

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening 2♦, ♥, ♠ : weak

Jump shifts after major opening 3♣, ♦ : 11-12, 6+suit

Responses to strong 2 suit opening

Responses to 2NT opening (Strong) 5 card 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

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

other

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 14/30, DOPI

4♣ Gerber when?

Other Conventions

Negative free bids at 2 level Fit showing at 3 level in competition

Namyats Blackout

Cue raises Good/bad 2NT in competition

Splinters



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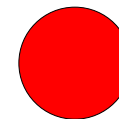
STANDARD SYSTEM CARD

Names: David Wawn David Hoffman

ABF Nos: 343341 157627

Basic System: POLISH CLUB

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 0, 11 1♦ 2, 11 1♥ 5, 11 1♠ 5, 11

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple extended other Lavings

transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds other 3 bids : Invitational

2♣ 6-10, 4+♥ 4+♠; or 23-24 bal; or 8 playing tricks in minor

2♦ 6-10, 6+ major; or 21-22 bal

2♥ 6-10, 5+♥, 5+minor

2♠ 6-10, 5+♠, 5+minor

2 NT 6-10, 5+♣, 5+♦

3 NT Minor preempt

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

1♠ 1♦ 1♥ : may be ART 1M 2♣ : Artificial Game Force

1♥ 2♦ & 1♠ 2♥ : 5-12, 3 support 1♣ : may be 0 cards

1♠ 2♦ : 5-12, 5+♥ 1♦ : may be 2 cards

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower suits

1NT overcall (immediate) 15-18 (FOC) (re-opening) 11-14 (FOC)

Immed cue of minor Spades + other

Immed cue of major Other major + minor

Over opponent's 1NT (weak) Toxic

Over opponent's 1NT (strong) X : ♣ or reds: Toxic

Over weak twos X + lebensohl

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-4, artificial; or 5- , 5	2NT 11-12
	1♥/♠	5- , 4	3♣ 11-12, 4
	1NT	5-10	3♦ 9-12, 5 support, Splinter
	2♣	5-10, 3	3♥ 9-12, 5 support, Splinter
	2♦	3-8, 6	3♠ 9-12, 5 support, Splinter
	2♥	3-8, 6	3NT 13-15
	2♠	3-8, 6	4 bids
1♦	1♥/♠	5- , 4	3♣ 11-12, 6
	1NT	5-10	3♦ 11-12, 6
	2♣	11- , 5, forcing to 2NT	3♥
	2♦	11- , 5, forcing to 2NT	3♠
	2♥	3-8, 6	3NT 13-15
	2♠	3-8, 6	4♦
	2NT	11-12	4 Other
1♥/♠	1NT	5-10	3♣ 11-12, 6 ♣
	2♣	Artificial Game Force	3♦ 11-12, 6 ♦
	2♦	See prealerts	3♥/♠ 9-10, 4 support
	2♥/♠	5-8, 4+ support	3NT 11-12, 4 support
	2NT	11-12, bal	4♣/♦ 9-12, 4 support, splinter
2♣	2♦	About equal majors	2♥/♠ To play
	other	2NT: Ask	
2♦	2♥	Correctable	3♣/♦ Invitational
	2♠	Correctable	3♥/♠ Preemptive
	2NT	Ask	3NT To play
2♥/♠	2NT	Ask	3NT To play
	3♣/♦	Correctable	4♣/♦ Correctable
	3♥/♠	Preemptive	4♥/♠ To play
2NT	3♣	To play	4♣ Invitational
	3♦	To play	4♦ Invitational
	3♥	FG, 5+ suit	4♥ To play
	3♠	FG, 5+ suit	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ suit to 2/3 honours
3♥/3♠	6+ suit to 2/3 honours
4♣	6 card major to 3/3 honours (may have outside card)
4♦	7 card major to 3/3 honours, nothing outside
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 2♦ : Artificial Minimum

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X: with lebensohl

	2NT: 16-19 (5 card puppet stayman)
RCO style 2-s	X: with lebensohl
	2NT: 16-19 (5 card puppet stayman)
Other 2-s	(transfer) Cue:classic, X:not classic

Defence to strong ♣ Wonder bids, and Toxic

Lebensohl Over NT interference _____

Other uses _____

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

4♥ X (values) 4♠ X (values)

OTHER NOTES

1♣ 1♦ 1♥ : Either 5♣ 4♥ or Artificial Game force. Then 1♠ : 2nd neg.

1M 2♣ 2♦ : Artificial minimum

BASIC RESPONSES

Jump raises - minors limit forcing other 4-8 hcp, 8 losers
 Jump raises - majors limit forcing other 4-8 hcp, 8 losers
 Jump shifts after minor opening Fit showing F1
 Jump shifts after major opening Fit showing F1
 Responses to strong 2 suit opening 2♦ negative or waiting, 3♣ = second negative
 Responses to 2NT opening 4/5 stayman, 3♦/3♥ = transfers, 3♠ = 5♠/4♥

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other vs NT Ace /Q = attitude, K = count or unblock
 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 Natural count
 Signal on declarer's lead Natural count
 Discards McKenney high encourage low encourage
 odd/even other Natural count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? over 1NT opening and 20+ 2NT
 Other Conventions

4th suit forcing	Blackout
3rd suit forcing after weak rebid by opener	1-2-3 Doubles
Lebensohl	
DOPI and ROPI	



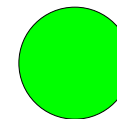
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STANDARD SYSTEM CARD

Names: Margaret Bourke - ACT Arjuna Delivera - ACT
 ABF Nos:
 Basic System: ACOL
 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 (11+)-12-14 - 15-17 in 3rd seat (5 card M) may contain 5 card major
 2♣ Stayman: simple extended other extended over 15-17NT
 transfers 2♦ ♥ 2♥ ♠ 2♠ ♣
 2 NT ♦ other
 2♣ Game Force or 23-24 bal
 2♦ weak 5-9 6 card suit (If 5 card suit = singleton)
 2♥ weak - as above
 2♠ weak - as above
 2 NT 20-22 bal - may have 5 card Major
 3 NT Gambling

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

Most competitive cues = limit raise or better 15-17NT in 3rd seat may have any 5 card suit
 2NT = limit raise after T/O X of our suit oper
 Fit showing jumps

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠
 Jump overcalls weak/(Int 4th) Unusual NT Lower suits
 1NT overcall (immediate) 15-18 (re-opening) 11+-14
 Immed cue of minor Both Majors
 Immed cue of major Other Major + minor
 Over opponent's 1NT (weak) 2♣ = Majors, otherwise natural
 Over opponent's 1NT (strong) X = ♣, 2♣ = Majors, otherwise natural
 Over weak twos X = t/out, 2NT = natural, strong
 Over opening threes X = t/out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp, 4+ ♦	2NT 15+, 4+ ♣, denies Major
	1♥/♠	5+ hcp, 4+ ♥/♠	3♣ 4-8 hcp, 4+ ♣, 8 losers
	1NT	5-9 hcp	3♦ Splinter 9-13 or 18+
	2♣	inverted 9-11, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	9+ hcp, fit-showing	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp fit-showing	3NT 12-14 hcp 4+ ♣, denies Major
	2♠	9+ hcp fit-showing	4 bids
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1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣ 9+ hcp, fit-showing
	1NT	5-9 hcp	3♦ 4-8 hcp 8 losers
	2♣	9+ hcp, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	inverted 9-11 hcp, 4+ ♦	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp, fit-showing	3NT 12-14 hcp 4+ ♦, denies Major
	2♠	9+ hcp, fit-showing	4♦
	2NT	15+, 4+ ♦, denies Major	4 Other
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1♥/♠	1NT	5-9 hcp	3♣ 9+ hcp, fit-showing
	2♣	9+ hcp, 4+ cards	3♦ 9+ hcp, fit-showing
	2♦	9+ hcp, 4+ cards	3♥/♠ 4-8 hcp 8 losers
	2♥/♠	6-9 hcp, 3+ ♥/♠	3NT 12-14 hcp 4 ♥/♠
	2NT	limit or 15+ bal raise or spl 14-17	4♥/♠ splinter 9-13 or 18+
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2♣	2♦	negative or waiting	2♥/♠ natural, positive, 3+ controls
	other	3♣ = second negative after suit rebid by opener	
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2♦	2♥	F1	3♣/♦ 3♣ F1, 3♦ obstructive
	2♠	F1	3♥/♠ F1
	2NT	Ogust - asks about suit /pts	3NT To play
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2♥/♠	2NT	Ogust - asks about suit/pts	3NT To play
	3♣/♦	F1	4♣/♦ Splinters
	3♥/♠	F1 (change of suit)	4♥/♠ To play
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2NT	3♣	4/5 Stayman	4♣ Gerber
	3♦	Transfer to ♥	4♦ Natural
	3♥	Transfer to ♠	4♥ To play
	3♠	5 ♠ / 4 ♥	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural - slam try - Invites cue
3♥/3♠	Natural - slam try - Invites cue
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 fit

Defence to 3NT opening Natural bidding

Defence to opening Two's: Multi 2♦ X = 15+, overcalls natural

RCO style 2-s X = 15+ overcalls natural

Other 2-s X = t/out

Defence to strong ♣ TWERB (single suiter in next suit, or 2 suited in the next 2 suits - Spades = non-touching suits) - up to 3 ♠

Lebensohl Over NT interference

Other uses over t/out X of opponents weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X = values

OTHER NOTES

Cue bids = 1st or 2nd round control

BASIC RESPONSES

Jump raises - minors limit forcing other weak

Jump raises - majors limit forcing other weak

Jump shifts after minor opening if major = weak jump shift, if other minor = limit raise

Jump shifts after major opening if minor = weak jump shift, if other major = limit raise

Responses to strong 2 suit opening 2♦ = 0-3 or 10+, 2♥ = 4-6, 2♠ to 3♥ = 7-9 transfers

Responses to 2NT opening 3c = 5 card stayman, 3♦, ♥ = transfers

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 if singleton in dummy v suit, odd card encouraging

Signal on declarer's lead reverse count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 14 30

4♣ Gerber when?

Other Conventions



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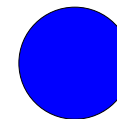
STANDARD SYSTEM CARD

Names: Ian Thomson Richard Brightling

ABF Nos:

Basic System: Standard

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3, 11-20 1♦ 3, 11-20 1♥ 5, 11-20 1♠ 5, 11-20

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ hearts 2♥ spades 2♠ clubs

2 NT diamonds other 3 level natural RKB

2♣ strong

2♦ 4/4+ majors weak not vul, 4/5+ majors weak vul

2♥ weak 2 in hearts, not vul maybe only 5 cards with a 4 card minor

2♠ weak 2 in spades, not vul maybe only 5 cards with a 4 card minor

2 NT 21-22 balanced/semi balanced

3 NT 4 level minor pre-empt

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

2♦ opening - weak both majors

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♠

Jump overcalls weak Unusual NT lower 2 unbid suits

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor spades + another 5/5+

Immed cue of major other major + minor 5/5+

Over opponent's 1NT (weak) X = penalties, 2♣ = Minors, 2♦ = Majors

Over opponent's 1NT (strong) X = single suit, 2♣ = Minors, 2♦ = Majors

Over weak twos x = t/o

Over opening threes x = t/o

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	natural 5+hcp	2NT 16+ raise
	1♥/♠	natural 5+hcp	3♣ weak
	1NT	6-11pts	3♦ splinter 5+ of 13 controls
	2♣	raise	3♥ splinter 5+ of 13 controls
	2♦	limit raise in clubs	3♠ splinter 5+ of 13 controls
	2♥	weak jump shift 4-7	3NT 12+ to 15 balanced raise
	2♠	weak jump shift 4-7	4 bids 4♣ = RCKB 1430
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1♦	1♥/♠	natural 5+hcp	3♣ limit raise in diamonds
	1NT	6-11pts	3♦ weak
	2♣	natural 11+	3♥ splinter 5+ of 13 controls
	2♦	raise	3♠ splinter 5+ of 13 controls
	2♥	weak jump shift 4-7	3NT 12+ to 15 balanced raise
	2♠	weak jump shift 4-7	4♦ RKCB = 1430
	2NT	16+ raise	4 Other
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1♥/♠	1NT	6-11pts	3♣ weak jump shift 4-7
	2♣	natural 11+	3♦ weak jump shift 4-7
	2♦	natural 11+	3♥/♠ weak
	2♥/♠	raise	3NT 12+ to 15 balanced raise
	2NT	16+ raise	4♣/♦
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2♣	2♦	0-3 or 10+ hcp	2♥/♠ 2♥ = 4-6 pts, 2♠ = 7-9 no suit
	other	2nt to 3h = 7-9 transfer 5+ suit, should be Q10xxx or better	
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2♦	2♥	to play	3♣/♦ natural, forcing
	2♠	to play	3♥/♠ to play
	2NT	asking for more information	3NT to play
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2♥/♠	2NT	Ogust	3NT to play
	3♣/♦	natural, forcing	4♣/♦ splinter
	3♥/♠	to play	4♥/♠ to play
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2NT	3♣	5 card stayman	4♣ natural
	3♦	hearts	4♦ natural
	3♥	spades	4♥ to play
	3♠	5 spades, 4 hearts	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ RKCB

3♥/3♠ RKCB

4♣ transfer to hearts

4♦ transfer to spades

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 2♦ = any min, then lowest feature

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = takeout values, 2NT = strong balanced

RCO style 2-s X = 16 plus

Other 2-s X = takeout

Defence to strong ♣ 1NT = minors, X = majors, weak jumps

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ x

4♥ x 4♠ x and then bid to make

OTHER NOTES

Splinters

Pre-empts may occur on very poor hands, as well as traditional hand types.