

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 2 over 1  
 Jump raises - majors limit  forcing  other Bergen  
 Jump shifts after minor opening  3♣ 5+ cards 12+ hcp GF; 2♦ 12+ (not 4♥/♠); 2♥/♠ 2-6 hcp 6+ cards  
 Jump shifts after major opening Bergen  
 Responses to strong 2 suit opening Relay  
 Responses to 2NT opening 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 Top  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other  
 Signal on declarer's lead  
 Discards McKenney  high encourage  low encourage   
 odd/even  other  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other RKCB 1430  
 4♣ Gerber  when? After 1♣, NT opening  
 Other Conventions

Jacoby 2NT  
 Splinter Bids



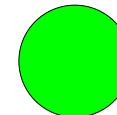
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## STANDARD SYSTEM CARD

Names: Vicki Martin Pat Goodchild  
 ABF Nos: 311731 311820  
 Basic System: STANDARD  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+, 12+ 1♦ 3+, 12+ 1♥ 5+, 12+ 1♠ 5+, 12+  
 1 NT 15-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ -> 2♥ 2♥ -> 2♠ 2♠  
 2 NT other  
 2♣ 19-21 any shape  
 2♦ Game Force: 23+ any shape, 23-25 Balanced  
 2♥ 6-9, 6+♥  
 2♠ 6-9, 6+♠  
 2 NT 22 Balanced  
 3 NT 26+ Balanced

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

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠  
 Jump overcalls Weak Unusual NT 2NT Overcall = 5-5 minors  
 1NT overcall (immediate) 15-18 (re-opening)  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) Dbl or 5+ cards, 12+  
 Over opponent's 1NT (strong) Dbl with 16+, or natural  
 Over weak twos Natural  
 Over opening threes Natural



## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening Weak - 6 Card suit

Jump shifts after major opening Weak - 6 Card suit

Responses to strong 2 suit opening 2♦ / 2♥ Negative / Waiting

Responses to 2NT opening 3♣ 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

Discards McKenney  high encourage  low encourage

odd/even  other Suit below NT,s

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? Over NT's

### Other Conventions

Ogust	Splinter Bids
Bergen Raises	
Michaels Cue Bid	
Cappelletti	
"DONT"	



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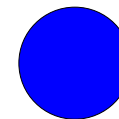
## STANDARD SYSTEM CARD

Names: Elizabeth Parsons Judy Oxley

ABF Nos: 245331 312398

Basic System: Standard

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 / 12 1♦ 3 / 12 1♥ 5 / 11 1♠ 5 / 11

1 NT 15 - 18 hcp. may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ 2♥ 2♥ 2♠ 2♠ 3♣ / ♦

2 NT 8-9 hcp. other

2♠ 19 - 20 hcp. or 8 Playing Tricks

2♦ 23 + hcp. or 9 Playing Tricks

2♥ 6 - 9 hcp. & 6♥

2♠ 6 - 9 hcp. & 6♠

2 NT 21 - 22 hcp.

3 NT

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

1♥ or 1♠ Bergen Raises

## COMPETITIVE BIDDING

Negative doubles through 2♠ Responsive doubles through 2♠

Jump overcalls Weak Unusual NT Both minors

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) "DONT"

Over weak twos Natural or "X" for Take out

Over opening threes Natural or "X" for Take out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ hcp. - 4+ ♦	2NT
	1♥/♠	6+ hcp. - 4+ ♥/♠	3♣ 11 hcp. - 4 ♣
	1NT	6-9 hcp. (no 4 card major)	3♦
	2♣	6-9 hcp. - 4+ ♣	3♥
	2♦		3♠
	2♥		3NT
	2♠		4 bids
1♦	1♥/♠	6+ hcp. - 4+ ♥/♠	3♣
	1NT	6-9 hcp. (no 4 card major)	3♦ 11 hcp. - 4 ♦
	2♣	10 hcp.	3♥
	2♦	6-9 hcp. (no 4 card major)	3♠
	2♥		3NT
	2♠		4♦
	2NT	13 - 15 hcp. (no 4 card major)	4 Other
1♥/♠	1NT	6 - 9 hcp.	3♣ 7 - 10 hcp. - 4 card suit
	2♣	10+ hcp.	3♦ 10-12 hcp. - 4 card suit
	2♦	10 hcp.	3♥/♠ 0-6 hcp. - 4 card suit
	2♥/♠	7-10 hcp. - 3 card support	3NT
	2NT	13+ hcp. - 4 card support	4♣/♦
2♣	2♦	Negative / Waiting	2♥/♠ Positive - 8+ hcp. 5+ ♥/♠
	other	2 NT - Positive - 8+hcp. (balanced)	
2♦	2♥	Negative / Waiting	3♣/♦ 10+ hcp. - 5+ ♣/♦
	2♠	8+ hcp. - 5+ ♠	3♥/♠ 10+ hcp. - + ♥/♠
	2NT	8+ hcp. (balanced)	3NT
2♥/♠	2NT	Ogust	3NT 16+ hcp.
	3♣/♦		4♣/♦
	3♥/♠		4♥/♠
2NT	3♣	Stayman	4♣
	3♦	Transfer to ♥	4♦
	3♥	Transfer to ♠	4♥
	3♠	Transfer to minors	4♠
	3NT	5+ hcp.	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦

3♥/3♠

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♦

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 with good suit.

Jump shifts after major opening 16+ hcp with good suit.

Responses to strong 2 suit opening Next suit neg.

Responses to 2NT opening Baron + transfers 3S=5S+4H

## PLAY CONVENTIONS

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

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

Underlead  other 3rd highest from interior sequences

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 in NT where dummy holds the trick.

Signal on declarer's lead Natural count

Discards McKenney  high encourage  low encourage

odd/even  other McKenney only when obvious.

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? over 1NT

### Other Conventions

Baron

Michaels

Dopi and Ropi

Positive Slam X

Weak jump responses over interference.



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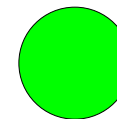
## STANDARD SYSTEM CARD

Names: Jane Tyson Angela Little

ABF Nos: 162639 152536

Basic System: Standard

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3, 11+ 1♦ 4, 11+ 1♥ 4, 11+ 1♠ 4, 11+

1 NT 15-17 hcp may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ hearts 2♥ spades 2♠ either minor

2 NT other

2♣ 8 playing tricks or 22-23 hcp balanced

2♦ Game forcing or 24+ hcp

2♥ 6-10 hcp 5-6 cards (Could be stronger or weaker in 3rd seat)

2♠ 6-10 hcp 5-6 cards (Could be stronger or weaker in 3rd seat)

2 NT 20-21 hcp balanced

3 NT Gambling

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

Jump raises over X = weak

Blackout over reverse bids

## COMPETITIVE BIDDING

Negative doubles through 2 S Responsive doubles through 2S

Jump overcalls weak Unusual NT unbid suits or minors

1NT overcall (immediate) 15-18 hcp (re-opening) 12-14 hcp

Immed cue of minor Michaels cue bid: both majors (min. 5/4)

Immed cue of major Michaels cue bid: the other major + a minor (min. 5/4)

Over opponent's 1NT (weak) Cappelletti: X= pen, C=C+H, D= Maj.H= H+Min.S=S+Min

Over opponent's 1NT (strong) Brozel: X = 1 suit, D= D+H, H= H+S, S=S+minor,

Over weak twos X=Takeout. over E.M.2D, H=H T.O. X=S T.O.

Over opening threes Optional X

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4 cards, 6+hcp	2NT 13-15 hcp balanced
	1♥/♠	4 cards, 6+hcp	3♣ forcing to 4C
	1NT	6-9 hcp balanced	3♦ Splinter
	2♣	6-9 hcp 5+C	3♥ Splinter
	2♦	16+hcp + good suit	3♠ Splinter
	2♥	16+hcp + good suit	3NT 16-18 hcp balanced
	2♠	16+hcp + good suit	4 bids To play
1♦	1♥/♠	4 cards, 6+hcp	3♣ 16+hcp + good suit
	1NT	6-9 hcp balanced	3♦ forcing to 4D
	2♣	9+ hcp 4+C	3♥ Splinter
	2♦	6-9 hcp 4+D	3♠ Splinter
	2♥	16+hcp + good suit	3NT 16-18 hcp balanced
	2♠	16+hcp + good suit	4♦ pre-emptive/invitational
	2NT	13-15 hcp balanced	4 Other C=Splinter; Maj=To play
1♥/♠	1NT	6-9 hcp balanced	3♣ 16+hcp + good suit
	2♣	9+ hcp 4+C	3♦ 16+hcp + good suit
	2♦	9+ hcp 4+D	3♥/♠ Limit raise 9-11hcp or 8 losers
	2♥/♠	6-9 hcp 4+H/S	3NT 16-18 hcp balanced
	2NT	G.F. Balanced raise in H/S	4♣/♦ Splinter bids
2♣	2♦	Negative/waiting	2♥/♠ Positive: 8+hcp, 5+H/S
	other	2NT= Balanced 8-10 hcp. 3NT = Balanced 11-13 hcp	
2♦	2♥	Negative/waiting	3♣/♦ Positive: 8+hcp 5+C/D
	2♠	Positive: 8+hcp, 5+S	3♥/♠ S=0-3 hcp 6+cds no features.
	2NT	Balanced 8-10 hcp.	3NT 11-13 hcp balanced
2♥/♠	2NT	Ogust	3NT To play
	3♣/♦	1 round force with C/D	4♣/♦ N/A
	3♥/♠	To play.	4♥/♠ To play
2NT	3♣	Baron asks for 4 cd suits in order	4♣ Gerber
	3♦	Transfer to H	4♦ Weak with long diamonds
	3♥	Transfer to S	4♥ To play
	3♠	Shows 5S+4H	4♠ To Play
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Forcing Slam Invit.

3♥/3♠ Forcing Slam Invit.

4♣ Gerber

4♦ N/A

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 Bid NT with only 3 card support

Defence to 3NT opening Opt. X

Defence to opening Two's: Multi 2♦ H=Heart shortage X=S shortage

RCO style 2-s

Other 2-s Bid of weak 2 option = take out

Defence to strong ♣ X=C+H, D=D+H, H=H+S, 1NT = minors

Lebensohl Over NT interference  also over weak 2s

Other uses

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

4♥ Opt.X 4NT=Min 4♠ Penalty 4NT = Min.

## OTHER NOTES

Weak jump shifts over interference after our openings.

5 level cue bids in competitive auctions asks for 6 if losers can be kept to 1 in that suit.