

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 3-6 Pre-emptive
Jump shifts after minor opening	2H=11-12 2S=limit raise: to other minor =7-9 raise		
Jump shifts after major opening	Bergen Raises 3♣ 7-9,4+supp,3♦ 10-12 4c supp		
Responses to strong 2 suit opening	2♦ 4-7,2♥ 0-3,others natural 8+		
Responses to 2NT opening	Puppet stayman, transfers,3S= 5S + 4H		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: Coded 9's & 10's
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input type="checkbox"/>	Other: Top v NT
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other:	
Signal on declarer's lead	Count where applicable	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Odd enc Even McKenney	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 14-30
4♣	Gerber <input checked="" type="checkbox"/>	when?	Opening NT bids & NT rebids. 2C-2NT

### Other Conventions

Jacoby 2NT raises	Lebensohl
Cue raises	2 way checkback
Support X /XX	4th Suit forcing
Drury after 3rd/4th seat Major opening	Long suit trials
Swine, Ogust	Splinters, DOPI ROPI



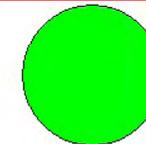
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## STANDARD SYSTEM CARD

Names:	Ros Walsh	Judy Bills
ABF Nos:	612723	264210
Basic System:	Standard	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



Click circle for color

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>
1♣ 3 11+	1♦ 3 11+	1♥ 5 11+	1♠ 5 11+	
1 NT 15-17				may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:	
Transfers	2♦ ♥	2♥ ♠	2♣ ♣	
2 NT ♦	Other:			
2♣	Strong - Game force			
2♦	Weak 6 card suit 5-9			
2♥	Weak 6 card suit 6-9			
2♠	Weak 6 card suit 6-9			
2 NT	20-21			
3 NT	Gambling, Long solid minor, no outside stop			

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


## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	2S
Jump overcalls	Weak ex 4th pos	Unusual NT	minors or lower suits
1NT overcall (immediate)	15-18 (SO)	(re-opening)	11.14 (SO)
Immed cue of minor	Major suits 5/5		
Immed cue of major	Other Major + minor 5/5		
Over opponent's 1NT (weak)	X= Pen.2C=5 /4 in M, 2D=S S Minor 2M = 5M+4m		
Over opponent's 1NT (strong)	X= 5minor +4Major 2C=5/4Majors2D=SSM,2M=M+m		
Over weak twos	XTO with Lebensohl, Leaping Michaels		
Over opening threes	X TO, Non Leaping Michaels		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ 4+♦	2NT 13-15 or 19+, no 4 card M
	1♥/♠	6+ 4+ ♥♠	3♣ Pre-emptive
	1NT	8-10, no 4 card M	3♦
	2♣	GF, no 4 card M	3♥ Singleton or void 5+ ♣
	2♦	7-9, 5+♣, no 4 card M	3♠ Singleton or void 5+♣
	2♥	11-12, no 4 card M	3NT 16-18 Balanced
	2♠	10-12, limit raise, no 4 card M	4 bids 4♣ RKC♣, 4♥/♠ to play
1♦	1♥/♠	6+ 4+♥/♠	3♣ 7-9 4+♦, no 4 card M
	1NT	6-10, no 4 card M	3♦ Pre-emptive, no 4 card M
	2♣	10+, 4+ ♣	3♥ Singleton or void, 4+ ♦
	2♦	GF, 4+♦, no 4 card M	3♠ Singleton or void, 4+ ♦
	2♥	11-12, no 4 card M	3NT 16-18 Balanced
	2♠	10-12, limit raise, no 4 card M	4♦ RKC ♦
	2NT	13-15 or 19+, no 4 card M	4 Other 4♥♠ to play
1♥/♠	1NT	6-10	3♣ 16+, 6+ ♣
	2♣	10+, 4+ ♣	3♦ 16+, 6+ ♦
	2♦	10+, 4+ ♦	3♥/♠ 3-6 Pre-emptive
	2♥/♠	6-9, 3+♥/♠	3NT 16-18 Balanced
	2NT	12+, 4+ ♥/♠	4♣/♦ Splinter
2♣	2♦	4-7	2♥/♠ 2♥0-3, 2♠ natural
	other	2NT=8-10, 3♣♦♥ 8+ 5card suit, 3NT+ 11-12	
2♦	2♥	Forcing 5+♥	3♣/♦ 3♣ Forcing, 3♦ Pre-emptive
	2♠	Forcing, 5+♠	3♥/♠ Pre-emptive
	2NT	Asking - Ogust	3NT To play
2♥/♠	2NT	Asking - Ogust	3NT To play
	3♣/♦	Forcing 5+♣/♦	4♣/♦
	3♥/♠	Pre-emptive	4♥/♠ To play
2NT	3♣	Puppet stayman	4♣ Gerber
	3♦	Transfer to ♥	4♦ RKC ♦
	3♥	Transfer to ♠	4♥ To play
	3♠	5♠4♥	4♠ To play
	3NT	To play	other 4NT = 5/5 minors

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slammish 6♣/♦
3♥/3♠	Slammish 6♥/♠
4♣	Gerber
4♦	RKC ♦
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                    Two way, lower of 3card support or 4 card ♥♠

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦ O/call 13-18, 5+ c suit, X=D, or 19+, 2NT= 15-18

RCO style 2-s

Other 2-s

### Defence to strong ♣

### Lebensohl

Over NT interference

Other uses

### Take out of 4 level pre-empts

4♣/4♦ X  
4♥ X                    4♠ 4NT, Co-op X

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening 0-5 pts 6+ suit to the 2 level  
 Jump shifts after major opening Fit showing - 9-11  
 Responses to strong 2 suit opening 2NT=negative  
 Responses to 2NT opening 5 card stayman & transfers

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Coded 9's & 10's \_\_\_\_\_  
 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 Count \_\_\_\_\_  
**Discards** McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKC/B  Other: Roman after NT  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

ROPI DOPI	Exclusion Key Card Blackwood
Treatment over NTX	Truscott
Swiss	
Crowhurst	
Jacoby 2NT	



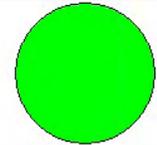
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## STANDARD SYSTEM CARD

Names: Dallas Cooper Margaret Gibbs  
 ABF Nos: 269451 161829  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



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## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 10+ 4 1♦ 10+ 4 1♥ 10+ 4 1♠ 10+ 4  
 1 NT 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ to ♥ 2♥ to ♠ 2♠ a minor  
 2 NT 11 pts invitational Other: \_\_\_\_\_  
 2♣ Game Force or 23-24 balanced  
 2♦ Weak major 5-9 or 21-22 balanced (may contain 5 card major)  
 2♥ 8 P.T. in ♥ or strong 2 suiter inc. ♥  
 2♠ 8 P.T. in ♠ or a strong 2 suiter inc. ♠  
 2 NT both majors 5/5 5-9pts  
 3 NT Gambling

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

Weak support over doubles	Skew Cues
Lebensohl over weak jumps to 2 level	Non leaping Michaels
	Jump O/calls int when vul or in 4th position

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♠  
 Jump overcalls Weak /Int if vul/ 4th Unusual NT Unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) Cappalletti  
 Over opponent's 1NT (strong) Brozel  
 Over weak twos X with lebensohl responses  
 Over opening threes Optional X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ pts 4♦	2NT 12-14 with 4♣, GF
	1♥/♠	6+ pts 4♥/♠	3♣ 9-11pts 4♣
	1NT	8-10 pts no 4♦♥/♠	3♦ -
	2♣	6-8 pts 4+♣	3♥ -
	2♦	0-5 pts 6+♦	3♠ -
	2♥	0-5 pts 6+♥	3NT -
	2♠	0-5 pts 6+♠	4 bids -
1♦	1♥/♠	6+ pts 4♥/♠	3♣ -
	1NT	7-9 pts no 4♥/♠	3♦ 9-11 pts 4♦
	2♣	9+ pts 4+♣	3♥ -
	2♦	6-8 pts 4+♦	3♠ -
	2♥	0-5 pts 6+♥	3NT -
	2♠	0-5 pts 6+♠	4♦ -
	2NT	12-14 with 4♦ GF	4 Other -
1♥/♠	1NT	6-8 pts	3♣ 9-11pts 4+♣ & 4♥/♠
	2♣	9+ pts 4+♣	3♦ 9-11 pts 4+♦ & 4♥/♠
	2♦	9+ pts 4+♦	3♥/♠ 9-11 pts 4+♥/♠
	2♥/♠	6-8 pts 4+♥/♠	3NT -
	2NT	12-14pts 4+♥/♠	4♣/♦ Swiss
2♣	2♦	Negative or waiting	2♥/♠ 7+ pts 4♥/♠
	other		
2♦	2♥	0-14 pts	3♣/♦ -
	2♠	10-14 pts with 3+♥	3♥/♠ -
	2NT	15+pts	3NT -
2♥/♠	2NT	Negative	3NT -
	3♣/♦	7+pts 4♣/♦	4♣/♦ -
	3♥/♠	3+♥/♠ & 1 Ace	4♥/♠ To play
2NT	3♣	forcing	4♣ -
	3♦	-	4♦ -
	3♥	To play	4♥ To play
	3♠	To play	4♠ To play
	3NT	To play - no 3 card major	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Self sustaining suit - slam interest
3♥/3♠	6 +♥/♠ - 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 3 card support & strength

### Defence to 3NT opening

Natural overcall

### Defence to opening Two's:

Multi 2♦ X=♦ bid of major is T/O(shortage)

2NT= 19-20

RCO style 2-s

X= suit opened 2NT = 16-18

Other 2-s

Weak option = take out

### Defence to strong ♣

Brozel

### Lebensohl

Over NT interference

Other uses

Over weak 2 openings and weak jumps to 2 level

### Take out of 4 level pre-empts

4♣/4♦ X= T/O

4♥ X TO 4NT minors 4♠ 4NT= TO X = Penalty

## OTHER NOTES

## 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 (minors) or 10-12hcp & 3cards (majors))

Responses to strong 2 suit opening 2C:2D = waiting (5+ hcp); 2H = 0-4 hcp, no ace

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: Odd = encourage

Signal on declarer's lead

Discards McKenney  high encourage  low encourage

odd/even  Other: Odd = encourage; even = McKenney

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: CRO Blackwood

4♣ Gerber  when? Only over 2NT opening (CRO)

### Other Conventions

Check back  Inverted minors

Bergen raises  Forcing 1NT

Jacoby 2NT  Two over one forcing

Rubensohl

27/05/2011



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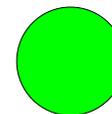
## STANDARD SYSTEM CARD

Names: Pat Sandercock  Fiona Hickey

ABF Nos: 69760  182958

Basic System: 2 Over 1  Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canapé

1♣ 11+ hcp, 2  1♦ 11+ hcp, 4  1♥ 11+ hcp, 5  1♠ 11+ hcp, 5

1 NT 15-18 hcp  may contain 5 card major

2♣ Stayman: simple  extended  Other: K.E.R.I.

Transfers 2♦ Hearts  2♥ Spades  2♠ Range enquiry

2 NT Clubs  Other: 2C:2D transfer or invitational

2♣ 8.5-9 playing tricks OR 21-22 balanced

2♦ 10+ playing tricks OR 23+ balanced

2♥ 6 Hearts, 6-10 hcp

2♠ 6 Spades, 6-10 hcp

2 NT 19-20 hcp balanced

3 NT 4♣ or 4♦ preempt

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

Transfer Responses to 1 Club  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 See NOTES  Unusual NT See NOTES

1NT overcall (immediate) 15-18 hcp (re-opening)  10-14 not vul, 12-14 vul

Immed cue of minor Michaels, 8-15 hcp, both majors

Immed cue of major Michaels, 8-15 hcp, other major and a minor

Over opponent's 1NT (weak) Mod DONT X=pen, 2♣=single-suiter, others 2 suiters

Over opponent's 1NT (strong) Mod DONT X=pen, 2♣=single-suiter, others 2 suiters

Over weak twos Natural or X with Lebensohl

Over opening threes Michaels, 4NT minors

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp, 4+ hearts	2NT 15+ hcp and Clubs
	1♥/♠	1♥=4+♠,5+hcp;1♠=6-11,no major	3♣ 6 Clubs, 0-5 hcp
	1NT	12+ hcp, no major, game force	3♦ Splinter,13+hcp, no 4-cd major
	2♣	6 Clubs, 11-14 hcp	3♥ Splinter,13+hcp, no 4-cd major
	2♦	6 Clubs, 6-10 hcp	3♠ Splinter,13+hcp, no 4-cd major
	2♥	6, 0-5 hcp	3NT
	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-cd major
	2♦	5 Diamonds, 11-14 hcp	3♠ Splinter,13+hcp, no 4-cd major
	2♥	6, 0-5 hcp	3NT 13-15 hcp
	2♠	6, 0-5 hcp	4♦ Slam interest in diamonds
	2NT	10-12 hcp	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♣	Usually game force	3♦ 4 of bid major, 10-12 hcp
	2♦	Usually game force	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♦	0-7 hcp	2♥/♠ 8+ hcp and 5+ ♥ or ♠
	other	2NT = double negative (no ace)	
2♦	2♥	0-7 hcp	3♣/♦ 8+ hcp and 5+ ♣ or ♦
	2♠	8+ hcp and 5+ ♠	3♥/♠ 8+ hcp and 5+ ♥
	2NT	8+ hcp and natural	3NT
2♥/♠	2NT	Asking bid	3NT To play
	3♣/♦	6 Clubs/D'mnds, forcing 1 round	4♣/♦
	3♥/♠	May be pre-emptive	4♥/♠ To play
2NT	3♣	Puppet Stayman	4♣ Gerber
	3♦	Transfer to Hearts	4♦ Transfer to Hearts
	3♥	Transfer to Spades	4♥ Transfer to Spades
	3♠	Minor/s slam try	4♠ Both minors, weak hand
	3NT	Natural	other 5♣/5♦ to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ 3C = short Diamonds, 3D = short Hearts

3♥/3♠ 3H = short Spades, 3S = short Clubs

4♣

4♦

4♥

4♠

Unusual NT: minors  other suits  lower 2 unbid suit

other See "OTHER NOTES"

### 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, 2NT=15-18 hcp

RCO style 2-s

Other 2-s

Natural

Lebensohl responses to double

### Defence to strong ♣

Double = majors (less than opening points)

1NT = minors (less than opening points)

### Lebensohl

Over NT interference

Other uses

### Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ 4NT

## OTHER NOTES

Rubensohl - over NT interference

Unusual NT: Over a minor - a major and other minor. Over a major - both minors

Jump Overcalls: Non-vul 6-10hcp. Vul 11-14 hcp