

BASIC RESPONSES

Jump raises - minors limit forcing Other: 5 card support in ♣

Jump raises - majors limit forcing Other: 4 card support

Jump shifts after minor opening Strong - Game Force

Jump shifts after major opening Strong - Game Force

Responses to strong 2 suit opening 2♦ neg, all other bids 5 card suit (8+hcp or AK)

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: _____

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 (with a Singleton in Dummy - McKenney)

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage
odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: Minor suit Keycard

4♣ Gerber when? _____

Other Conventions

Drury _____ Long suit trials _____

4th suit forcing to game (except at 1 level) Dopi & Ropi _____

Splinters _____ Truscott raises _____

Support doubles to 3♣ _____

Cue raises _____



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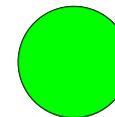
STANDARD SYSTEM CARD

Names: WENDY DRISCOLL DADIE GREENFELD

ABF Nos: 170331 129127

Basic System: STANDARD Brown Sticker

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 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣

2 NT ♦ Other: super accept in suit (step response=no super)

2♣ Game Force or 23+ flat hand

2♦ 6 card ♥ or ♠ or 20-22 hcp flat hand (in 4th position - 8 playing tricks in ♦)

2♥ 5/5(4) ♥ and ANOTHER, 6-10 HCP (in 4th position - 8 playing tricks in ♥)

2♠ 5/5(4) ♠ and A MINOR, 6-10 hcp (in 4th position - 8 playing tricks in ♠)

2 NT 5/5 minors, 6-10 hcp (in 4th position - flat hand 20-22 hcp)

3 NT Long Minor requests transfer to 4♣ - pass or correct to 4♦

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

Trash over op. NT & Precision Club Namyats

Support X's to 3♣

Blue Club overcalls

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) 11-12

Immed cue of minor Blue Club overcall - Extreme suits

Immed cue of major Blue Club overcall - Extreme suits

Over opponent's 1NT (weak) Trash - see Other Notes

Over opponent's 1NT (strong) Trash - see Other Notes

Over weak twos X = TO

Over opening threes X = TO

RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning | | | |
|---|-------|-----------------------------------|--------------------------------------|
| 1♣ | 1♦ | 6+ 4 card suit | 2NT 11-12, flat hand (no major) |
| | 1♥/♠ | 6+ 4 card suit | 3♣ Limit raise - 5 card suit |
| | 1NT | 8-10 hcp denies a major | 3♦ Splinter |
| | 2♣ | Limit raise 5 card suit | 3♥ Splinter |
| | 2♦ | Strong Game Force | 3♠ Splinter |
| | 2♥ | Strong Game Force | 3NT 13-15 flat hand |
| | 2♠ | Strong Game Force | 4 bids 4♣ minor keycard, maj to play |
| <hr/> | | | |
| 1♦ | 1♥/♠ | 6+ 4 card suit | 3♣ Strong Game Force |
| | 1NT | 6-10 hcp denies a major | 3♦ Limit raise |
| | 2♣ | Suit, one round force | 3♥ Splinter |
| | 2♦ | Limit raise | 3♠ Splinter |
| | 2♥ | Strong Game Force | 3NT 13-15 flat hand |
| | 2♠ | Strong Game Force | 4♦ Keycard |
| | 2NT | 11-12 hcp flat | 4 Other Majors to play |
| <hr/> | | | |
| 1♥/♠ | 1NT | 6-9 hcp | 3♣ Strong Game Force |
| | 2♣ | Forcing one round | 3♦ Strong Game Force |
| | 2♦ | Forcing one round | 3♥/♠ Limit raise, 4 card support |
| | 2♥/♠ | Limit raise | 3NT 12-14 hcp, flat 4 card support |
| | 2NT | 15+, fit with partner * see notes | 4♣/♦ Splinter |
| <hr/> | | | |
| 2♣ | 2♦ | Negative | 2♥/♠ 8+ hcp, 5 card suit or A & K |
| | other | 2NT - 8+ flat hand | |
| <hr/> | | | |
| 2♦ | 2♥ | Pass or correct | 3♣/♦ To play |
| | 2♠ | Pass or correct | 3♥/♠ Pass or correct |
| | 2NT | Forcing | 3NT To play |
| <hr/> | | | |
| 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♣ Keycard |
| | 3♦ | To play | 4♦ Keycard |
| | 3♥ | Forcing ask, cue singleton Major | 4♥ To play |
| | 3♠ | To play, NF | 4♠ To play |
| | 3NT | To play | other |

CONVENTIONS

Additional responses to 1NT

| | |
|-------|--------------------------------|
| 3♣/3♦ | Slam interest, cue bis follow |
| 3♥/3♠ | Slam interest, cue bids follow |
| 4♣ | Keycard in ♣ |
| 4♦ | Keycard in ♦ |
| 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

at one level

Game force

NT Checkback

Priorities

2♣ trans 2♦ NF; 2♦ Game Force

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = Take out

RCO style 2-s

X = 2 suits with clubs; 3♣ = 2 suits without clubs

Other 2-s

X = Take out; 2NT 15-18 if suits known

Defence to strong ♣

Trash see "Other notes"

Lebensohl

Over NT interference Slow shows

Other uses

Over take out X of weak two openings

Take out of 4 level pre-empt

4♣/4♦ X

4♥ X

4♠ 4NT = Take out

OTHER NOTES

Trash = <15 hcp: X = penalties; 2♣ trans to ♦ or ♥ & ♠; 2♦ trans to ♥ or ♠ & ♣;

2♥ trans ♠ or ♣ & ♦; 2♠ trans to 2NT = ♣ & ♥ or ♦ & ♠; 2NT trans to 3♣ or ♦ & ♥; 5/4

*After 1M - 2NT then 3 of another suit = singleton or void; 3M=strong; 3NT - flat minimum;

4 of another suit = second suit; 4M = weak, long suit

Blue Club lead against NT: Ace = AKx-R/Attitude; King = 3 of 5 top honours-R/Count;

Q = KQ or QJ10 - R/Attitude; J = QJx or J109-R/Attitude; 10=Tenace-R/Count

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted
 Jump raises - majors limit forcing Other: Barrage 0-5 hcp
 Jump shifts after minor opening Weak
 Jump shifts after major opening Weak
 Responses to strong 2 suit opening
 Responses to 2NT opening 3♣ pass or correct, 3♦ forcing

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

CONVENTIONS

4NT: Blackwood RKCB Other: MSKC
 4♣ Gerber when?

Other Conventions

Lebensohl
 DOPI/ROPI
 Splinters
 Cue bids
 Bergen raises



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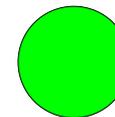


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STANDARD SYSTEM CARD

Names: VIV ZOTTI PAULINE HAMMOND
 ABF Nos: 313556 127140
 Basic System: Weak NT, 5 cd major, myxi 2's Brown Sticker
 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 11-14 may contain 5 card major
 2♣ Stayman: simple extended Other:
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣
 2 NT ♦ Other: Super accepts
 2♣ 8 pl trick ♣ or weak 6 cd ♦ or 5/5 ♥ & ♠ weak/strong or flat 19-20
 2♦ 8 pl trick ♦ or weak 6 cd ♥ or 5/5 ♠ & ♣ weak/strong or flat 21-22
 2♥ 8 pl trick ♥ or weak 6 cd ♠ or 5/5 ♦ & ♣ weak/strong or flat 23-24
 2♠ 8 pl trick ♠ or weak 6 cd ♣ or 5/5 ♥ & ♦ weak/strong or flat 25-26
 2 NT 5/5 weak/strong non touching suits or flat 27+
 3 NT Specific Ace ask

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

Myxi 2/s Cue bids
 Bergen raises
 Inverted minors

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls WEAK Unusual NT 2 lower suits
 1NT overcall (immediate) 15-18 hcp (re-opening) 11-14 hcp
 Immed cue of minor Michaels ♥/♠ - weak, intermediate & strong
 Immed cue of major Michaels Other Major/minor - weak, intermediate & strong
 Over opponent's 1NT (weak) Cappelletti: X=pen; 2♣=sgle suit; 2♦=maj; 2♥/♠=maj/min
 Over opponent's 1NT (strong) As above 2♥/♠ - maj/min 4/5 either way
 Over weak twos Suit natural, 2NT 15-19 with stopper, X = TO
 Over opening threes Suit natural, X = TO, 3NT to play

RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning | | | |
|---|-------|--------------------------------|------------------------------------|
| 1♣ | 1♦ | 4+ cards, 6+ hcp | 2NT 10-12 hcp flat no 4 cd major |
| | 1♥/♠ | 4+ cards 6+ hcp | 3♣ 5+ cards 0-5 hcp |
| | 1NT | 6-9 hcp may have 5♣ | 3♦ splinter |
| | 2♣ | 5+ cards 10+ hcp | 3♥ splinter |
| | 2♦ | | 3♠ splinter |
| | 2♥ | | 3NT 13-14 hcp flat no 4 card major |
| | 2♠ | | 4 bids Minor suit Key Card |
| <hr/> | | | |
| 1♦ | 1♥/♠ | 4+ cards 6+ hcp | 3♣ splinter |
| | 1NT | 6-9 hcp may have 5♦ | 3♦ 5+ cards 0-5 hcp |
| | 2♣ | 5+ cards 10+ hcp | 3♥ splinter |
| | 2♦ | 5+ cards 10+ hcp | 3♠ splinter |
| | 2♥ | | 3NT 13-14 hcp flat no 4 card major |
| | 2♠ | | 4♦ Minor suit Key Card |
| | 2NT | 10-12 hcp flat no 4 card major | 4 Other |
| <hr/> | | | |
| 1♥/♠ | 1NT | 6-9 hcp | 3♣ 4♥/♠ 6-9 hcp |
| | 2♣ | 4+ cards 10+ hcp | 3♦ 4♥/♠ 10-11 hcp |
| | 2♦ | 4+ cards 10+ hcp | 3♥/♠ 4♥/♠ 0-5 hcp |
| | 2♥/♠ | 3 cards 6-9 hcp | 3NT 4♥/♠ 12-15 hcp |
| | 2NT | Forcing 4+ ♥/♠ | 4♣/♦ Splinter |
| <hr/> | | | |
| 2♣ | 2♦ | Pass or correct | 2♥/♠ |
| | other | 2NT One round force | |
| <hr/> | | | |
| 2♦ | 2♥ | Pass or correct | 3♣/♦ |
| | 2♠ | | 3♥/♠ |
| | 2NT | Forcing for 1 round | 3NT |
| <hr/> | | | |
| 2♥/♠ | 2NT | Forcing | 3NT |
| | 3♣/♦ | Pass or correct | 4♣/♦ |
| | 3♥/♠ | | 4♥/♠ |
| <hr/> | | | |
| 2NT | 3♣ | Pass or correct | 4♣ |
| | 3♦ | Forcing 1 round | 4♦ |
| | 3♥ | | 4♥ |
| | 3♠ | | 4♠ |
| | 3NT | | other |

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam try

3♥/3♠ Slam try

4♣ Minor suit Key Card

4♦ Minor suit Key Card

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

Major fit & strength

Defence to 3NT opening

4♣=maj 5/5 11+ hcp; 4NT=min 5/5 11+hcp; X=16+ hcp

Defence to opening Two's: Multi 2♦ X = opening hand or better

RCO style 2-s

X = opening hand or better

Other 2-s

X = opening hand or better

Defence to strong ♣

Myxi 2's, suit natural

Lebensohl

Over NT interference Slow shows

Other uses

Take out of 4 level pre-empt

4♣/4♦ X = TO

4♥ X = TO

4♠ X = penalties, 4NT = TO 5/5+

OTHER NOTES

Responses to Specific Ace ask; 4♣ = no ace; 4♦/♥/♠ = that ace; 4NT = A♣

5♣ = A♣ and 1 above; 5♦ = A♦ and 1 above; 5♥ = A♥ and 1 above; 5♠ = A♠ and A♣

5NT = 2 non touching Aces

Over our 1NTX by opp, XX by partner denies a 5 card suit and asks for 4+ suit bids up the line < 6 hcp

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening 16+ 5+ suit natural
 Jump shifts after major opening 16+ 5+ suit natural
 Responses to strong 2 suit opening 2♣ = 0-7; 2♥, 2♠, 3♣, 3♦ +ve 5 card suit
 Responses to 2NT opening 3♣ = Pupper stay; 3♦ = ♥; 3♥ = ♠; 3♠ = m ask

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: A = attitude, K = count against suits
 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: Count, occasional suit preference on 2nd count card
 Signal on declarer's lead Count if necessary
 Discards McKenney cash NT out high encourage low encourage
 odd/even Other: Standard count, usually unwanted suits first
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? Response to 1NT opening

Other Conventions

| | |
|-----------------------------------|--|
| Splinters | Cues (Over 1x - int - 3x - suit is cue) |
| Long suit trials by opener | POR1, POD1 over int after 4NT enquiry |
| 1x - 2m - 3m by opener FG or 4m | Over DONTX, opp XX: pass is NF, 2♣ is p/c |
| Over our 1NTX, XX; no 5 card suit | Resp to pard's o'call: new suit 8+, 5 cd suit |
| Cue raises | 1NT: 8-12; Forced 2NT: 11-12 Jump 2NT: Opening Hand |



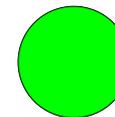
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STANDARD SYSTEM CARD

Names: KATE SMITH JILL DEL PICCOLO
 ABF Nos: 122874 214078
 Basic System: ACOL+ Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4 (very occ 3) 1♦ 4 1♥ 4 1♠ 4
 1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended Other: Invitational+
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣
 2 NT ♦ Other: 3x = Slam try
 2♣ Near GAME FORCE; 21+ Unbal, 23+ Bal. Repeat of opener's suit NF
 2♦ (
 2♥ (Weak 4-10 hcp, 5-7 card suit (may contain another suit)
 2♠ (
 2 NT (20) 21-22
 3 NT 6-5 minors weak

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

3NT: 6-5 minors weak
 Weak 2's usually 5 card suit nonvul and may contain another suit

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls As for weak 2 Unusual NT Lowest 2, 11-15
 1NT overcall (immediate) 15-18 (re-opening) 15-18
 Immed cue of minor Michaels: ♠/♥, 11-15
 Immed cue of major Michaels: OM/m, 11-15
 Over opponent's 1NT (weak) DONT: (X=1 suit(not ♠) or 16+; 2♣ = ♣ + x; 2♦ = ♦ + M
 Over opponent's 1NT (strong) (2♥ = ♥/♠; 2♠ = ♠
 Over weak twos X = TO, 2NT = 15-18 (14-16), CUE = Michaels
 Over opening threes X = TO. 3NT = natural. CUE = Strong 2 suiter

RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning | | | |
|---|-------------------------------------|---------|-------------------------------|
| 1♣ | 1♦ (5) 6+ hcp, 4+ suit | 2NT | FG 13+ Balanced raise, < 4M |
| | 1♥/♠ (| 3♣ | 10-12, 4 card raise |
| | 1NT 8-10, 4 cd raise, no other suit | 3♦ | (|
| | 2♣ 6-7, 4 cd raise | 3♥ | (Spl FG |
| | 2♦ (FG 16+ 5+ solid ♦ | 3♠ | (|
| | 2♥ (FG 16+ 5+ solid ♥ | 3NT | To play |
| | 2♠ (FG 16+ 5+ solid ♠ | 4 bids | 4♦ = Spl(void); 4M = natural |
| 1♦ | 1♥/♠ (5) 6_ hcp, 4+ suit | 3♣ | 6+ cards ♣, 16+ |
| | 1NT 6-10, < 4M | 3♦ | 10-12, 4 card raise, < 4M |
| | 2♣ 10+, 4+ ♣ rebid after new suit | 3♥ | (Spl FG |
| | 2♦ 6-9, 4+ support | 3♠ | (|
| | 2♥ FG 16+ 5+ solid ♥ | 3NT | To play |
| | 2♠ FG 16+ 5+ solid ♠ | 4♦ | PRE |
| | 2NT 13+ Balanced raise, < 4M | 4 Other | 4♣ = Spl; 4M = natural |
| 1♥/♠ | 1NT 6-10, NF | 3♣ | FG 16+ 5+ solid ♣ |
| | 2♣ (10+ Natural | 3♦ | FG 16+ 5+ solid ♦ |
| | 2♦ (| 3♥/♠ | 10-12, 4 card fit |
| | 2♥/♠ 6-9 hcp, 4 (occ 3) card fit | 3NT | To play |
| | 2NT FG M raise Balanced, 13+ | 4♠/♦ | Spl FG M raise |
| 2♣ | 2♦ Negative 0-7, denies A + K | 2♥/♠ | Positive 5+ ♥/♠ |
| | other 2NT: positive, no 5 card suit | | |
| ▶ | 2♥ (Natural invitational NF | 3♦ | To play |
| | 2♠/3♠ (| 3♥/♠ | Spl |
| | 2NT Enquiry, invitational+(15+) F1 | 3NT | Natural |
| 2♥/♠ | 2NT Enquiry, invitational+(15+) F1 | 3NT | Natural |
| | 3♠/♦ Natural invitational NF | 4♠/♦ | Spl |
| | 3♥/♠ To play | 4♥/♠ | To play |
| 2NT | 3♣ Pupper Stayman 5M ask | 4♣ | (Natural RKCB response if fit |
| | 3♦ ♥ | 4♦ | (|
| | 3♥ ♠ | 4♥ | (Natural |
| | 3♠ Minor suit enquiry, FG | 4♠ | (|
| | 3NT Natural | other | 4NT quantitative |

CONVENTIONS

Additional responses to 1NT

3♣/3♦ (Natural slam try, Cue if can, if not minimum misfit

3♥/3♠ (

4♣ Gerber

4♦

4♥ (To play

4♠ (

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

At one level

Game force

NT Checkback

Priorities

2♦ = min; other = max FG & shape up line

Defence to 3NT opening

4♣ = ♥/♠; 4♦ = ♠/♥

Defence to opening Two's: Multi 2♦ X = 16+ Bal; 2x, 3x = natural; 2NT: 15-18

3NT = to lay

RCO style 2-s

As for Multi

Other 2-s

X = TO of anchor suit; 2NT = 15-18

Defence to strong ♣

1x = Nat; X = weak majors, 4+/4+; 1NT = weak minors 4+/4+

2x and up = PRE 5+ cards

Lebensohl

Over NT interference Slow shows

Other uses

Over weak 2

Take out of 4 level pre-empts

4♠/4♦ X (4NT = Natural)

4♥ X; 4NT = ♣/♦ 4♣ 4NT; X = penalties / flat

OTHER NOTES

Over 1NT super accepts in M.s with 4 card fit; raise suit = min; 2NT - max, no doubleton new suit - max, doubleton in suit bid

1m = 2NT; 3m = min; 3 else = 16+, singleton/void; 3NT = 16+ flat

1M - 2NT; 3M = min; 3 else = min; sing/void; 3NT = 16+, flat; 4 else = 16+, sing/void

1♥ - 2NT - 4♥ = 16+. sing♠

1NT rebid after no resp: 17-20; Reopen 2NT(4th seat): 19-21; Jump 4th seat: Intermediate