

BASIC RESPONSES

Jump raises - minors limit forcing Other: Pre-emptive
 Jump raises - majors limit forcing Other: Pre-emptive
 Jump shifts after minor opening Exclusion bids (majors)
 Jump shifts after major opening Bergen raises (minors), Exclusion bids (majors)
 Responses to strong 2 suit opening 2C:2D = waiting (5+ hcp); 2H = double negative
 Responses to 2NT opening See inside of card

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: High = shift
 Signal on declarer's lead _____
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKC Other: CRO Blackwood
 4♣ Gerber when? _____

Other Conventions

Flannery 2D	Crowhurst
Bergen Raises	Inverted Minors
Jacoby 2NT	Forcing 1NT
Rubensohl	Two Over One Forcing
Drury	Kickback RKCBlackwood



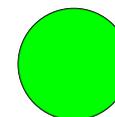
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STANDARD SYSTEM CARD

Names: Pat Sandercock Fiona Hickey
 ABF Nos: 69760 182958
 Basic System: Variable No Trump & 2 Over 1
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ (2) 11+ 1♦ (4) 11+ 1♥ (5) 11+ 1♠ (5) 11+
 1NT 10-12 hcp (not vul.); 15-18 hcp (vul.) may contain 5 card major
 2♣ Stayman: simple extended Other: K.E.R.I.
 Transfers 2♦ Hearts 2♥ Spades 2♠ Range Inquiry
 2NT Clubs Other: 2C:2D Transfer or invitational
 2♣ 8-9 playing tricks OR 20+ balanced OR game force
 2♦ Flannery (5 Hearts & 4 Spades) 11-15 hcp
 2♥ 5 (min) Hearts & a minor 5-10 hcp or 6+ Hearts 5-10 hcp
 2♠ 5 (min) Spades & a minor 5-10 hcp or 6+ Spades 5-10 hcp
 2NT 5/5 Majors, 5-10 hcp
 3NT 4-level minor suit pre-empt

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

1NT = 10-12 hcp (not vul.) 15-18 hcp (vul.) Two over one bids mostly forcing to game
 1C:2D = Clubs & 6-10 hcp Namyats
 1D:3C = Diamonds & 6-10 hcp 1NT forcing over majors

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S
 Jump overcalls 6-10 hcp Unusual NT See "OTHER NOTES"
 1NT overcall (immediate) 15-18 (re-opening) 12-14
 Immed cue of minor Michaels, 8-15 hcp
 Immed cue of major Michaels, 8-15 hcp
 Over opponent's 1NT (weak) D.O.N.T.
 Over opponent's 1NT (strong) D.O.N.T.
 Over weak twos Natural
 Over opening threes Michaels, 4NT minors

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4, 6-9 hcp or 16+ hcp	2NT 15+ hcp and Clubs
	1♥/♠	4, 5+ hcp	3♣ 6 Clubs, 0-5 hcp
	1NT	6-9 hcp	3♦ Splinter, 13+ hcp, no 4-card maj.
	2♣	6 Clubs, 11-14 hcp	3♥ Splinter, 13+ hcp, no 4-card maj.
	2♦	6 Clubs, 6-10 hcp	3♠ Splinter, 13+ hcp, no 4-card maj.
	2♥	6, 0-5 hcp	3NT 13-15 hcp
	2♠	6, 0-5 hcp	4 bids -
1♦	1♥/♠	4, 5+ hcp	3♣ 5 Diamonds, 6-10 hcp
	1NT	6-9 hcp	3♦ 5 Diamonds, 0-5 hcp
	2♣	5+ Clubs, 10+ hcp	3♥ Splinter, 13+ hcp, no 4-card maj.
	2♦	5 Diamonds, 11-14 hcp	3♠ Splinter, 13+ hcp, no 4-card maj.
	2♥	6, 0-5 hcp	3NT 13-15 hcp
	2♠	6, 0-5 hcp	4♦ Slam interest in Diamonds
	2NT	15+ hcp and Diamonds	4 Other 4 Clubs = Splinter, 13+ hcp
1♥/♠	1NT	6-12 hcp, forcing for 1 round	3♣ 4 of bid major, 6-9 hcp
	2♣	Game force, unless clubs repeat	3♦ 4 of bid major, 10-12 hcp
	2♦	Game force, unless d'mond rep.	3♥/♠ 4 of bid major, 0-5 hcp
	2♥/♠	6-9 hcp, 3 of bid suit	3NT 4333 shape, 13-15 hcp
	2NT	4 of bid major, 13+ hcp	4♣/♦ Splinter, 10+ hcp
2♣	2♦	5+ hcp (waiting)	2♥/♠ 2H = Double negative
	other	2S = 5+ Hearts, 2NT = 5+ Spades, 3C = 5+ Clubs, 3D = 5+ Diamonds	
2♦	2♥	3 Hearts	3♣/♦ 6 Clubs/Diamonds
	2♠	4 Spades	3♥/♠ Invitational Hearts/Spades
	2NT	Asking bid	3NT To play
2♥/♠	2NT	Asking bid	3NT To play
	3♣/♦	6 Clubs/D'monds, forcing 1 round	4♣/♦ -
	3♥/♠	Pre-emptive	4♥/♠ To play
2NT	3♣	Relay bid	4♣ Void in Clubs
	3♦	5-7 hcp, singleton Club	4♦ Void in Diamonds
	3♥	5-7 hcp, singleton Diamond	4♥ 6 Hearts, 5 Spades
	3♠	8-10 hcp, singleton Club	4♠ 6 Spades, 5 Hearts
	3NT	8-10 hcp, singleton Diamond	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦

3♥/3♠

4♣

4♦

4♥

4♠

Unusual NT: minors other suits lower 2 unbid suits

other A major & a minor

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities

Defence to 3NT opening

4C, 4D = both majors

Defence to opening Two's: Multi 2♦ Natural

RCO style 2-s

Other 2-s

Natural

Defence to strong ♣

Lebensohl

Over NT interference

Other uses After partner doubles weak 2 opening bid

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ Double

OTHER NOTES

Rubensohl - over NT interference

Unusual NT over a minor - a major and other minor

Unusual NT over a major - both minors

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening 16+ good suit
 Jump shifts after major opening 16+ good suit
 Responses to strong 2 suit opening Next suit neg.
 Responses to 2NT opening Baron and transfers

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x) NT
 Underlead Other: 3rd from Int. Seq. _____
 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 count when necessary
 Discards McKenney high encourage low encourage
 odd/even Other: odd encourage. Even McKenny
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? When NT range = 3 hcp

Other Conventions

Lebensohl _____
 Dopi Ropi _____
 Grand Slam Force _____
 Positive slam doubles _____
 skewed cues _____



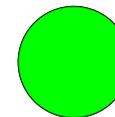
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STANDARD SYSTEM CARD

Names: Jane Tyson Margaret Gibbs
 ABF Nos: 162639 161829
 Basic System: Modified Standard
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3 1♦ 4 1♥ 4 1♠ 4
 1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ H 2♥ S 2♠ Either minor
 2 NT Invitational Other: _____
 2♠ 8 P.T. in any suit or 22-23 Balanced
 2♦ Game force
 2♥ 6-10 HCP 5-6 cards (could be stronger or weaker in 3rd, Intermediate in 4th)
 2♠ 6-10 HCP 5-6 cards (could be stronger or weaker in 3rd, Intermediate in 4th)
 2 NT 20-21 HCP balanced
 3 NT 4 level Minor suit pre-empt

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

Jump raises over X = very weak
 Jump shifts (responses) in comp = weak
 4C/4D = Strong major suit pre-empts

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT 2 suited, primarily for the minors
 1NT overcall (immediate) 15-18 (re-opening) 10-12
 Immed cue of minor Michaels, weak or strong
 Immed cue of major Michaels weak or strong
 Over opponent's 1NT (weak) Cappaletti
 Over opponent's 1NT (strong) Brozel
 Over weak twos Opt. X
 Over opening threes Opt. X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards, 6+ hcp	2NT 13-15 balanced
	1♥/♠	4+ cards, 6+ hcp	3♣ Forcing
	1NT	8-9 balanced	3♦ Splinter agreeing clubs
	2♣	4+ cards, 6-9 hcp	3♥ Splinter agreeing clubs
	2♦	16+hcp 6+ diamonds	3♠ Splinter agreeing clubs
	2♥	16+hcp 6+ Hearts	3NT 16-18 hcp
	2♠	16+hcp 6+ Spades	4 bids To play
1♦	1♥/♠	4+ cards, 6+ hcp	3♣ 16+hcp 6+ Clubs
	1NT	8-9 balanced	3♦ Forcing
	2♣	4+ clubs, 10+ hcp	3♥ Splinter agreeing clubs
	2♦	4+ cards, 6-9 hcp	3♠ Splinter agreeing clubs
	2♥	16+hcp 6+ Hearts	3NT 16-18 hcp
	2♠	16+hcp 6+ Spades	4♦ To play
	2NT	13-15 balanced	4 Other
1♥/♠	1NT	6-9 balanced	3♣ 16+hcp 6+ Clubs
	2♣	4+ clubs, 10+ hcp	3♦ 16+hcp 6+ Diamonds
	2♦	4+ diamonds, 10+ hcp	3♥/♠ Limit raise with 4 card support
	2♥/♠	3+ cards, 6-9 hcp	3NT 16-18 hcp balanced
	2NT	GF raise in majors	4♣/♦ Splinter
2♣	2♦	Negative fewer than 8 hcp	2♥/♠ Positive 5+ cards
	other	2NT = 8-10 bal, 3NT = 11-13 bal	
2♦	2♥	Negative fewer than 8 hcp	3♣/♦ Positive 5+ cards
	2♠	Positive 5+ cards	3♥/♠ Positive 5+ cards
	2NT	8-10 bal.	3NT 11-13 bal.
2♥/♠	2NT	Ogust, forcing enquiry	3NT To Play
	3♣/♦	Natural and forcing	4♣/♦ N/A
	3♥/♠	To Play	4♥/♠ To Play
2NT	3♣	Baron	4♣ Natural and forcing
	3♦	Transfer to H	4♦ Natural and forcing
	3♥	Transfer to S	4♥ To Play
	3♠	5S + 4H	4♠ To Play
	3NT	To Play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Natural and forcing

3♥/3♠ Natural and forcing

4♣ Gerber

4♦ N/A

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

X for penalties

Defence to opening Two's: Multi 2♦ H = T.O. of Hearts, X T.O of Spades

RCO style 2-s X= 16+hcp

Other 2-s X = take out if the suits are shown, otherwise X = 16+

Cue = takeout of transfer style 2s

Defence to strong ♣

Brozel, X = C+H, 1D = D+H, 1H = H+S, 1S = S+ min. 1NT=C+D

2 level bids weak. Same over 1C, P, 1D

Lebensohl

Over NT interference

Other uses over X of Opp. weak 2. and weak NT.

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

OTHER NOTES

Michaels Cue bids style up to the 4 level

Defence to 2NT= Minors, Skewed cue bids for T. O. X=16+

Defence to 2C = Majors, Skewed cue bids for T.O. X=16+

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Cue bid _____
 Jump shifts after major opening Cue bid _____
 Responses to strong 2 suit opening 2D neg _____
 Responses to 2NT opening 3C, 3D to play _____

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: McKenney _____
 Signal on declarer's lead McKenney _____
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? After Nt or 2C _____
 Other Conventions _____



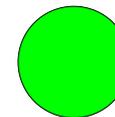
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STANDARD SYSTEM CARD

Names: Val Badcock Judy Mann
 ABF Nos: 330280 153702
 Basic System: _____ Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 2 11+ 1♦ 4 11+ 1♥ 5 11+ 1♠ 5 11+
 1 NT 15-18 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ 2H 2♥ 2S 2♠ 3c
 2 NT 3D Other: _____
 2♣ Stong: 8 playing tricks, 19+NT (ex. 23-24)
 2♦ Multi. Weak Major 6+ cards, 7+cards minor, or 2NT 23 hcp
 2♥ 5-10 hcp. 5 hearts 4-5 another
 2♠ 5-10 hcp. 5 spades 4-5 another
 2 NT 5-10 hcp 5/5 or 5/4 minors
 3 NT both majors 11-14 hcp

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

2NT take out over weak 2's _____
 3NT to play over pre emptive 3's _____

COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 2S
 Jump overcalls weak Unusual NT minors 5/5 or 5/4
 1NT overcall (immediate) 15-18 (re-opening) 12-14
 Immed cue of minor Michaels cue bid. Both majors
 Immed cue of major Michaels cue bid. Major and minor
 Over opponent's 1NT (weak) Cappelletti (modified)
 Over opponent's 1NT (strong) Cappelletti (modified)
 Over weak twos 2NT takeout
 Over opening threes 3NT to play

