

## BASIC RESPONSES

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

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

Jump shifts after minor opening    Weak 6+ cards

Jump shifts after major opening    Weak 7+ cards

Responses to strong 2 suit opening    Control showing

Responses to 2NT opening    3D forcing enquiry all other bids pass or correct

## PLAY CONVENTIONS

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

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

Underlead     Other: underlead with doubleton AK

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

From 4 small    2nd highest     Other: 4th NT

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 if appropriate

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 3014

4♣    Gerber     when? over NT opening

### Other Conventions

Lebensohl	Minorwood
Michaels (super and leaping)	Dopi, Ropi
Splinters	Support doubles and redoubles
Jacoby 2NT over major opening	
Fourth suit forcing to game	



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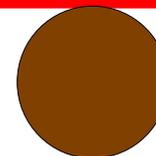
## STANDARD SYSTEM CARD

Names:    Helen Milward    Robert Milward

ABF Nos:    23884    43222

Basic System:    Acol/Standard hybrid

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    4(3) 11+    1♦    4 11+    1♥    4 11+    1♠    5 11+

1 NT    14 - 16    may contain 5 card major

2♣ Stayman:    simple     extended     Other: Lavings (5 card ask)

Transfers    2♦ to hearts    2♥ to spades    2♠ to clubs

2 NT    to diamonds    Other: super accepts

2♠    Game force except after 2D response from partner

2♦    Weak 6 card major or 21-23 HCP balanced

2♥    2 X 5 card suits same COLOUR Less than opening points

2♠    2 X 5 card suits same RANK Less than opening points

2 NT    2 ODD 5 card suits (C + H or D + S) Less than opening points

3 NT    Gambling

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

Weak jump shifts (0-6 HCP 6+ card suit)

## COMPETITIVE BIDDING

Negative doubles through    3S    Responsive doubles through

Jump overcalls    Weak    Unusual NT    Minors

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

Immed cue of minor    Michaels (5/5 majors)

Immed cue of major    Michaels (5/5 minor and other major)

Over opponent's 1NT (weak)    CRO X=penalty, 2C=colour, 2D=rank, 2NT=odd

Over opponent's 1NT (strong)    CRO X=colour, 2C=rank, 2D=odd

Over weak twos    X

Over opening threes    X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ D 6+ HCP	2NT	10 - 12 HCP no major
	1♥/♠	4+ H/S 6+ HCP	3♣	4+ C 10-12
1NT		6 - 9/10 HCP (no major)	3♦	splinter (singleton or void)
2♣		4+ C 6 - 9 HCP	3♥	splinter (singleton or void)
2♦		6+ D 0 - 6 HCP	3♠	splinter (singleton or void)
2♥		6+ H 0 - 6 HCP	3NT	13 - 15 HCP no major
2♠		6+ S 0 - 6 HCP	4 bids	

1♦	1♥/♠	4+ H/S 6+ HCP	3♣	7+ C 0 - 6 HCP
1NT		6 - 9/10 HCP (no major)	3♦	7+ D 0 - 6 HCP
2♣		4+ C 10+ HCP	3♥	splinter (singleton or void)
2♦		4+ D 6 - 9 HCP	3♠	splinter (singleton or void)
2♥		6+ D 0 - 6 HCP	3NT	13 - 15 HCP no major
2♠		6+ D 0 - 6 HCP	4♦	Minorwood keycard ask
2NT		10 - 12 HCP no major	4 Other	

1♥/♠	1NT	6 - 9/10 HCP	3♣	7+ C 0 - 6 HCP
	2♣	4+ C 10+ HCP	3♦	7+ D 0 - 6 HCP
	2♦	4+ D 10+ HCP	3♥/♠	limit raise 10 - 12
	2♥/♠	1H-2H 4+ 6-9 1H-2S 6+ 0-6	3NT	13 - 15 HCP
	2NT	Jacoby 13+ 4 card trump support	4♣/♦	splinter (singleton or void)

2♣	2♦	<2 controls <6 HCP	2♥/♠	2H=<2 ctrl 6+ 2S=2 ctrl
other		control showing in increments K=1 control, A = 2 controls		

2♦	2♥	Pass or correct	3♣/♦	
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Forcing enquiry	3NT	

2♥/♠	2NT	Forcing enquiry	3NT	
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Pass or correct	4♥/♠	Pass or correct

2NT	3♣	Pass or correct	4♣	Pass or correct
	3♦	Forcing enquiry	4♦	Pass or correct
	3♥	Pass or correct	4♥	Pass or correct
	3♠	Pass or correct	4♠	Pass or correct
	3NT		other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Forcing, slam interest
3♥/3♠	Forcing, 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 X \_\_\_\_\_

Defence to opening Two's: Multi 2♦ X = suit bid NT = 15 - 18 bal

RCO style 2-s X = suit bid NT = 15 - 18 bal

Other 2-s X Leaping Michaels

Defence to strong ♣ CRO X = colour 1D = Rank 1NT = Odd

Lebensohl Over NT interference

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

Take out of 4 level pre-empts 4♣/4♦ X

4♥ 4♠ 4NT

## OTHER NOTES

Redouble shows limit raise or better in opener's suit

Puppet stayman over 2C/D opening - 2NT rebid

1NT - 2C asks for 5 card major, after response, 3C = baron, 3D = 4 card stayman

## BASIC RESPONSES

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

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

Jump shifts after minor opening    \_\_\_\_\_

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

Responses to strong 2 suit opening    \_\_\_\_\_

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

## 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: Count except lead of Ace

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? \_\_\_\_\_

### Other Conventions

herbert negatives    \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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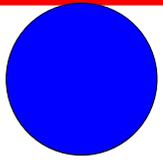
## STANDARD SYSTEM CARD

Names:    mike robson    betty lee

ABF Nos:    106941    105449

Basic System:    Precision    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    16+ 0    1♦    11-15; 2    1♥    11-15; 5    1♠    11-15; 5

1 NT    13-15    may contain 5 card major

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

Transfers    2♦    2H    2♥    2S    2♣    3C

2 NT    invite    Other: \_\_\_\_\_

2♣    11-15; 5; may have 4 card major

2♦    multi

2♥    11-13. 4S + 4 or 5H[ flannery type]

2♠    6-10; 5S + 5Minor

2 NT    6-10 ; 5H + 5Minor

3 NT    Gambling

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through    2S    Responsive doubles through    2S

Jump overcalls    14-16    Unusual NT    Minors

1NT overcall (immediate)    16-18    (re-opening)

Immed cue of minor    Michaels

Immed cue of major    ditto

Over opponent's 1NT (weak)    DO see notes

Over opponent's 1NT (strong)    Ditto

Over weak twos    X Take out

Over opening threes    Ditto

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7;0	2NT	8+ 4.4.4.1 Single C
	1♥/♠	8+ ;5	3♣	Ditto D
	1NT	11+	3♦	Ditto H
	2♣	8+;5	3♥	
	2♦	Ditto	3♠	
	2♥	8+;4;4;4;1 Single S	3NT	
	2♠	8-10 Balanced	4 bids	

1♦	1♥/♠	8+;4	3♣	Slam Interest 5
	1NT	6-12 ; Not forcing	3♦	0-9;5
	2♣	10+;4	3♥	
	2♦	10+;5	3♠	
	2♥	Slam interest 5	3NT	13-15
	2♠	ditto	4♦	
	2NT	16+ balanced	4 Other	To Play

1♥/♠	1NT	8+ Forcing	3♣	Slam interest 5
	2♣	Trump ask	3♦	ditto
	2♦	10+; 5	3♥/♠	Invite
	2♥/♠	8-10; 3	3NT	13-15
	2NT	16+ balanced	4♣/♦	splinter

2♣	2♦	ask	2♥/♠	9+ ;5
	other			

2♦	2♥	pass or correct	3♣/♦	forcing
	2♠	H support	3♥/♠	ditto
	2NT	ask	3NT	to play

2♥/♠	2NT	Ask	3NT	
	3♣/♦		4♣/♦	
	3♥/♠	invite	4♥/♠	

2NT	3♣	pass or correct	4♣	
	3♦		4♦	
	3♥		4♥	
	3♠		4♠	
	3NT		other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	invite game
3♥/3♠	game forcing
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 \_\_\_\_\_

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

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

Defence to strong ♣                      1H/S = 3 + honour or genuine 5 card suit

Lebensohl                      Over NT interference  \_\_\_\_\_

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

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

4♥ ditto                      4♠ ditto

## OTHER NOTES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## 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 2♦ negative or waiting \_\_\_\_\_

Responses to 2NT opening Transfers and Baron \_\_\_\_\_

## PLAY CONVENTIONS

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

Sequence leads: Overlead all  All except AK x (x)   
Underlead  Other: Overlead all except AK bare \_\_\_\_\_

Four or more with an honour 4th highest  attitude   
3rd/5th  Other: Odd card \_\_\_\_\_

From 4 small 2nd highest  Other: Even card, McKenny \_\_\_\_\_

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage   
Other: Odd encouraging, even McKenny \_\_\_\_\_

Signal on declarer's lead Odd encouraging, even McKenny \_\_\_\_\_

Discards McKenny  high encourage  low encourage   
odd/even  Other: Odd encouraging, even McKenny \_\_\_\_\_

Count natural  reverse  Natural when used \_\_\_\_\_

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 3041 \_\_\_\_\_

4♣ Gerber  when? Only over direct NT openings \_\_\_\_\_

### Other Conventions

Truscott raises in all suits \_\_\_\_\_

DOPI and ROPI \_\_\_\_\_

Checkback on NT bids \_\_\_\_\_

Swine \_\_\_\_\_

4th suit forcing \_\_\_\_\_



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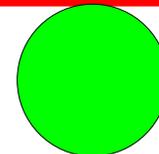
## STANDARD SYSTEM CARD

Names: David Harrison Lech Kaszubski

ABF Nos: 161934 311464

Basic System: Acol Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+ 3 1♦ 10+ 4 1♥ 10+ 4 1♠ 10+ 5

1 NT 12 to 14 may contain 5 card major

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

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to 3♣/3♦

2 NT Invitational Other: 3♣ Baron \_\_\_\_\_

2♣ Unlimited strong \_\_\_\_\_

2♦ 7 or 8 playing tricks in any suit \_\_\_\_\_

2♥ Weak ♥ and another suit \_\_\_\_\_

2♠ Weak ♠ and a minor \_\_\_\_\_

2 NT 21 to 22 \_\_\_\_\_

3 NT Direct ace ask \_\_\_\_\_

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

Immediate cue bid of a minor is natural \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 2♠

Jump overcalls 7/8 p.tricks Unusual NT For the minors and lower unbid

1NT overcall (immediate) 15 to 17 (re-opening) 10/11

Immed cue of minor Natural

Immed cue of major Usually control - one round force

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Brozel

Over weak twos X

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ and 4♦	2NT	12+ and 4+♣
	1♥/♠	5+ and 4♥/♠	3♣	10/11 and 5♣
	1NT	5 to 8	3♦	
	2♣	5 to 8 and 4+♣	3♥	
	2♦	weak 6 cd suit, less than 6 pts	3♠	
	2♥	weak 6 cd suit, less than 6 pts	3NT	12 to 14 flat hand
	2♠	weak 6 cd suit, less than 6 pts	4 bids	

1♦	1♥/♠	5 and 4♥/♠	3♣	weak 6 card suit
	1NT	5 to 8	3♦	10 to 11 and 4♦
	2♣	9+ and 4+♣	3♥	
	2♦	5 to 9 and 4+♦	3♠	
	2♥	weak 6 cd suit, less than 6 pts	3NT	12 to 14 flat hand
	2♠	weak 6 cd suit, less than 6 pts	4♦	
	2NT	12+ and 4+♦	4 Other	

1♥/♠	1NT	5 to 8	3♣	weak 6 cd suit, less than 6 pts
	2♣	9+ and 5♣	3♦	weak 6 cd suit, less than 6 pts
	2♦	9+ and 5♦	3♥/♠	10 to 11 and 4(3+♥/♠)
	2♥/♠	5 to 9 and 3+♥/♠	3NT	12 to 14 flat hand, max 2♥/♠
	2NT	12+ and 4+♥/♠	4♣/♦	

2♣	2♦	negative or waiting	2♥/♠	natural and positive, A&Kor 8+
other		2/3NT aceless 8 to 10/11 to 12, 3 any = positive with (semi)solid suit		

2♦	2♥	natural and positive	3♣/♦	natural and positive
	2♠	natural and positive	3♥/♠	solid suit
	2NT	negative or waiting	3NT	to play

2♥/♠	2NT	Enquiry	3NT	to play
	3♣/♦	correctable	4♣/♦	invitational and correctable
	3♥/♠	natural	4♥/♠	to play

2NT	3♣	Baron (bid 4 cd suits up line)	4♣	gerber
	3♦	transfer to ♥	4♦	
	3♥	transfer to ♠	4♥	
	3♠	both minors 4/4 min	4♠	
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	baron - bid 4 cd suits up line, looking for minor fit
3♥/3♠	
4♣	gerber
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                      point range, then major support

Defence to 3NT opening                     

Defence to opening Two's:                      Multi 2♦                      X for takeout usually at least 15/16 pts,

2NT = 15/18 both majors stopped

RCO style 2-s                     

Other 2-s                     

Defence to strong ♣                      Brozel style                     

Lebensohl                      Over NT interference

Other uses                     

Take out of 4 level pre-empts                      4♣/4♦                      x for take out

4♥                      X for take out                      4♠                      4NT for minors

## OTHER NOTES

After 2♥- 2NT, 3♣ = min ♥ & ♣                      After 2♠-2NT, 3♣ = min ♠ & ♣

3♦ = min ♥ & ♦                      3♦ = min ♠ & ♦

3♥ = min ♥ & ♠                      3♥ = max ♠ & ♣

3♠ = max ♥ & ♠                      3♠ = max ♠ & ♦

3NT max ♥ & minor