

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 4-8 hcp, 8 losers  
 Jump raises - majors limit  forcing  other 4-8 hcp, 8 losers  
 Jump shifts after minor opening Fit showing F1  
 Jump shifts after major opening Fit showing F1  
 Responses to strong 2 suit opening 2♦ negative or waiting, 3♣ = second negative  
 Responses to 2NT opening 4/5 stayman, 3♥3♥ transfers, 3♣ = 5♠4♥

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other vs NT Ace /Q = attitude, K = count or 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 Natural count  
**Signal** on declarer's lead Natural count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other Natural count  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other  
 4♣ Gerber  when? over 1NT opening and 20+ 2NT

### Other Conventions

4th suit forcing Blackout  
 3rd suit forcing after weak rebid by opener 1-2-3 Doubles  
 Lebensohl  
 DOPI and ROPI



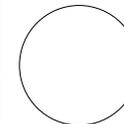
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## STANDARD SYSTEM CARD

Names: Margaret Bourke - ACT Arjuna Delivera - ACT  
 ABF Nos:  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 1♦ 4 1♥ 4 1♣ 5  
**1 NT** (11+)-12-14 - 15-17 in 3rd seat (5 card M) may contain 5 card major   
**2♣ Stayman:** simple  extended  other extended over 15-17NT  
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣  
 2 NT ♦ other  
 2♣ Game Force or 23-24 bal  
 2♦ weak 5-9 6 card suit (If 5 card suit = singleton)  
 2♥ weak - as above  
 2♠ weak - as above  
 2 NT 20-22 bal - may have 5 card Major  
 3 NT Gambling

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

Most competitive cues = limit raise or better 15-17NT in 3rd seat may have any 5 card suit  
 2NT = limit raise after T/O X of our suit openin  
 Fit showing jumps

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♣  
 Jump overcalls weak/(Int 4th) Unusual NT Lower suits  
 1NT overcall (immediate) 15-18 (re-opening) 11+-14  
 Immed cue of minor Both Majors  
 Immed cue of major Other Major + minor  
 Over opponent's 1NT (weak) 2♣ = Majors, otherwise natural  
 Over opponent's 1NT (strong) X = ♣ 2♣ = Majors, otherwise natural  
 Over weak twos X = t/out, 2NT = natural, strong  
 Over opening threes X = t/out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp, 4+ ♦	2NT 15+, 4+ ♣ denies Major
	1♥♣	5+ hcp, 4+ ♥♣	3♣ 4-8 hcp, 4+ ♣ 8 losers
	1NT	5-9 hcp	3♦ Splinter 9-13 or 18+
	2♣	inverted 9-11, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	9+ hcp, fit-showing	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp fit-showing	3NT 12-14 hcp 4+ ♣ denies Major
	2♠	9+ hcp fit-showing	4 bids
1♦	1♥♣	5+ hcp, 4+ ♥♣	3♣ 9+ hcp, fit-showing
	1NT	5-9 hcp	3♦ 4-8 hcp 8 losers
	2♣	9+ hcp, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	inverted 9-11 hcp, 4+ ♦	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp, fit-showing	3NT 12-14 hcp 4+ ♦ denies Major
	2♠	9+ hcp, fit-showing	4♦
	2NT	15+, 4+ ♦ denies Major	4 Other
1♥♣	1NT	5-9 hcp	3♣ 9+ hcp, fit-showing
	2♣	9+ hcp, 4+ cards	3♦ 9+ hcp, fit-showing
	2♦	9+ hcp, 4+ cards	3♥♣ 4-8 hcp 8 losers
	2♥♣	6-9 hcp, 3+ ♥♣	3NT 12-14 hcp 4 ♥♣
	2NT	limit or 15+ bal raise or spl 14-17♦	4♦ splinter 9-13 or 18+
2♣	2♦	negative or waiting	2♥♣ natural, positive, 3+ controls
	other	3♣= second negative after suit rebid by opener	
2♦	2♥	F1	3♣♦ 3♣F1, 3♦ obstructive
	2♠	F1	3♥♣ F1
	2NT	Ogust - asks about suit /pts	3NT To play
2♥♣	2NT	Ogust - asks about suit/pts	3NT To play
	3♣♦	F1	4♣♦ Splinters
	3♥♣	F1 (change of suit)	4♥♣ To play
2NT	3♣	4/5 Stayman	4♣ Gerber
	3♦	Transfer to ♥	4♦ Natural
	3♥	Transfer to ♠	4♥ To play
	3♠	5 ♠/ 4 ♥	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Natural - slam try - Invites cue
3♥3♠	Natural - slam try - Invites cue
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      Major fit

Defence to 3NT opening      Natural bidding

Defence to opening 2-s:      Multi      X = 15+, overcalls natural

RCO style 2-s      X = 15+ overcalls natural

Other 2-s      X = t/out

Defence to strong ♣      TWERB (single suiter in next suit, or 2 suited in the next 2 suits)  
Spades = non-touching suits) - up to 3 ♠

Lebensohl      Over NT interference

Other uses      over t/out X of opponents weak 2s

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

## OTHER NOTES

Cue bids = 1st or 2nd round control

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 1♣= minors; 1♦= fit showing  
 Jump raises - majors limit  forcing  other 1♥= fit show; 1♠= natural  
 Jump shifts after minor opening 1♣= relay responses; 1♦= fit show  
 Jump shifts after major opening 1♥= fit show; 1♠= natural  
 Responses to strong 2 suit opening Not applicable  
 Responses to 2NT opening 3♣= forcing; other bids correctible

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT: Blackwood  RKCB  other Frequent relays  
 4♣ Gerber  when?

### Other Conventions

SWINE

Lebensohl

Fit showing jumps



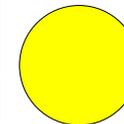
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## STANDARD SYSTEM CARD

Names: Roy Nixon Steve Hurley  
 ABF Nos: 159379  
 Basic System: Transfer Canape Symmetric Relay  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 15+ Any shape 1♦ 4+♥, 10-14 1♥ 4+♠, 10-14 1♠ 10/11-14, bal  
 1 NT 10-14, 6+♣/5/5♦/5+♣/4♦ or 3 suiter may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings style inquiry  
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ Range probe  
 2 NT either minor other  
 2♣ 10-14 with either 6+♦ or 5+d/4♣  
 2♦ 5-9HCP either, 6+♥ or 5/5 ♠♣ or AKQxxx in ♠ 10-14HCP (no A or K outside)  
 2♥ 5-9HCP either 6+♠ or 5/5 ♦♣ or AKQxxx in ♦ 10-14HCP (no A or K outside)  
 2♠ 5-9HCP either 5/5 in ♥♣ or 5/5 in ♦♠  
 2 NT 5-9HCP either 5/5 in ♥♦ or 5/5 in ♥♠  
 3 NT Gambling - any solid suit with no more than a queen outside

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

TRANSFER OPENINGS AT ONE LEVEL 1♣ OPENING IS A BALANCED HAND  
 1NT OPENING NOT BALANCED HAND 2 BIDS ARE MULTI TWOS

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣  
 Jump overcalls Weak in 1/2 seat Unusual NT Minors or lower unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor 5/5 Both majors  
 Immed cue of major Other major and a minor 5/5  
 Over opponent's 1NT (weak) 2♣=S/S; 2♦=majors; 2♥=♥minor; 2♠=♠minor  
 Over opponent's 1NT (strong) As over weak NT  
 Over weak twos X = T/O plus Lebensohl 2NT  
 Over opening threes x = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Negative, 0-8 and or <2 controls	2NT 4♣ 5+♦, ♠ shortage
	1♥	Positive transfers, 8+, 2+ controls	3♣ 4♣ 5+♦, 2-2 or 1-1 residues
	1NT	+ve, ♥ or ♥♣	3♦ 4♣ 5♦, 3♠ 1♥
	2♣	+ve, ♦ or minor 3 suiter	3♥ 4♣ 6♦, 2♠ 1♥
	2♦	Positive, ♣ no other suit	3♠ 4♣ 7♦, 2♠ 0♥
	2♥	Positive, 4♦, longer ♣	3NT 4♣ 6♦, 3♠ 0♥, min
	2♠	Positive 5/5 minors	4 bids Same as 3NT, control showing
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1♦	1♥	1♥-forcing relay, 1♠ nat, n/f	3♣ fit showing 4♥ 4♠ inv
	1NT	2 or 3 ♥, n/f > invitational	3♦ fit showing 4♥ 4♦ inv
	2♣	0-11, 5+ cards and natural	3♥ 0-7 4+♥, preemptive
	2♦	0-11, 5+ cards and natural	3♠ splinter, 4+♥ spade shortage
	2♥	4 hearts, 8-10, constructive	3NT To play
	2♠	fit showing, 4♥ 4♠ inv	4♦
	2NT	5/5 both minors, n/f	4 Other
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1♥	1NT	nat, 2-3 or ♠ non-forcing	3♣ fit showing 4♥ 4♠ inv
	2♣	0-11, 5+ cards and natural	3♦ fit showing 4♥ 4♠ inv
	2♦	0-11, 5+ cards and natural	3♥ 0-5 4+♠, preemptive
	2♥	4 spades 6-9, constructive	3NT To play
	2NT	5/5 both minors, n/f	4♠ Splinters
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2♣	2♦	2♦ is relay	2♥ Natural, constructive
	other	Minors are preemptive, jumps are fit-showing in clubs and suit bid	
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2♦	2♥	Pass or correct	3♠ Pass or correct
	2♠	Pass or correct	3♥ Pass or correct
	2NT	Positive inquiry	3NT To play
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2♥	2NT	Positive inquiry	3NT To play
	3♠	Pass or correct	4♠ Pass or correct
	3♥	Pass or correct	4♥ Pass or correct
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2NT	3♣	Forcing inquiry	4♣ Pass or correct
	3♦	Pass or correct	4♦ Pass or correct
	3♥	Pass or correct	4♥ Pass or correct
	3♠	Pass or correct	4♠ Pass or correct
	3NT	To play	other Pass or correct

## CONVENTIONS

### Additional responses to 1NT

3♣ 3♦	Preemptive
3♥ 3♠	Fit showing in clubs and suit bid - invitational
4♣	Preemptive
4♦	Preemptive
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 Direct X = 15+HCP; Assumed suit bid = T/O

RCO style 2-s Suit bids are natural and limited  
 Direct X = 15+HCP; X on second round = weak T/O  
 Other 2-s Suit bids are natural and limited

Defence to strong ♣ 1♦ = majors, 1♥ = ♥ minor, 1♠ = ♠ minor, 1NT = minors

Lebensohl Over NT interference

Other uses Over Multi 2x and X by partner

Take out of 4 level pre-empts 4♣ 4♦ x

4♥ x/4NT 4♠ 4NT

## OTHER NOTES

### Frequent relays

Over 1♥ 1♠ is a forcing relay, 1NT is 0-11 with 2-3 spades. Other bids natural.

The 1♣ opening is basically a balanced hand which could contain any 5 card suit.

Responses to 1♣ opening - 1NT = to play, 2♣ = Lavings style inq -forcing; 2♦ 2♥ and 2NT are transfers while 2♠ is a range probe. 3 level suit bids are 11-12 points and inv

Over 1NT, 2♠ is relay. Over 2♣ 2♦ is relay.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other n/a  
 Jump raises - majors limit  forcing  other 4 card support 0-6  
 Jump shifts after minor opening 1♦ - 2♥, 2♠, 3♠, 3♦ = 6 cards 5-9  
 Jump shifts after major opening Fit-showing, game-invite  
 Responses to strong 2 suit opening  
 Responses to 2NT opening Overall or rebid - Puppet Stayman, transfers

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Journalist honours leads vs NT  
 Four or more with an honour 4th highest  attitude  NT  
 3rd/5th  other  
 From 4 small 2nd highest  other 1st highest vs NT; 3rd highest vs Suit  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other Natural count (& Wenceslas) vs Suit  
 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?

### Other Conventions

SWINE

Frequent false count vs NT (low-high with even number more likely)

Cooper Echoes



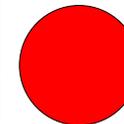
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## STANDARD SYSTEM CARD

Names: Richard Hills Hashmat Ali  
 ABF Nos: 152511 226122  
 Basic System: Symmetric Relay  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ Any 15+ 1♦ 2/3 suits 10-14 1♥ 5+ 10-14 1♣ 5+ 10-14  
 1 NT 11-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ Hearts 2♥ Spades 2♠ Range Probe  
 2 NT Clubs other 3♠ = Diamonds  
 2♣ 6+ clubs (or 5 with 100 honours) 10-14  
 2♦ 6+ diamonds (or 5 with 100 honours) 10-14  
 2♥ 5+/5+ majors or 5+/5+ minors 5-9  
 2♠ 5+/5+ blacks or 5+/5+ reds 5-9  
 2 NT 5+/5+ pointed or 5+/5+ rounded 5-9  
 3 NT Any solid 7 or 8 card suit, no side A or K

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

Penalty doubles of overcalls of our 1♥ or  
 higher opening bids

## COMPETITIVE BIDDING

Negative doubles through after 1♠/1♦ Responsive doubles through n/a  
 Jump overcalls 6+ cards 5-9 Unusual NT 5+/5+ minor oriented 5-9  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor 5+/5+ majors 5-9  
 Immed cue of major 5+/5+ other major plus minor 5-9  
 Over opponent's 1NT (weak) Pottage (also known as Capelletti)  
 Over opponent's 1NT (strong) Pottage (also known as Capelletti)  
 Over weak twos 15+ double & lebensohl; 2NT = 17-20  
 Over opening threes Takeout double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Usually 0-7 unbal or 0-8 bal	2NT 8+ both minors
	1♥♠	8+ natural	3♣ 8+ both minors
	1NT	9+ balanced	3♦ 8+ both minors
	2♣	8+ natural	3♥ 8+ both minors
	2♦	8+ natural	3♠ 8+ both minors
	2♥	8+ both minors	3NT 8+ both minors
	2♠	8+ both minors	4 bids 8+ both minors
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1♦	1♥♠	* See "Other Notes"	3♣ 6 clubs 5-9
	1NT	Natural, non-forcing	3♦ 6 diamonds 5-9
	2♣	Natural, game-invite	3♥ Natural, pre-empt
	2♦	Natural, game-invite	3♠ Natural, pre-empt
	2♥	6 hearts 5-9	3NT Contract suggestion
	2♠	6 spades 5-9	4♦
	2NT	Natural, game-invite	4 Other 4♥,4♠ to play
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1♥♠	1NT	Artificial game-force	3♣ Fit-showing, game-invite
	2♣	Natural, non-forcing	3♦ Fit-showing, game-invite
	2♦	Natural, non-forcing	3♥♠
	2♥♠		3NT Contract suggestion
	2NT	Balancedish raise 7-10	4♣♦ Fit-showing, game-force
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2♣	2♦	Artificial game-force	2♥♠ Natural, game-invite
	other		
<hr/>			
2♦	2♥	Artificial game-force	3♣♦
	2♠	Natural, game-invite	3♥♠
	2NT	Natural, game-invite	3NT Contract suggestion
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2♥♠	2NT	Forcing enquiry	3NT Signoff
	3♣♦	Pass or correct	4♣♦ Pass or correct
	3♥♠	Pass or correct	4♥♠ Pass or correct
<hr/>			
2NT	3♣	Forcing enquiry	4♣ Pass or correct
	3♦	Pass or correct	4♦ Pass or correct
	3♥	Pass or correct	4♥ Pass or correct
	3♠	Pass or correct	4♠ Pass or correct
	3NT	Signoff	other Pass or correct

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	3♣ = diamonds; 3♦ = 5+ diamonds & 4+ clubs game-force
3♥3♠	Natural slam try
4♣	Pre-emptive transfer to hearts
4♦	Pre-emptive transfer to spades
4♥	Signoff
4♠	Signoff

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round  n/a      Game force

NT Checkback       Priorities n/a

Defence to 3NT opening

Defence to opening 2-s:      Multi

RCO style 2-s

Other 2-s

Defence to strong ♣      Double = 15+; 1♦ = majors; 1♥/1♠ = natural plus minor;  
 1NT = minors; Natural jump overcall pre-empts

Lebensohl      Over NT interference       Over opposing 2 bids;

Other uses      When removing partner's penalty double of 1NT

Take out of 4 level pre-empts      4♣♦ Takeout double

4♥ Takeout double      4♠ Takeout 4NT

## OTHER NOTES

\* 1♦ opening then 1♣ response = natural, non-forcing, might be game-invite

\* 1♦ opening the 1♥ response = two-way, EITHER any shape game-force

\* OR hearts with less than a game force

If a jump overcall breaks our game-force relay, then Pass = forcing, and Double = pen