

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Strong _____

Jump shifts after major opening Mini/Maxi Splinters _____

Responses to strong 2 suit opening Controls, 2♦ = no more than one king _____

Responses to 2NT opening Major = Forcing _____

PLAY CONVENTIONS

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

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

Underlead Other: A=Attitude, K = Count + Roman _____

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: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? Over 1NT _____

Other Conventions _____

Crowhurst after 1NT rebid (15-18) _____ System 'on' for NT overcalls _____

Modified Capelliti 2♣ = Majors _____

2♦ = Single suited Mjr _____

2<M> = Major/Minor _____

Splinters: Mini/Mega/Maxi _____



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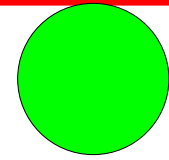
STANDARD SYSTEM CARD

Names: David Lusk _____ Attilio De Luca _____

ABF Nos: 197904 _____

Basic System: ACOL _____

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ pts, 3+ _____ 1♦ 11+, 4+ _____ 1♥ 11+, 4+ _____ 1♠ 11+, 5+ _____

1 NT 11-14 (Usually 12-14, Vul) _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to 2♥ _____ 2♥ to 2♠ _____ 2♠ Baron _____

2 NT to 3♣,♦ _____ Other: Using Stayman does not guarantee a Mjr _____

2♣ Strong: Acol 2 or GF but 21-22 Balanced or 25-26 Balanced _____

2♦ Multi: Weak 2M or 23-24 Balanced _____

2♥ (55) Hearts & another 6-10 HCP (May be 5-4 at favourable vuln'bility) _____

2♠ (55) Spades & a minor 6-10 HCP (May be 5-4 at favourable vuln'bility) _____

2 NT Both minors (55) 6-10 HCP _____

3 NT Gambling (Minor) _____

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

Multi 2s 2♥ Hearts and another _____ TWERB over Strong 1♣ _____

2♠ Spades and a minor _____ Single suited in suit above _____

2NT Both minors _____ or: the other two suits. _____

COMPETITIVE BIDDING

Negative doubles through 4♥ _____ Responsive doubles through 4♥ _____

Jump overcalls Weak _____ Unusual NT _____ Minors / Majors (opposite rank) _____

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

Immed cue of minor Other minor + a major _____

Immed cue of major Other major + a minor _____

Over opponent's 1NT (weak) Capelliti (Modified) _____

Over opponent's 1NT (strong) Capelliti (Modified) _____

Over weak twos X = T/O (Lebensohl) _____

Over opening threes X = T/O _____

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: weak

Jump shifts after minor opening G/F splinter

Jump shifts after major opening G/F splinter

Responses to strong 2 suit opening

Responses to 2NT opening 3C = stayman, 3♦, 3♥ transfers, 3♠ Baron

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:

Count natural reverse when obvious & vs NT (excl op hnr lead)

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when? never

Other Conventions

RKC, 5♣ = 0 or 3 key cards	5NT = trump ask
5♦ = 1 or 4 key cards	response 6♣ = 0 top honours
5♥ = 2 key cards no queen of trumps	6♦ = 1 top honours
5♠ = 2 key cards & queen of trumps	6♥ = 2 top honours
5NT = 2 key cards & a void	6♠ = 3 top honours



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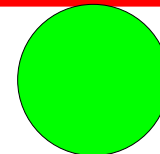
STANDARD SYSTEM CARD

Names: Judy Hocking Kevin Lange

ABF Nos: 197165 197688

Basic System: Modified Grasshopper

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ ♣ 10+ pts 1♦ 4+ ♦ 10+ pts 1♥ 4+ ♥ 10+ pts 1♠ 5+ ♠ 10+ pts

1 NT 14 - 16 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ to ♥ 2♥ to ♠ 2♠ Baron

2 NT tx to 3♣ Other: 3♣/3♦ = 6 card suit to 2 of the top 3 honours

2♣ 23+bal or 19+ unbalanced

2♦ 8-11: 4+ ♥ 4+ ♠

2♥ 8-11: 5+ ♥ can be 5332 shape or may hold 4+ card minor

2♠ 8-11: 5+ ♠ can be 5332 shape or may hold 4+ card minor

2 NT bal 21-22

3 NT gambling

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

Please refer 2 level openings

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠

Jump overcalls weak Unusual NT majors or minors

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

Immed cue of minor 5-5 other minor + major

Immed cue of major 5-5 other major + minor

Over opponent's 1NT (weak) 2♣ = single suiter, 2♦ = ♥ & ♠, 2♥♠ = 5+ suit 4+ minor

Over opponent's 1NT (strong) 2nt = both minors; 3♣♦♥♠ = pre-empt

Over weak twos X = takeout 2nt = 15-18

Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+pts 4+ ♦	2NT	10+pts 4+♣ no void
	1♥/♠	6+pts 4+ suit	3♣	4+♣ weak & distrubutional
	1NT	6-9 no 4 card major	3♦	G/F splinter void ♦
	2♣	6-9 4+ clubs	3♥	G/F splinter void ♥
	2♦	G/F splinter	3♠	G/F splinter void ♠
	2♥	G/F splinter	3NT	to play
	2♠	G/F splinter	4 bids	
1♦	1♥/♠	6+ 4+suit	3♣	G/F splinter
	1NT	6-9 no 4 card major	3♦	4+♦ weak & distrubutional
	2♣	10+ [8+] pts 5+ suit	3♥	G/F splinter void ♥
	2♦	6-9 4+♦	3♠	G/F splinter void ♠
	2♥	G/F splinter	3NT	to play
	2♠	G/F splinter	4♦	no interference, demands cues
	2NT	10+pts 4+♦ no void	4 Other	
1♥/♠	1NT	6-9	3♣	G/F splinter
	2♣	10+ [8+] pts 4+suit	3♦	G/F splinter
	2♦	10+ [8+] pts 4+ suit	3♥/♠	weak
	2♥/♠	6-9 3+ support	3NT	to play
	2NT	10+pts 4+ supp, no single or void	4♣/♦	G/F splinter void
2♣	2♦	< 2 controls	2♥/♠	natural 5+, 2+ controls
other	2NT=5+♣, 3♣=5+♦; 3♦=5-8 with 4 cd major; 3♥= 5-8 no major, 3♠=9+ bal			
2♦	2♥	to play	3♣/♦	natural to play
	2♠	to play	3♥/♠	to play
	2NT	ask	3NT	to play
2♥/♠	2NT	ask	3NT	to play
	3♣/♦	to play	4♣/♦	splinter slam try
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	stayman	4♣	natural sets suit & demands cues
	3♦	transfer to ♥	4♦	natural sets suit & demands cues
	3♥	transfer to ♠	4♥	to play
	3♠	baron	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ suit with 2 of the top 3 honours, invite to 3NT if opener has other honour
3♥/3♠	6+ suit slam try, if opener has 3 card support he should cue
4♣	6+ suit ask opener to cue
4♦	6+ suit ask opener to cue
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other majors or minors

Other slam bidding Cue Bids Asking Bids
 4th Suit Forcing One round at 1 level only Game force

NT Checkback Priorities
 Defence to 3NT opening x - values
 Defence to opening Two's: Multi 2♦ x = 16+ unbalanced, 2nt = 15 -18 bal.

RCO style 2-s as above
 Other 2-s X = take out
 defence to specific 2s; X = t/o of highest rank, all suit bids are natural
 Defence to strong ♣ 1 level, suit = that suit & another, 2 level = that suit & higher suit,
 1NT = single suited hand, 3 level bids, weak jump o/calls

Lebensohl Over NT interference
 Other uses after t/o x of opponents weak 2 opening
 Take out of 4 level pre-empts 4♣/4♦ x
 4♥ x 4♠ x; & 4NT for 2 suited takeout

OTHER NOTES

2♦ 2nt;	3♣ = min 4-4	2♥♠ 2nt	3♣ = 4 card suit
	3♦ = max 4-4		3♦ = 4 card suit
	3♥ = 5+ ♥ 4 ♠		3♥ = 5332
	3♠ = 5+ ♠ 4 ♥		3♠ = 6+ major
	3NT = 5+ ♥, 5+ ♠		
note if opposition overcall our 2♦♥♠ opening - x = penalties, new suit = natural & forcing			

BASIC RESPONSES

Jump raises - minors limit forcing Other: Weak (Bergen)

Jump raises - majors limit forcing Other: Weak (Bergen)

Jump shifts after minor opening Single jumps 3-7 natural

Jump shifts after major opening Bergen raises

Responses to strong 2 suit opening 2D = waiting; other bids natural

Responses to 2NT opening 3C Stayman, 3D, 3H transfers, 3S Minor suit 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 NT attitude

3rd/5th Other: 3rd from even lowest from odd against suit contracts

From 4 small 2nd highest Other: 4th highest

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

Jacoby 2NT Last train (Game/Slam try)

Blackout 4 minor is often Kickback

New minor enquiry after 1NT rebid Artificial defense to 1NT overcall

Drury: 2D by passed hand Support Doubles (to 2 level)

Leaping Michaels Super Accept after m transfer over 1NT

Unusual v Unusual (over opp.Michaels)



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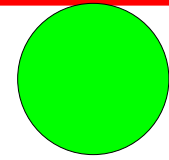
STANDARD SYSTEM CARD

Names: David Parrott Mike Doecke

ABF Nos: 292291 607630

Basic System: _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10-20 points, 3+ 1♦ 10-20 points 3+ 1♥ 10-20 5+ (4) 1♠ 10-20 5+ (4)

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds Other: _____

2♣ Strong 8 1/2 + tricks or 22+ balanced

2♦ Weak 6+ (5) Diamonds

2♥ Weak 4+ H, 4+ S

2♠ Weak 6+ (5) Spades

2 NT 20-21 points balanced

3 NT Gambling

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

2H Both majors

Transfers after a takeout double

of our one level opening

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4H

Jump overcalls Weak Unusual NT Lowest 2 other suits

1NT overcall (immediate) 16-18 (re-opening) 10-14

Immed cue of minor Both majors

Immed cue of major Other major and a minor

Over opponent's 1NT (weak) Modified Cappelletti

Over opponent's 1NT (strong) Modified Cappelletti

Over weak twos X=T/O & Lebensohl / Leaping Michaels

Over opening threes X=T/O / (Non-Leaping) Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ points 4+ Diamonds	2NT	Strong, slam interest, 5+ Clubs
	1♥/♠	6+ points 4+ H/S	3♣	3-6 points 5+ Clubs
	1NT	6-9 points	3♦	Splinter
	2♣	10+ points 4+ Clubs	3♥	Splinter
	2♦	7-9 points 5+ Clubs	3♠	Splinter
	2♥	3-7 points 6+ Hearts	3NT	
	2♠	3-7 points 6+ Spades	4 bids	Natural
1♦	1♥/♠	6+ points 4+ H/S	3♣	7-9 points 4+ Diamonds
	1NT	6-9 points	3♦	3-6 points 4+ Diamonds
	2♣	10+ points, natural	3♥	Splinter
	2♦	10+ points 4+ Diamonds	3♠	Splinter
	2♥	3-7 points 6+ Hearts	3NT	
	2♠	3-7 points 6+ Spades	4♦	Pre-emptive
	2NT	Slam interest, 5+ Diamonds	4 Other	4C Splinter; 4H/4S natural
1♥/♠	1NT	6-9 points	3♣	7-9 points 4+ H/S
	2♣	10+ natural	3♦	10-12 points 4+ H/S
	2♦	10+ natural; Drury after passing	3♥/♠	3-6 points 4+ H/S
	2♥/♠	6-9 points 3(+) card support	3NT	13-15 points 3 H/S
	2NT	16+ points 4+ H/S	4♣/♦	Splinter
2♣	2♦	Waiting	2♥/♠	Natural
	other			
2♦	2♥	Natural non-forcing	3♣/♦	Natural; 3C forcing
	2♠	Natural non-forcing	3♥/♠	Natural and forcing
	2NT	Enquiry (D-weak; other-feature)	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Natural and forcing	4♣/♦	
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Stayman	4♣	Slam try in Hearts
	3♦	Transfer to H	4♦	Slam try in Spades
	3♥	Transfer to Spades	4♥	
	3♠	Minor Suit Stayman	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Minor/Major suit enquiry
3♥/3♠	Game force 4 card H/S (Anti-Stayman)
4♣	Slam try in H
4♦	Slam try in S
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 Support

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ Immediate X = strong (next X = T/O)

2NT 16-18

RCO style 2-s

As above

Other 2-s

As above

Defence to strong ♣

X = majors; 1NT = minors

Lebensohl

Over NT interference

Other uses

After T/O X of opponent's weak 2 bids

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double 4♠ Double

OTHER NOTES

2H / 2NT Enquiry: 3C/D better H/S, non-min.

3H/3S better H/S min; 3NT 4/4 maximum;

4C/4D splinter 5+/5+ maximum

2S/2NT Enquiry: 3S minimum; other a feature

RKCB is 0/3; 1/4

Strength of weak 2 bids is vulnerability dependent