

BASIC RESPONSES

Jump raises - minors limit forcing other ART - see over
 Jump raises - majors limit forcing other ART - see over
 Jump shifts after minor opening ART - see over
 Jump shifts after major opening ART - see over
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening ART - 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 S other rev ct v. NT (lo with xx), bar pard's suit
 From 4 small 2nd highest other 3rd v suit, 4th in unbid suit v NT
 From 3 cards (no honour) top NT middle NT bottom S
 Signal on partner's lead: high encourage low encourage
 other 2nd: s/p.
 Signal on declarer's lead 1: rev orig count. 2: s/p.
 Discards McKenney high encourage low encourage
 odd/even other 1st disc: even card = suit pref.
 Count natural reverse Reverse original count

CONVENTIONS

4NT: Blackwood RKCB other Relays often
 4♣ Gerber when?
 Other Conventions

Rubensohl over 1NT	Non-relay resp often NAT, NF.
Many T/O Xs	1NT (X): 2x = that suit + higher
Some splinters, fit jumps	1NT (X): XX = puppet.
NF resp - poss short-suit psyche.	3NT over your 1x = ace ask

22 June 2004



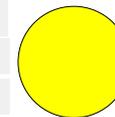
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STANDARD SYSTEM CARD

Names: Bruce Neill Ron Klinger
 ABF Nos: 45632 33642
 Basic System: Forcing ♣ (11+), transfer openings, strong NT.
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ art F (prealert) 1♦ 4+♥ (prealert) 1♥ 4+♠ (prealert) 1♠ 4+♦ (prealert)
 1NT 15-17, maybe 14 if 5M or 5/6m. may contain 5 card major
 2♣ Stayman: simple extended other ♦ or art inv
 transfers 2♦ 4+♥ 2♥ 4+♠ 2♠ art:GF or S/T
 2NT 5+♣ other 3x = splinter
 2♣ 10-14 6+♣, OR weak: 4+♥ & 4+♠. May be very weak, esp not vul.
 2♦ Weak, 6 card major; OR 5♣ & 5♦. " " "
 2♥ weak, exactly 5♥ (rarely 4). Not 4♠. " " "
 2♠ weak, exactly 5♠ (rarely 4). Not 4♥. " " "
 2NT weak, 6(+) M 5(+) m. " " "
 3NT asking for specific aces.

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

1♠ = F: 11-14 bal (maybe 5M332); 15-17 1-suit; 18+ any. Opening 2s.
 1♦ = 4+♥; 1♥ = 4+♠, no 4♥; 1♠ = 4+♦, no 4M: 10-17, may be canape.
 Def to 1NT/1♣. Liberties NV/3rd. may bid v. weak / psyche short suit!

COMPETITIVE BIDDING

Negative doubles through 4♠ (or up) Responsive doubles through 4♠ (or up)
 Jump overcalls Weak Unusual NT Lowest unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Usually 2 suited: ♠ + another
 Immed cue of major Usually 2 suiter: other major + minor
 Over opponent's 1NT (weak) X=PEN { 2♣=♦ or ♥+♠, 2♦=1 suit...
 Over opponent's 1NT (strong) X=5+m4M { ...2M=5M4+m, 2NT=str 5/5
 Over weak twos X=T/O. Jump to 4<minor> = 2 suited.
 Over opening threes X=T/O. Cue, 4<minor> = 2 suiter.

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-9(10) any; or 13+bal	2NT FG: 6♣, 6322
	1♥/♠	9+: ♥ = 4+♠, ♠ = 4+♥	3♣ 9-11, 3316
	1NT	10-12 bal, may be 5M332	3♦ FG: 3316
	2♣	9+: 6+♦	3♥ FG: 3217
	2♦	9+: 5+4+ minors	3♠ FG: 2317
	2♥	9+: 6+♣, short ♠ / 7222	3NT FG: 3307
	2♠	9+: 6+♣, short ♥	4 bids ART
1♦	1♥/♠	Art: 1♥ = inv, 1♠ = GF.	3♣ Raise, 8-10, short ♣
	1NT	0-8, 4+ ♠.	3♦ Weak raise
	2♣	0-8, 4(3)+ ♣.	3♥ Raise, 11-13, balanced
	2♦	0-7 or 11-13, 3(+) ♥.	3♠ Raise, 14-16, short ♠
	2♥	raise, 6-10	3NT Raise, 14-16, short ♦
	2♠	Raise, 8-10, short ♠	4♦ Weak raise
	2NT	Raise, 8-10, short ♦	4 Other 4♣ = ♣ splinter, ♥ = sound.
1♥/♠	1NT	1♥: art FG. 1♠: art 9+.	3♣ 1♥: 8-10, SPL ♦. 1♠: wk.
	2♣	1♥: NF, 3+♠. 1♠: NF, 2+♣	3♦ 1♥: 8-10, SPL ♣. 1♠: wk.
	2♦	1♥: NF, 4+♦. 1♠: NF, 2+♦.	3♥/♠ 1♥: weak raise. 1♠: wk.
	2♥/♠	1♥: ♠ raise. 1♠: 2♥ = NF	3NT 1♥: raise, 14-16. 1♠: nat.
	2NT	1♥: ♠ raise. 1♠: bid minor	4♣/♦ 1♥-4♣/4♦ = ♦/♣ splinter.
2♣	2♦	ART, enquiry.	2♥/♠ Pass/correct
	other	2NT = ART, enquiry. 3♣ = pass/correct.	
2♦	2♥	Pass or correct.	3♣/♦ Pass or correct.
	2♠	Pass or correct.	3♥/♠ Pass or correct.
	2NT	ART, enquiry.	3NT
2♥/♠	2NT	ART, enquiry.	3NT NF
	3♣/♦	NF	4♣/♦ F
	3♥/♠	NF except 2♥-3♠ = FG	4♥/♠ NF
2NT	3♣	ART, 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		other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Splinter

3♥/3♠ Splinter

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 4m = 5m 5M, X = TO or both M.

Defence to opening Two's: Multi 2♦ X = T/O, jumps to 4m = 2 suited.

RCO style 2-s X = T/O, jumps to 4m = 2 suited.

Other 2-s X = T/O or values

Defence to strong ♣ Aggressive: X = ♣ & ♥; 1NT = ♦ & ♠

1♦ / 1♥ / 1♠ / 2♣ = suit & suit above.

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X. 4NT = big 2 suiter.

4♥ X, NT, cue 4♠ X, NT, cue

OTHER NOTES

Ranges shown are fair approximations; may

vary tactically or depending on quality.

We almost always treat 5332 as balanced. May treat 5422, 6m322 as bal.

22 June 2004

BASIC RESPONSES

Jump raises - minors limit forcing other preemptive

Jump raises - majors limit forcing other preemptive

Jump shifts after minor opening artificial GF raise, weak

Jump shifts after major opening weak, art GF raise, limit

Responses to strong 2 suit opening neg, denies KQ to 5 or better

Responses to 2NT opening 5 card Stayman, xfrs, minors

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 3rd

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

other Suit preference when singleton in dummy

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even other Odd encourage, even McKenney

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Good/bad 2NT in competition Many low level take-out doubles

Reverse Lebensohl 2♣ puppet to 2♦ after 1NT rebid

Fit showing jumps in 2♦ artificial GF after 1NT rebid

competition and by passed hand Leaping Michaels

Splinters



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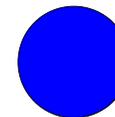
STANDARD SYSTEM CARD

Names: Pauline GUMBY Warren LAZER

ABF Nos: 24732 35238

Basic System: Standard, 2 over 1 game force

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+hcp, 2+♣ 1♦ 11+hcp, 2+♦ 1♥ 11+hcp, 4+♥ 1♠ 11+hcp, 4+♠

1NT 14-16 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to ♥ 2♥ to ♠ 2♠ range probe

2NT puppet to 3♣ other 3♣/♦ invitational, 3♥/♠ fragment

2♣ Game force

2♦ 6-10, 4+♥ and 4+♠

2♥ Acol, 8 playing tricks in ♥

2♠ Acol, 8 playing tricks in ♠

2NT 21-23 balanced

3NT Gambling

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

1♣ 17-20 bal or 11+ natural 1NT 14-16

1♦ 11-13 bal <4M, or 11+ natural 2♦ weak, both majors

1♥/♠ 4 cards when 11-13 bal Optimal 2s over strong 1♣

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Int-2, Wk-3 Unusual NT Lower unbid 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) Canape transfers, DONT by passed hand

Over opponent's 1NT (strong) Canape transfers, DONT by passed hand

Over weak twos X for takeout, Michaels, Leaping Michaels

Over opening threes X for takeout, Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0+ hcp, 4+ ♦	2NT 12-15 or 18+ bal
	1♥/♠	0+ hcp, 4+ ♥/♠	3♣ preemptive
	1NT	9-11 hcp, denies major	3♦ splinter
	2♣	6-9 hcp, 4+ ♣	3♥ splinter
	2♦	artificial GF raise in ♣	3♠ splinter
	2♥	weak, 0-5 hcp, 6+ ♥	3NT 16-17, flat
	2♠	weak, 0-5 hcp, 6+ ♠	4 bids preemptive
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1♦	1♥/♠	6+ hcp, 4+ ♥/♠	3♣ natural, NF
	1NT	5-12 hcp, denies major	3♦ 6+♦, invitational
	2♣	game forcing, 4+ ♣	3♥ preemptive
	2♦	5+♦, game forcing	3♠ preemptive
	2♥	weak, 0-5 hcp, 6+ ♥	3NT 16-17 flat
	2♠	weak, 0-5 hcp, 6+ ♠	4♦ preemptive
	2NT	13-15 or 18+ bal	4 Other♣ splinter, ♥/♠ preempt
<hr/>			
1♥/♠	1NT	5-12 hcp, semi forcing	3♣ art. GF raise in ♥/♠
	2♣	game forcing, 4+ ♣	3♦ art. limit raise in ♥/♠
	2♦	game forcing, 4+ ♦	3♥/♠ preemptive raise
	2♥/♠	6-9 hcp, 4+ ♥/♠	3NT 16-17 flat, <4 card supp.
	2NT	13-15 or 18+ bal	4♠/♦ 13-15 bal raise, <5/5+ ctrl
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2♣	2♦	denies KQ to 5 or better	2♥/♠ KQ to 5 or better
	other	2NT ♣/♦, 3m KQ to 5+, 3M one loser suit, 3NT solid suit	
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2♦	2♥	to play	3♠/♦ natural, non forcing
	2♠	to play	3♥/♠ invitational
	2NT	game interest relay	3NT to play
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2♥/♠	2NT	negative	3NT 9-11, both minors
	3♠/♦	natural, positive	4♠/♦ splinter
	3♥/♠	strong raise	4♥/♠ to play
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2NT	3♣	5 card Stayman	4♣ natural, slam interest
	3♦	transfer to ♥	4♦ natural, slam interest
	3♥	transfer to ♠	4♥ to play
	3♠	both minors	4♠ to play
	3NT	to play	other 4NT quant, 5NT baron

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitational
3♥/3♠	Fragment, both minors short in other major
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 (except 1♠) Game force

NT Checkback Priorities 2♣ forces 2♦, 2♦ GF, 2NT forces 3♣

Defence to 3NT opening Double for takeout

Defence to opening Two's: Multi 2♦ Double = 13-15 balanced or good hand

	2NT = 16-18 balanced
RCO style 2-s	Double = 13-15 balanced or good hand
	2NT = 16-18 balanced
Other 2-s	Double = takeout if suit bid is 5+ natural otherwise
	Double = 13-15 bal or good hand, 2NT = 16-18 bal

Defence to strong ♣ Double = good hand, 1NT = ♣, optimal 2s,
 1 level bids natural, obstructive

Lebensohl Over NT interference reverse

Other uses Over weak 2s (or equivalent); after 1M P 2M X

Take out of 4 level pre-empts 4♣/4♦ Double
 4♥ Double 4♠ 4NT, double = values

OTHER NOTES

1♦ can be 2 cards when 11-13 balanced 3325

1♥ - 3♠, 1♠ - 3♥ 4+ card support, 10-14, splinter in any suit

One level responses to 1♣ may be < 6 hcp when short in ♣

Weak jump overcalls at 3 level, intermediate to strong at 2 level

BASIC RESPONSES

Jump raises - minors limit forcing other inverted minors (weak)

Jump raises - majors limit forcing other weak raise (6-9 hcpts)

Jump shifts after minor opening Natural; weak (4-7 hcpts)

Jump shifts after major opening Natural; weak (4-7 hcpts)

Responses to strong 2 suit opening Show no. controls over 2♦

Responses to 2NT opening 3♣ = Strong relay; other = 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 Natural attitude

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Inverted minor raises	Cue raises in competition
Blackout after opener's reverse	Michaels & Leaping Michaels overcalls
4th suit Game Force	
Splinters	
Long suit trials	



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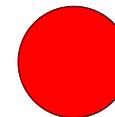
STANDARD SYSTEM CARD

Names: Peter Buchen Andrew Markovics

ABF Nos: 7765 39039

Basic System: Standard (5-card Majors; better minor)

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+hcpts (3+) 1♦ 11+hcpts (3+) 1♥ 11+hcpts (5+) 1♠ 11+hcpts (5+)

1 NT 16-18 hcpts (good 15 ok) may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to Hearts 2♥ to Spades 2♠ to Clubs

2 NT to Diamonds other

2♣ Multi (weak-2 in a Major; any Acoll-2; or 21-22 balanced)

2♦ Game Force or 23-24 balanced

2♥ RCO 6-10 hcpts 55+ two suits same Rank

2♠ RCO 6-10 hcpts 55+ two suits same Colour

2 NT RCO 6-10 hcpts 55+ two Odd suits

3 NT Long minor suit pre-empt

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

2♣ Multi

2♥/♠/NT RCO twos

4♣/♦ Namyats

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT two lowest unclaimed suits

1NT overcall (immediate) 16-18 hcpts (re-opening) 12-14 hcpts

Immed cue of minor Michaels (both Majors)

Immed cue of major Michaels (minor + other Major)

Over opponent's 1NT (weak) Double penalty; 2♣ for Majors

Over opponent's 1NT (strong) Double penalty; 2♣ for Majors

Over weak twos Double = T/O

Over opening threes Double = T/O

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	5+ hcpts; 4+ suit	2NT 12-15 hcpts; no Major (bal)
	1♥/♠	5+ hcpts; 4+suits	3♣ 5-9 hcpts; 5+suit
	1NT	6-10 hcpts; no Major	3♦ 4-7 hcpts; 7-card suit
	2♣	10+ hcpts; 4+suit; no Major	3♥ same
	2♦	4-7 hcpts; 6-card suit	3♠ same
	2♥	same	3NT To play
	2♠	same	4 bids Natural and weak
1♦	1♥/♠	5+ hcpts; 4+suits	3♣ 4-7 hcpts; 6-card suit
	1NT	6-10 hcpts; no Major	3♦ 5-9 hcpts; 5+suit
	2♣	8+ hcpts; 6-card suit; F to 3♣	3♥ 4-7 hcpts; 7-card suit
	2♦	10+ hcpts; 4+suit; no Major	3♠ same
	2♥	4-7 hcpts; 6-card suit	3NT To play
	2♠	same	4♦ 4-7 hcpts; 6-card suit
	2NT	12-15 hcpts; no Major (bal)	4 Other Natural and weak
1♥/♠	1NT	4-11 hcpts; semi-forcing	3♣ 4-7 hcpts; 6-card suit
	2♣	8+ hcpts; F to 3♣	3♦ same
	2♦	same	3♥/♠ 6-9 hcpts; 4+raise
	2♥/♠	5-9 hcpts; mostly 3-card raise	3NT 12-15 hcpts; to play
	2NT	GF raise with 4+support	4♣/♦ 10-14 hcpts; splinters
2♣	2♦	0-1 control (A=2, K=1)	2♥/♠ P/C (2♣ = good raise to 3♥)
	other	2NT = 9-11 hcpts with both Majors	
2♦	2♥	12+fit pts; relay	3♣/♦ 3♣ = 4+ controls; 3♦ = transfer
	2♠	2 controls	3♥/♠ transfers to ♣/♠ (<3 controls)
	2NT	3 controls	3NT transfer to ♦ (< 3 controls)
2♥/♠	2NT	12+ fit pts; relay	3NT To play
	3♣/♦	P/C	4♣/♦ P/C
	3♥/♠	P/C	4♥/♠ P/C
2NT	3♣	12+ fit pts; relay	4♣ P/C
	3♦	P/C	4♦ P/C
	3♥	P/C	4♥ P/C
	3♠	P/C	4♠ P/C
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural and strong; slam interest
3♥/3♠	GF fragment + shortage in other Major
4♣	Texas transfer (to 4♥)
4♦	Texas 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 n.a.

Defence to 3NT opening X = values; 4♦ = T/O for Majors

Defence to opening Two's: Multi 2♦ X = Diamonds; other natural

RCO style 2-s X = suit bid; other natural

Other 2-s same (if suit bid is not guaranteed)

Defence to strong ♣ X = any 2-suiter (54+); 1NT = some strong hand; other = natural
 Bids at 1-level are constructive; 2-level = weak

Lebensohl Over NT interference n.a.

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O 4♠ X = values; 4NT = T/O

OTHER NOTES

Variations from stated hcpt ranges allowed

Transfers apply after all strong NT's (1,2, and 3-level)
