

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_

Jump raises - majors limit  forcing  Other: \_\_\_\_\_

Jump shifts after minor opening Weak - less than 6 HCP

Jump shifts after major opening \_\_\_\_\_

Responses to strong 2 suit opening 2♦ negative or waiting

Responses to 2NT opening Puppet Stayman

## 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: Top

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

Other: \_\_\_\_\_

Signal on declarer's lead Low Encourage

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_

4♣ Gerber  when? \_\_\_\_\_

Other Conventions




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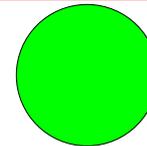
## STANDARD SYSTEM CARD

Names: Julie Day Marion Spurrier

ABF Nos: 479934 392936

Basic System: Standard American Brown Sticker

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 15-18 may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ Hearts 2♥ Spades 2♣ ♣♦

2 NT Invitational Other: \_\_\_\_\_

2♣ 4 Loser Hand

2♦ Game Force

2♥ Weak 6-9 HCP, should be 6-card suit

2♠ Weak 6-9 HCP, should be 6-card suit

2 NT 20-22 HCP, may contain 5-card major

3 NT Gambling

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


## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Variable Unusual NT Minors or 2 lower unbid suits

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos Double

Over opening threes Double

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦, 6+ HCP	2NT	
	1♥/♠	4+ ♥/♠, 6+HCP	3♣	
	1NT	6-9 HCP, denies a major	3♦	
	2♣	Natural, 6-9 HCP	3♥	
	2♦	0-5 HCP, 6+ ♦	3♠	
	2♥	0-5 HCP, 6+ ♥	3NT	
	2♠	0-5 HCP, 6+ ♠	4 bids	

1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	0-5 HCP, 6+ ♣
	1NT	6-9 HCP, denies major	3♦	10-11 HCP
	2♣	10+ HCP, 4+ ♣	3♥	
	2♦	6-9 HCP, 4+ ♦	3♠	
	2♥	0-5 HCP, 6+ ♥	3NT	12-14 HCP, denies major
	2♠	0-5 HCP, 6+ ♠	4♦	
	2NT	10-11 HCP, denies major	4 Other	

1♥/♠	1NT	6-9 HCP, denies 4+ ♠	3♣	0-5 HCP, 6+ ♣
	2♣	10+ HCP, natural	3♦	0-5 HCP, 6+ ♦
	2♦	10+ HCP, natural	3♥/♠	Limit raise
	2♥/♠	6-9 HCP, 3+ ♥/♠	3NT	12-14 HCP
	2NT	10-11 HCP, natural	4♣♦	

2♣	2♦	Negative or waiting	2♥/♠	Natural positive 5+ suit
	other	2NT = Double negative		

2♦	2♥	Negative or waiting	3♣♦	Natural positive, 5+ suit
	2♠	Natural positive, 5+ ♠	3♥/♠	
	2NT	Nat positive, denies 5-card Suit	3NT	

2♥/♠	2NT	Feature Ask	3NT	To Play
	3♣♦	Natural, non-forcing	4♣♦	
	3♥/♠	Invitational	4♥/♠	To Play

2NT	3♣	Puppet Stayman	4♣	
	3♦	Transfer to ♥	4♦	
	3♥	Transfer to ♠	4♥	
	3♠		4♠	
	3NT	To Play	other	4NT = Simple Blackwood

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦

3♥/3♠

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 Double = Penalties (always optional)

Defence to opening Two's: Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣ Capelletti

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ Double = take out (always optional)

4♥ Double = T/O 4♠ Double = Penalties

# OTHER NOTES

## 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 WAITING \_\_\_\_\_

Responses to 2NT opening BARON \_\_\_\_\_

## PLAY CONVENTIONS

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

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

Underlead  Other: \_\_\_\_\_

Four or more with an honour 4th highest  NT attitude

3rd/5th  Other: \_\_\_\_\_

From 4 small 2nd highest  S Other: \_\_\_\_\_

From 3 cards (no honour) top  middle  S bottom

Signal on partner's lead: high encourage  S low encourage

Other: \_\_\_\_\_

Signal on declarer's lead \_\_\_\_\_

Discards McKenney  high encourage  S low encourage

odd/even  Other: \_\_\_\_\_

Count natural  S reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_

4♣ Gerber  when? OVER NT \_\_\_\_\_

### Other Conventions

MICHAELS, CAPALETTI, BARON \_\_\_\_\_

MULTIS, UNUSUAL NT \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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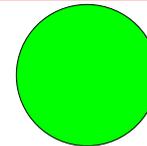
## STANDARD SYSTEM CARD

Names: Sara TISHLER Rena KAPLAN

ABF Nos: 149039 31968

Basic System: \_\_\_\_\_ Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 \_\_\_\_\_ 1♦ 4 \_\_\_\_\_ 1♥ 4 \_\_\_\_\_ 1♠ 5 \_\_\_\_\_

1 NT 12-14 \_\_\_\_\_ may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ H \_\_\_\_\_ 2♥ S \_\_\_\_\_ 2♣ MINOR \_\_\_\_\_

2 NT QUANTATIVE \_\_\_\_\_ Other: \_\_\_\_\_

2♠ GAME FORCE 22 PLUS OR 9 TRICKS \_\_\_\_\_

2♦ MULTI WEAK 6 CARD MAJOR \_\_\_\_\_

2♥ 5H PLUS 3 OR 4 MINOR DEPENDING ON VULNERABILITY \_\_\_\_\_

2♠ 5S " " " " \_\_\_\_\_

2 NT 20-22 HCP \_\_\_\_\_

3 NT GAMBLING \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4S \_\_\_\_\_ Responsive doubles through \_\_\_\_\_

Jump overcalls WEAK \_\_\_\_\_ Unusual NT \_\_\_\_\_ Minors \_\_\_\_\_

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

Immed cue of minor SHOWS MAJORS \_\_\_\_\_

Immed cue of major SHOWS OTHER MAJOR \_\_\_\_\_

Over opponent's 1NT (weak) CAPALETTI \_\_\_\_\_

Over opponent's 1NT (strong) CAPALETTI \_\_\_\_\_

Over weak twos X \_\_\_\_\_

Over opening threes X \_\_\_\_\_

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6 points plus 4 d plus	2NT	10-12 hcp denies major
	1♥/♠	6 points plus 4 h plus	3♣	10-12 hcp c support denies major
	1NT	8-10 hcp	3♦	cue bid in c
	2♣	5-9 hcp 4 plus c	3♥	cue bid in c
	2♦	less than 6 hcp 6 plus d	3♠	cue bid in c
	2♥	less than 6 hcp 6 plus h	3NT	13 plus hcp to play
	2♠	less than 6 hcp 6 plus s	4 bids	c invitational to game other same as 3

1♦	1♥/♠	hcp plus 4 plus h/s	3♣	cue bid in c agreeing d
	1NT	6-9 hcp denies 4 card major	3♦	10-12 hcp 4 plus d
	2♣	10 plus hcp 5 plus c	3♥	cue bid in h agreeing d
	2♦	6-9 hcp 4 plus d denies major	3♠	cue bid in s agreeing d
	2♥	less than 6 hcp 6 plus h	3NT	13 hcp to play
	2♠	less than 6 hcp plus 6 plus s	4♦	invitational to game in d
	2NT	10-12 hcp denies 4 major	4 Other	to play in their suit

1♥/♠	1NT	6-9 hcp less than 4 in h less 3 in s	3♣	cue bid in c agreeing h/s
	2♣	10 plus hcp 4 plus c	3♦	cue bid in d agreeing h/s
	2♦	10 plus hcp 4 plus d	3♥/♠	10-12 hcp
	2♥/♠	6-9 hcp	3NT	13 plus denying support to play
	2NT	10-12 hcp flat type hand	4♣/♦	cue bid game try

2♣	2♦	waiting	2♥/♠	n/a
	other	n/a		

2♦	2♥	reply to multi pass or correct to s	3♣/♦	n/a
	2♠	agrees h pass or correct h	3♥/♠	n/a
	2NT	enquiry re majors	3NT	big hand to play

2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	pass	4♣/♦	pass
	3♥/♠	quantative	4♥/♠	pass

2NT	3♣	bid 4 card suits up the line	4♣	natural
	3♦	transfer to h	4♦	natural
	3♥	transfer to s	4♥	to play
	3♠	transfer to minor	4♠	to play
	3NT	to play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	slam try
3♥/3♠	slam try
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 \_\_\_\_\_

Defence to 3NT opening lead major \_\_\_\_\_

Defence to opening Two's: Multi 2♦ x with points 2nd x penalty 3rd x take out

RCO style 2-s as above

Other 2-s x with points 2nd x penalty 3rd x take out

Defence to strong ♣ 2c, shows c and sp 2d shows d and h 1nt majors 2 nt minors

Lebensohl Over NT interference

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

Take out of 4 level pre-empts 4♣/4♦ x

4♥ x 4♠ x

# OTHER NOTES

michaels  
blackwood  
natural carding  
natural signals  
capelletti over opps nt

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: <9 pints 5 trumps

Jump raises - majors limit  forcing  Other: <9 points 5 trumps

Jump shifts after minor opening splinter

Jump shifts after major opening splinter

Responses to strong 2 suit opening

Responses to 2NT opening puppet stayman, transfers

## 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: attitude

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 attitude

Discards McKenney  high encourage  low encourage

odd/even  Other:

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 03 14 25 2 with Qtrumps

4♣ Gerber  when?

### Other Conventions

cue raises

4th suit forcing to game

system off after NT interference

system on after 1NT doubled



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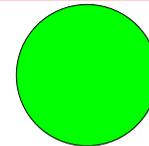
## STANDARD SYSTEM CARD

Names: Terri Kay Jan Tunks

ABF Nos: 139807 231932

Basic System: ACOL Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 11+ 1♦ 4 11+ 1♥ 4 11+ 1♠ 4 11+

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple  extended  Other:

Transfers 2♦ H 2♥ S 2♠ C

2 NT D Other: super accepts

2♣ Game force

2♦ multi - weak major or 21-22 semi balanced

2♥ 5/5 hearts and another - less than an opening

2♠ 5/5 spades and a minor - less than an opening

2 NT minors - less than an opening

3 NT specific ace ask

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

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls weak Unusual NT lower unbid suits

1NT overcall (immediate) 15 -18 (re-opening) 9-12

Immed cue of minor michaels

Immed cue of major michaels

Over opponent's 1NT (weak) cappaletti

Over opponent's 1NT (strong) cappaletti

Over weak twos x strong 16+ suit competitive

Over opening threes x strong 16+ suit competitive

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4 6+	2NT	10-12 / 16+4C flat hand
	1♥/♠	4 6+	3♣	less than 9 points 5+clubs
	1NT	6-9	3♦	splinter
	2♣	5-9 4C no other 4 card suit	3♥	splinter
	2♦	splinter	3♠	splinter
	2♥	splinter	3NT	13-15 4C flat hand
	2♠	splinter	4 bids	

1♦	1♥/♠	4 H 6+ p	3♣	splinter
	1NT	6-9 no 4card spade	3♦	less than 9 points 5+ diamonds
	2♣	10+ 5+clubs	3♥	splinter
	2♦	5-9 4D	3♠	splinter
	2♥	splinter	3NT	13-15 4 Diamonds flat hand
	2♠	splinter	4♦	key card
	2NT	10-12/ 16+ 4D flat hand	4 Other	

1♥/♠	1NT	6-9 not 4 spades	3♣	splinter
	2♣	10+ 5+clubs	3♦	splinter
	2♦	10+ 5+diamonds	3♥/♠	less than 9 points 5+ H/S
	2♥/♠	5-9 4 H/S	3NT	13-15 4H/S flat hand
	2NT	10-12/16+ 4H/S flat hand	4♣♦	splinter

2♣	2♦	waiting bid - less than A and K	2♥/♠	positive 5 H/S
	other	2NT no 5 card suit - at least A and K		

2♦	2♥	pass or correct	3♣♦	
	2♠	positive in hearts	3♥/♠	
	2NT	enquiry	3NT	

2♥/♠	2NT	enquiry	3NT	
	3♣♦	pass or correct	4♣♦	
	3♥/♠	raise	4♥/♠	

2NT	3♣	pass or correct	4♣	invitational
	3♦	better diamonds	4♦	invitational
	3♥	forcing	4♥	to play
	3♠	forcing with S suit	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam try
3♥/3♠	slam try
4♣	
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

Defence to opening Two's:                      Multi 2♦    X 16+    2NT 15-18 balanced

RCO style 2-s

Other 2-s

Defence to strong ♣                      cappaletti

Lebensohl                      Over NT interference

Other uses

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

4♥ X                      4♠ 4NT

## OTHER NOTES