

## BASIC RESPONSES

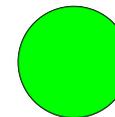
Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: Weak 0-6, four card support  
 Jump shifts after minor opening Over 1C 2any = 0-4, 6 card suit, 3D=8-10, 6 cards  
 Jump shifts after major opening to 1H/S: 2S/NT=any splinter, 2NT/3C=Jacobi, 3C/D/H= Bergen  
 Responses to strong 2 suit opening 2D=0-1 control, 2H=2 controls, 2S=3 controls, etc.  
 Responses to 2NT opening 3C=mod Puppet, 3D/H=Transfer, 3S=minor Stayman



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## STANDARD SYSTEM CARD

Names: Paul Hudson Joe Haffer  
 ABF Nos: 232531 94625  
 Basic System: Restra \_\_\_\_\_ Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## 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: low from Hxx  
 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 Present Count - McKenney with singleton in dummy  
 Signal on declarer's lead Reverse Present Count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse  Present

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? Hell Freezes Over

### Other Conventions

Italian Cue Bids (1st or 2nd Round Control) including 3NT as trump Cue in Major  
 Splinter Bids (Mini, Maxi, Mega)  
 Jacobi 2NT modified  
 5NT Grand Slam Force  
 Specific King Ask after RKCB



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## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 10+ HCP 2+ 1♦ 10+ HCP 5+ (4) 1♥ 10+ HCP 5+ 1♠ 10+ HCP 5+  
 1 NT 1st/2nd 11-13 (off shape possible), 3rd/4th 14-16 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ to hearts 2♥ to spades 2♠ Range Probe/Baron  
 2 NT TF to a minor Other: 3any = natural slam try  
 2♣ any Game Forcing  
 2♦ 5 card weak two  
 2♥ 4+4+ majors, less than opening  
 2♠ 5 card weak two  
 2 NT (20)21-22 balanced (ish)  
 3 NT 1st/2nd Good Minor Suit Pre-empt (normally 2/3 top honours); 3rd/4th To play

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

1♣ is doubleton when balanced not 1NT rare Frequent Transfer after our opening bids  
 2♥ are both majors less than opening  
 2♦ & 2♠ are FIVE card weak twos

## COMPETITIVE BIDDING

Negative doubles through 4 Spades Responsive doubles through 4 Spades  
 Jump overcalls Weak Unusual NT Lower Unbid Suits (Rarely Used)  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Highest Unbid Suits (Majors)  
 Immed cue of major Highest Unbid Suits (Diamond plus Major)  
 Over opponent's 1NT (weak) Landy (2Clubs = Majors)  
 Over opponent's 1NT (strong) Landy (2Clubs = Majors)  
 Over weak twos T/O x and Lebensohl  
 Over opening threes T/O x

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	TF to ♥hearts, 0+ pts	2NT 10-12pts bal, no suit outside ♦
	1♥/♠	1♥ TF to ♠ 0+p, 1♠ TF to ♣, 6+p	3♣ 0-4 pts, 6+ ♣
	1NT	6-9pts bal, no suit outside ♦	3♦ 8-9pts, 6+ ♦
	2♣	Inv+, TF to ♦	3♥ unknown
	2♦	0-4 pts, 6+ ♦	3♠ unknown
	2♥	0-4 pts, 6+ ♥	3NT Pre-emptive in ♣, non-forcing
	2♠	0-4 pts, 6+ ♠	4 bids to play
1♦	1♥/♠	4+ cards, 5+ pts	3♣ 10-12 pts, 6+ ♣
	1NT	5-9 pts, no 4 card major	3♦ Limit raise
	2♣	gen GF without 4 card major	3♥ Maxi Splinter in ♥
	2♦	4+♦, 6-9 pts, no 4 card major	3♠ Maxi Splinter in ♠
	2♥	Mini/Mega Splinter in ♥	3NT 13-15 pts, exactly 3334
	2♠	Mini/Mega Splinter in ♠	4♦ Pre-emptive
	2NT	10-12 pts bal, no suit outside ♣	4 Other to play
1♥/♠	1NT	5-12, not enough for 2 over1	3♣ 6-9 Bergen (1♥), Jacobi (1♠)
	2♣	TF to ♦ or 10-12 3 card raise	3♦ 10-12 Berg. (1♥), 6-9 Berg. (1♠)
	2♦	TF to ♥, see other notes	3♥/♠ 0-6 pts, 4♥ (1♥), 10-12 Berg. (1♠)
	2♥/♠	Various, see other notes	3NT raise to 4M with at least 1 KC
	2NT	Jacobi (1♥), Mini/Mega Spl (1♠)	4♣/♦ Maxi Splinter
2♣	2♦	0-1 King based control	2♥/♠ 2,3 king based controls
	other	2NT/3♣/♦ = 4,5,6 king based controls, 3♥/♠ = 1 loser suit no outside values	
2♦	2♥	natural non forcing	3♣/♦ natural non forcing
	2♠	natural non forcing	3♥/♠ natural & forcing
	2NT	Enquiry for 2nd suit (3♣ = Min)	3NT to play (unconditional)
2♥/♠	2NT	Enquiry, 3♣ = Min (see notes)	3NT to play (unconditional)
	3♣/♦	natural non forcing	4♣/♦ natural & forcing
	3♥/♠	natural non forcing	4♥/♠ natural non forcing
2NT	3♣	modified Puppet (see other notes)	4♠ natural slam try
	3♦	Transfer to ♥	4♦ natural slam try
	3♥	Transfer to ♠	4♥ to play
	3♠	Minor Suit Stayman (see notes)	4♠ to play
	3NT	to play	other 4NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	natural slam try
3♥/3♠	natural slam try
4♣	??
4♦	??
4♥	to play
4♠	to play

Unusual NT: minors  other suits  lower 2 unbid suits   
 other used rarely

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities strength plus lowest feature

Defence to 3NT opening Doubles is values, 4♣ is take-out

Defence to opening Two's: Multi 2♦ X = 15+ HCP, now 1st X = T/O thereafter penalty;

Bids are natural

RCO style 2-s as above

Other 2-s as above

Defence to strong ♣ Tverb to 2NT, incl. after 1♣ pass 1♦ and over 2♣ opening (to 3NT)

Higher bids are natural

Ebensohl Over NT interference  including when we overcall 1NT

Other uses Over opponents weak twos

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

## OTHER NOTES

1♣ 1♦ 1♥ and 1♠ 1♥ 1♠ and 1♦ 1M 1NT = 3+ sup - 1♣ 1♠: 1NT 14-17 < 4♣, 2♣ 14+p 4+♣

1♥ 2♦ = 6-9 or 13+ with 3♥ - 1♠ 2♦ = 6+ ♥ invitational or 4+ ♥ GF - 1♥ 2♥ = GF in ♣ (5+)

1♠ 2♥ = 6-9 or 13+ with 3♥ - 1♥ 2♠ = any Mini/Mega Splinter - 1♠ 2♠ = GF in clubs (5+)

2♥ 2NT: 3♣ = Min, now 3♦ asks, 3♦ = long ♥, 3♥ = 44, 3♠ = long ♠, 3NT = 55, 4♣/♦ = (65)

2♠ 2NT (see 2♦) - 2NT 3♣: 3♦ = 1-2 4 card majors, 3♥ = no major, 3♠ = 5♣, 3NT = 5♥

2NT 3♣: 3NT = no 4 card minor, 4♣/♦ = 4 cards, 4♥/♠ = 5 cards in corresponding minor

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening Splinter \_\_\_\_\_  
 Jump shifts after major opening Splinter \_\_\_\_\_  
 Responses to strong 2 suit opening Not played \_\_\_\_\_  
 Responses to 2NT opening As per 1NT \_\_\_\_\_

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: 1st and 3rds \_\_\_\_\_  
 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: 1st discard only \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 03/14  
 4♣ Gerber  when? \_\_\_\_\_  
 Other Conventions



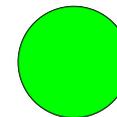
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## STANDARD SYSTEM CARD

Names: Justin Williams Phil Markey  
 ABF Nos: 445002 332471  
 Basic System: Acol Brown Sticker   
 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♠ 5+♠ 10+  
 1 NT 10-14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ to ♥s 2♥ to ♠s 2♠ Baron  
 2 NT Tsf to a minor Other: \_\_\_\_\_  
 2♣ Strong - Game Force  
 2♦ ♦ + ♠ weak 4+/4+ )  
 2♥ ♥ + ♠ weak 4+/4+ ) in 3rd and 4th seat this becomes a weak 2 in ♥s  
 2♠ ♠ + ♠ weak 4+/4+ ) in 3rd and 4th seat this becomes a weak 2 in ♠s  
 2 NT 20-22  
 3 NT To play

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

Specific twos

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠  
 Jump overcalls Intermediate Unusual NT Not played  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor Not played  
 Immed cue of major Not played  
 Over opponent's 1NT (weak) Natural  
 Over opponent's 1NT (strong) Natural  
 Over weak twos X = take out  
 Over opening threes X = take out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦, 5+	2NT	16+ with a fit
	1♥/♠	4+♥ or ♠, 5+	3♣	9-11 with a fit
	1NT	8-10	3♦	Splinter
	2♣	5-9	3♥	Splinter
	2♦	Splinter	3♠	Splinter
	2♥	Splinter	3NT	12-15 with a fit
	2♠	Splinter	4 bids	

1♦	1♥/♠	4+♥ or ♠, 5+	3♣	Splinter
	1NT	6-9	3♦	9-11 with a fit
	2♣	4+♣, 10+	3♥	Splinter
	2♦	5-9	3♠	Splinter
	2♥	Splinter	3NT	12-15 with a fit
	2♠	Splinter	4♦	
	2NT	16+ with a fit	4 Other	

1♥/♠	1NT	6-9	3♣	Splinter
	2♣	4+♣, 10+	3♦	Splinter
	2♦	4+♦, 10+	3♥/♠	Invitational; 1♥-3♠ splinter
	2♥/♠	5-9 with a fit; 1-2 splinter	3NT	12-15 with a fit
	2NT	16+ with a fit	4♣/♦	

2♣	2♦	0/1 controls	2♥/♠	2/3 controls
	other			

2♦	2♥	To play	3♣/♦	To play
	2♠	To play	3♥/♠	To play
	2NT	Enquiry	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	To play	4♣/♦	To play
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	
	3♦	Transfer to ♥s	4♦	
	3♥	Transfer to ♠s	4♥	
	3♠	Minor suit stayman	4♠	
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural
3♥/3♠	Natural
4♣	Natural
4♦	Natural
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 Lowest priority

Defence to 3NT opening X = take out - all other bids natural

Defence to opening Two's: Multi 2♦ X = values - all other bids natural

RCO style 2-s X = values - all other bids natural

Other 2-s X = values - all other bids natural

Defence to strong ♣ X = values - all other bids natural

Lebensohl Over NT interference

Other uses \_\_\_\_\_

Take out of 4 level pre-empts 4♣/4♦ \_\_\_\_\_

4♥ \_\_\_\_\_ 4♠ \_\_\_\_\_

## OTHER NOTES

Over our 1NT doubled, any bid is natural and non-forcing; pass demands a redouble from partner, responder then bids the lower of 2 four card suits or passes.


## 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 Splinters \_\_\_\_\_  
 Responses to strong 2 suit opening Control showing over 2C opening \_\_\_\_\_  
 Responses to 2NT opening Stayman/Transfers over strong 2NT bids \_\_\_\_\_

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: A/Q asks for COUNT, K asks for ATTITUDE \_\_\_\_\_  
 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 if giving signals \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: First discard only \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: (0/3, 1/4) \_\_\_\_\_  
 4♣ Gerber  when? After natural NT openings \_\_\_\_\_

### Other Conventions

Super Accepts: System on after all natural NT overcalls.  
 1NT - 2D/H 1NT rebid = 15-18 with checkback.  
 3H/S = Min, 4 trumps 1NT - Opp bids - X = Values (1-2-3 doubles)  
 New suit = Max, 4 tr, useles doubleton 1NT - Opp X - XX = Rescue, 5 card suit  
 2NT = Max, 4 tr, no useless doubleton 1NT - Opp X - Suit = Lower of 4+ card suits



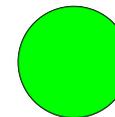
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## STANDARD SYSTEM CARD

Names: John Zollo Luke Matthews  
 ABF Nos: 200115 403741  
 Basic System: Acol Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+, 4+ 1♦ 11+, 4+ 1♥ 11+, 4+ 1♠ 11+, 4+  
 1NT 12-14 (occasionally 11) may contain 5 card major   
 2♣ Stayman: simple  extended  Other: May not have Major  
 Transfers 2♦ Hearts 2♥ Spades 2♠ Baron  
 2NT Weak C or D, or Other: Strong C and/or D  
 2♣ Strong. 20-22 balanced or Acol 2 or stronger  
 2♦ Weak 6 card major or 23-24 balanced  
 2♥ Hearts & Minor, 5-5, 5-9 HCP  
 2♠ Spades & Another, 5-5, 5-9 HCP  
 2NT Minors, 5-5, 5-9 HCP  
 3NT Gambling, solid minor, no outside A or K in 1st or 2nd position

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

TWERB to any level over opening natural Extensive use of splinter bids  
 1NT, 2NT, Strong 1C, or Strong 2C

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Weak Unusual NT 2 lowest unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) (11) 12-14  
 Immed cue of minor Highest unbid suit + another  
 Immed cue of major Highest unbid suit + another  
 Over opponent's 1NT (weak) TWERB  
 Over opponent's 1NT (strong) TWERB  
 Over weak twos Double for T/O  
 Over opening threes Double for T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+	2NT	16+, fit, asks partner to cue
	1♥/♠	6+, 4+	3♣	9-11, 4+ card support
	1NT	7-9	3♦	Flat 9-11, need help in a major
	2♣	6-9, 3+ trumps	3♥	Splinter
	2♦	Strong, good suit	3♠	Splinter
	2♥	Strong, good suit	3NT	To play
	2♠	Strong, good suit	4 bids	4C = RKCB in clubs

1♦	1♥/♠	6+, 4+	3♣	Strong, good suit
	1NT	6-9	3♦	9-11, 4+ card support
	2♣	9+, 4+	3♥	Splinter
	2♦	6-9, 3+ card support	3♠	Splinter
	2♥	Strong, good suit	3NT	To play
	2♠	Strong, good suit	4♦	RKCB in diamonds
	2NT	16+, fit, asks partner to cue	4 Other	4C splinter, 4H/S to play

1♥/♠	1NT	6-9	3♣	Splinter (Mini/Maxi)
	2♣	9+, 4+	3♦	Splinter (Mini/Maxi)
	2♦	9+, 4+	3♥/♠	9-11, 4 trumps
	2♥/♠	6-9	3NT	Flat game raise
	2NT	16+, fit, asks partner to cue	4♣/♦	Splinter, Midi

2♣	2♦	0/1 controls	2♥/♠	2H = 2 controls, etc
other	2NT 0/1 controls, 6-8 HCP			

2♦	2♥	Pass or correct	3♣/♦	One round force
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Reverse Ogust	3NT	To Play

2♥/♠	2NT	Relay	3NT	To play
	3♣/♦	Correctable	4♣/♦	Correctable
	3♥/♠	Raise is pre-emptive	4♥/♠	

2NT	3♣	To play	4♣	RKCB in clubs
	3♦	To play	4♦	RKCB in diamonds
	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♦	6 card suit to 2 of top 3 honours, invites 3NT
3♥/3♠	Strong, slam interest
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 with strong hand

Defence to opening Two's: Multi 2♦ 2NT = 16-18, Immediate double shows good

hand (1st double = values, 2nd = T/O, 3rd = penalties)

RCO style 2-s As for Multi 2D

Other 2-s As for Multi 2D

Defence to strong ♣ TWERB - All levels

Lebensohl Over NT interference

Other uses

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

4♥ Double 4♠ 4NT

## OTHER NOTES

1NT - P - 2NT - P

3C - P - Pass = To play

3D = To play

3H = Strong with clubs

3S = Strong with diamonds

3NT = Strong with both minors