

BASIC RESPONSES

Jump raises - minors limit forcing other Pre-empt 0 -6 pts, 5+Supp.
 Jump raises - majors limit forcing other Pre-empt 0-6 pts, 4+Supp.
 Jump shifts after minor opening 2M = WJS, 6+Suit, 0 - 6 pts. 2♥/3♠= limit raise 4+card
 Jump shifts after major opening 3♣/3♦= Bergen, 2♥/3♥=limit raise 3 card
 Responses to strong 2 suit opening 2♥= some values, 2♠= junk, other (suits) = good suit
 Responses to 2NT opening 3♣= 5M/4M enquiry, 3♥/3♦= TFR, 3♠= Minors, 4Suit = TFR

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 Subsequent discards give count (Rev. Orig.)
Count natural reverse Original

CONVENTIONS

4NT: Blackwood RKCB other 1430
 4♣ Gerber when?

Other Conventions

Blackout after reverse; Support X's & XX's splinters; DOPI/ROPI. 5NT = GSF
 Jump shift in same rank = raise 11 - 12 supp. ptsTfr. Rebids after 1NT Resp. to 1M
 Flint over opp. 3NT 2♣Checkback after 1NT rebid.
 Special Asks after strong raises 3♣Wolff signoff after jump 2NT rebid
 fit showing jumps 2♣Drury after Pass:1M



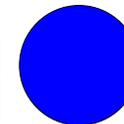
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STANDARD SYSTEM CARD

Names: David Beauchamp - Peter Fordham
 ABF Nos: 3727 20389
 Basic System: 5 Card Majors Better Minor
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+♣Better minor 1♦ 3+♦Better minor 1♥ 5+♥ 1♠ 5+♠
1 NT 14 - 16 pts. (if 5 maj, weak, not showable) may contain 5 card major
 2♠Stayman: simple extended other 2♣= puppet to 2♦
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣
 2 NT Game force Puppet other 3 level suit = splinter, usually 3 suited
 2♣ 4+♥, 4+♠ < values for 1 bid, (meets ABF Rule of 15)
 2♦ Artificial game force, (2♥response = some values, 2♠response = junk.)
 2♥ 5♥, 4+ minor < values for 1 bid, (meets ABF Rule of 15)
 2♠ 5♠ 4+minor < values for 1 bid, (meets ABF Rule of 15)
 2 NT 20 -22 pts, (may include 5 major)
 3 NT 4 level minor pre-empt

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

One level suit openings may be quite weak, but comply with ABF Rule of 18
 2♣ response to 1NT is NOT Stayman. It is a puppet to 2♦
 3NT = 4 level minor pre-empt, 4♣/4♦= strong 4♥/4♠pre-empt

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♣
 Jump overcalls weak Unusual NT Lowest Unbids 5+/5+ (6-10 or 16+)
 1NT overcall (immediate) 15 - 18 (re-opening) 11 - 14
 Immed cue of minor 5+♥/5+♠6 -10 or 16+
 Immed cue of major 5+ oth maj./ 5+ min. 6 -10 or 16+
 Over opponent's 1NT (weak) X = 11+ One Suiter, 2♣/2♥= 4+ Suit + Higher Suit
 Over opponent's 1NT (strong) X = One suiter, 2♣/2♥= 4+ Suit + Higher Suit
 Over weak twos X=T/O, 2NT = 15-18(Dir), 4♣/4♦=5+♣/5+♦+ 5+OM
 Over opening threes X = T/O

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong, asks for missing H

Jump shifts after major opening Strong, asks for missing H

Responses to strong 2 suit opening

Responses to 2NT opening 3♥G.I.

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 Reverse Count

Signal on declarer's lead Reverse Count

Discards McKenney high encourage low encourage

odd/even other McKenney in trump suit

Count natural reverse Play 2nd top from odd number

CONVENTIONS

4NT: Blackwood RKCB other 1430

4♣ Gerber when?

Other Conventions

Fit showing jumps by passed hands

Lebensohl

Splinters at 4 level

4th suit GF



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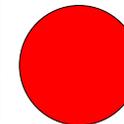
STANDARD SYSTEM CARD

Names: Bobby Evans Gaby Feiler

ABF Nos: 18661

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♣ 4

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣

2 NT 3♦ other

2♣ GF or 24+ bal.

2♦ Multi or 21-23

2♥ 5♥+4+minor, 7-10

2♠ 5♠+4+minor, 7-10

2 NT Minors, 7-10

3 NT Gambling (No outside A or K in 1/2 pos'n)

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

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♣

Jump overcalls Weak in M Unusual NT Lowest 2 suits

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) X penalty, rev. capelleti

Over opponent's 1NT (strong) X single suiter, 2♣ for m's, 2♦ for M's

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♦	6+, 4+	2NT 12-15
	1♥♠	6+, 4+	3♣ F
	1NT	6-11	3♦ Preempt
	2♣	6+, 4+	3♥ Preempt
	2♦	Strong, asks for missing H	3♠ Preempt
	2♥	Strong, asks for missing H	3NT 16-17 bal, no 4+ major
	2♠	Strong, asks for missing H	4 bids
1♦	1♥♠	6+, 4+	3♣ Strong, asks for missing H
	1NT	6-11	3♦ F
	2♣	F	3♥ Preempt
	2♦	6+, 4+	3♠ Preempt
	2♥	Strong, asks for missing H	3NT 15-17 bal, no 4+ major
	2♠	Strong, asks for missing H	4♦ Preempt
	2NT	12-14	4 Other
1♥♠	1NT	6-11	3♣ Strong, asks for missing H
	2♣	F	3♦ Strong, asks for missing H
	2♦	F	3♥♠ Preempt
	2♥♠	6-11, maybe 3 card support	3NT 15-17 bal
	2NT	GF	4♣♦ Splinters
2♣	2♦	Neg	2♥♠ Pos. - GF
	other	2NT=6-10 no A+K, Other semi-pos	
2♦	2♥	P/C	3♣♦ F
	2♠	P/C	3♥♠ P/C
	2NT	Inquiry	3NT To play
2♥♠	2NT	Inquiry	3NT To play
	3♣♦	P/C	4♣♦ P/C
	3♥♠	Natural	4♥♠ To play
2NT	3♣	To play	4♣ To play
	3♦	To play	4♦ To play
	3♥	Inquiry	4♥ To play
	3♠	To play	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Sets suit, asks for cue bid
3♥3♠	Sets suit, asks for cue bid
4♣	Transfer to 4♥
4♦	Transfer to 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 X=points

Defence to opening 2-s: Multi X of art. bid is for penalties

RCO style 2-s X=T/O

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses Over opp. weak 2's

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ X

OTHER NOTES

Over our 3♣preempt, 4♦=RKC

Over our 3♦, 3♥, 3♥preempt, 4♠=RKC

BASIC RESPONSES

Jump raises - minors limit forcing other preemptive, 0-6
 Jump raises - majors limit forcing other preemptive, 0 - 6
 Jump shifts after minor opening very weak, to play, < 6
 Jump shifts after major opening Bergen, jump in other M =16+, 3 card supp
 Responses to strong 2 suit opening 2♦=pos (AK/3K), 2♥=neg, 2♠NT/♣♦semipos.
 Responses to 2NT opening 3♣ask for 5 card suit after 2♣opening puppet

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other only AKQ A/Q=att King =count
 Four or more with an honour 4th highest attitude
 3rd/5th other att after opening lead
 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 natural count
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other RKCB 03/14
 4♣ Gerber when?

Other Conventions

Bergen Raises 4 SF
 Lebensohl Trial Bids (long suit)
 Jacoby 2NT 1NT - X -pass=forces xx, normally a weak
 Checkback 1 suiter, bid shows suit and 1 higher, xx =
 to play



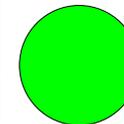
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STANDARD SYSTEM CARD

Names: Peter Gill Michael Prescott
 ABF Nos:
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3, 10+ 1♦ 4, 10+ 1♥ 4, 10+ 1♠ 4(5) 10+
1 NT 12 - 14 (11) may contain 5 card major
 2♣Stayman: simple extended other
 transfers 2♦ Transfer ♥ 2♥ Transfer ♠ 2♣ Transfer ♣
 2 NT Transfer ♦ other
 2♣ GF, 23 if bal.
 2♦ weak M or 20/22 bal 2nt=enquiry, 3♣=weak♥, 3♦=weak♣
 2♥ weak, 6-9 (10), 5+ ♥ 4+ m 3♥3♣=good weak 2
 2♠ weak, 6-9 (10), 5+ ♠ 4+ m
 2 NT 20 - 22 any balanced 5332 shape
 3 NT gambling, no outside K or A

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

4♣=good 4♥opening, 8-9 playing tricks
 4♦=good 4♣opening 8-9, playing tricks
 Next step = mild slam try, all others are cues

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls wk Unusual NT lower unbid
 1NT overcall (immediate) 15 - 18 (re-opening) 11 - 14
 Immed cue of minor Michael's
 Immed cue of major Michael's
 Over opponent's 1NT (weak) Don't - x=11+points 1 suiter, bid shows suit and higher
 Over opponent's 1NT (strong) Don't - x= 1suiter, bid shows suit and 1 higher
 Over weak twos X = to
 Over opening threes X = to

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	nat	2NT	Limit raise or better
	1♥♠	nat	3♣	0-6 4+ ♣ no major
		1NT 8-10, no major	3♦	Splinter
	2♣	5-10 4+ ♣ no major	3♥	Splinter
	2♦	weak with ♦	3♠	Splinter
	2♥	<6 pts, to play	3NT	12-15 4♣
	2♠	<6 pts, to play	4 bids	
1♦	1♥♠	nat	3♣	weak long ♣
		1NT 6-10, no major	3♦	0-6, 4+ ♦ no major
	2♣	nat 4+♣	3♥	Splinter
	2♦	6-10, 4+ ♦ no major	3♠	Splinter
	2♥	<6 pts, to play	3NT	12-15 no major
	2♠	<6 pts, to play	4♦	preemptive
	2NT	Limit raise or better	4 Other	
1♥♠	1NT	5-10 nat	3♣	6-9, 4+ cd supp
	2♣	nat 4+♣	3♦	10-12, 4+ cd supp
	2♦	nat 4+♦	3♥♠	0-5, 4+ cd supp
	2♥♠	5-10 pts, 3cd supp	3NT	12-14, bal, 3cd supp
	2NT	Jacoby, 16+, 4cd supp	4♣♦	Splinter
2♣	2♦	pos., A+K or 3 K	2♥♠	2♥=neg.
	other	2♣/3♣/4♥= semipos. 5cd suit, 2NT = nat, semipos.		
2♦	2♥	pass/correct	3♣♦	to play
	2♠	to play, prepared to play H at 3♥♠	3♥♠	preemptive
	2NT	enquiry, strong	3NT	to play
2♥♠	2NT	enquiry for minor	3NT	to play
	3♣♦	to play	4♣♦	pass/correct
	3♥♠	preemptive	4♥♠	to play
2NT	3♣	asking for 5 card suit	4♣	slam try
	3♦	transfer to ♥	4♦	slam try
	3♥	transfer to ♠	4♥	to play
	3♠	minor stayman	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	8 - 11, 6cd suit to run (2 of top 3 H)
3♥3♠	Short other major, 5/4 minors, game values
4♣	transfer to ♥
4♦	transfer to ♠
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 = points or to

RCO style 2-s 1. X = points, 2. X = to, 3. X = pens. of bid suit

Other 2-s _____

Defence to strong ♣ 1♦=majors, 1nt=minors, x = strong 16+

Lebensohl Over NT interference

Other uses over weak 2 opening

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

RKC interference: pass = 0/3, double/redouble = 1/4

1NT - 2y - X = t/o