

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted 0 - 7, 5 card suit

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong - GF

Jump shifts after major opening Strong - GF

Responses to strong 2 suit opening 2♦ Negative after 2♣ opening

Responses to 2NT opening 3♥ forcing (asks for singleton or void)

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 NT other

From 4 small 2nd highest other

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encouragement low encouragement

other Reverse Attitude or Count

Signal on declarer's lead Reverse Count

Discards McKenney high encouragement low encouragement

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 6card keycard/minors

4♣ Gerber when?

Other Conventions

R/Drury (2♦ strong) DOPI and ROPI

4th suit forcing to game(except 1 level) Truscott Raises

Splinters Long Suit Trials

Cue raises

Support Doubles to 2♠



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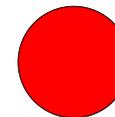
STANDARD SYSTEM CARD

Names: Wendy Driscoll Diedre Greenfeld

ABF Nos: 170331 129127

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11 - 20, 3♣ 1♦ 11 - 20, 3♦ 1♥ 11 - 20, 5♥ 1♠ 11 - 20, 5♠

1 NT 15 - 17 bal. may contain 5 card major

2♣ Stayman: simple extended other Lavings

transfers 2♦ => 2♥ 2♥ => 2♠ 2♠ => ♣

2 NT => ♦ other Super accept in suit (step response = No Super)

2♣ Game Force or 23+ flat

2♦ 6 card ♥ or ♠ suit OR 21 - 22 flat

2♥ 5/5 ♥ and ANOTHER, 6 - 10 hcp

2♠ 5/5 ♠ and a MINOR, 6 - 10 hcp

2 NT 5/5 in the minors, 6 - 10 hcp

3 NT Specific Ace Ask

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

Blue Club overcalls Inverted Minors except over Opp. X

TRASH over opponent's 1NT

Multi 2♦

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak or Blue♣ Unusual NT Lower 2 suits

1NT overcall (immediate) 15 - 18 (re-opening) 10 - 12

Immed cue of minor Blue Club

Immed cue of major Blue Club

Over opponent's 1NT (weak) TRASH

Over opponent's 1NT (strong) TRASH

Over weak twos X = Takeout

Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	6+ hcp, 4+ suit	2NT 11 - 12 hcp, flat hand
	1♥/♠	6+ hcp, 4+ suit	3♣ 0 - 7 hcp, 5+ card suit
	1NT	8 - 10 hcp denies a major	3♦ Splinter
	2♣	11 +forcing to 2NT/ 3♣	3♥ Splinter
	2♦	Strong Game Force	3♠ Splinter
	2♥	Strong Game force	3NT 13 - 15 hcp flat hand
	2♠	Strong Game Force	4 bids 4♣ Keycard, Majors to play
<hr/>			
1♦	1♥/♠	6 + hcp, 4+ suit	3♣ Strong Game Force
	1NT	6 - 9 hcp no 4 card Major	3♦ 0 - 7 hcp, 5+ card suit
	2♣	Suit, one round force	3♥ Splinter
	2♦	10+ hcp forcin to 2NT/ 3♦	3♠ Splinter
	2♥	Strong Game Force	3NT 13 - 15 hcp flat hand
	2♠	Strong Game Force	4♦ Keycard in ♦
	2NT	11 - 12 hcp flat hand	4 Other Majors to play
<hr/>			
1♥/♠	1NT	6 - 9	3♣ Invitational, 6 card suit NF
	2♣	Forcing one round	3♦ Invitational, 6 card suit NF
	2♦	Forcing one round	3♥/♠ Limit raise
	2♥/♠	Limit Raise	3NT 12 - 14 hcp, fit with partner
	2NT	15+ hcp, fit with partner *see notes	4♣/♦ Splinter
<hr/>			
2♣	2♦	Negative	2♥/♠ 8+ hcp, 5+ suit
	other	2 NT - 8 + hcp flat hand	
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2♦	2♥	Pass or correct	3♣/♦ To play
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	Forcing	3NT To play
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2♥/♠	2NT	Forcing	3NT To play
	3♣/♦	Pass or correct	4♣/♦ Pass or correct
	3♥/♠	To play	4♥/♠ To play
<hr/>			
2NT	3♣	To play	4♣ To play
	3♦	To play	4♦ To play
	3♥	Forcing Ask, (cue singleton M)	4♥ To play
	3♠	To play, NF	4♠ To play
	3NT	See Supp. Sheet	other 4NT 6 card Keycard

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam Interest

3♥/3♠ Slam Interest

4♣ Keycard in ♣

4♦ Keycard in ♦

4♥ To play

4♠ To play

Unusual NT: minors other suits lower 2 unbid suits

other Blue Club

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round At one level Game force

NT Checkback Priorities Range

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X - takeout

RCO style 2-s X - 2 suits with ♣, 3♣ - 2 suits without ♣

Other 2-s X - Takeout

Defence to strong ♣ TRASH

Lebensohl Over NT interference Slow shows

Other uses Over takeout X of weak two'openings

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

4♥ X 4♠ 4NT = Takeout

OTHER NOTES

Responses after 3NT Openings - Specific Ace Ask

4♣ = No Aces; 4♦ = Ace ♦; 4♥ = Ace ♥; 4♠ = Ace ♠;

5♣ = Aces ♣/♦; 5♦ = Aces ♦/♥; 5♥ = Aces ♥/♠; 5♠ = Aces ♠/♣

5NT = Aces in non touching sits eg ♣/♥ or ♦/♠

*After 1 Major - 2NT then 3 of another suit shows singleton or void; 3 NT = flat hand; 4

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong, sets suit

Jump shifts after major opening Jump to minors is a cue Ace or void

Responses to strong 2 suit opening n/a

Responses to 2NT opening See inside else Other Notes

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 In NT second highest

Signal on declarer's lead Count where necessary

Discards McKenney NT high encourage S low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other Minor RKCB

4♣ Gerber when?

Other Conventions

Blue Club overcalls

Drury

5NT Grand Slam Ask

DOPI

Trial Bids



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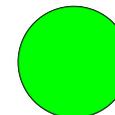
STANDARD SYSTEM CARD

Names: Joan Touyz Shira Shilbury

ABF Nos: 94900 129429

Basic System: Standard

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 11+ 1♦ 3 11+ 1♥ 5 11+ 1♠ 5 11+

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended other Lavings

transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to ♣

2 NT to ♦ other Super accepts

2♣ Game Force

2♦ Multi Weak Major or strong minor or 20 - 22 balanced

2♥ Weak 5+/5+ ♥ & a minor

2♠ Weak 5+/5+ ♠ & another

2 NT Both Minors, weak

3 NT Gambling

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

Multi 2♦

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♠

Jump overcalls Intermed. Unusual NT Lower Suits

1NT overcall (immediate) 15 - 18 (re-opening) 10 - 12

Immed cue of minor Extremes

Immed cue of major Extremes

Over opponent's 1NT (weak) Capaletti; 2NT = minors or strong 2 suiter

Over opponent's 1NT (strong) Capaletti; 2NT = minors or strong 2 suiter

Over weak twos Double is takeout

Over opening threes Double is optional

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4 card 6+ pts	2NT 11 hcp flat
	1♥/♠	as above	3♣ 9 - 11 4+♣
	1NT	8 - 10 no major	3♦ Splinter
	2♣	Weak	3♥ Splinter
	2♦	Strong sets the suit	3♠ Splinter
	2♥	as above	3NT 12 - 15 flat
	2♠	as above	4 bids 4♣ = RKCB
1♦	1♥/♠	4 card 6+ pts	3♣ Strong
	1NT	8 - 10 no major	3♦ 9 - 11 4♦
	2♣	11+	3♥ Splinter
	2♦	Weak	3♠ Splinter
	2♥	Strong sets the suit	3NT 12 - 15 flat
	2♠	as above	4♦ RKCB
	2NT	11 hcp flat	4 Other 4♣ = Splinter
1♥/♠	1NT	6 - 9	3♣ Ace ♣
	2♣	10+	3♦ Ace ♦
	2♦	10+	3♥/♠ 9 - 11
	2♥/♠	Weak	3NT Keycard
	2NT	12 - 15 flat	4♣/♦ Splinter
2♣	2♦	0 - 7	2♥/♠ 5 card 8+
	other	2NT flat 8+ no 5 card suit	
2♦	2♥	Weak relay	3♣/♦ Natural & forcing
	2♠	Prefer ♥	3♥/♠ Strong & forcing
	2NT	Forcing	3NT n/a
2♥/♠	2NT	Relay	3NT To Play
	3♣/♦	Natural 6+ suit	4♣/♦ Splinter
	3♥/♠	Promises Ace	4♥/♠ To Play
2NT	3♣	To play	4♣ RKCB
	3♦	To play	4♦ RKCB
	3♥	Good suit	4♥ To play
	3♠	Good suit	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam invitation

3♥/3♠ as above

4♣ RKCB rarely

4♦ as above

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 strength

Defence to 3NT opening Double for takeout

Defence to opening Two's: Multi 2♦ Double = 16+

RCO style 2-s as above

Other 2-s as above

Defence to strong ♣ Disco 1NT = majors, 2NT = minors, 2♦ = reds,

2♣ = blacks, 2♥ = ♥&♣, 2♠ = ♠&♦

Lebensohl Over NT interference

Other uses Over opponents' weak 2's

Take out of 4 level pre-empts 4♣/4♦ Optional Double

4♥ X Optional 4♠ 4NT = Takeout

OTHER NOTES

After 2♦ opening and 2NT rebid then Lavings and Transfers apply

After 1NT - 2♣(Lavings) - 2NT then 3♣ is Baron

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Cue bid with 4+ support for partner

Jump shifts after major opening Cue bid with 4 + support for partner

Responses to strong 2 suit opening n/a

Responses to 2NT opening 3♣♦/3NT to play, 3♥♠ one round force

PLAY CONVENTIONS

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

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

Underlead other K from AK doubleton

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 necessary

Signal on declarer's lead Count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse Lead count in partner's bid suit

CONVENTIONS

4NT: Blackwood RKCB other Minor suit RKCB

4♣ Gerber when? To 1 NT openings

Other Conventions

Lead count to partner's bid suit After 4NT RKCB, 5NT is normal Blackwood

POTTAGE to opponents' 1NT opening

After 2♣ opening rebid of 2NT

is 23+ and forcing



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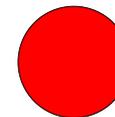
STANDARD SYSTEM CARD

Names: Rachel Krasenstein Deborah Frankel

ABF Nos: 127329 128041

Basic System: Acol - Tartan Twos - Multi 2 Diamond

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11 - 20, 3+♣ 1♦ 11 - 20, 4+♦ 1♥ 11 - 20, 4+♥ 1♠ 11 - 20, 5+♠

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to 3♣

2 NT to 3♦ other Super accept in Minors

2♣ Game Force

2♦ Weak Major or 20 - 22 pts (flat)

2♥ Weak 5+/5+♥ and a minor

2♠ Weak 5+/5+♠ and another

2 NT 5+/5+ Minors - pre-emptive

3 NT Gambling

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

2♦ opening is Multi Third seat VUL, 1♣ may be 12 - 14 balanced

2NT opening is minors

Blue Club Overcalls (Cue/2NT/3♣) 2 suiter

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♣

Jump overcalls Weak/Int. Unusual NT Lowest Unbid Suits (Blue Club)

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

Immed cue of minor Blue Club Overcall (5+♠ & 5+ other minor)

Immed cue of major Blue Club Overcall (5+♣ & 5+ other Major)

Over opponent's 1NT (weak) POTTAGE -- 2 Major = 4 Major & 5+ minor

Over opponent's 1NT (strong) POTTAGE -- 2♣ = 1 suiter; 2♦ = Majors

Over weak twos Double for Takeout

Over opening threes Double for Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp / 4+ ♦	2NT 10 - 12 hcp
	1♥/♠	5+ hcp / 4+ suit	3♣ 10 - 12 hcp, 5+ ♣
	1NT	8 - 10	3♦ Splinter
	2♣	5 - 9 hcp, 4+ support	3♥ Splinter
	2♦	n/a	3♠ Splinter
	2♥	Cue / 5+ ♣	3NT 13 - 15 hcp
	2♠	Cue / 5+ ♣	4 bids Minor RKCB
1♦	1♥/♠	5+ hcp / 4+ suit	3♣ n/a
	1NT	5 - 9 hcp	3♦ Limit bid
	2♣	9+ hcp/ 4+ ♣	3♥ Splinter
	2♦	5 - 9 = ♦ Raise	3♠ Splinter
	2♥	Cue 4+ ♦	3NT 13 - 15 hcp
	2♠	Cue 4+ ♦	4♦ Minor RKCB
	2NT	10 - 12	4 Other
1♥/♠	1NT	5 - 9 hcp	3♣ Cue agreeing suit (4+ support)
	2♣	9+ hcp natural	3♦ Cue agreeing suit (4+ support)
	2♦	9+ hcp natural	3♥/♠ Limit raise
	2♥/♠	5 - 9 hcp Raise	3NT 13 - 15 hcp
	2NT	10 - 12 hcp	4♣/♦ Splinter (singleton)
2♣	2♦	Negative or relay	2♥/♠ 5 card suit pos. 1 1/2 QT
	other	2NT 8+ flat	
2♦	2♥	Relay, may be passed	3♣/♦ n/a
	2♠	May play in 3♥	3♥/♠ n/a
	2NT	Forcing, opening hand	3NT To play
2♥/♠	2NT	Forcing or relay	3NT To play
	3♣/♦	n/a	4♣/♦ n/a
	3♥/♠	Positive	4♥/♠ To play
2NT	3♣	To play	4♣ RKCB in ♣
	3♦	To play	4♦ RKCB in ♦
	3♥	One round force	4♥ To play
	3♠	One round force	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam invitation - opener show Aces with 3 card support
3♥/3♠	as above
4♣	Gerber
4♦	Slam try - suit set - Minor RKCB
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 hcp

Defence to 3NT opening 4♣= longer♥, 4♦= longer♠, Double = T/O 16+

Defence to opening Two's: Multi 2♦ Double = 16+ pts

RCO style 2-s Double

Other 2-s Double

Defence to strong ♣ 1NT for minors, double for majors

Lebensohl Over NT interference slow shows

Other uses When partner doubles a weak 2 bid for Takeout

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

4♥ X = TO; 4NTms 4♠ 4NT = Takeout, X = penalty

OTHER NOTES

1. If partner's 1NT is doubled then: Redouble = minors or ♦, 2♦ = Majors
2. After 2♦ opening and 2NT rebid then Lavings & transfers
3. 1NT rebid (15 - 18) then 2♣=Checkback. After 2♦ then 2NT is forcing.
4. After 2♦ opening 2NT is forcing. Then opener bids ; 3♣= upper limit in ♥, 3♦= upper limit in ♠ and 3♥/3♠ = lower limit in that suit
5. 3rd seat VUL then 1♣ can be 12pts and balanced