

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong

Jump shifts after major opening Strong

Responses to strong 2 suit opening 2D = Waiting Suit = 2 of top 3 honours

Responses to 2NT opening 3C = Pass or correct 3H = Asking

PLAY CONVENTIONS

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

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

Underlead other Second of Touching, A=Attitude K= Count

Four or more with an honour 4th highest NT attitude

3rd/5th other VS NT J denies higher/10 or 9 two or none higher

From 4 small 2nd highest other

From 3 cards (no honour) top NT middle S bottom

Signal on partner's lead: high encourage low encourage

other Odd-Even

Signal on declarer's lead Count if nec

Discards McKenney high encourage low encourage

odd/even other Revolving

Count natural reverse if partner needs to know

CONVENTIONS

4NT: Blackwood RKCB other 30/41 CRO w/o agree.

4♣ Gerber when? 30/41 CRO Progressive

Other Conventions

Lightner Doubles	Super Accepts
Splinters	Grand Slam Force
Crash	
Modified Michaels	



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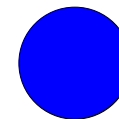
STANDARD SYSTEM CARD

Names: Ken Miller Stephen Fischer

ABF Nos: 131513 446955

Basic System: 2/1 Game Force

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 -11+ 1♦ 3 -11+ 1♥ 5 -11+ 1♠ 5 11+

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ 2H or 4441 2♥ 2S 2♠ 3C

2 NT 3D other Texas

2♣ Game Force

2♦ Multi - Weak Major or 20-22 Balanced

2♥ Hearts + Another (Less than opening)

2♠ Spades + Minor (Less than opening)

2 NT Minors (Less than opening)

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 2S

Jump overcalls Weak Unusual NT = Rank

1NT overcall (immediate) 16-18 (re-opening) 12+

Immed cue of minor = Colour

Immed cue of major = Colour

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) CRO (x, 2C, 2D)

Over weak twos x = t/o CRO (2NT, 3C, 3D)

Over opening threes x = t/o

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	3+, 6+ points	2NT 16+ balanced
	1♥/♠	4+, 6-18 points	3♣ Preemptive
	1NT	9-11, no major	3♦ Splinter
	2♣	4+, 10+ points	3♥ Splinter
	2♦	Natural & Strong	3♠ Splinter
	2♥	Natural & Strong	3NT 12-15 balanced
	2♠	Natural & Strong	4 bids NC = Ace ask, Key Card 3041
1♦	1♥/♠	4+, 6-18 points	3♣ Natural & Strong
	1NT	6-9 points, no major	3♦ Preemptive
	2♣	4+, 10+ points	3♥ Splinter
	2♦	4+, 10+ points	3♠ Splinter
	2♥	Natural & Strong	3NT 12-15 balanced
	2♠	Natural & Strong	4♦ NC = Ace Ask, key card, 3041
	2NT	16+ balanced	4 Other
1♥/♠	1NT	1 round force	3♣ Natural & Strong
	2♣	Natural, generally GF	3♦ Natural & Strong
	2♦	Natural, generally GF	3♥/♠ Invitational (LTC in Comp)
	2♥/♠	support and 5-9	3NT
	2NT	LTC ask	4♣/♦ Splinter
2♣	2♦	waiting	2♥/♠ 2 of 3 top honours (5+ card)
	other		
2♦	2♥	Pass or correct	3♣/♦ natural, 1 round force
	2♠	Pass or correct (willing to play 3B)	3♥/♠ natural, 1 round force
	2NT	Asking	3NT To play
2♥/♠	2NT	Asking	3NT To play
	3♣/♦	Pass or correct	4♣/♦ 1 Round force, tolerance for maj.
	3♥/♠	Invitational (LTC in Comp)	4♥/♠ To Play (LTC in Comp)
2NT	3♣	To play	4♣ Invitational
	3♦	To play	4♦ Invitational
	3♥	Asking	4♥ To play
	3♠	Natural & invitational	4♠ To play
	3NT	To play	other LTC in Comp

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C = 5/5+ weak 3D = 5/5+ strong
3♥/3♠	singleton 5/4+ minors and game force
4♣	Gerber
4♦	Texas
4♥	Texas
4♠	To Play

Unusual NT: minors other suits lower 2 unbid suits
 other 2 suits of the same rank

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening X=P, 4C=M+m, 4D=Majs, 4H/S=Nat 4NT=Aces

Defence to opening Two's: Multi 2♦ Major Shortage

RCO style 2-s x = 2 suits as called ; NT 16+; Next suit (other 2 suits)

Other 2-s

Defence to strong ♣ X, D, NT = CRO 2 level = 6+ card constructive
 2NT, 3C, 3D = CRO (5/5+)

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening 16 HCP after 1D

Jump shifts after major opening 16+ HCP

Responses to strong 2 suit opening Not applicable

Responses to 2NT opening Baron and Jacoby 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 To NT, leads are 3rds from 4 or lowest from 5+

From 4 small 2nd highest other

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encouragement low encouragement

other Odd encouragement

Signal on declarer's lead Natural count

Discards McKenney high encouragement low encouragement

odd/even other Even: suit directing McKenney style

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 30, 41

4♣ Gerber when? Unambiguous NT sequences

Other Conventions

DOP1

Swine

Grand slam force



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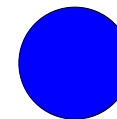
STANDARD SYSTEM CARD

Names: Eric Nunn Pam Nunn

ABF Nos: 151890 151904

Basic System: Precision

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+ HCP, 0 1♦ 11-15 HCP, 3 1♥ 11-15 HCP, 5 1♠ 11-15 HCP, 5

1 NT 12-15 HCP may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ ♥ 2♥ ♠ 2♠ ♣

2 NT ♦ other Super-accepts

2♣ 11-15 HCP, 5+♣; if only 5♣, then 4♥/♠

2♦ 11-15 HCP, 0 or 1 ♦, denies 5♥/♠ or 6♣

2♥ 7-10 HCP, 6♥

2♠ 7-10 HCP, 6♠

2 NT 22-23 HCP

3 NT 27+ HCP

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

1♣ 3♣ overcalls

2♣

2♦

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 2♣

Jump overcalls 7-10, exc 3♣ Unusual NT 5/5 other rank

1NT overcall (immediate) 15-18 HCP (re-opening) 9-14 HCP

Immed cue of minor 5/5 other colour; 3C shows 5/5 other odd suits

Immed cue of major 5/5 other colour

Over opponent's 1NT (weak) Capp

Over opponent's 1NT (strong) Capp

Over weak twos X = Takeout

Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	Usually 0-7 HCP, 0♦	2NT 11-13 or 16+ HCP, balanced
	1♥/♠	8-15 HCP, 5♥/♠	3♣ 4-7 HCP, 7+♣
	1NT	8-10 HCP, balanced	3♦ 4-7 HCP, 7+♦
	2♣	8+ HCP, unlimited	3♥ 4-7 HCP, 7♥ to honour or 8 to J
	2♦	8+ HCP, unlimited	3♠ 4-7 HCP, 7♠ to honour or 8 to J
	2♥	4-7 HCP, 6♥ to honour or 7 to J3NT	14-15 HCP, balanced
	2♠	4-7 HCP, 6♠ to honour or 7 to J4 bids	Never
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1♦	1♥/♠	8-15 HCP, 4+♥/♠	3♣ 16+ HCP, 5+♣
	1NT	8-10 HCP, denies 4+♥/♠	3♦ <11 HCP, 5+♦
	2♣	11-15 HCP, 4+♣, asking	3♥ Never
	2♦	11-15 HCP, 4+♦, asking	3♠ Never
	2♥	16+ HCP, 5+♥	3NT 13-15 HCP
	2♠	16+ HCP, 5+♠	4♦ Limit raise
	2NT	16+ HCP, balanced	4 Other Never
<hr/>			
1♥/♠	1NT	6-9 HCP, except after X	3♣ 16+ HCP, 5+♣
	2♣	10-15 HCP, 4+♣	3♦ 16+ HCP, 5+♦
	2♦	10-15 HCP, 4+♦	3♥/♠ 8-loser
	2♥/♠	8-10 TP, 3+♥/♠	3NT 13-15 HCP, 3+♥/♠, forcing
	2NT	16+ HCP, balanced	4♣/♦ Splinter
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2♣	2♦	11+ HCP, enquiry	2♥/♠ 8-10 HCP, 5+♥/♠, not forcing
	other	3♣ = 8-10 TP, 3+♣	
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2♦	2♥	To play	3♣/♦ 3♣ to play, 3♦ invitation to 3NT
	2♠	To play	3♥/♠ 5-7 HCP, 5+ suit, invitation
	2NT	8+ HCP, enquiry	3NT To play
<hr/>			
2♥/♠	2NT	Ogust enquiry	3NT To play
	3♣/♦	Forcing, 5+ ♣/♦	4♣/♦ Never
	3♥/♠	To play	4♥/♠ To play
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2NT	3♣	Baron	4♣ Gerber (30, 41, CRO)
	3♦	Transfer to ♥	4♦ Never
	3♥	Transfer to ♠	4♥ Never
	3♠	5/5 ♣ and ♦	4♠ Never
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

- 3♣/3♦ 16+ HCP, 5+♣/♦
- 3♥/3♠ 16+ HCP, 5+♥/♠
- 4♣ Gerber (30, 41, CRO)
- 4♦ Never
- 4♥ To play
- 4♠ To play

Unusual NT: minors other suits lower 2 unbid suits

other 5/5 other rank

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♦ X = 16+ HCP

RCO style 2-s X = 16+ HCP

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♠ X

OTHER NOTES

Systemic responses after 1♣ opening - please ask meaning.

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 2D ->2H Negative < 3PT

Responses to 2NT opening 3C - 3D better minor

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, Even revolving

Signal on declarer's lead

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse Reverse on trumps

CONVENTIONS

4NT: Blackwood RKCB other 1-4 & 3-0

4♣ Gerber when?

Other Conventions



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STANDARD SYSTEM CARD

Names: Meryl Howley Phil Howley

ABF Nos: 104248 104221

Basic System: Acol

Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 7 LTC 1♦ 4+ 7 LTC 1♥ 4+ 7 LTC 1♠ 5+ 7 LTC

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ ->2H 2♥ ->2S 2♠

2 NT Invitational other

2♣ 3 LTC or 23 HCP

2♦ 4 LTC or 19-20 HCP or 8 PT

2♥ 5 H & 5 other 7LTC

2♠ 5 S & 5 minor 7 LTC

2 NT 5C & 5D

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through Responsive doubles through

Jump overcalls 6 LTC 6 card + Unusual NT Modified Michaels

1NT overcall (immediate) 16-18 HCP (re-opening) 12 HCP

Immed cue of minor 5-5 same colour

Immed cue of major 5-5 same colour

Over opponent's 1NT (weak) x Penalty

Over opponent's 1NT (strong)

Over weak twos

Over opening threes x Take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+D & 6+ HCP	2NT 6 LTC with support. Asking
	1♥/♠	4+H/S 6+ HCP	3♣ 8 LTC
	1NT	6-9 HCP	3♦ To play
	2♣	4+C 9-10 LTC	3♥ "
	2♦	6+suit 0-6 HCP	3♠ "
	2♥	"	3NT 13 HCP
	2♠	"	4 bids
1♦	1♥/♠	4+ H/S 6+ HCP	3♣ Weak to play
	1NT	6-9 HCP	3♦ 8 LTC with support
	2♣	4+C 8 LTC	3♥ To play
	2♦	10 or 9 LTC	3♠ To play
	2♥	6+ H weak 0-6 HCP	3NT 13+ HCP
	2♠	6+ S weak 0-6 HCP	4♦ 7 LTC with support
	2NT	6 LTC with support. Asking	4 Other To play
1♥/♠	1NT	6-9 HCP	3♣ To play
	2♣	5+C 8 LTC	3♦ "
	2♦	5+D 8 LTC	3♥/♠ 8 LTC
	2♥/♠	9 or 10 LTC	3NT 13+ HCP
	2NT	6 LTC with support. Asking	4♣/♦
2♣	2♦	Less than 2 Playing Tricks	2♥/♠ 2 + Playing Tricks
	other		
2♦	2♥	Less than 2 Playing Tricks	3♣/♦
	2♠		3♥/♠
	2NT		3NT
2♥/♠	2NT		3NT
	3♣/♦		4♣/♦
	3♥/♠		4♥/♠
2NT	3♣	Better minor	4♣
	3♦	"	4♦
	3♥		4♥
	3♠		4♠
	3NT		other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitational
3♥/3♠	"
4♣	"
4♦	"
4♥	To Play
4♠	"

Unusual NT: minors other suits lower 2 unbid suits
 other 2 suits same rank

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening Natural

Defence to opening Two's: Multi 2♦ x shows D. 2H or 2S Takeout

RCO style 2-s

Other 2-s

Defence to strong ♣ Natural

Lebensohl Over NT interference

Other uses

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

4♥ Double 4♠

OTHER NOTES