

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-emptive  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening Jump to 2M = weak (0-7'ish) otherwise fit showing  
 Jump shifts after major opening 1♥-2♠= weak (0-7'ish) otherwise fit showing  
 Responses to strong 2 suit opening Control showing over 2♣  
 Responses to 2NT opening 3♣game interest enquiry otherwise correctable

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Against NT A asks for rev count, K for rev attitude  
 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   
 other low encourage on honour lead, reverse count, Wenceslas  
 Signal on declarer's lead reverse count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other only on first discard then reverse count  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when? Never

### Other Conventions

Blackout, Fit showing jumps (sometimes), Exclusion X's, Support showing X's  
 Crowhurst, Super accepts over transfers, Long and short suit trials  
 Texas transfers, Namyats Splinters and mini splinters  
 4th suit Game force, PODI Negative free bids at 2-level  
 Cue raises, Swine (modified over mini NT) Inverted minor suit raises



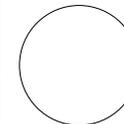
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## STANDARD SYSTEM CARD

Names: Sheila Bird Karen Creet  
 ABF Nos: 245216 293970  
 Basic System: Acol(ish!!) with mini no-trump  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 (2) ♦ 4 1♥ 4 1♠ 5  
 1 NT 9-11 [in 1st/2nd not vul] else 11-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings style  
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♠  
 2 NT ♦ other 4♣=♥ 4♦=♠  
 2♣ game force or 21-22 balanced  
 2♦ weak 2♥ OR weak ♣and ♠ OR Acol 2♦ OR 23-24 balanced  
 2♥ weak 2♠ OR weak ♣and ♦ OR Acol 2♥ OR 25-26 balanced  
 2♠ weak ♣and ♦ OR weak ♥and ♠ OR Acol 2♠ OR 27-28 balanced  
 2 NT weak ♥and ♦ OR weak ♥and ♠  
 3 NT 4-level minor suit pre-empt

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

1NT in 1st and 2nd seats, when not-vul = 9-11 1♣ in 1st and 2nd seats, when not-vul can be 2 cards and can have 5♦s  
 and can have 5major, 6minor, singleton  
 (no voids, not 5/5, can be 4M/6m) All 2-level openings have multiple options

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Weak Unusual NT lower 2 unbid suits - weak or very strong  
 1NT overcall (immediate) 15-18 Lavings (re-opening) 10-14 Stayman  
 Immed cue of minor Spades plus another - weak or very strong  
 Immed cue of major Other major plus a minor - weak or very strong  
 Over opponent's 1NT (weak) X = penalty 2♣2NT = TOXIC  
 Over opponent's 1NT (strong) TOXIC  
 Over weak twos X with Lebensohl  
 Over opening threes X is take out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+, 5+ points	2NT 10-12 points, not 4major
	1♥♠	4+, 5+ points	3♣ pre-emptive
	1NT	5-9 (10) points, not 4major	3♦ 5+♦, 4+♣ limit or better
	2♣	4+♣, 10+ points	3♥ 5+♥, 4+♣ limit or better
	2♦	4+♦, 10+ points	3♠ 5+♠, 4+♣ limit or better
	2♥	6+♥, 0-7'ish points	3NT 13-15 bal, not 4major
	2♠	6+♠, 0-7'ish points	4 bids ♥♠play, ♣pre-empt, ♦splinter
1♦	1♥♠	4+, 5+ points	3♣ 5+♣, 4+♦ limit or better
	1NT	5-9 (10) points, not 4major	3♦ pre-emptive
	2♣	4+♣, 10+ points	3♥ 5+♥, 4+♦ limit or better
	2♦	4+♦, 10+ points	3♠ 5+♠, 4+♦ limit or better
	2♥	6+♥, 0-7'ish points	3NT 13-15 bal, not 4major
	2♠	6+♠, 0-7'ish points	4♦ ♥♠to play
	2NT	10-12 points, not 4major	4 Other 4♣splinter, 4♦pre-empt
1♥♠	1NT	5-9 (10) points, not 4major	3♣ 5+♣ Msupport, limit or better
	2♣	4+♣, 10+ points	3♦ 5+♦ Msupport, limit or better
	2♦	4+♦, 10+ points	3♥♠ pre-emptive
	2♥♠	4+♥3+♠ 5-9 (10) points	3NT 13-15 bal raise
	2NT	Limit or 16+ raise	4♦♦ Splinter
2♣	2♦	0-1 controls	2♥♠ controls - ♥=2, ♠=3
	other	2NT=4 controls, 3 level bids = natural (5+) with 3 controls	
2♦	2♥	Pass or correct	3♣♦ Pass or correct
	2♠	Pass or correct	3♥♠ Pass or correct
	2NT	Enquiry (at least game interest)	3NT To play
2♥♠	2NT	Enquiry (at least game interest)	3NT To play
	3♣♦	Pass or correct	4♣♦ Pass or correct
	3♥♠	Pass or correct	4♥♠ Pass or correct
2NT	3♣	Enquiry (at least game interest)	4♣ Natural - slam interest
	3♦	Pass or correct	4♦ Pass or correct
	3♥	To play	4♥ To play
	3♠	Pass or correct	4♠ Pass or correct
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6+ slam interest (opener bid 3NT with no interest)
3♥3♠	6+ slam interest (opener bid 3NT with no interest)
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits

other Jump NT is weak or very strong - lower suits.

When 2-suits bid by opponents any NT is take-out for remaining 2-suits

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities      Best description of hand

Defence to 3NT opening      X is penalty

Defence to opening 2-s:      Multi      Against European      2♥=TO of ♥, X=TO of ♠

RCO style 2-s      2♣= natural, 2NT=16-19, 3-level = natural  
X=Good TO (15+), 2NT=16-19, Pass then X=TO with < 15+,  
Suit bid = natural

Other 2-s      Against Myxo next suit up is TO, X=15+, 2NT=16-19,  
Suit bid = natural

Defence to strong ♣      Wonder bids at 1-level, TOXIC from 1NT upwards

Lebensohl      Over NT interference

Other uses      Following our X of weak 2's

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

4♥ X      4♠ 4NT

## OTHER NOTES

TOXIC: 2♣= ♦ or ♥ and ♠

2♦= ♥ or ♠ and ♣

2♥= ♠ or ♣ and ♦

2♠= ♠ and ♦ or ♥ and ♣

2NT = ♣ or ♦ and ♥

Over strong NT, X replaces 2NT and over strong 1♣ opening, 1NT replaces 2NT

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Fit showing & invitational  
 Jump shifts after major opening Fit showing & invitational  
 Responses to strong 2 suit opening 2♦ = Relay  
 Responses to 2NT opening 3♣ 3♥ 3♠ = Pass/Correct, 3♦ = Inquiry

## 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  Low from doubletons  
 From 4 small 2nd highest  other  4th  
 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  
 Discards McKenney  high encourage  low encourage   
 odd/even  other   
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when? Over 1NT opening

### Other Conventions

Cue Raises	Grand Slam Force
Modified Truscott	Modified checkback
Swine over 1NTx	DONT over Strong Club (1 level bids = nat.,
Puppet stayman over 2NT rebid (21+ bal)	2 level bids = that suit + higher suit)
Exclusion Blackwood	



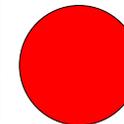
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## STANDARD SYSTEM CARD

Names: Linda King & Catherine Wright (Bird team)  
 ABF Nos: 278017 259152  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3, 11+ 1♦ 4, 11+ 1♥ 4, 11+ 1♠ 5, 11+  
 1 NT 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ ->♥ 2♥ ->♠ 2♠ ->♣  
 2 NT ->♦ other Superaccepts for both majors & minor tfrs  
 2♣ Game Force  
 2♦ Weak 2 Major / 21-22 bal / 25-26 bal  
 2♥ 5+/5+ Majors or Minors, 5-10  
 2♠ 5+/5+ Reds or Blacks, 5-10  
 2 NT 5+/5+ ♥♠ or ♠♣ 8-10 1st & 2nd seats, 5-10 3rd seat  
 3 NT solid 7 card minor, may have K outside

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

X of strong NT = single-suited hand  
 Swine over INTx  
 X of strong ♣ shows Clubs

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Pre-emptive Unusual NT Lower Unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 10-12, no stopper reqd  
 Immed cue of minor 5+/5+ Both majors, either 5-10 or game forcing  
 Immed cue of major 5+/5+ Other major/minor, either 5-10 or game forcing  
 Over opponent's 1NT (weak) Aspro (2♣ = ♥other, 2♦ = ♠m, 2♥♠ = nat) 5+/4+ or 4+/5+  
 Over opponent's 1NT (strong) DONT (suit bid = that suit + higher suit) 5+/4+ or 4+/5+  
 Over weak twos x = takeout  
 Over opening threes x = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ pts, 4+♦	2NT 15+ pts, ♣ fit
	1♥♠	5+ pts, 4+♥♠	3♣ 10-11 pts, ♣ fit
	1NT	5-9 pts, no 4 card M	3♦ singleton ♦, ♣ fit, 12-14 pts
	2♣	5-9 pts, 4+ ♣ no 4 card M	3♥ singleton ♥, ♣ fit, 12-14 pts
	2♦	10-11 pts, 5+ ♦, ♣ fit	3♠ singleton ♠, ♣ fit, 12-14 pts
	2♥	10-11 pts, 5+ ♥, ♣ fit	3NT 12-14 pts, no singletons, ♣ fit
	2♠	10-11 pts, 5+ ♠, ♣ fit	4 bids
1♦	1♥♠	5+ pts, 4♥♠	3♣ 10-11 pts, 5+ ♣ ♦ fit
	1NT	5-9 pts, no 4 card M	3♦ 10-11 pts, ♦ fit
	2♣	10+ pts, 4+ ♣	3♥ singleton ♥, ♦ fit, 12-14 pts
	2♦	5-9 pts, 4+♦, no 4 card M	3♠ singleton ♠, ♦ fit, 12-14 pts
	2♥	10-11 pts, 5+ ♥, ♦ fit	3NT 12-14 pts, no singletons, ♦ fit
	2♠	10-11 pts, 5+ ♠, ♦ fit	4♦ Pre-emptive
	2NT	15+ pts, ♦ fit	4 Other
1♥♠	1NT	5-9 pts	3♣ 10-11 pts, 5+ ♣ ♥♥♠ fit
	2♣	10+ pts, 4+ ♣	3♦ 10-11 pts, 5+ ♦ ♥♥♠ fit
	2♦	10+ pts, 4+ ♦	3♥♠ 10-11 pts, ♥♠ fit
	2♥♠	5-9 pts, 4+ ♥♠	3NT 12-14 pts, no singletons, ♥♠ fit
	2NT	15+ pts, ♥♠ fit	4♦♦ ♣♦ splinter, 12-14 pts
2♣	2♦	Relay	2♥♠ Nat, AK or KQ, 6+ cards
	other		
2♦	2♥	Pass/Correct	3♣♦ Natural & Forcing
	2♠	Pass/Correct	3♥♠ Pass/Correct
	2NT	Inquiry	3NT To Play
2♥♠	2NT	Inquiry	3NT To Play
	3♣♦	Pass/Correct	4♣♦ Pass/Correct
	3♥♠	Pass/Correct	4♥♠ Pass/Correct
2NT	3♣	Pass/Correct	4♣
	3♦	Inquiry	4♦
	3♥	Pass/Correct	4♥
	3♠	Pass/Correct	4♠
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Slam Try
3♥3♠	Slam Try
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 Major Suit Fits

### Defence to 3NT opening

Defence to opening 2-s: Multi X=opening hand with suit bid, or 16+ any

	2NT = 15-18 bal
RCO style 2-s	X=opening hand with suit bid, or 16+ any
	2NT = 15-18 bal
Other 2-s	

Defence to strong ♣ one level bids are natural, two levels bids show that suit + high suit, at least 4/5 or 5/4

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦ x = Takeout  
 4♥ x = Takeout 4♠ x = Penalties, 4NT = Takeout

## OTHER NOTES

Mandatory superaccepts over major suit transfers with 4 card supp (exc vul against no)  
 We open 1♥ in preference to any other 4 card suit, except if 4441 and have a singleton  
 (open 1♣)

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other 4-5, 4+support  
 Jump shifts after minor opening 4-7, 6+suit  
 Jump shifts after major opening Bergen raises  
 Responses to strong 2 suit opening  
 Responses to 2NT opening 3♦ to play. Any other forcing

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Journalist  
 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 Wenceslas  
**Signal** on declarer's lead Natural count (not mandatory)  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1969 Roman; DOPE  
 4♣ Gerber  when?

### Other Conventions

Unassuming Cues

Texas

Crowhurst

Cue Bids (1st or 2nds indiscriminately)

Supprot doubles - majors only



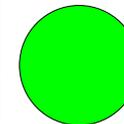
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## STANDARD SYSTEM CARD

Names: Nola Church Julia Hoffman  
 ABF Nos: 155624 157635  
 Basic System: STANDARD with variations: 2 over 1 Forcing to 2NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 2 (11-23) 1♦ 4 (11-23) 1♥ 5 (11-23) 1♣ 5 (11-23)  
**1 NT** 15-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other LAVINGS  
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣  
 2 NT to ♦ other  
 2♣ 6-10, 6+♦ 25-26 Bal; 8 PT Major; GF 5+♣  
 2♦ 6-10, 6+♥ 23-24 Bal; GF 5+♦  
 2♥ 6-10, 6+♣ 21-22 Bal; GF 5+♥  
 2♠ GF, 5+♣  
 2 NT 5-5 Minors (7-12 NV; 9-14 V) 3/6 honours  
 3 NT Minor Pre-empt

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

Opening 2 bids - weak in suit above or Bergen raises  
 strong options. N.B. 2S always Spades &  
 strong

## COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♣  
 Jump overcalls 10-15, 6+suit Unusual NT with Michaels  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Michaels - other minor & a major (5/5)  
 Immed cue of major Michaels - other major & a minor (5/5)  
 Over opponent's 1NT (weak) RIPSTRA - modified (Note [1])  
 Over opponent's 1NT (strong) RIPSTRA - modified (Note [1])  
 Over weak twos X = T/O (16+); Re-opening (9+)  
 Over opening threes X = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5-, 4+♦	2NT 11-12, no major
	1♥♣	5-, 4+♥♣	3♣ 8-9, 5+♣
	1NT	5-10, no major	3♦ Splinter, 6+♣
	2♣	4-7, 5+♣	3♥ Splinter, 6+♣
	2♦	4-7, 6+♦	3♠ Splinter, 6+♣
	2♥	4-7, 6+♥	3NT 13-15 balanced, no major
	2♠	4-7, 6+♠	4 bids
1♦	1♥♣	5-, 4+♥♣	3♣ Splinter
	1NT	5-10, no major	3♦ 8-9, 4+♦
	2♣	10-. 4+♣ forcing to 2 NT	3♥ Splinter
	2♦	4-7, 4+♦	3♠ Splinter
	2♥	4-7, 6+♥	3NT 13-15 balanced, no major
	2♠	4-7, 6+♠	4♦
	2NT	11-12, no major	4 Other
1♥♣	1NT	5-10	3♣ 8-11, 4+♥♣
	2♣	10-, 4+♣ forcing to 2 NT	3♦ 6-7, 4+♥♣
	2♦	10-, 4+♦ forcing to 2 NT	3♥♣ 4-5, 4+♥♣
	2♥♣	5-9, 3 card support (See Notes*)	3NT 13-15 balanced
	2NT	10-12, 3 card support	4♠♦ 8-12, splinter, 4+♥♣
2♣	2♦	To play if weak 2♦	2♥♣ 2♥ Ogust
	other	2♠2NT, 3♣ 6+suit, invitational	
2♦	2♥	To play if weak 2♥	3♠♦ 6+♠♦, invitational
	2♠	Ogust	3♥♣ 3♥ support, 3♠ splinter
	2NT	6+♠, invitational	3NT To play if weak 2♥
2♥♣	2NT	over 2♥ only, Ogust (Notes**)	3NT To play if weak 2♠
	3♠♦	6+suit, invitational	4♠♦ 6+suit / Splinter
	3♥♣	6+suit, invitational / Support	4♥♣ To play if weak 2♠
2NT	3♣	To play	4♠ Invitational
	3♦	To play	4♦ Invitational
	3♥	Ask	4♥ To play
	3♠	6+♠	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6+ suit, 2/3 honours
3♥3♠	6+ suit, 2/3 honours
4♣	6+ suit, slam try
4♦	6+ suit, slam try
4♥	To play
4♠	To play

Unusual NT:    minors     other suits     lower 2 unbid suits   
 other Michaels for one of same rank plus other

Other slam bidding    Cue Bids     Asking Bids

4th Suit Forcing    One round     Game force

NT Checkback     Priorities

Defence to 3NT opening    X = penalties

Defence to opening 2-s:    Multi    X = 16+ T/O; 4th seat 9+ = T/O

RCO style 2-s    Response to X in direct seat, next suit up = 0-7, all other bids  
 X = 16+ T/O - responses as for multi; 9+ in fourth seat

Other 2-s    X = 16+T/O responses as for multi, 9+ in fourth seat

Defence to strong ♣    X = Majors; 1NT = Minors; weak jump overcalls

Lebensohl    Over NT interference

Other uses    After weak 2 openings; Fast arrival = no stop

Take out of 4 level pre-empts    4♠4♦    X = T/O

4♥    X = T/O    4♠    X = T/O

## OTHER NOTES

\*1♥- 2♠= 4-7, 6+♠

\*1♠- 2♥= 10+, 5♥

\*\*2♠- 2NT = negative no support

Cue bids are 1sts and 2nds indiscriminately