

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 5+ support, 8/9 hcp  
 Jump raises - majors limit  forcing  other 3+ support, 8/9 hcp  
 Jump shifts after minor opening WEAK, 5+ suit  
 Jump shifts after major opening WEAK 6+ suit  
 Responses to strong 2 suit openin 2D waiting bid to 2C; 2NT = strong Enq  
 Responses to 2NT opening 3C= strong enq; others= PASS OR Corr

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other K from AKx(x) in NT;  
 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 (Original)  
 Discards McKenney  high encourage  low encourage   
 odd/even  other  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 30/41  
 4♣ Gerber  when? NEVER

### Other Conventions

Crowhurst Relay("pivot") Cues  
 Puppet Stayman Swine rescue after X of 1NT opening & overcall  
 Lebensohl 4NT Direct = Specific Ace Ask  
 Cue Raises & Truscott Raises Double of Artificial Bid shows that suit  
 Reverse Blackout Grand Slam Force



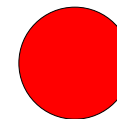
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## STANDARD SYSTEM CARD

Names: Susie Coleman Dorothy Jesner  
 ABF Nos: 155691 157929  
 Basic System: Standard American with WEAK NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+, 11+hcp 1♦ 3+, 11+hcp 1♥ 5+, 11+hcp 1♠ 5+, 11+hcp  
 1 NT 12-14 (can be 4/4/4/1) may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings (variation)  
 transfers 2♦ to Hearts 2♥ to Spades 2♠ to Clubs  
 2 NT to Diamonds other Superaccepts only over the MINORS  
 2♣ EITHER 21-22 Bal OR Game-force in any Suit/s  
 2♦ EITHER 23/24 Bal; OR weak 2 in ♥; OR wk 5/5+ in S+C; OR 9/10 p/tricks in D  
 2♥ EITHER 25/26 Bal; OR weak 2 in ♠; OR wk 5/5+ in C+D; OR 8/9 p/tricks in H  
 2♠ EITHER 27/28 Bal; OR weak 5/5 in C&H or D&S; OR 8/9 p/tricks in Spades  
 2 NT EITHER 29/30 bal OR weak 5/5 in H+D or H+S  
 3 NT Long, running Minor

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

SOUND OVERCALLS 1NT can be 4/4/4/1 (singleton=A or K)  
 Double of artificial bid shows that suit Truscott Raises

## COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 3S  
 Jump overcalls Weak Unusual NT Michaels (same RANK + another)  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor 5/5+ in THE OTHER MINOR + a major  
 Immed cue of major 5/5+ in the OTHER MAJOR + a minor  
 Over opponent's 1NT (weak) "Toxic" NB. X of weak NT = penalties  
 Over opponent's 1NT (strong "Toxic" but NB. X of strong NT = Clubs or both red suits  
 Over weak twos X + Lebensohl  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	3+ D, 5+ hcp	2NT 5+ C, 10-12 or 16+
	1♥/♠	4+ H/S, 5+ hcp	3♣ 5+ C, 8-9
	1NT	3/3/3/4 clubs, 6-9 hcp	3♦ splinter -5+ C, 9-12 hcp, singleton D
	2♣	5+ clubs, 3-7 hcp	3♥ splinter
	2♦	6+ D, 0-6 hcp	3♠ splinter
	2♥	5+ H, 0-6 hcp	3NT 5+ C, 13-15 hcp
	2♠	5+ S, 0-6 hcp	4 bids Super splinters = VOIDS
1♦	1♥/♠	4+ suit, 5+ hcp	3♣ 6+ C, 0-8 hcp
	1NT	6-9, no 4-card major, not 5 D	3♦ 5+ D, 8/9 hcp
	2♣	3+ C, 10+ hcp	3♥ splinter (9-12)
	2♦	5+ D, 3-7 hcp	3♠ splinter (9-12)
	2♥	5+ H, 0-6 hcp	3NT 5+ D, 13-15 hcp
	2♠	5+ S, 0-6 hcp	4♦ 8/9, 6 diamonds
	2NT	5+ D, 10-12 or 16+	4 Other Super splinters = VOIDS
1♥/♠	1NT	5-9, not 4 S (over 1H)	3♣ 6+ C, 0-7 hcp
	2♣	10+ hcp, 4+ C	3♦ Splinter & "Super" splinters
	2♦	10+ hcp, 4+ D	3♥/♠ 3+ support, 8/9 hcp
	2♥/♠	3+ support, 3-7 hcp	3NT 3+ support, 13-15 hcp
	2NT	3+ support, 10-12 or 16+ hcp	4♣/♦ splinter (9-12)
2♣	2♦	Waiting bid - not AKQxxx	2♥/♠ AKQxxx or better suit
	other		
2♦	2♥	Pass or Correct	3♣/♦ Pass or correct
	2♠	Pass or Correct	3♥/♠ Pass or correct
	2NT	Strong enquiry (12+)	3NT to play
2♥/♠	2NT	Strong Enquiry	3NT To play
	3♣/♦	Pass or Correct	4♣/♦ Pass or correct
	3♥/♠	Pass or Correct	4♥/♠ Pass or Correct
2NT	3♣	Strong Enquiry	4♣ Pass or Correct
	3♦	Pass or Correct	4♦ Pass or Correct
	3♥	Pass or Correct	4♥ Pass or Correct
	3♠	Pass or Correct	4♠ Pass or Correct
	3NT	To Play	other Pass or correct

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6-card suit with 2 of top 3 honours
3♥/3♠	6-card suit with 2 of top 3 honours
4♣	Texas Transfer (to H); (more defence than 4H)
4♦	Texas Transfer (to S); (more defence than 4S)
4♥	To play
4♠	To play

Unusual NT:    minors     other suits     lower 2 unbid suits   
 other Michaels (2 suits of different rank to opener's)

Other slam bidding    Cue Bids     Asking Bids

4th Suit Forcing    One round     Game force

NT Checkback     Priorities    lowest feature (incl 3-cd supprt, extra length,

Defence to 3NT opening    x=penalty, 4C - majors (better H), 4D - majors (better S)

Defence to opening Two's: Multi 2♦ X shows the suit + opening values; 2NT = 15-18

RCO style 2-s    Immediate overcall is good hand with 6-card suit  
 As above - x shows the suit + opening values, etc

Other 2-s    X for take-out if suit bid is natural or anchor suit (with LEB)

Defence to strong ♣ "TOXIC" - X= D or the Majors; 1D= H or Blacks; 1H= S or mi  
 1S = non-touching suits; 1NT= C or the reds;

Lebensohl    Over NT interference

Other uses    after partner's X of Opps' natural weak 2 opening

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

4♥ 4NT    4♠ 4NT

## OTHER NOTES

1NT overcall after opps have bid 2 suits= weak takeout for unbid suits

X of artificial bid shows the suit

Declarer Can raise responder on 3-card support;    Major-oriented take-out x's;

Doubles are mostly for takeout, but are for penalties when:(1) 3 suits have been bid,

(2) when either partner has opened or bid NT; (3) when they refer to a conventional b

(4) when Pard has opened a weak 2; (5) when auction has reached game or above.

## 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)

Support doubles - majors only



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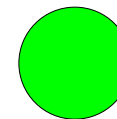
## STANDARD SYSTEM CARD

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♣ 23-24 Bal; GF any suit

2♦ 6-10, 6+♥ or 6+♠; 21-22 Bal

2♥ 6-10, 5+♥ and 5+ minor

2♠ 6-10, 5+♠ and 5+ minor

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

Bergen raises

## 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

Over opponent's 1NT (strong) RIPSTRA - modified

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♦	Negative	2♥/♠	Positive with♥/♠
	other	3♣, 3♦ Positive with♣♦		
2♦	2♥	Correctable	3♣/♦	6+♣/♦, invitational
	2♠	Correctable	3♥/♠	3♥ correctable, 3♠ natural
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Correctable	4♣/♦	Correctable, invitational
	3♥/♠	To play/ Natural	4♥/♠	Correctable, Natural
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 Two's: Multi 2♦ X = 16+ T/O; 4th seat 9+ = T/O

Response to X in direct seat, next suit up = 0-7, all other bids

RCO style 2-s 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+♠ Inverted Modified RIPSTRA: (over Opp 1NT)

\*1♠ - 2♥ = 10+, 5♥ 2♣: 3 suiter, short ♣/2 suiter not ♣/ long ♣

2♦: 3 suiter, short ♦/2 suiter with♣/ long ♦

Cue bids -1sts & 2nds indiscriminately 2♥,2♠: Natural

2NT: Strong two suiter - any

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-emptive  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening Major = weak take-out; minor = fit showing  
 Jump shifts after major opening ♠ to ♥ = weak take-out; others = fit showing  
 Responses to strong 2 suit opening 2♦ weak/waiting; else nat, good suit; 2NT nat  
 Responses to 2NT opening 3♣ game interest enquiry; else 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 attitude, K for nat count  
 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 natural count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other  
 Count natural  reverse

## CONVENTIONS

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

### Other Conventions

Support doubles and redoubles SWINE over their penalty dbl of our 1NT  
 Long suit trial bids Splinters & mini splinters  
 Blackout (responding to reverse) Extended Stayman over 1NT overcall  
 Spades oriented Michaels Puppet Stayman over our strong 2NT rebid  
 Fit showing jumps - good 5+ suit Negative free bids (2 level only)



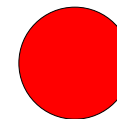
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## STANDARD SYSTEM CARD

Names: Judith Tobin Karen Creet  
 ABF Nos: 61395 293970  
 Basic System: Acol  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+ (3) 1♦ 11+ (4) 1♥ 11+ (4) 1♠ 11+ (5)  
 1 NT 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ ♥ 2♥ ♠ 2♠ ♣  
 2 NT ♦ other  
 2♣ Game Force or 21-22 balanced  
 2♦ Weak 2♥ or 23-24 balanced or weak 5/5 (+) ♠ & ♣ or 8 playing tricks in ♦  
 2♥ Weak 2♠ or 25-26 balanced or weak 5/5 (+) ♣ & ♦ or 8 playing tricks in ♥  
 2♠ Weak 5/5 (+) ♣ & ♥ or 5/5 (+) ♦ & ♠ or 8 playing tricks in ♠ or 27-28 balanced  
 2 NT Weak 5/5 (+) ♦ & ♥ or 5/5 (+) ♥ & ♠ or 29-30 balanced  
 3 NT 4 level minor pre-empt

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

Dbl over a strong 1NT = ♣ or ♦ & ♥  
 Namyats (4♣ & 4♦ openings = ♥ & ♠)

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♦  
 Jump overcalls weak Unusual NT 2 unbid suits, without ♠  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor ♠ & another unbid suit  
 Immed cue of major Over ♥: ♠ & another unbid suit; else ♥ & a minor  
 Over opponent's 1NT (weak) Dbl = penalty; 2x = TOXIC i.e. suit above or next 2 suits  
 Over opponent's 1NT (strong) as above but Dbl = ♣ or ♦ & ♥  
 Over weak twos Dbl = take-out  
 Over opening threes Dbl = take-out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp; 4+♦	2NT Limit raise
	1♥/♠	5+ hcp; 4+ ♥/♠	3♣ Pre-emptive, 5+ ♣
	1NT	6-10 hcp	3♦ splinter
	2♣	Inverted, strong raise	3♥ splinter
	2♦	fit showing, limit raise +	3♠ splinter
	2♥	6+ ♥, 0-7 hcp	3NT 13-15 (denies a major)
	2♠	6+ ♠, 0-7 hcp	4 bids ♦ = ♣ raise; 4M = to play
1♦	1♥/♠	5+ hcp; 4+ ♥/♠	3♣ fit showing, limit raise +
	1NT	5-10 hcp	3♦ Pre-emptive, 4+ ♦
	2♣	natural, forcing to 2NT	3♥ splinter
	2♦	Inverted, strong raise	3♠ splinter
	2♥	6+ ♥, 0-7 hcp	3NT 13-15 (denies a major)
	2♠	6+ ♠, 0-7 hcp	4♦ raise
	2NT	Limit raise	4 Other ♣ = splinter; 4M to play
1♥/♠	1NT	5-10 hcp	3♣ fit showing, limit raise +
	2♣	natural, forcing to 2NT	3♦ fit showing, limit raise +
	2♦	natural, forcing to 2NT	3♥/♠ pre-emptive raise or splinter
	2♥/♠	as above or 6-9 raise	3NT 13-15 bal raise (min 4♥/3♠)
	2NT	Limit raise or 16+ raise	4♣/♦ splinter; ditto 1♠ : 4♥
2♣	2♦	weak or waiting	2♥/♠ Nat 5+ good suit, 3+ controls
	other	2NT = 8-12 hcp; max 2 controls.	3m = natural, 5+ good suit, 3+ controls
2♦	2♥	pass or correct (to Myxo 2s)	3♣/♦ 3♣ pass or correct; 3♦ nat
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	strong enquiry (game interest +)3NT	to play
2♥/♠	2NT	strong enquiry (game interest +)3NT	to play
	3♣/♦	pass or correct	4♣/♦ pass or correct
	3♥/♠	3♥ nat; 3♠ pass or correct	4♥/♠ 4♥ nat; 4♠ pass or correct
2NT	3♣	strong enquiry (game interest +)4♣	natural
	3♦	pass or correct	4♦ pass or correct
	3♥	pass or correct	4♥ pass or correct
	3♠	pass or correct	4♠ pass or correct
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ natural 6+ suit with slam interest

3♥/3♠ natural 6+ suit with slam interest

4♣ ♥ (Namyats)

4♦ ♠ (Namyats)

4♥ natural

4♠ natural

Unusual NT:      minors       other suits       lower 2 unbid suits

other non-spades Michaels. Over a minor, will be the other minor + ♥. Over ♥ = both minors. Over 1♠, = both minors.

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities      show shape & strength up the line

Defence to 3NT opening      Dbl = penalties; suit bids natural

Defence to opening Two's: Multi 2♦ Immediate position: Dbl = 16+ t/o of ♠; 2♥ = 16-

t/o of ♥; 2♠ = nat. Re-opening as above but can be weaker.

RCO style 2-s      Similar style - immediate dbl = 16+; re-opening can be weaker

Also play exclusion doubles (see notes).

Other 2-s      Similar approach.

2NT overcall over weak opening 2s = 16-19, Lavings style

Defence to strong ♣      Wonder bids @ 1 level; TOXIC @ 2 level (suit bid is either the next suit or the next 2 suits).

Lebensohl      Over NT interference

Other uses      when responding to partner's take-out double of weak twos

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

4♥ Dbl      4♠ Dbl

## OTHER NOTES

(1) Exclusion doubles apply after we have doubled to show strength & partner has also shown values. Dbl = t/o and pass is forcing, until the 3 level, when Dbl is penalties.

(2) Over a transfer to a major: Accepting the transfer at the 3 level shows a minimum with 4 trumps. A maximum with 4 trumps is shown by bidding a weakness at the 3 level; or 2NT with no weakness.

(3) Minor suit Stayman over strong 2NT/3NT rebids after a Myxo 2 opening.