

## BASIC RESPONSES

Jump raises - minors limit  forcing  other inverted   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Mini Mega Maxi style splinters  
 Jump shifts after major opening Mini Mega Maxi style splinters  
 Responses to strong 2 suit opening 2♦ < 2 Controls most others natural and +ve  
 Responses to 2NT opening 3♣ puppet stayman 3♦ -> ♥, 3♥ -> ♠, 3♠ = 5♠/4♥

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other A for Count K for 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  low encourage   
 other count   
 Signal on declarer's lead count   
 Discards McKenney  high encourage  low encourage   
 odd/even  other   
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when?   
 Other Conventions

Witch  
 1st/2nd round cues  
 FSJ in competition  
 cue raises often including 2NT in competition



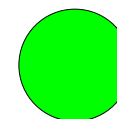
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## STANDARD SYSTEM CARD

Names: Matt and Christy Christy and Matt  
 ABF Nos:    
 Basic System: Acol  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+ 10+ 1♦ 4+ 10+ 1♥ (4)5+ 10+ 1♠ 5+ 10+  
 1 NT 11-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other Keri  
 transfers 2♦ -> 2♥ 2♥ -> 2♠ 2♠ RP/mss  
 2 NT other 3 (suit) shows splinter in suit above  
 2♣ Game force any  
 2♦ 4+ ♦/ 4+ ♠ less than opening hand, obeying rule of 15  
 2♥ 4+ ♥/ 4+ ♠ less than opening hand, obeying rule of 15  
 2♠ 5+ ♠ less than opening hand, obeying rule of 15  
 2 NT 20-22 Semi-Balanced may contain 5card major  
 3 NT 1st/2nd Gambling ANY suit 3rd/4th to play

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

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠  
 Jump overcalls weak Unusual NT Lowest Unbids  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor ♠'s + another  
 Immed cue of major other major + minor  
 Over opponent's 1NT (weak) Asptro (X = penalties approx 16+)  
 Over opponent's 1NT (strong) Asptro (X = good single suited hand, 2M average SSH)  
 Over weak twos X + Lebensohl  
 Over opening threes X = t/o



## BASIC RESPONSES

Jump raises - minors limit  forcing  other Pre-emptive  
 Jump raises - majors limit  forcing  other Pre-emptive  
 Jump shifts after minor opening maj: weak, <=7 HCP | min: criss-cross | dbl jump = splinter  
 Jump shifts after major opening 2♠/2NT = bal raise | MMMM splinters | Swiss raises  
 Responses to strong 2 suit opening AK control responses to 2♣  
 Responses to 2NT opening Mod Puppet Stayman & transfers, 3♠ = minors

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other J, T or 9 shows 0/2 higher | A for count, K for att  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  other 3rd from even, low from odd  
 From 4 small 2nd highest  other 1st or 3rd vs NT  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other Primarily count, except low encourage on K leads  
 Signal on declarer's lead Count (Reverse Smith Peters initially vs NT)  
 Discards McKenney  high encourage  low encourage   
 odd/even  other Count  
 Count natural  reverse  Original

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when? Over 1NT rebids & 1NT-2♠-2NT

### Other Conventions

LM trump ask over 3-level preempts 4♠&4NT swap meanings when ♥ trumps  
 3NT denies ♣ cue in some auctions (R)DOP1 to 5♦, DEPO 5♥+  
 Piglet | Kokish | Short Suit Trials Cue Raises & FSJs in competition  
 Transfers after 1min-1maj- 1NT Jump rebid at 2-level = minisplinter  
 Leaping Michael's The Witch | Blackout | Bourke Relay



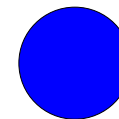
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## STANDARD SYSTEM CARD

Names: Daniel Geromboux Griff Ware  
 ABF Nos: 566748 476791  
 Basic System: ACOL overloaded with conventions  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+♣, 11+HCP 1♦ 4+♦, 11+HCP 1♥ 4+♥, 11+HCP 1♠ 5+♠, 11+HCP  
 1 NT 11-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other Keri (forces 2♦)  
 transfers 2♦ to ♥ 2♥ to ♠ 2♠ Range probe  
 2 NT to ♣ other  
 2♣ STRONG: Game force or 23+ balanced / semi-balanced  
 2♦ 4+♦ and 4+♠, less than an opening hand  
 2♥ 4+♥ and 4+♠, less than an opening hand  
 2♠ 5+♠, less than an opening hand  
 2 NT 20-22 balanced - may contain a 5 card major  
 3 NT In 1st&2nd: 4-level minor preempt. In 3rd&4th: to play

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

Over 1♣/♦: overcalls can be bad 4 card suit 6-14HCP. 1NT = T/O, 6-14HCP, X=15+.

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠  
 Jump overcalls varies, see inside | unusual NT Meaning varies, see inside  
 1NT overcall (immediate) varies, see inside | (re-opening) 11-14  
 Immed cue of minor 1♣-2♣ = 5+♦, 4+♠, 0-2♥ | 1♦-2♦ = 5+♠, 4+♥, 0-2♠  
 Immed cue of major Michael's: other maj & another, 5+/5+ weak/very strong  
 Over opponent's 1NT (weak) Asptro (with X = penalties - normally 16+)  
 Over opponent's 1NT (strong) Asptro (with X = good single suited hand)  
 Over weak twos Take out doubles with Lebensohl  
 Over opening threes Take out doubles

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+ cards, 6+HCP	2NT 10-12HCP, 3343
	1♥/♠	4+ cards, 6+HCP	3♣ 5+♣, ≤6 HCP
	1NT	6-9HCP, often 3334	3♦ Splinter, slam try
	2♣	4+♣, 10+, no 5c major	3♥ Splinter, slam try
	2♦	5+♣, 6-9HCP	3♠ Splinter, slam try
	2♥	6+♥, <8HCP	3NT 13-15, 3343
	2♠	6+♠, <8HCP	4 bids ♣=pre-empt, ♦=void, ♥/♠=nat
1♦	1♥/♠	4+cards, 6+HCP	3♣ 5+♦, 8-9HCP, no major
	1NT	6-9HCP, no major	3♦ 5+♦, <8HCP
	2♣	5+♣, 10+HCP	3♥ Splinter, slam try
	2♦	4+♦, 10+HCP, no 5c major	3♠ Splinter, slam try
	2♥	6+♥, <8HCP	3NT 13-15, 3334
	2♠	6+♠, <8HCP	4♦ Preemptive
	2NT	10-12HCP, 3334	4 Other ♣=splinter, ♥/♠=natural
1♥/♠	1NT	6-9HCP, denies ♠ over ♥	3♣ & 2NT Splinter: ≤6 or 7.5-9 losers
	2♣	4+cards, 10+HCP	3♦ Splinter ≤6 or 7.5-9 losers
	2♦	4+cards, 10+HCP	3♥/♠ double raise=pre-emptive
	2♥/♠	6-9pts, normally 3 card support	3NT Splinter. LTC=6.5-7
	2NT	& 2♠: Bal 4+support, 6-11/16+HCP	4♦ Swiss Raises
2♣	2♦	0-1 AK points, 0-7HCP	2♥/♠ 2/3 AK points
	other	2NT=0-1AK, 8+HCP, 3♣=4-7AK, 3NT=any solid suit, 4-level=8+cd 1 loser suit	
2♦	2♥	Natural, non-forcing	3♠/♦ Natural, non-forcing
	2♠	To play	3♥/♠ Natural, forcing/To play
	2NT	Enquiry	3NT To play
2♥/♠	2NT	Enquiry	3NT To play
	3♠/♦	Natural, non-forcing	4♠/♦ Natural, forcing
	3♥/♠	Preemptive	4♥/♠ To play
2NT	3♣	Modified Puppet Stayman	4♣ Slam try in ♥
	3♦	Transfer to ♥	4♦ Slam try in ♠
	3♥	Transfer to ♠	4♥ To play
	3♠	Both minors	4♠ To play
	3NT	To play	other 4/5NT=quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Transfer splinters: shows a singleton or void in the suit above the bid
3♥/3♠	Transfer splinters: denies a 5 card major. Tends to be a 3suited type
4♣	Both majors (5+/5+), slam interest
4♦	Both majors (5+/5+), no slam interest
4♥	To play
4♠	To play

Unusual NT:    minors     other suits     lower 2 unbid suits

other (1min)-2NT shows a big 2-suiter anchored in the non-touching suit. In other LUBS, weak or very strong

Other slam bidding    Cue Bids     Asking Bids

4th Suit Forcing    One round     Game force

NT Checkback     Priorities    Puppet & Transfer system

Defence to 3NT opening    Gambling: 4♣=5+♥, 4+♠. 4♦=4♥, 5+♠

Defence to opening Two's: Multi 2♦ X=♥/♠ overcall or 19+, 2♥=15-18NT, 3♠/♦ = weak

minor overcall. 2♣/2NT=good minor overcall

RCO style 2-s    1st X=16+HCP, next X=T/O

2NT ostensibly 16-18HCP balanced

Other 2-s    X=T/O(with Leb) over 2's anchored in the suit bid, 2NT=16-18

Over strong 2♣/♦: X=majors, 2NT=minors, other=natural

Defence to strong ♣    X shows 16+HCP, other = Truscott. After a 1♦ negative response

all calls=Truscott

Lebensohl    Over NT interference     Rubensohl: 3♣ asks for stopper

Other uses    Lebensohl after our X of a weak 2, and in some competitive auctions

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

4♥ X    4♠ X

## OTHER NOTES

Over opponent's 1 minor opening: The first 2 jumps show the suit bid and the suit above 5+/4+ in the lower/higher ranked suits respectively and 0-2 in the 4th suit and 6-14HCP

1♥-2♠ is a balanced 4+cd support raise 6-11/16+HCP. 1♥-2NT is a splinter in ♠.

1♥/♠ - 2♠/2NT has a small possibility of containing a singleton ♦/♥.

1♥-3♠ and 1♠-3NT is a splinter in an unspecified suit with LTC=6.5-7

## 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

Responses to 2NT opening 3♣ = stayman, 3♦ = ♥, 3♥ = ♠

## PLAY CONVENTIONS

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

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

Underlead  other A = count K = 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  low encourage

other or reverse count on A lead

Signal on declarer's lead reverse count

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 5♣ = 1/4, 5♦ = 0/3

4♣ Gerber  when?

### Other Conventions




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## STANDARD SYSTEM CARD

Names: Anatoly Lightfoot Partner 

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 11-14 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ ->♥ 2♥ ->♠ 2♠ ->♣

2 NT invitational other 3♣>♦

2♣ Game force

2♦ Weak 6+D

2♥ Weak 6+H

2♠ Weak 6+S

2 NT 20-22 balanced

3 NT

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


## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT Lower unbid suits

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

Immed cue of minor 5+♠ 5+unbid suit

Immed cue of major 5+other major 5+minor

Over opponent's 1NT (weak) natural

Over opponent's 1NT (strong) natural

Over weak twos X = takeout

Over opening threes X = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+	2NT	10-12 balanced
	1♥/♠	6+	3♣	invitational, 4+♣
	1NT	6-10	3♦	weak 7+♦
	2♣	6-9 4+♣	3♥	weak 7+♥
	2♦	weak 6♦	3♠	weak 7+♠
	2♥	weak 6♥	3NT	13-15 balanced
	2♠	weak 6♠	4 bids	4♣ = weak
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1♦	1♥/♠	6+	3♣	weak 7+♣
	1NT	6-10	3♦	invitational 4+♦
	2♣	11+	3♥	weak 7+♥
	2♦	6-9 4+♦	3♠	weak 7+♠
	2♥	weak 6+♥	3NT	13-15 balanced
	2♠	weak 6+♠	4♦	weak
	2NT	10-12 balanced	4 Other	
<hr/>				
1♥/♠	1NT	6-10	3♣	weak 7+♣
	2♣	11+	3♦	weak 7+♦
	2♦	11+	3♥/♠	invitational
	2♥/♠	6-9 3-4♥/♠	3NT	13-15 balanced
	2NT	Game-forcing, 4+♥/♠	4♣/♦	13+HCP 0-1♣/♦
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2♣	2♦	less than 2 AK controls	2♥/♠	5+ suit, 2+ AK controls
	other	2NT = 8+HCP 2+ AK controls, balanced		
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2♦	2♥	Forcing for one round	3♣/♦	Forcing for one round / weak
	2♠	Forcing for one round	3♥/♠	Weak 7+suit
	2NT	Strong inquiry	3NT	To play
<hr/>				
2♥/♠	2NT	Strong inquiry	3NT	To play
	3♣/♦	Forcing for one round	4♣/♦	Weak 7+suit
	3♥/♠	Weak	4♥/♠	To play
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2NT	3♣	Stayman	4♣	
	3♦	Transfer to ♥	4♦	
	3♥	Transfer to ♠	4♥	
	3♠	Both minors	4♠	
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ 3♣ = transfer to ♦

3♥/3♠ Strong, natural, slam interest

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♦

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

## OTHER NOTES

KISS