

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted; mod. Bergen

Jump raises - majors limit forcing Other: Jump=0-5; Bergen

Jump shifts after minor opening see inside; modified Bergen and splinters

Jump shifts after major opening see inside; b ergen and splinters

Responses to strong 2 suit opening 2D= waiting 2H= double negative

Responses to 2NT opening pass or correct; bid of major nat fcg; resp in steps

PLAY CONVENTIONS

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

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

Underlead Other: A for rev attitude; king for REO count

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: REO count exc. low enc on the A; Q for attitude against NT only

Signal on declarer's lead _____

Discards McKenney high encourage low encourage

odd/even Other: REO count

Count natural reverse REO; odd pip = odd #in suit, even=even

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? never

Other Conventions

minorwood, exclusion blackwood jacyb

smollen bergen; and 1h-2s and 1s-3h= 3cd limit raise

splinters by responder and opener 4th suit fcg to game

DOPI ROPI new minor forcing

TWERB over strong club and GF openings inverted minor; Puppet stayman



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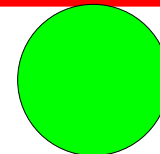
STANDARD SYSTEM CARD

Names: Jill Magee Terry Strong

ABF Nos: 542210 267066

Basic System: standard better minor Brown Sticker

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♦ H 2♥ S 2♠ C

2 NT D Other: superaccepts-- various types

2♣ 8.5 PT in major or 9 in minor or 23-24 bal or 27+ bal -->puppet stayman

2♦ Weak 2 in H or S or 20-22 bal or 25-26 bal; puppet stayman

2♥ 5/5 H and another suit 6-10 HCP

2♠ 5/5 S and a minor 6-10 HCP

2 NT 5/5 both minors 6-10 or 16+ HCP

3 NT Gambling AKQJxxx minor; no outside K or A

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

REO count; odd card shows odd # in suit Puppet stayman after strong

Even card shows even # in suit 2NT rebids after 2D, 2C openings

with wrong pips to show, we peter Hi-Lo bergen type raises mjrs and minors

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3D

Jump overcalls weak Unusual NT lowest 2 unbid suits

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

Immed cue of minor Michaels

Immed cue of major " "

Over opponent's 1NT (weak) 2 C=mjrs; 2D= 1 major; 2H, S= major +minor; 2nt minors

Over opponent's 1NT (strong) same X is penalty in both; TWERB over off shape NT

Over weak twos X for TO Lebensohl

Over opening threes X for TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4 D 6+ hcp	2NT	GF 16+ raise in clubs
	1♥/♠	4 cd major; 6+ hcp	3♣	0-5 long clubs
	1NT	6-9 no 4 card major	3♦	splinter 15+
	2♣	inverted minor or weak w 6+D	3♥	"
	2♦	weak 6 card H suit	3♠	"
	2♥	" " 6 card S suit	3NT	13-15 flat club raise 3334
	2♠	6-9 hcp and 4+ club support	4 bids	stronger splinters 9-14+
1♦	1♥/♠	4+ 6+ point	3♣	6-9 hcp 4+ card raise
	1NT	6-9 hcp no 4 card major	3♦	0-5 hcp 4+ card raise
	2♣	10+ point 4+ club	3♥	splinter 15+
	2♦	inv minor or weak w Hearts	3♠	" "
	2♥	weak 6 card S suit	3NT	13-15 flat raise 3343 shape
	2♠	" " 6 card C suit	4♦	preemptive
	2NT	16+ game force raise	4 Other	splinter 9-14
1♥/♠	1NT	6-9 hcp no trump supp	3♣	4 card raise 6-9
	2♣	10+ 4+ club	3♦	4 card raise 10-12
	2♦	" " D	3♥/♠	4 card raise 0-5
	2♥/♠	3 card raise 6-9	3NT	13-15 flat 3 card raise
	2NT	GF raise	4♣/♦	splinter 9-11 hcp
2♣	2♦	semi pos or waiting	2♥/♠	2H- double negative;
	other	positive		
2♦	2♥	pass or correct	3♣/♦	forcing and natural
	2♠	pref for H at least to 3 level	3♥/♠	pass or correct
	2NT	forcing enquiry	3NT	to play
2♥/♠	2NT	fcg; asks other suit not alw strong	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	not constructive/correctable	4♥/♠	correctable to play at that level
2NT	3♣	to play	4♣	to play
	3♦	" "	4♦	" "
	3♥	natural and forcing step replies	4♥	to play
	3♠	" "	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C= 5/5 majors slam interest; 3D= range ask -- quantitative answ in steps
3♥/3♠	slam try
4♣	rkcb club 1430
4♦	rkcb diamond 1430
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 new minor forcing one round can be artificial

Defence to 3NT opening

4C both major longer H 4D longer spade

Defence to opening Two's:

Multi 2♦ immed X=15+ ; 3rd or reop X= opening hand

2NT =15-18 bal w stopper; 2H, S = take out of H, S; 10-14.

RCO style 2-s

VTP doubles overcalls natural

Other 2-s

" "

Defence to strong ♣

TWERB; also used over off shape NT openings

Lebensohl

Over NT interference

Other uses

after a double of weak 2, or direct double in sec posn of multi 2

Take out of 4 level pre-empts

4♣/4♦ double is TO
4♥ X= TO 4♠ X=penalty

OTHER NOTES

1H--2S and 1S--3H = 10-12 ; 3 card limit raise with flat shape looking for NT

BASIC RESPONSES

Jump raises - minors limit forcing Other: 5-9, No 4 Card Major
 Jump raises - majors limit forcing Other: 5-9, 4 Card Support
 Jump shifts after minor opening Splinter, Exception 1♦-3♣ = Inv 6+♠s
 Jump shifts after major opening Splinter
 Responses to strong 2 suit opening 2♦=1.5+, 2♥<1.5 (A=1.5, K=1, Q=.5), 2nt = ♥'s
 Responses to 2NT opening Puppet Stayman, Transfers to ♥&♠, Minor 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: AQ - Attitude, K - Count
 Signal on declarer's lead _____
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 14 03
 4♣ Gerber when? _____

Other Conventions

Blackout _____
 Fourth Suit Game Forcing _____
 Cue Bids 1st & 2nd _____
 Blackout _____
 Drury _____



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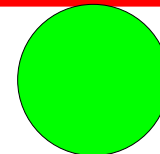


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STANDARD SYSTEM CARD

Names: Ben Kingham Jeremy Rosen
 ABF Nos: 686875 723940
 Basic System: 2/1 Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 2+ 1♦ 4+ 1♥ 5+ 1♠ 5+
 1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣
 2 NT ♦ Other: Super Accepts
 2♣ Game Force or 23+ Balanced
 2♦ 10-13, 5♥ & 4♠
 2♥ 5-10, 6♥
 2♠ 5-10, 6♠
 2 NT 20-22 Balanced
 3 NT Gambling

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

1♣ - 1♦ = 4+♥ 1♥/♠ - 1nt = Forcing - 1st/2nd/4th seats
 1♣ - 1♥ = 4+♠
 1♣ - 1♠ = 4+♦

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠
 Jump overcalls Weak Unusual NT Lowest 2 Unbid Suits
 1NT overcall (immediate) 15-18 (re-opening) 11-15
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) Landy, X=Penalty
 Over opponent's 1NT (strong) Landy
 Over weak twos X = Take Out, Lebensohl
 Over opening threes X = Take Out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥, 6+	2NT	10-11, Balanced
	1♥/♠	4+♠, 6+ / 4+♦, 6+	3♣	5+♣, 5-9
	1NT	6-11	3♦	Splinter Support, 12-14
	2♣	5+♣, 10+	3♥	Splinter Support, 12-14
	2♦	Splinter Support, 6-9 or 15+	3♠	Splinter Support, 12-14
	2♥	Splinter Support, 6-9 or 15+	3NT	12-14, Balanced
	2♠	Splinter Support, 6-9 or 15+	4 bids	

1♦	1♥/♠	4+♥/♠, 6+	3♣	6+♣, 10-11
	1NT	6-11	3♦	4+♦, 5-9
	2♣	4+♣, 11+ Game Forcing	3♥	Splinter Support, 12-14
	2♦	4+♦, 10+	3♠	Splinter Support, 12-14
	2♥	Splinter Support, 6-9 or 15+	3NT	12-14, Balanced
	2♠	Splinter Support, 6-9 or 15+	4♦	
	2NT	10-12, Balanced	4 Other	

1♥/♠	1NT	6-11, Forcing	3♣	Splinter Support, 6-9 or 13+
	2♣	4+♣, 11+ Game Forcing	3♦	Splinter Support, 6-9 or 13+
	2♦	4+♦, 11+ Game Forcing	3♥/♠	4♥/♠, 5-9
	2♥/♠	3♥/♠, 5-9	3NT	Any 4333, 12-14
	2NT	4+♥/♠ Balanced Raise, 10+	4♣/♦	Splinter Support, 10-12

2♣	2♦	1.5+ Controls	2♥/♠	<1.5 Cntrls / 1.5+ Cntrls 2/3 Tops
other		Controls --> A=1.5, K=1.0, Q=0.5		

2♦	2♥	To Play	3♣/♦	Natural Forcing
	2♠	To Play	3♥/♠	To Play
	2NT	Inv+ Enquiry	3NT	To Play

2♥/♠	2NT	Inv+ Enquiry	3NT	To Play
	3♣/♦	Natural Forcing	4♣/♦	Slam Try Splinter Support
	3♥/♠	To Play	4♥/♠	To Play

2NT	3♣	Puppet Stayman	4♣	♥ Texas Transfer
	3♦	♥ Transfer	4♦	♠ Texas Transfer
	3♥	♠ Transfer	4♥	To Play
	3♠	Minor Suit Stayman	4♠	To Play
	3NT	5♠ & 4♥ Non Forcing	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Any 4441, 12+ / Shape Enquiry
3♥/3♠	Single Suit Slam Try
4♣	♥ Texas Transfer
4♦	♠ Texas Transfer
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 Features up the Line

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ 123 Doubles

RCO style 2-s

Other 2-s

Defence to strong ♣ X = Majors, 1nt = Minors

Lebensohl Over NT interference

Other uses Against Weak 2's, Over 1-2 Sequence Raises.

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

4♥ Natural 4♠ Natural

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: (5)6+C/4+D, 4-8
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 4+M, 4-8
Jump shifts after minor opening	strong (but 2♦ could also be 4D and 5C, 4-8)		
Jump shifts after major opening	3♣ = 3M GI; 3♦ = 4M GI; 2♠/3♥ strong		
Responses to strong 2 suit opening	2♦ = waiting, other = natural, good suit		
Responses to 2NT opening	3♣ = Puppet Stayman, other = TFR		

PLAY CONVENTIONS

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

CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input type="text"/>
4♣	Gerber <input type="checkbox"/>	when? <input type="text" value="Never"/>	

Other Conventions

SPLs; 1M (X) 1N-2U = TFR; Kokish	Rubensohl after we open 1♣/1N or X 1N
Fit-showing jumps; Multi Qs;	4♣ (4♦/3♣) after we open 3x = RKC
2♣ puppet and TFRs after we rebid 1N	Balanced-hand X/XX (after we open 1♣ [or
Leaping Michaels	1♦ 3rd/4th], resp shows values and RHO bids)
Rubens' advances of overcalls of 1♦ to 3♣	Support X after 1R (any) 1M (bid) (1st/2nd)



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STANDARD SYSTEM CARD

Names:	David Morgan	Justin Stark
ABF Nos:	<input type="text"/>	<input type="text"/>
Basic System:	1♣ NAT or BAL 15-20 inc 5M332	Brown Sticker <input checked="" type="checkbox"/>
Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>	

OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	12+, 2+C	1♦	11+, 4+D	1♥	11+, 5+H	1♠	11+, 5+S
1 NT	12-14				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: <input type="text"/>				
Transfers	2♦ TFR to H	2♥ TFR to S	2♠ TFR to C				
2 NT	TFR to D	Other: 3♣ = Puppet Stayman; 3♦ = GI+, 5+H and 5+S					
2♣	strong						
2♦	5-10(11), 5 (H or S) and 5 (C or D)						
2♥	5-10(11), 4+H and 4+S (if 4=4=x=y then 8-10HCP in 1st/2nd)						
2♠	6-11, 6S (or good 5 NV)						
2 NT	21-22 BAL						
3 NT	solid suit (any)						

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

In 1st and 2nd seats we open 1♣ with ALL 15-20 BAL hands (including 5M332 and 5D332)	We respond to 1♣ with many 0-4 hands
	1♥-1♠=0-4S, 4+HCP; 1♥-1N=5+S, 5+HCP
In 3rd and 4th seats 1♣ denies 5M or 5D	2♦ Wilkosz 2♥ Ekrens

COMPETITIVE BIDDING

Negative doubles through	4♣	Responsive doubles through	4♣
Jump overcalls	weak	Unusual NT	lower unbid suits
1NT overcall (immediate)	15-18	(re-opening)	12-15
Immed cue of minor	Michaels (H+S)		
Immed cue of major	Michaels (oM+m)		
Over opponent's 1NT (weak)	ASPTRO (X = pen; 2♣ = H+another; 2♦ = S+another)		
Over opponent's 1NT (strong)	ASPTRO (X = pen; 2♣ = H+another; 2♦ = S+another)		
Over weak twos	X + Lebensohl, leaping Michaels (NF), Q = stopper ask		
Over opening threes	X, Q = Michaels		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+H, 0+HCP	2NT BAL, 12-15 or 18+
	1♥/♠	4+S, 0+HCP//4+D, 0+HCP	3♣ (5)6+C, 4-8 (no game opp 15-16)
	1NT	4-5C, 5-bad 9	3♦ 5+C, 0-1D, GF+
	2♣	4+C, <4M, 9+	3♥ 5+C, 0-1H, GF+
	2♦	4D and 5C, 4-8 OR 5+D, SI	3♠ 5+C, 0-1S, GF+
	2♥	5+H, SI	3NT 16-17 BAL, usually 3=3=4=3
	2♠	5+S, SI	4 bids
1♦	1♥/♠	4+M, may have longer C	3♣ 5+C, SI
	1NT	5-bad9	3♦ 4+D, 5-8 (no game opp 15-16)
	2♣	4+C, 9+	3♥ 5+D, 0-1H, GF+
	2♦	4+D, <4M, 9+	3♠ 5+D, 0-1S, GF+
	2♥	5+H, SI	3NT 16-17 BAL, usually 3=3=3=4
	2♠	5+S, SI	4♦
	2NT	BAL, 12-15 or 18+	4 Other
1♥/♠	1NT	6-9	3♣ 3M, GI
	2♣	(9)10+	3♦ 4+M, GI
	2♦	(9)10+	3♥/♠ 4+M, 4-8 // 3♥/1♠ = 5+H, SI
	2♥/♠	5-9, usually 3M // 5+S, SI	3NT 4+M, 0-1D/H, 10-13
	2NT	4+M, BALish GF+, SPL SI	4♣/♦ 4+M, 0-1C/D, 10-13
2♣	2♦	waiting (2♥ = H or BAL GF)	2♥/♠ GF, 5+good suit
	other		
2♦	2♥	pass or correct	3♣/♦ to play // GI in both M
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	asks for minor (may be strong)	3NT to play (2N then 3N = choice)
2♥/♠	2NT	strong inquiry	3NT to play (2N then 3N = choice)
	3♣/♦	NF // NF(NV) but F1(V)	4♣/♦ RKC H/S // fit-showing
	3♥/♠	to play // NF(NV) but F1(V)	4♥/♠
2NT	3♣	Puppet Stayman	4♣ TFR to D (NS = SPL)
	3♦	TFR to H	4♦ TFR to H
	3♥	TFR to S	4♥ TFR to S
	3♠	TFR to C (4♦ = C+D; other = SPL)	4♠
	3NT		other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = Puppet Stayman, GF+; 3♦ = 5+H and 5+S, GI+
3♥/3♠	GF, 2-3M, 0-1oM, 5+4+m
4♣	TFR to H
4♦	TFR to 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 _____

Defence to 3NT opening X = t/o of D; 4♣ = t/o of C; 4♦ = 5+H and 5+S

Defence to opening Two's: Multi 2♦ X = t/o of S; 2♥ = t/o of H

RCO style 2-s X = 15+ (next X by either t/o)

Other 2-s _____

Defence to strong ♣ ASPTRO

Lebensohl Over NT interference _____

Other uses after we t/o X their 2M; after (1M) X (2M)

Take out of 4 level pre-empts 4♣/4♦ X (if NAMYATS X = t/o of M)

4♥ X 4♠ X

OTHER NOTES

In 1st and 2nd seats we open 1♣ with an UNBAL hand with long C or 4=4=1=4/4=1=4=4 OR

any BAL hand (including 5D332 and 5M332). In 3rd/4th 1♣ denies 5D or 5M.

After a 1♣ opening we usually respond with any hand with 5+M or 6+D; with 4M we may respond with 0-4HCP (depends on length in C but can be tactical).

After 1♣-1R we rebid 1M with 15-17 BAL and 1N with 18-20 BAL