

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: invt min unl pass or in comp

Jump raises - majors      limit       forcing       Other: \_\_\_\_\_

Jump shifts after minor opening      MAJ =weak min 4-7 6 cd suit

Jump shifts after major opening      fit showing except 1♥-2♠=wk & 1♥/♠3♣/♥ spl

Responses to strong 2 suit opening      2NT = enquiry

Responses to 2NT opening      2NT (equiv) 3♣= 5 card Stayman

## PLAY CONVENTIONS

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

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

                                 Underlead       Other: kJt (second highest)

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      nat present count

Discards      McKenney       high encourage       low encourage

                                 odd/even       Other: McK when obvious

Count      natural       reverse       \_\_\_\_\_

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: \_\_\_\_\_

4♣      Gerber       when? \_\_\_\_\_

### Other Conventions

forcing 1NT resp after 1MAJ	relay cues
fsf (to game at 2 level)	SWINE aft pen X of 1NT = xx ->♣,2♣->♦etc
splinters & mini-splinters	pass forces xx then lower of 2 suits.
support X & XX	Blackout over reverse (lowest unbid suit/ 2NT
Jacoby	< 8pts)



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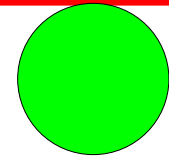
## STANDARD SYSTEM CARD

Names:      Marcia Scudder      Neville Moses

ABF Nos:      55141      44441

Basic System:      2/1 game force      Brown Sticker

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

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

1 NT      15 - 18      may contain 5 card major

2♣ Stayman:      simple       extended       Other: if 5cdM = 15/16

Transfers      2♦ ->♥      2♥ ->♠      2♣ ->♣

2 NT      ->♦      Other: Super acc(M) 2NT=3 in suit+max; 3 suit =4+min

2♠ game force (CAB responses)

2♦ 6-10 6M or ACOL 2 any suit or 21-22 bal

2♥ 7-11 5♥+4 min

2♠ 7-11 5♠+ 4 anor

2 NT minors 5+ - 5+ weak or strong

3 NT gambling long min no more than K outside

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

opening 2's      2♦ over 1♣,3♣ over 1♦/♥/♠ = other suits

\*2 suited overcalls (Ghestem):

cue=extreme suit; 2NT=2 lowest;

## COMPETITIVE BIDDING

Negative doubles through      3♣      Responsive doubles through      3♠

Jump overcalls      wk unl Ghest      Unusual NT      Ghestem (see \* above)

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

Immed cue of minor      Ghestem

Immed cue of major      Ghestem

Over opponent's 1NT (weak)      ASPRO x = pen, 2♣-♥& anor 2♦=♠+minor

Over opponent's 1NT (strong)      ASPRO

Over weak twos      X = TO

Over opening threes      X = TO

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦ 6+ pts	2NT	11 - 12 bal
	1♥/♠	4+♥/♠ 5+pts	3♣	6-9 pts 5+♣
1NT		6-10 pts no 4cd M unless flat	3♦	splinter
2♣		5+♣10+pt (unl pass or in comp)	3♥	splinter
2♦		6+♦ 6-10 pts	3♠	splinter
2♥		6+♥ 4-8 pts	3NT	13-15 bal
2♠		6+♠ 4-8 pts	4 bids	4♣pre 4♦spl 4♥/♠to play

1♦	1♥/♠	4+♥/♠ 5+pts	3♣	6+♣ 6-10 pts
1NT		6-10 pts no 4cdM unless flat	3♦	6-9 pts 5+♦
2♣		game force usually with ♣	3♥	splinter
2♦		5+♦10+pts (unl pass or in comp)	3♠	splinter
2♥		6+♥ 4-8 pts	3NT	13-15 bal
2♠		6+♠ 4-8pts	4♦	pre-empt
2NT		11-12 bal	4 Other	4♣ spl 4♥/♠to play

1♥/♠	1NT	4-11 pts forcing	3♣	fit showing jump
	2♣	game force usually with ♣	3♦	fit showing jump
	2♦	game force usually with ♦s	3♥/♠	4 cd supp invit
	2♥/♠	7+pts with supp (1♠-2♥ g for)	3NT	12-14 bal
	2NT	Jacoby 15+ with support	4♣/♦	splinters

2♣	2♦	<2 cont (A=2 K=1)	2♥/♠	2/3 cont 2NT=6-8<2 cont
other		3♣= 4 cont etc		

2♦	2♥	pass or correct	3♣/♦	nat 1 rd force
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	enquiry	3NT	to play

2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	nat 1 rd force	4♣/♦	spl - force to game in M
	3♥/♠	pre-empt	4♥/♠	to play

2NT	3♣	to play	4♣	1 rd force (poss slam try)
	3♦	to play	4♦	1 rd force (poss slam try)
	3♥	nat 1 rd force	4♥	to play
	3♠	nat 1 rd force	4♠	to play
	3NT	to play	other	4NT - RCKB in ♣

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6-8 6 cd broken suit (invit)
3♥/3♠	slam try in suit
4♣	SA Texas -> ♥
4♦	SA Texas -> ♠
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  at 1 level at 2 level Game force

NT Checkback  Priorities TOM support

Defence to 3NT opening natural

Defence to opening Two's: Multi 2♦ X= big unbal hand

RCO style 2-s X big unbal hand

Other 2-s X = TO (Lebensohl applies)

Defence to strong ♣ CRASH (weak 2 suited overcalls X=col; 1♦=rank; 1NT=shape)

1♥/♠ natural weak, 2 level bids weak.)

Lebensohl Over NT interference  slow shows

Other uses over x of weak 2

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

4♥ X=TO 4♠ X=strength; 4NT = TO

## OTHER NOTES

1NT - 2C- 2H/S - 3C enquiry.

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: pre-emptive after a double  
 Jump raises - majors limit  forcing  Other: pre-emptive after a double  
 Jump shifts after minor opening Multi level splinters  
 Jump shifts after major opening Multi level splinters  
 Responses to strong 2 suit opening Controls 2♦=0/1, 2♥=2, 2♠=3 etc  
 Responses to 2NT opening 3♣=puppet stayman, 3♦/3♥ transfers

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: From AK/KQ A=?attitude K=?count  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  Other: Lead of 10 v NT = internal sequence  
 From 4 small 2nd highest  Other:  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 Other: McKenney if short in dummy  
 Signal on declarer's lead Natural count (reverse in trumps)  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: Frst:Odds enc/even McKen then natrl count  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 4mRKCB  
 4♣ Gerber  when? 0/3,1/4,2 No Q, 2+Q and bid first K if below 6 trumps

### Other Conventions

Checkback aftr any openers NT rebid Puppet Stayman after 1NT ocall or strong 2NT  
 Long suit trials, unassuming cues, Dopi/Ropi Lebensohl over NT interf & over Xopp weak2's  
 Jacoby 2NT ovr Mjr=15+, 4th suit gme frce, Ovr strng 1C:Dble =Mjrs, 1nt=minors, 1♦=a mjr  
 During cue bid sequence, 4NT=A or K trumps 1♥/♠=that suit +minor  
 by pass 4NT =neither or both



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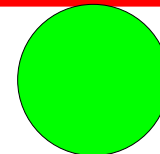


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## STANDARD SYSTEM CARD

Names: George Finikiotis Steven Bock  
 ABF Nos: 196533 5355  
 Basic System: Better Minor & 5 Card Majors Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+, 3+♣ 1♦ 11+ 3+♦ 1♥ 11+, 5+♥ 1♠ 11-, 5+♠  
 1 NT 12-14 non vul, 15-18 Vul may contain 5 card major   
 2♣ Stayman: simple  extended  Other: super accepts  
 Transfers 2♦ --> 2♥ 2♥ --> 2♠ 2♠ Baron  
 2 NT --> 3♣/3♦ Other: 3 of a suit is slam invitational  
 2♠ 8Playing tricks or 23+ balanced (may have 5 Major) or Game Force  
 2♦ 3-10, 4+♦ and 4+♠  
 2♥ 3-10, 4+♥ and 4+♠  
 2♠ 3-10, 4+♠ and 4+♣  
 2 NT 21-22 Balanced (May have 5Major)  
 3 NT Gambling any solid 7 card minor

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

Variable 1NT Opening 4♣/4♦=4♥/4♠ opening & outside A  
 Specific weak 2♦/2♥/2♠ openings 1Mjr----4same Mjr=Opening values no shrtg  
 Dble of opponents strong 1NT= single minor Swine over Dble of our NT

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Weak&see below Unusual NT 2Lowest, 5+5+, 6-10Hcp or 8PITks  
 1NT overcall (immediate) 15-18 May5Mjr (re-opening) 11-14  
 Immed cue of minor (ovr natrl) 6-10 or 8PITks, 5+5+"extremes", (2D over 1C="others")  
 Immed cue of major 6-10 or 8PITks, 5+5+, "extremes" (3C over 1d/mjr = "others")  
 Over opponent's 1NT (weak) Dbl=penalty(weak) or single suited minor(strong)  
 Over opponent's 1NT (strong) "2♣=majors, 2♦=a mjr, 2♥/♠=that suit +minor  
 Over weak twos Dble =15+ovr nat, 11+ovr artif, 2NT=15-18  
 Over opening threes Dble=takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+Hcp,4+D	2NT 10-12, no 4 Mjr
	1♥/♠	4+Hcp, 4+H/S	3♣ 10-12,5+C,no 4Mjr
	1NT	6-9,no 4Mjr	3♦ 6-12,6losers,5+C,0/xD
	2♣	6-9,5+C	3♥ 6-12,6losers,5+C,0/xH
	2♦	6+Hcp,5 or 7losers,5+C,0/xD	3♠ 6-12,6losers,5+C,0/xS
	2♥	6+Hcp,5 or 7losers,5+C,0/xH	3NT 13-15 to play,may have 4Mjr
	2♠	6+Hcp,5 or 7losers,5+C,0/xS	4 bids 4C=minor KC Blackwood
1♦	1♥/♠	4+Hcp, 4+H/S	3♣ 6+,5 or 7 losers,5+C,0/xD
	1NT	6-9,no 4Mjr	3♦ 10-12,5+D,no 4Mjr
	2♣	10+,5+C	3♥ 6-12,6losers,5+C,0/xH
	2♦	6-9,5+D	3♠ 6-12,6losers,5+C,0/xS
	2♥	6+Hcp,5 or 7losers,5+C,0/xH	3NT 13-15 to play,may have 4Mjr
	2♠	6+Hcp,5 or 7losers,5+C,0/xS	4♦ minor KCBlackwood
	2NT	10-12, no 4 Mjr	4 Other splinter.
1♥/♠	1NT	6-9 Hcp(no 4S opp 1H)	3♣ 6+,6 or 8 losers,3+H/S,0/xC
	2♣	10+,5+C	3♦ 6+,6 or 8 losers,3+H/S,0/xD
	2♦	10+,5+C	3♥/♠ Limit raise ,3+H/S
	2♥/♠	4-9,3+H/S	3NT 13-15,3H/S
	2NT	15+ Enquiry(Jacoby)	4♣/♦ 6-12,7losers,3+H/S,0/x C/D
2♣	2♦	0-1 Control	2♥/♠ 2/3 Controls
	other		
2♦	2♥	to play,or H game int or psyche	3♣/♦ to play
	2♠	to play	3♥/♠ to play
	2NT	15+ enquiry	3NT to play
2♥/♠	2NT	15+ enquiry	3NT to play
	3♣/♦	to play	4♣/♦ to play
	3♥/♠	to play	4♥/♠ to play
2NT	3♣	Puppet Stayman	4♣ Minor KC Blackwood in C
	3♦	Transfer to H	4♦ Minor KC Blackwood in D
	3♥	Transfer to S	4♥ to play
	3♠	Baron(minor slam interest)	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam interest
3♥/3♠	Slam interest
4♣	Minor KC Blackwood in C
4♦	Minor KC Blackwood in D
4♥	to play
4♠	to play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other weak or strong

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities new 4 card suit if below responders suit

Defence to 3NT opening                      X= opening hand

Defence to opening Two's:                      Multi 2♦ X=11+ over artif, 15+ over natural

RCO style 2-s                      X=values

Other 2-s                      X=values

Defence to strong ♣                      X=majors, 1NT=minors, 1D=a Major, 1H/S =that suit and a minor

Lebensohl                      Over NT interference

Other uses                      over X opponents weak 2s

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

4♥ X                      4♠ 4NT

## OTHER NOTES

Super Accepts:                      Support doubles up to 2S level show 3Card support(Mjrs)

1NT -----2D                      Unassuming Cue Bids: Afr partners ocall, 2opp suit=supp

2NT=max,3+H,noA                      &8-10 or stopper ask,3opp suit =supp and 11+

2S/3C/3D=max,3+H,Ain suit bid                      jump to 3partners suit =4 supp and 5-7 Hcp

3H=min 4H

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 0-6
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 0-6
Jump shifts after minor opening	weak, 0-6 6+ cards, except 1H-2S and 1S-3H		
Jump shifts after major opening	3C=6-9 M4+; 3D=10-12 M4+; 2NT = 12+ M4+		
Responses to strong 2 suit opening	2D = 0-7 HCP		
Responses to 2NT opening	3C = Puppet Stayman, 3D = H, 3H = S, 3S = minors		

## PLAY CONVENTIONS

	'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>	
	Underlead <input type="checkbox"/>	Other: _____	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>	
	3rd/5th <input type="checkbox"/>	Other: _____	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: _____	
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>	bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>	
	Other: _____		
Signal on declarer's lead	_____		
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: _____	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>	_____

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1403
4♣	Gerber <input type="checkbox"/>	when? _____	

### Other Conventions

5Major opening = ask to bid with K or A of M	Cue raises
Inverted minors	Support doubles and redoubles
Bergen Raises (also over opp. double)	
Lebensohl	
Minorwood	



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## STANDARD SYSTEM CARD

Names:	Nicky Strasser	George Bilski	
ABF Nos:	71293	242683	
Basic System:	Standard		
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>	

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	3	1♦	3	1♥	5	1♠	5
1 NT	15-17				may contain 5 card major	<input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____				
Transfers	2♦	Hearts	2♥	Spades	2♠	Clubs	
2 NT	Diamonds	Other: _____					
2♣	GF or 23-24 BAL						
2♦	weak two in a major 3-7 HCP						
2♥	6 hearts, 8-11 HCP						
2♠	6 spades, 8-11 HCP						
2 NT	20-22						
3 NT	Solid minor, nothing outside						

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


## COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	weak	Unusual NT	yes
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	majors, 5/5+		
Immed cue of major	major + minor, 5/5+		
Over opponent's 1NT (weak)	X = PEN, 2C = majors, 2D = single major, 2M = M+m		
Over opponent's 1NT (strong)	X = single minor, the rest as above		
Over weak twos	double = T/O		
Over opening threes	double = T/O		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4+ diamonds	2NT 11-12, no major 4
	1♥/♠	5+ M4+, may skip diamonds	3♣ 0-6 5+ clubs
	1NT	5-9(10), no M4	3♦ splinter
	2♣	10+, 4+ clubs	3♥ splinter
	2♦	6-9, shapely raise	3♠ splinter
	2♥	0-6, 6+ hearts	3NT 13-15 bal no M4
	2♠	0-6, 6+ spades	4 bids
1♦	1♥/♠	5+, M4+	3♣ 6-9, shapely raise
	1NT	5-9(10), no M4	3♦ 0-6 5+ diamonds
	2♣	(9)10+, 4+ clubs	3♥ splinter
	2♦	10+ 4+ diamonds	3♠ splinter
	2♥	0-6, 6+ hearts	3NT 13-15 bal no M4
	2♠	0-6, 6+ spades	4♦ pre-emptive
	2NT	11-12, no major 4	4 Other
1♥/♠	1NT	5-9(10), no S4	3♣ 6-9, M4
	2♣	(9)10+, 4+ clubs	3♦ 10-12, M4
	2♦	(9)10+, 4+ diamonds	3♥/♠ 0-5, M4+
	2♥/♠	5-9 M3	3NT 13-15 4-3-3-3 M3
	2NT	12+, M4+	4♣/♦ splinter
2♣	2♦	0-7 any or waiting	2♥/♠ 8+, M5+, at least 2 controls
	other	2NT = 8+ bal or semi-bal; 3m = 8+, m5+, at least 2 controls	
2♦	2♥	pass/correct	3♣/♦ natural and forcing
	2♠	pass/correct	3♥/♠ pass/correct
	2NT	enquiry	3NT to play
2♥/♠	2NT	asks for shortage and strength	3NT to play
	3♣/♦	natural GF	4♣/♦ splinter, slam try
	3♥/♠	pre-emptive	4♥/♠ to play, pre-emptive
2NT	3♣	Puppet Stayman	4♣ natural and forcing, slam try
	3♦	transfer to hearts	4♦ natural and forcing, slam try
	3♥	transfer to spades	4♥ to play
	3♠	minor suit Stayman, slam try	4♠ to play
	3NT	to play	other to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	good suit, slam interest
3♥/3♠	both minors 5/4, M3 OM1
4♣	transfer to hearts
4♦	transfer to spades
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 2C = inv, forces 2D; 2D = GF

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦ 2NT = 15-18, suit = nat NF, double = cards

RCO style 2-s

Other 2-s

### Defence to strong ♣

X = majors, 1NT = minors

### Lebensohl

Over NT interference

Other uses

over weak two and double from partner

### Take out of 4 level pre-empts

4♣/4♦ double  
4♥ double/4NT 4♠ double/4NT

## OTHER NOTES

Signals - ace asks for count and king for attitude

- suit preference whenever it is possible including trump suit

- reverse count but only when it is not helping a declarer