

## 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 N/A

Responses to 2NT opening Heart Raises, minors correctable

## 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

4♣ Gerber  when?

Other Conventions

Asking Bids: Alpha, Beta, Gamma, Epsilon



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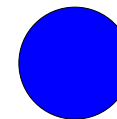
## STANDARD SYSTEM CARD

Names: Paul Hudson Ken Hocking

ABF Nos:

Basic System: Precision

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+ 0+♣ 1♦ 11-15 4+♦ 1♥ 11-15 4+♥ 1♠ 11-15 5+♠

1 NT 12-15 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦♥ 2♥♠ 2♠ Baron

2 NT ♣+ Extensions other

2♣ 11-15 6+♣ or 5+♣ + 4 Card Major

2♦ 5-10 5♦ + 4+♠

2♥ 5-10 4+/4+ Majors

2♠ 5-10 4+♠/5+minor

2 NT 5-10 5+♥ +5card minor

3 NT Gambling

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

2♦, 2♥, 2♠, 2NT

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through

Jump overcalls Weak  Unusual NT SA Michaels

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor A Major + other minor

Immed cue of major Other Major + minor

Over opponent's 1NT (weak) Transfers

Over opponent's 1NT (strong) Transfers

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♦	0-7, 0+♦	2NT 14-15 Flat
	1♥/♠	8+, 5+ suit	3♣ 4441 ♣ or ♠ singleton 8+ HCP
	1NT	8-13 or 16+ Flat	3♦ 4441 ♦ or ♥ singleton 8+ HCP
	2♣	8+ 5+ suit	3♥ Weak 7+ Suit
	2♦	8+ 5+ suit	3♠ Weak 7+ Suit
	2♥	4-7 6+Suit	3NT -
	2♠	4-7 6+Suit	4 bids -
1♦	1♥/♠	7+ 4+ Suit	3♣ Weak 6+suit
	1NT	7-10	3♦ Weak Raise
	2♣	10+ 4+Suit or ♦ Raise	3♥ Splinter Raise
	2♦	7-9 4+ raise	3♠ Splinter Raise
	2♥	Weak 6+suit	3NT To Play
	2♠	Weak 6+suit	4♦ To Play
	2NT	Gamma Trump ask	4 Other To Play
1♥/♠	1NT	7-10	3♣ Weak
	2♣	10+ 4+Suit	3♦ Weak
	2♦	10+ 4+Suit	3♥/♠ Weak Raises
	2♥/♠	Invitational Raise	3NT 4333, 13-15
	2NT	Gamma Trump ask	4♣/♦ Splinter 12-15
2♣	2♦	Relay	2♥/♠ Natural
	other	Natural	
2♦	2♥	To play	3♣/♦ ♣ forcing, ♦ raise
	2♠	To play	3♥/♠ ♥ forcing ♠ raise
	2NT	Relay	3NT To play
2♥/♠	2NT	Relay	3NT To Play
	3♣/♦	Natural	4♣/♦ -
	3♥/♠	To Play	4♥/♠ To Play
2NT	3♣	Correctable	4♣ Correctable
	3♦	Correctable	4♦ Correctable
	3♥	Raise, to play	4♥ to play
	3♠	Forcing, Natural	4♠ To Play
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Invitational 6+ of suit (to 3NT)

3♥/3♠ Natural, Forcing

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

Defence to 3NT opening Beat it if we can!

Defence to opening Two's: Multi 2♦ Natural

RCO style 2-s

Other 2-s

Defence to strong ♣ X = ♥ + Minor, 1♦ = ♠ + Minor

1NT = Majors or minors

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other 0-5, 4+ support

Jump shifts after minor opening Splinters

Jump shifts after major opening 3C,3D bergen; otherwise 10-12 3 card support

Responses to strong 2 suit opening

Responses to 2NT opening 5 card stayman; Jacoby

## 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 McKenny  high encourage  low encourage

odd/even  other Odd encourage, even McKenny

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? NT Openings; or when clubs agreed

Other Conventions

After 1NT (X opp), XX 5+ card suit, bid 4/4

DOPI



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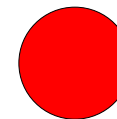
## STANDARD SYSTEM CARD

Names: Peter Chan Zol Nagy

ABF Nos: 195758 198390

Basic System: Acol

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+,2+ 1♦ 11+,4+ 1♥ 11+,5+ 1♠ 11+,5+

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ to H 2♥ to S 2♠ Strong Enquiry

2 NT Natural Invite other 3C/D/H/S 5+, GF

2♣ W2 (5/6 cards) in D or Both Majors (5+,5+) 6-10 or 23/24 Bal or 9 PT in any suit

2♦ W2 (5/6 cards) in H or Both Blacks (5+,5+) 6-10 or 25+ Bal or GF in any suit

2♥ W2 (5/6 cards) in S or Both Minors (5+,5+) 6-10

2♠ Club Preempt (6+ suit) or Both Reds (5+,5+) 6-10

2 NT 21/22 Bal; may contain any 5 card suit

3 NT 1st/2nd good 4 Major Preempt; to play otherwise

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

Bergen Raises X of preempts in passout seat may be weak

Cue Raises

Splinters

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Intermediate Unusual NT Lowest 2 suits

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

Immed cue of minor Both Majors, 5+/5+

Immed cue of major Major/Minor, 5+/5+

Over opponent's 1NT (weak) 2C=H+other (5+/4+); 2D=S+other(5+/4+);2NT=Minors

Over opponent's 1NT (strong) 2C=H+other (5+/4+); 2D=S+other(5+/4+);2NT=Minors

Over weak twos X takeout

Over opening threes X takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Nat 4+ suit; 5+ pts	2NT 4+ support; 16+ or 10-11 if PH
	1♥/♠	Nat 4+ suit; 5+ pts	3♣ 9-11; 5+C
	1NT	6-10	3♦ Splinter
	2♣	5-8, 5+C	3♥ Splinter
	2♦	Splinter	3♠ Splinter
	2♥	Splinter	3NT 12-15; 4+ support
	2♠	Splinter	4 bids Splinter
1♦	1♥/♠	Nat 4+ suit; 5+ pts	3♣ Splinter
	1NT	6-10	3♦ 9-11; 5+C
	2♣	5+ C; 9+ pts	3♥ Splinter
	2♦	5-8, 4+D	3♠ Splinter
	2♥	Splinter	3NT 12-15; 4+ support
	2♠	Splinter	4♦ Preemptive
	2NT	4+ support; 16+ or 10-11 if PH	4 Other Splinter
1♥/♠	1NT	6-10	3♣ 4+ support; 6-9 or 13-15
	2♣	5+ C; 9+ pts	3♦ 4+ support; 10-12
	2♦	5+ D; 9+ pts	3♥/♠ 4+ support; 0-5
	2♥/♠	3 card support; 5-9	3NT 12-15; 4+ support
	2NT	4+ support; 16+ or 10-11 if PH	4♣/♦ Splinter
2♣	2♦	pivot	2♥/♠ pass or correct
	other	2NT strong enquiry	
2♦	2♥	pivot	3♣/♦ pass or correct
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	strong enquiry	3NT To play
2♥/♠	2NT	strong enquiry	3NT To play
	3♣/♦	pass or correct	4♣/♦
	3♥/♠	pass or correct	4♥/♠
2NT	3♣	5 card stayman	4♣ Gerber
	3♦	Jacoby transfer to H	4♦
	3♥	Jacoby transfer to S	4♥
	3♠	Shape enquiry	4♠
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Nat 5+ cards, GF

3♥/3♠ Nat 5+ cards, GF

4♣ Gerber

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♦ 1st X Value; 2nd X TO

RCO style 2-s 1st X Value; 2nd X TO

Other 2-s X=TO

Defence to strong ♣ X = ♣+♥, ♦ = ♦+♥, ♥ = ♥+♠, ♠ = ♠+♣, 1NT = ♦+♠

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Preemptive  
 Jump raises - majors limit  forcing  other Preemptive  
 Jump shifts after minor opening Splinter  
 Jump shifts after major opening Splinter  
 Responses to strong 2 suit opening Control  
 Responses to 2NT opening (strong) 3C = Baron, 3D/H = Transfers, 3S = 4H/5+S

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Roman leads (2nd highest honour)  
 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 encouragement  low encouragement   
 other Reverse count  
 Signal on declarer's lead Reverse count  
 Discards McKenney  high encouragement  low encouragement   
 odd/even  other (on first discard only)  
 Count natural  reverse

## CONVENTIONS

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

Crowhurst (modified) Super accepts of transfers with 4 support  
 Long suit tries (may be 3-card suit)  
 4th suit forcing  
 PODI, PORI  
 Blackout after reverses



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## STANDARD SYSTEM CARD

Names: JEFF TRAVIS RUSSEL HARMS  
 ABF Nos: SA Open Team  
 Basic System:  
 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 HCP may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ Hearts 2♥ Spades 2♠ Baron  
 2 NT Minor: weak/strong other Transfer THEN any = GF, natural  
 2♣ Strong, 23+ HCP, bal or Acol 2+  
 2♦ Multi, 21-22 HCP, bal or weak 2 in a major  
 2♥ 5-10 HCP, 5+ hearts and 5+ minor  
 2♠ 5-10 HCP, 5+ spades and 5+ other  
 2 NT 5-10 HCP, 5+/5+ minors  
 3 NT Gambling

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

1x - 3x = preemptive 1NT - 3x = NF, natural  
 All jump shifts (new suit) are splinters Super accepts with 4 support  
 Change of suit forcing

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Weak Unusual NT 2 lowest unbid suits  
 1NT overcall (immediate) 15-18 HCP (re-opening) 11-14 HCP (system on)  
 Immed cue of minor Highest and lowest  
 Immed cue of major Highest and lowest  
 Over opponent's 1NT (weak) 2C = hearts and any, 2D = spades and minor  
 Over opponent's 1NT (strong) 2C = hearts and any, 2D = spades and minor  
 Over weak twos X and Lebensohl  
 Over opening threes X

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+ suit	2NT 10-12 HCP or 16+ HCP, support
	1♥/♠	4+ suit	3♣ Preemptive (0-8 HCP, 5+ C)
	1NT	8-10 HCP, no major	3♦ Splinter, 10-12 HCP
	2♣	7-9 (10) HCP, (4) 5+ support	3♥ Splinter
	2♦	Splinter, 6-9 HCP or 13+ HCP	3♠ Splinter
	2♥	Splinter	3NT 13-15 HCP, support
	2♠	Splinter	4 bids 4C = Preemptive, others: splinter
1♦	1♥/♠	4+ suit	3♣ Splinter
	1NT	6-9 HCP, no major	3♦ Preemptive (0-8 HCP, 4+ D)
	2♣	4+ suit, 9+ HCP	3♥ Splinter, 10-12 HCP
	2♦	8-10 HCP, 4+ support	3♠ Splinter
	2♥	Splinter, 6-9 HCP or 13+ HCP	3NT 13-15 HCP, support
	2♠	Splinter	4♦ Preemptive
	2NT	10-12 HCP or 16+ HCP, support	4♣ Other Splinters
1♥/♠	1NT	6-9 HCP	3♣ Splinter, 6-9 HCP or 13+ HCP
	2♣	4+ suit, 9+ HCP	3♦ Splinter
	2♦	4+ suit, 9+ HCP	3♥/♠ Preemptive (0-8 HCP, 4+ H/S)
	2♥/♠	6-9 HCP, normally 3 support	3NT 13-15 HCP, support
	2NT	10-12 HCP or 16+ HCP, support	4♣/♦ Splinter, 10-12 HCP
2♣	2♦	0-1 control	2♥/♠ 2/3 controls
	other	2NT = 4 controls	
2♦	2♥	Pass or correct	3♣/♦ Natural, forcing
	2♠	Pass or correct (3+ H)	3♥/♠ Pass or correct
	2NT	Enquiry	3NT To play
2♥/♠	2NT	Enquiry	3NT To play
	3♣/♦	Pass or correct	4♣/♦ Pass or correct
	3♥/♠	Preemptive	4♥/♠ To play
2NT	3♣	To play	4♣ Preemptive
	3♦	To play	4♦ Preemptive
	3♥	Natural, forcing	4♥ To play
	3♠	Natural, forcing	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Invitational
3♥/3♠	Invitational
4♣	RKC in clubs
4♦	RKC in diamonds
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    Lowest feature at appropriate level

Defence to 3NT opening \_\_\_\_\_

Defence to opening Two's: Multi 2♦ common sense

RCO style 2-s \_\_\_\_\_  
 common sense

Other 2-s \_\_\_\_\_  
 common sense

Defence to strong ♣    X = hearts and minor, 1D = spades and minor,  
 1NT = majors OR minors

Lebensohl    Over NT interference  \_\_\_\_\_  
 Other uses    After takeout double of 2-major

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

## OTHER NOTES

After 1NT X: if opponents pull, cannot play in 2 minor undoubled (whether they open or not)  
 (if our 1NT) pass asks opener to redouble if has 5-card suit