural Forcing	4♥ To Play
	3♠	Natural Forcing	4♠ To Play
	3NT	To Play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Natural Slam Try 6+Cards
3♥3♠	Natural Slam Try 6+Cards
4♣	Gerber
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

Defence to opening 2-s: Multi X=Values 15+HCP Other Natural

RCO style 2-s X=Values 15+HCP Other Natural

Other 2-s Over Natural Opening X=T/O Other Natural

Defence to strong ♣ X=Good Hand

Lebensohl Over NT interference

Other uses Opposite Dbl at 2-Level

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Fit-Show

Jump shifts after major opening Fit-Show

Responses to strong 2 suit opening Over 2C - 2D Negative/Waiting

Responses to 2NT opening 3C=ASKS 5CM Transfers to Majors

PLAY CONVENTIONS

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

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

Underlead other A=Unblock or Count (NT only)

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 Natural Count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? Over 1NT Directly

Other Conventions



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STANDARD SYSTEM CARD

Names: Sally Murray-White Helen Snashall

ABF Nos:

Basic System: Acol

Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 4+Cards 1♦ 4+Cards 1♥ 4+Cards 1♣ 4+Cards

1 NT 12-14HCP may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ To 2H 2♥ To 2S 2♠ To 3C

2 NT To 3D other 3C/3D/3H/3S Natural Slam Try

2♣ Strong

2♦ Weak 6-9HCP 6-Card Suit

2♥ Weak 6-9HCP 6-Card Suit

2♠ Weak 6-9HCP 6-Card Suit

2 NT 20-22HCP Balanced 3C=5-Card Major Ask

3 NT Gambling

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

Fit-Show 1-Round Force Only

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak Unusual NT Minors

1NT overcall (immediate) 15-18HCP (re-opening) 10-14HCP

Immed cue of minor Michaels Both Majors

Immed cue of major Michaels Other Major Plus Minor

Over opponent's 1NT (weak) X=Penalties 2C Landy (Majors)

Over opponent's 1NT (strong) X=Penalties 2C Landy (Majors)

Over weak twos X=T/O

Over opening threes X=T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+Cards Forcing	2NT Flat Raise Limit or Strong
	1♥♠	4+Cards Forcing	3♣ Value Raise
	1NT	8-10HCP No Major	3♦ Splinter GF
	2♣	Weak Raise	3♥ Splinter GF
	2♦	Fit-Show	3♠ Splinter GF
	2♥	Fit-Show	3NT Flat Raise NF
	2♠	Fit-Show	4 bids 4H/4S To Play
1♦	1♥♠	4+Cards Forcing	3♣ Fit-Show
	1NT	6-9HCP	3♦ Value Raise
	2♣	4+Cards 10+HCP	3♥ Splinter
	2♦	Raise	3♠ Splinter
	2♥	Fit-Show	3NT Flat Raise NF
	2♠	Fit-Show	4♦ Weak Raise
	2NT	Flat Raise Limit or Strong	4 Other 4H/4S To Play
1♥♠	1NT	6-9HCP	3♣ Fit-Show
	2♣	4+Cards 10+HCP	3♦ Fit-Show
	2♦	4+Cards 10+HCP	3♥♠ Value Raise (1S-3H Fit-Show)
	2♥♠	Raise (1S-2H Natural 10+HCP)	3NT Flat Raise NF
	2NT	Flat Raise Limit or Strong	4♣♦ Splinter
2♣	2♦	Negative or Waiting	2♥♠ Natural Forcing
	other		
2♦	2♥	Natural Forcing	3♣♦ 3C Natural Forcing 3D To Play
	2♠	Natural Forcing	3♥♠ Fit-Show
	2NT	Feature Ask	3NT To Play
2♥♠	2NT	Feature Ask	3NT To Play
	3♣♦	Natural Forcing	4♣♦ Fit-Show
	3♥♠	Raise To Play New Suit Forcing	4♥♠ To Play
2NT	3♣	5-Card Major Ask	4♣ Natural Forcing
	3♦	Transfer to 3H	4♦ Natural Forcing
	3♥	Transfer to 3S	4♥ To Play
	3♠	Natural Forcing	4♠ To Play
	3NT	To Play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam Try 6-Card Suit
3♥3♠	Slam Try 6-Card Suit
4♣	Gerber
4♦	Natural Forcing
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 X=16+HCP Other Natural

RCO style 2-s X=16+HCP Other Natural

Other 2-s Over Natural Opening X=T/O Other Natural

Defence to strong ♣ X=Majors 1NT=Minors

Lebensohl Over NT interference

Other uses Opposite Dbl at 2-Level

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES