

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening GF  
 Jump shifts after major opening GF  
 Responses to strong 2 suit opening next suit=relay; others natural  
 Responses to 2NT opening 3 ♠ forcing, others to play (correctable)

## 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 highest in NT, attitude in suit  
 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  if necessary

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when? over direct NT only

### Other Conventions

5 card Stayman Pottage (2♣=single; 2♦=maj; 2♥/♠=4M+5M)  
 Cue and Advance cues SWINE (pass=non touching; bid=touching;  
 Hansen 2-suit o/calls (jump in C, D and NT)XX=single  
 Lavings (after any rebid of 2NT) TEXAS (4 minor = solid major, no outside A or K)  
 Lebensohl (vs 1NT(x), and x of weak two's) Trial Bids )asks for help in suit



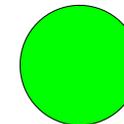
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## STANDARD SYSTEM CARD

Names: John Hansen Ruth Hansen  
 ABF Nos: 124303 182443  
 Basic System:  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+ 11+ hcp 1♦ 4+ 11+ hcp 1♥ 4+ 11+ hcp 1♠ 4+ 11+ hcp  
 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 Super accept in minors  
 2♣ GF or 23+ hcp  
 2♦ Weak or strong major, strong minor or 19 - 22 balanced  
 2♥ 2 suits same rank, 5 - 5+, 7 - 11 hcp  
 2♠ 2 suits same colour, 5 - 5+, 7 - 11 hcp  
 2 NT 2 suits same odd rank & colour, 5 - 5+, 7 - 11 hcp  
 3 NT 2 suits same rank, 5 - 5+, 12+ hcp

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

Occasional psyches

## COMPETITIVE BIDDING

Negative doubles through 2♠ Responsive doubles through 4♠  
 Jump overcalls weak/inter Unusual NT two lowest unbid suits  
 NT overcall (immediate) 15 - 18 (re-opening) 10 - 13  
 Immed cue of minor GF  
 Immed cue of major GF  
 Over opponent's 1NT (weak) POTTAGE  
 Over opponent's 1NT (strong) POTTAGE  
 Over weak twos Double = 15+ hcp  
 Over opening threes Double = 15+ hcp

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	natural	2NT
	1♥/♠		3♣ 15 - 17, fit
	1NT	6 - 8, fit	3♦
	2♣	weak, fit	3♥
	2♦	forcing, good suit	3♠
	2♥	forcing, good suit	3NT 12 - 14, fit
	2♠	forcing, good suit	4 bids 4 clubs = RKCB
1♦	1♥/♠	natural	3♣ forcing, good suit
	1NT	6 - 8, no major	3♦ 15 - 17, fit
	2♣	natural	3♥
	2♦	weak, fit	3♠
	2♥	forcing, good suit	3NT 12 - 14, fit
	2♠	forcing, good suit	4♦ RKCB
	2NT	9 - 11, or 18+, fit	4 Other
1♥/♠	1NT	6 - 8	3♣ forcing, good suit
	2♣	natural	3♦ forcing, good suit
	2♦	natural	3♥/♠ 15 - 17, fit
	2♥/♠	weak, fit	3NT 12 - 14, fit
	2NT	9 - 11, or 18+, fit	4♣/♦ RKCB in ♥/♠
2♣	2♦	relay	2♥/♠ natural
	other	3♣/♦ long solid suit	
2♦	2♥	to play, correctable	3♣/♦ 8 playing tricks
	2♠	to play, correctable	3♥/♠ 8 playing tricks
	2NT	forcing relay	3NT to play
2♥/♠	2NT	forcing relay	3NT to play, correctable
	3♣/♦	to play, correctable	4♣/♦ to play, correctable
	3♥/♠	to play, correctable	4♥/♠ to play, correctable
2NT	3♣	to play, correctable	4♣
	3♦	to play, correctable	4♦
	3♥		4♥ to play, correctable
	3♠	forcing relay	4♠ to play, correctable
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ GF, bid 3NT or RKCB if 3+ cars in suit bid

3♥/3♠ GF, bid 3NT or RKCB if 3+ cars in suit bid

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

Defence to 3NT opening Natural

Defence to opening Two's: Multi 2♦ double = 15+ hcp, others natural

RCO style 2-s double = 15+ hcp, others natural

Other 2-s double = 15+ hcp, others natural

Defence to strong ♣ double = clubs, 1NT = any two suits

Lebensohl Over NT interference

Other uses after double of weak 2's

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

4♥ double = t/out 4♠ double = t/out

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening 16 + HCP; 5 + CARDS IN THE SUIT

Jump shifts after major opening 16 + HCP; 5 + CARDS IN THE SUIT

Responses to strong 2 suit opening 2♦ relay to 2♣ other bids positive

Responses to 2NT opening 3♣=stayman, 3♦=5+♥; 3♥=5+♠; 3♠=5+♣ & 4+♥

## 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

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? over 1NT and 2 NT openings

### Other Conventions

CHECK BACK OVER 1NT REBID SPECIFIC ACE ASK 3NT

CUE BIDS THIRD SEAT LIGHT OPENINGS

DOPI (x=no aces;pass=1 & steps) TRANSFERS OVER 1NT & 2NT

LEBENSÖHL TRUSCOTT RAISES

POTTAGE WEAK JUMP OVERCALLS

conventions not in use:  
Borgen Raises; Drury; Lavings; Ogust; Roman Keycard, Splinters



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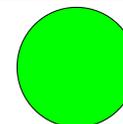
## STANDARD SYSTEM CARD

Names: SATHI MOSES DAVID SCHOKMAN

ABF Nos: 116076 125581

Basic System: STANDARD AMERICAN

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 15-17 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ means 5+♥ 2♥ means 5+♠ 2♠ means 5+♣

2 NT means 5+♦ other 3 level suit bids slam try/ game force

2♣ 23+hcp or game force

2♦ 8 playing tricks in any suit or 21-22 balanced

2♥ 5-10 hcp; 6♥

2♠ 5-10 hcp; 6♠

2 NT 19-20 hcp; balanced, may have a 5 card major or 6 card minor

3 NT specific ace asking

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


## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through n.a

Jump overcalls 6-11 hcp Unusual NT two lower unbid suits

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

Immed cue of minor 5,5 or better in ♥ & ♠; 6-11 hcp

Immed cue of major 5,5 or better in other major + 1 minor; 6-11 hcp

Over opponent's 1NT X= 15+; 2♣=single suited any; 2♦=majors;

Over opponent's 1NT 2♥/♠=4♥/♠+5♣/♦; 2NT=minors

Over weak twos x for takeout, 2NT= 15-18 with stopper

Over opening threes x for takeout; 3NT= natural with stopper

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦ 5+ HCP	2NT	11-12 HCP natural
	1♥/♠	4+♥/♠ 5+ HCP	3♣	4+♣ 9-12 HCP
	1NT	6-8 HCP	3♦	cue agreeing ♣
	2♣	4+♣ 5-8 HCP	3♥	cue agreeing ♣
	2♦	5+♦ 16+ HCP	3♠	cue agreeing ♣
	2♥	5+♥ 16+ HCP	3NT	13-15 HCP natural
	2♠	5+♠ 16+ HCP	4 bids	4NT= Ace Asking
1♦	1♥/♠	4+♥/♠ 5+ HCP	3♣	5+♣ 16+ HCP
	1NT	6-8 HCP	3♦	4+♦ 9-12 HCP
	2♣	4+♣ 9+ HCP	3♥	cue agreeing ♦
	2♦	4+♦ 5-8 HCP	3♠	cue agreeing ♦
	2♥	5+♥ 16+ HCP	3NT	13-15 HCP natural
	2♠	5+♠ 16+ HCP	4♦	slam try in ♦
	2NT	11-12 HCP, natural	4 Other	4NT= Ace Asking
1♥/♠	1NT	5-8 HCP	3♣	5+♣ 16+ HCP
	2♣	4+♣ 9+ HCP	3♦	5+♦ 16+ HCP
	2♦	4+♦ 9+ HCP	3♥/♠	3+♥/♠ 9-11 HCP
	2♥/♠	3+♥/♠ 5-8 HCP	3NT	13-15 HCP natural
	2NT	11-12 HCP natural	4♣/♦	cue bids
2♣	2♦	relay OR negative	2♥/♠	Positive 7+ HCP & 5+♥/♠
	other			
2♦	2♥	relay OR negative	3♣/♦	5+♣/♦ & positive
	2♠	5+♠ & positive	3♥/♠	5+♥/♠ & game force
	2NT	not used over 2♦	3NT	not used over 2♦
2♥/♠	2NT	asks for singleton/void	3NT	14+ HCP and natural
	3♣/♦	5+♣/♦ and forcing	4♣/♦	cue bids
	3♥/♠	preemptive	4♥/♠	natural raises
2NT	3♣	stayman	4♣	Ace Asking
	3♦	5+♥	4♦	5+♦ and 5+ HCP
	3♥	5+♠	4♥	5+♥ and 5+ HCP
	3♠	5+♠ and 4+♥	4♠	5+♠ and 5+ HCP
	3NT	5-11 HCP	other	4NT= invitational to 6NT

## CONVENTIONS

Additional responses to 1NT

3♣/3♦ Forcing to game and slam invitational

3♥/3♠ Forcing to game and slam invitational

4♣ Ace Asking

4♦ Natural

4♥ Natural

4♠ Natural

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 Optional Doubles

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

RCO style 2-s 2NT= 16+ HCP

Other 2-s 2NT= 16+ HCP

Defence to strong ♣ X for majors; 1NT for minors; 2♣=natural with 5+♣ all other overcalls natural

Lebensohl Over NT interference

Other uses N.A

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

4♥ X= Takeout 4♠ X= Penalties; 4NT for Takeout

## OTHER NOTES

Responses to 3NT ace ask: 4♣=0; 4♦/♥/♠=ace of that suit; 4NT=♣ ace;

5♣=♣+♦; 5♦=♦+♥; 5♥=♥+♠; 5♠=♠+♣; 5NT= 2 non-touching aces

Super accepts over transfers in minors and majors

Truscott raises: raise to 2 = 0-4; raise to 3 = 5-8 (normal raise to 2);

2NT= 9-11 (normal raise to 3); raise to 4 + preemptive

redouble = 9+ HCP (unlimited)

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening weak

Jump shifts after major opening weak

Responses to strong 2 suit opening See Inside

Responses to 2NT opening baron & flint

## 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  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 middle encourage

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? NT

### Other Conventions

Negative free bids

checkback

baron

flint

jacoby 2NT



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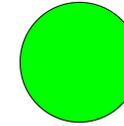
## STANDARD SYSTEM CARD

Names: SUE GRENSIDE RICHARD GRENSIDE

ABF Nos: 339687 24181

Basic System:

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+ 1♦ 4+ 1♥ 4+ 1♠ 4+

1 NT 11-14 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ 2♥ 2♠

2 NT other

2♣ GF or 23+

2♦ weak 2 in one of the majors or strong minor

2♥ 8 playing trick hand

2♠ 8 playing trick hand

2 NT 20-22

3 NT specific ace ask

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

## COMPETITIVE BIDDING

Negative doubles through t/o Responsive doubles through

Jump overcalls weak Unusual NT unbid suits

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

Immed cue of minor if against short-that suit, if nat, GF

Immed cue of major GF

Over opponent's 1NT (weak) natural X=majors or strong

Over opponent's 1NT (strong) natural X=majors or strong

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♦	5+hcp	2NT 11-14 bal
	1♥/♠	5+hcp	3♣ limit
	1NT	5-9 bal	3♦ pre-emptive
	2♣	natural	3♥ pre-emptive
	2♦	weak	3♠ pre-emptive
	2♥	weak	3NT to play
	2♠	weak	4 bids in majors to play
	2NT		
1♦	1♥/♠	same as above	3♣
	1NT		3♦
	2♣		3♥
	2♦		3♠
	2♥		3NT
	2♠		4♦
	2NT		4 Other
1♥/♠	1NT	5-9	3♣ weak
	2♣	9+ natural	3♦ weak
	2♦	9+ natural	3♥/♠ limit
	2♥/♠	natural	3NT 12-14 no single/void
	2NT	GF w/support	4♣/♦ splinter
2♣	2♦	positive	2♥/♠ H=0-4, S=4-6 or 9+
	other	2NT trans to C, 3C tran to D, 3D tran to H, 3H tran to S	
2♦	2♥	pass or correct	3♣/♦ natural forcing
	2♠	=heart support	3♥/♠
	2NT	forcing	3NT Natural
2♥/♠	2NT	negative	3NT
	3♣/♦	nat, force	4♣/♦
	3♥/♠	nat, force	4♥/♠
2NT	3♣	baron	4♣ gerber
	3♦	flint	4♦
	3♥	forcing	4♥ to play
	3♠	forcing	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	natural, shows singleton somewhere
3♥/3♠	natural, shows singleton somewhere
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    shape

Defence to 3NT opening    X=t/o

Defence to opening Two's:    Multi 2♦ natural

natural

RCO style 2-s

Other 2-s    natural

Defence to strong ♣    natural

Lebensohl    Over NT interference  if Nat suit X shows stopper

Other uses    2NT denies stopper - 9-11chp

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

4♥ X    4♠ 4NT

## OTHER NOTES

1NT X - XX=trans to ♣

2♣=trans to ♦

2♦=trans to ♥

2♥=trans to ♠

2♠=natural, invitational