

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Bergen (X =on; inter = off)
Jump shifts after minor opening	Major = weak 6 card < 6HCP; Minors = Inverted		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening			
Responses to 2NT opening	Puppet Stayman		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = 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 type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input 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: 1 4 / 3 0
4♣	Gerber <input type="checkbox"/>	when?	

### Other Conventions

4th Suit Forcing	Splinters
Cue Raises	Support Doubles and Redoubles
Asking Bids	Two-Way Checkbacks



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## STANDARD SYSTEM CARD

Names:	Berenice Folkard	Helen Lowry
ABF Nos:	20303	162795
Basic System:		Brown Sticker <input type="checkbox"/>
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♣	2	1♦	4	1♥	5	1♠	5
1 NT	12 14			may contain 5 card major			<input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>		extended <input type="checkbox"/>	Other:			
Transfers	2♦	♥	2♥	♠	2♣	♣	
2 NT	♦	Other:					
2♣	Game Force 23+ Balanced or 9 playing trick suit						
2♦	Weak 6+ ♦						
2♥	Weak 6+ ♥						
2♠	Weak 6+ ♠						
2 NT	20 - 22 Balanced						
3 NT	Gambling						

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

Bergen Raises	
Inverted Minors	

## COMPETITIVE BIDDING

Negative doubles through	4 ♥	Responsive doubles through	4 ♥
Jump overcalls	Weak	Unusual NT	Minors / Lower Unbid Suits
1NT overcall (immediate)	16 - 18	(re-opening)	11 - 14
Immed cue of minor	Majors		
Immed cue of major	Other Major + Minor		
Over opponent's 1NT (weak)	Hamilton X = Penalty		
Over opponent's 1NT (strong)	D O N T X = Single Suiter		
Over weak twos	X , then Lebensohl		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6 - 9 HCP 4+ ♦	2NT	10 - 11 Balanced
	1♥/♠	6 - 9 HCP 4+ ♥ / ♠	3♣	< 6 HCP, 5+ ♣
	1NT	6 - 9 HCP	3♦	Splinter
	2♣	10 - 14 HCP, 5+ ♣	3♥	Splinter
	2♦	6 - 9 HCP, 5+ ♣	3♠	Splinter
	2♥	< 6 HCP, 6 ♥	3NT	12 - 14 Balanced Raise
	2♠	<6 HCP, 6 ♠	4 bids	4♥ / 4♠ to Play

1♦	1♥/♠	6 - 9 HCP, 4+ ♥ / ♠	3♣	6 - 9 HCP, 5+ ♦
	1NT	6 - 9 HCP	3♦	<6 HCP, 5+ ♦
	2♣	10+ HCP, 4+ ♦	3♥	Splinter
	2♦	10 - 14 HCP, 5+ ♦	3♠	Splinter
	2♥	< 6 HCP, 6 ♥	3NT	12 14 Balanced Raise
	2♠	< 6 HCP, 6 ♠	4♦	to Play
	2NT	10 - 11 Balanced	4 Other	4♥ / 4♠ to Play

1♥/♠	1NT	6 - 9 HCP	3♣	6 - 9 HCP, 4-Card Support
	2♣	10+ HCP, 4+ ♣	3♦	10 - 11 HCP, 4-Card Support
	2♦	10+ HCP, 4+ ♣	3♥/♠	<6 HCP, 4+ ♥/ ♠
	2♥/♠	6 - 9 HCP, 3♥/ 3♠	3NT	12 - 14 Balanced Raise
	2NT	12= HCP, 4 ♥ / ♠	4♣♦	Splinter

2♣	2♦	Negative, 0 - 7 HCP	2♥/♠	and 3♣♦, Nat, 8+, Game Force
other		after 2♦: 2♥=artificial 23+ Unbal or 10+ pl.trks, then 2♠ = artifical enquiry		

2♦	2♥	Forcing	3♣♦	Forcing
	2♠	Forcing	3♥/♠	Splinter
	2NT	Strong Enquiry - shows Shortage	3NT	to Play

2♥/♠	2NT	Strong Enquiry - shows Shortage	3NT	12 - 14 Balanced
	3♣♦	Forcing	4♣♦	Splinter
	3♥/♠	to Play	4♥/♠	to Play

2NT	3♣	Puppet Stayman	4♣	Slam Try
	3♦	Transfer to ♥	4♦	Slam Try
	3♥	Transfer to ♠	4♥	to Play
	3♠	Minors	4♠	to Play
	3NT	to Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Slam interest

3♥/3♠ Slam interest

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

X=Takeout; 4♣=♥; 4♦=♥+♠

Defence to opening Two's:

Multi 2♦ X=Takeout; 2NT= 15-18 Bal - then Puppet Stayman

RCO style 2-s

X=Takeout; 2NT = 15 - 18 Balanced, then Puppet Stayman

Other 2-s

X = Takeout; 2NT = 15 - 18 Balanced; then Puppet Stayman

Defence to strong ♣

X = Majors; 1NT = Minors

Lebensohl

Over NT interference ☒

Other uses

after Double of their Weak Two

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

## OTHER NOTES

All systems ON over DOUBLE; OFF over INTERFERENCE.

## BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: Weak, inverted minor raises

Jump raises - majors limit ☐ forcing ☒ Other:

Jump shifts after minor opening weak in major, fit showing in minor

Jump shifts after major opening weak in major (1S-3H=splinter), fit showing in minor

Responses to strong 2 suit opening 2C: CAB, 3H,3S = good 6+ suit, 3NT = v good suit

Responses to 2NT opening (equiv) 3C=4/5 Stayman, 3D,H transf, 3S 5S+4H, 3NT to play

## PLAY CONVENTIONS

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

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

Underlead ☒ Other: J from KJ10 Overlead against slams

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 count if thought appropriate

Discards McKenney ☐ high encourage ☐ low encourage ☒

odd/even ☐ Other:

Count natural ☒ reverse ☐

## CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other:

4♣ Gerber ☐ when?

### Other Conventions

Splinters	POD1 and POR1
Support x and xx	
Fit showing jumps after passing	
Fit showing jumps of overcalls	
Cue raises of overcalls	



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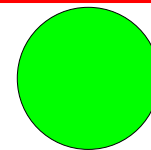
## STANDARD SYSTEM CARD

Names: Marcia Scudder Inez Glander

ABF Nos: 55141 16721

Basic System: Standard with 2-over-1 game force Brown Sticker ☒

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 14-17 may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☐ Other: Lavings enquiry

Transfers 2♦ ~> 2H 2♥ ~> 2S 2♠ ~> 3C

2 NT ~> 3D Other: 4C/D ~> 4H/S

2♣ Game force (control responses)

2♦ Weak 2H or 2S or 20-22 bal or Acoll 2 in any suit

2♥ 5+/5+ in H/S or C/D < opening or ~ 8 playing tricks

2♠ 5+/5+ in C/S or H/D < opening or ~ 8 playing tricks

2 NT 5+/5+ in D/S or C/H < opening or ~ 8 playing tricks

3 NT Gambling = long set up minor, no more than K outside

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

Opening 2's

1NT may contain 5 card major or 6 card minor

Two suited jump overcalls and cues

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Weak in major Unusual NT Lower unbid suits

1NT overcall (immediate) 14-18 (re-opening) 10-12

Immed cue of minor 1C 2D (when C at least 3) = D + S, 1D 2D = C + S

Immed cue of major 1H 2H = C + S, 1S 2S = C + H

Over opponent's 1NT (weak) Mod DONT x = pen, 2C = single suiter, others 2 suiters

Over opponent's 1NT (strong) DONT x = single suiter, others 2 suiters

Over weak twos x

Over opening threes x

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ D forcing	2NT	12-15 bal forcing
	1♥/♠	4+ H/S forcing	3♣	5-8 unless passed or in comp
	1NT	6-10 bal no 4 card major	3♦	splinter
	2♣	10+ unless passed or in comp	3♥	splinter
	2♦	fit showing jump with D	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4 bids	natural

1♦	1♥/♠	4+ H/S forcing	3♣	fit showing jump with C
	1NT	6-10 bal no 4 card major	3♦	5-8 unless passed or in comp
	2♣	natural and game force	3♥	splinter
	2♦	10+ unless passed or in comp	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4♦	weak with D
	2NT	12 -15 bal forcing	4 Other	natural

1♥/♠	1NT	0-11 forcing	3♣	fit showing jump
	2♣	natural and game force	3♦	fit showing jump
	2♦	natural and game force	3♥/♠	forcing raise, asks for cue
	2♥/♠	7-9 with support	3NT	16- 17 bal
	2NT	12 -15 bal forcing	4♣♦	splinters

2♣	2♦	0-1 controls (K=1 A=2)	2♥/♠	2/3 cont. etc (incl 2NT)
other		3m = reasonable suit, 3M = almost solid suit, 3NT = very solid suit		

2♦	2♥	P/C opp weak 2H, 2S	3♣♦	
	2♠	P/C opp weak 2H, 2S, pref H	3♥/♠	
	2NT	enquiry	3NT	

2♥/♠	2NT	enquiry	3NT	to play
	3♣♦	pass or correct	4♣♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct

2NT	3♣	enquiry	4♣	pass or correct
	3♦	pass or correct	4♦	pass or correct
	3♥	pass or correct	4♥	pass or correct
	3♠	pass or correct	4♠	pass or correct
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	game force, asks for RKCB responses with Qxx or better
3♥/3♠	game force, asks for RKCB responses with Qxx or better
4♣	~> 4H (SA Texas)
4♦	~> 4S (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 ☒

one level

two level

Game force ☒

### NT Checkback

☒

Priorities

3 card support, 4 other major

### Defence to 3NT opening

natural

### Defence to opening Two's:

Multi 2♦

2NT= 15-18

x = any other strong hand

RCO style 2-s

as above

Other 2-s

x = take out

### Defence to strong ♣

CRASH (2C =colour; 2D=rank, 1NT=shape)

### Lebensohl

Over NT interference

☒

Other uses

### Take out of 4 level pre-empts

4♣/4♦

X

4♥

X

4♠

4NT

## OTHER NOTES

Over strong 1C x = 16+

Over 1H or 1S overcall of strong 1C, 1NT is forcing

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Bergen raises
Jump shifts after minor opening	weak 6 card suit		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2C's=GF a suit =8+ 5 card suit 2D's =0-7 or waiting bid 8+ no 5 card suit		
Responses to 2NT opening	Puppet stayman, transfers 3S's minor stayman		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = 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 type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	odds and evens	
Signal on declarer's lead	odds and evens	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other:	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when?	4nt-p-5nt=1 or 3 with a void 4nt-p-6suit =2 or 4 with that void

### Other Conventions

4th suit forcing to game	lebensohl
texas transfers	namyats
2C invitational check back	
2D game force check back	
drury after 3rd and 4th seat opening	



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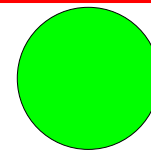


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## STANDARD SYSTEM CARD

Names:	Judy Mott	Avril Zets
ABF Nos:	44482	477958
Basic System:		Brown Sticker <input type="checkbox"/>
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:	3C minor stayman-weak 3D minor stayman- strong				
2♠	Game Force or Flat 23+						
2♦	0-7 weak in a major						
2♥	8-10 6 card suit						
2♠	8-10 6 card suit						
2 NT	20-22						
3 NT	Minor pre-empt						

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

support x's to 2 S's	

## COMPETITIVE BIDDING

Negative doubles through	4 Hearts	Responsive doubles through	4 Hearts
Jump overcalls	weak	Unusual NT	Other minor and a major
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	michaels weak or strong		
Immed cue of major	michaels weak or strong		
Over opponent's 1 NT (weak)	x=Penalties 2C=both majors 2D=ss in major 2H=H's and a minor 2		
Over opponent's 1 NT (strong)	x=Penalties 2C=both majors 2D=ss in major 2H=H's and a minor 2		
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♦	4 D 6+ points	2NT	11-12 no 4 card major
	1♥/♠	4H/S 6+ points	3♣	weak
	1NT	6-10	3♦	
	2♣	5C 10+points	3♥	
	2♦		3♠	
	2♥	weak 6 card suit 0-5	3NT	to play
	2♠	weak 6 card suit 0-5	4 bids	4 C slam interest

1♦	1♥/♠	4H/S 6+points	3♣	
	1NT	6-10	3♦	weak
	2♣	4C 10+ points	3♥	
	2♦	5D 10+points	3♠	
	2♥	weak 6 card suit 0-5	3NT	to play
	2♠	weak 6 card suit 0-5	4♦	slam interest
	2NT	11-12 no 4 card major	4 Other	splinter

1♥/♠	1NT	5-10	3♣	4H 6-9 points
	2♣	4 C 10 + points	3♦	4H 10-11 points
	2♦	4D 10+ points	3♥/♠	4H weak
	2♥/♠	3H 5-9 points	3NT	3H 13-15 points
	2NT	4H 12+points	4♣♦	slinter 4H 10-14

2♣	2♦	0-8 Points or 8+ points no 5 card suit	2♥/♠	5+ and 8+ points
	other	suit = 5+ and 8+ points		

2♦	2♥	pass or correct	3♣♦	to play
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	enquiry	3NT	to play

2♥/♠	2NT	enquiry	3NT	to play
	3♣♦	GF	4♣♦	splinter
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	puppet stayman	4♣	slam interest
	3♦	transfer to H's	4♦	slam interst
	3♥	transfer to S's	4♥	to play
	3♠	minor stayman	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3 C = weak minor stayman 3D= strong minor stayman
3♥/3♠	singletonH/S with 3 cards in the other major and 5/4 either way in the minors
4♣	transfer to H's
4♦	transfer to S's
4♥	to play
4♠	to play

Unusual NT: minors ☒ other suits ☐ lower 2 unbid suits ☐

other over a minor opening = other minor and a mjo

### Other slam bidding

Cue Bids ☒ Asking Bids ☒

### 4th Suit Forcing

One round ☐ Game force ☒

### NT Checkback

Priorities

### Defence to 3NT opening

4C's =T.O to majors with longer H's 4D's T.O to majors with longer S's

### Defence to opening Two's:

Multi 2♦ X = 12+ points bid =12+ 5+ in the suit 2NT=15-18

### RCO style 2-s

X=12+ points

### Other 2-s

X=12+points

### Defence to strong ♣

X= both majors 1NT= minors

### Lebensohl

Over NT interference ☒

### Other uses

### Take out of 4 level pre-empts

4♣/4♦ X  
4♥ X 4♠ 4NT X= points

## OTHER NOTES

over our opening minor pre-empt when partner bids another suit raise with 3 bid 3NT with 1 and bid the m  
2D opening =weak in a mojor 4C's= transfer to the major 4D's= bid your major