

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong

Jump shifts after major opening Strong

Responses to strong 2 suit opening 2D = Waiting/Neg, 2NT=2nd neg

Responses to 2NT opening Puppet stayman

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 Suit preference when not attitude

Signal on declarer's lead

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? Only over NT

Other Conventions

Splinters	TOM
4th Suit Forcing	Lebensohl
Truscott	Blackout
Jacoby	
Support X & XX	



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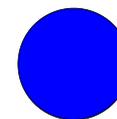
STANDARD SYSTEM CARD

Names: Toni Bardon Sandy Johnson

ABF Nos: QLD WOMEN QLD WOMEN

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 - 12+ 1♦ 3 - 12+ 1♥ 5 - 12+ 5 - 12+

1 NT 15-17 may contain

2♣ Stayman: simple extended other Pseudo

transfers: 2♦ ->♥ 2♥ ->♠ 2♠ ->♣

2 NT ->♦ Super accepts

2♣ Game Force unless rebid 2NT

2♦ Flannery 5/6♥, 4♠, 11-15pts

2♥ 6♥ & 6-10pts with Ogust

2♠ 6♠ & 6-10pts with Ogust

2 NT 20-22

3 NT Gambling

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

Super accept in another suit after transfer to major shows no values in that suit. NT response shows 4 of major but no top honour.

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠

Jump overcalls Weak Unusual NT Minors or majors

1NT overcall (immediate) 15-18 (re-opening) 9-12

Immed cue of minor Other minor & a major

Immed cue of major Other major & a minor

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) Pottage

Over weak twos X

Over opening threes X

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening 16 + points, natural

Jump shifts after major opening 16 + points, natural

Responses to strong 2 suit opening 2 diamonds(0 - 6) or relay

Responses to 2NT opening transfer to 3 clubs

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

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? 1 NT

Other Conventions

Lebensol

DOPI

Baron over 2clubs - 2 NT



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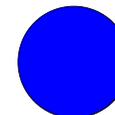
STANDARD SYSTEM CARD

Names: Agnes Kempthorne Greer Tucker

ABF Nos: QLD WOMEN QLD WOMEN

Basic System: Standard

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended other 5 major

transfers 2♦ hearts 2♥ spades 2♠ clubs

2 NT diamonds other

2♣ 0, game force

2♦ Multi: either 6 card major or 20-22 balanced or 20-22 any 4-4-4-1 shape

2♥ 11 - 15 points with 5 or 6 hearts & 4 spades

2♠ 9 - 12 points with 5 - 5 in the minors

2 NT Pre-emptive & a transfer to clubs

3 NT Specific Ace Ask

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

Transfer pre-empts 3 spades - long solid minor

2 spades - 9 - 12 with 5 - 5 in the minors

COMPETITIVE BIDDING

Negative doubles through 4 hearts Responsive doubles through 4 hearts

Jump overcalls weak Unusual NT 6 - 10 points with 5 - 5 in 2 unbid suits

1NT overcall (immediate) 15 - 17 (re-opening) 15 - 17

Immed cue of minor natural

Immed cue of major 4 of other major & longer minor

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) DONT

Over weak twos double

Over opening threes double

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	6 + points, 4 diamonds	2NT 11 - 12 points, 4 clubs
	1♥/♠	6 + points, 4 of suit	3♣ 10 - 12 points, 5 clubs
	1NT	7 - 10 points, 4 clubs	3♦
	2♣	6 - 10 points, 4 + clubs	3♥
	2♦	16 + points, 5+strong & natural	3♠ cue bid agreeing clubs
	2♥	16 + points, 5+strong & natural	3NT 12 - 15 points, to play
	2♠	16 = points, 5+strong & natural	4 bids 4 clubs is a slam try
1♦	1♥/♠	6 + points, 4 of suit	3♣ 16 + points, 5+strong & natural
	1NT	6 - 10 points	3♦ 10 - 12 points, 5 diamonds
	2♣	10 + points, 4 clubs	3♥
	2♦	6 - 10 points, 4 diamonds	3♠ cue bid, agreeing diamonds
	2♥	16 + points, 5+strong & natural	3NT 12 - 15 points, to play
	2♠	16 + points, 5+strong & natural	4♦ slam try, agreeing diamonds
	2NT	11 - 12 points	4 Other hearts & spades to play
1♥/♠	1NT	6 - 9(10)	3♣ Asking bid, agreeing openers suit
	2♣	10 + points, 4 clubs	3♦ 16 + points, 5+strong & natural
	2♦	10 + points, 4 diamonds	3♥/♠ 10 - 12 points, 3 + of bid suit
	2♥/♠	6 - 10 points, 3 of bid suit	3NT To play
	2NT	16 + points balanced	4♣/♦ cue bids
2♣	2♦	0 - 6 points or relay	2♥/♠ 7 + points, 5 of the bid suit
	other	3clubs/diamonds, good suit with 2 or 3 top honors	
2♦	2♥	0 + points, 0 + hearts	3♣/♦ natural, to play
	2♠	0 + points, 3 + hearts	3♥/♠ correctable
	2NT	Asking bid	3NT
2♥/♠	2NT	H=Asking bid. S=to play	3NT To play
	3♣/♦	To play	4♣/♦ S=invitational
	3♥/♠	H=invitation. S=nat. & forcing	4♥/♠ To play
2NT	3♣	0 + points, 0 + clubs	4♣ invitational in clubs
	3♦	natural & forcing	4♦
	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

3♥/3♠ natural, slam try

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 double

Defence to opening Two's: Multi 2♦ double, 15 + points

RCO style 2-s double, 15 + points

Other 2-s double, 14(13)points

Defence to strong ♣ double with majors & NT with minors

Lebensohl Over NT interference

Other uses

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

4♥ double 4♠ 4 NT

OTHER NOTES

1 heart - x (or overcall)- 3s/4c/4d = 7 - 10 points, 5 of bid suit & 4 cards in opener's suit

1 heart - no bid - 3s/4c/4d = cue bid, agreeing hearts, 3 hearts only.

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Weak 6 card suit

Jump shifts after major opening Minors are a mini splinter

Responses to strong 2 suit opening

Responses to 2NT opening See inside

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 4th

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

other

Signal on declarer's lead

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? Over 1NT opening

Other Conventions



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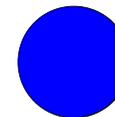
STANDARD SYSTEM CARD

Names: Marion Cooke Margaret Millar

ABF Nos: Qld Women Qld Women

Basic System:

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 3 1♦ 11+ 3 1♥ 11+ 5 1♠ 11+ 5

1 NT 15 - 18 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ -> 2♥ 2♥ -> 2♠ 2♠ -> 3♣

2 NT -> 3♦ other

2♣ Game Force or 23-24 balanced

2♦ Weak 2 in ♥/♠ or 20-22 balanced or 25-26 balanced

2♥ ♥ and another 5/4 weak

2♠ ♠ and a minor 5/4 weak

2 NT Minors 5/5

3 NT Kabel

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

Support X & XX Lebensohl

Jacoby 2♣ Checkback ck

Splinters

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT 2 lowest unbid

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Splash

Over opponent's 1NT (strong) DONT

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	6+ hcp 4+♦	2NT 12-14 bal
	1♥/♠	6+ hcp 4+ ♥/♠	3♣ Limit
	1NT	6-10 hcp	3♦ Splinter
	2♣	6-10 hcp 5+♣	3♥ Splinter
	2♦	Weak 6♦	3♠ Splinter
	2♥	Weak 6♥	3NT 15-16 hcp bal
	2♠	Weak 6♠	4 bids ♣ preempt other void
<hr/>			
1♦	1♥/♠	6+ hcp 4+ ♥/♠	3♣ Splinter
	1NT	6-10 hcp	3♦ Limit
	2♣	11+ hcp 4+♣	3♥ Splinter
	2♦	6-10 hcp 5+♦	3♠ Splinter
	2♥	Weak 6♥	3NT 15-16 hcp bal
	2♠	Weak 6♠	4♦ Preempt
	2NT	12-14 bal	4 Other Void showing
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1♥/♠	1NT	6-10 hcp	3♣ Mini Splinter
	2♣	11+ hcp 4+♣	3♦ Mini Splinter
	2♦	11+ hcp 4+♦	3♥/♠ Limit
	2♥/♠	6-10 hcp 3+ ♥/♠	3NT 12-14 bal
	2NT	12+ hcp & 4+ ♥/♠	4♣/♦ Splinter
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2♣	2♦	See over	2♥/♠
	other		
<hr/>			
2♦	2♥	Pass or correct	3♣/♦ To play
	2♠	Game try in ♥	3♥/♠ Preempt pass or correct
	2NT	Strong enquiry	3NT To play
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2♥/♠	2NT	Strong enquiry	3NT To play
	3♣/♦	Pass or correct	4♣/♦ Splinter
	3♥/♠	Preempt	4♥/♠ To play
<hr/>			
2NT	3♣	To play	4♣ Preempt
	3♦	To play	4♦ Preempt
	3♥	Invitational	4♥ To play
	3♠	Invitational	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦

3♥/3♠

4♣

4♦

4♥

4♠

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 3 Card Support

Defence to 3NT opening Natural

Defence to opening Two's: Multi 2♦ 2NT = 15-18 stop in both majors

X = Takeout

RCO style 2-s 3♣ = Takeout 2 suits not clubs

X = Takeout 2 suits with clubs

Other 2-s X = Takeout

Defence to strong ♣ X = ♣/♦, 1♦ = ♦/♥, 1♥ = ♥/♠

1NT = 2 odd, Jump = preempt

Lebensohl Over NT interference

Other uses Over weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

2♣-2♦ = 8+ any shape - 3♥ = 4-7 with 5+ ♠

- 2♥ = horrible

- 2♠ = 5-8 balanced

- 2NT = 4-7 with 5+ ♣

- 3♣ = 4-7 with 5+ ♦

- 3♦ = 4-7 with 5+ ♥