

BASIC RESPONSES

Jump raises - minors limit ☒ forcing ☐ Other: pre-emptive if non-passed

Jump raises - majors limit ☐ forcing ☐ Other: pre-emptive

Jump shifts after minor opening splinter or limit raise

Jump shifts after major opening splinter or Bergen raise

Responses to strong 2 suit opening not applicable

Responses to 2NT opening Puppet Stayman / transfers to majors / minors 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: Small from 3 if partner's suit not supported

From 3 cards (no honour) top ☐ middle ☒ bottom ☐

Signal on partner's lead: high encourage ☐ low encourage ☐

Other: natural present count

Signal on declarer's lead natural present count

Discards McKenney ☐ high encourage ☐ low encourage ☐

odd/even ☐ Other: 1st discard odd/even = encourage/McKenny

Count natural ☒ reverse ☐ initial count

CONVENTIONS

4NT: Blackwood ☒ RKCB ☒ Other:

4♣ Gerber ☒ when? if jump over our NT

Other Conventions

Cues	Baron
Artificial enquiries for key cards	Trump probes
Support showing doubles	5NT grand slam try
Cue raises	Leaping Michaels
Balanced responsive doubles	Double of strong 1NT = 5+♦s



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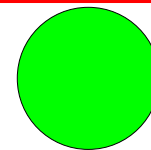
STANDARD SYSTEM CARD

Names: David Anderson George Smolanko

ABF Nos: 195197 199291

Basic System: Standard

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 3, 11+ 1♦ 4 (3 if 4432), 11+ 1♥ 5, 11+ 1♠ 5, 11+

1 NT 15-17 may contain 5 card major ☒

2♣ Stayman: simple ☒ extended ☐ Other:

Transfers 2♦ => ♥ 2♥ => ♠ 2♣ range enquiry

2 NT => ♠ or ♦ Other: 3♣♦ = natural, invitational

2♣ Game Force or (22)23+ balanced

2♦ 6 card ♦ suit, weak 2, < 12 HCP

2♥ 4+/4+ majors, < 12 HCP

2♠ 6 card ♠ suit, weak 2, < 12 HCP

2 NT 20-21 (22) balanced

3 NT To play, no strict rules, consistent with long running suit.

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

2♦ = weak 2 in diamonds Aggressive overcalls if non-passed partner.

2♥ = 4+/4+ majors, <12 HCP Artificial raises of 1-level suit openings.

Inverted minor raise by non-passed hand

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Lowest suits

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

Immed cue of minor majors 5+/5+

Immed cue of major other major + minor 5+/5+

Over opponent's 1NT (weak) 2♣ = ♥ + another; 2♦ = ♠ + minor; 2NT = minors

Over opponent's 1NT (strong) 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♦	4+ cards 5+ hcp	2NT	4 cards, balanced, 11-12 hcp
	1♥/♠	4+ cards 5+ hcp	3♣	5+ card support, 5-8 hcp
	1NT	no major 6-10	3♦	splinter 12-14 hcp
	2♣	4+cards, 13+hcp	3♥	splinter 12-14 hcp
	2♦	5+ card support, 9-11 hcp	3♠	splinter 12-14 hcp
	2♥	splinter 9-12 hcp	3NT	4 card support, bal, 13-14 hcp
	2♠	splinter 9-12 hcp	4 bids	4♣ = key card enquiry

1♦	1♥/♠	4+ cards 5+ hcp	3♣	5+ card support, 9-11 hcp
	1NT	no major 6-10	3♦	5+ card support, 5-8 hcp
	2♣	10+ natural	3♥	splinter 12-14 hcp
	2♦	4+ cards, 13+ hcp	3♠	splinter 12-14 hcp
	2♥	splinter 9-12 hcp	3NT	4 card support, bal, 13-14 hcp
	2♠	splinter 9-12 hcp	4♦	pre-emptive
	2NT	4 cards, balanced, 11-12 hcp	4 Other	4♦ = key card enquiry

1♥/♠	1NT	6-10	3♣	4 card support, 6-9 hcp
	2♣	10+ natural	3♦	4 card support, 9-11 hcp
	2♦	10+ natural	3♥/♠	weak: 2♣/3♥ = 3 card sup 11-12
	2♥/♠	5-10 with 3 card support	3NT	Bal 12-14 with 4+ card support
	2NT	15+ with 4+ card support	4♣♦	splinter 11-13 hcp

2♣	2♦	artificial positive, say 8+ HCP	2♥/♠	2♥ artificial negative, say < 8 HCP
other		2♣ and up = nat, 5+ cards to Q or better, say 4-7 HCP. 2NT = ♥ suit		

2♦	2♥	enquiry, game interest	3♣♦	natural, NF
	2♠	natural, NF	3♥/♠	natural, GF
	2NT	5+ ♥, F1	3NT	to play

2♥/♠	2NT	enquiry, game interest	3NT	to play
	3♣♦	Natural NF	4♣♦	Natural GF
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	puppet Stayman	4♣	Gerber
	3♦	=> ♥	4♦	natural, sets suit, slam try
	3♥	=> ♠	4♥	natural, sets suit, slammish
	3♠	minor suit Stayman	4♠	natural, sets suit, slammish
	3NT	to play	other	4NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural invitational
3♥/3♠	Natural GF
4♣	Gerber
4♦	Natural GF
4♥	to play
4♠	to play

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

other unlimited

Other slam bidding

Cue Bids ☒

Asking Bids ☒

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback



Priorities 2♣ GT, forces 2♦: 2♦ GF

Defence to 3NT opening

4♣ for majors

Defence to opening Two's:

Multi 2♦ X = 15+

RCO style 2-s

X = 15+ whenever there is no anchor suit, or if the bid is a transfer etc. even though suit known

Other 2-s

X = TO only over natural bids

Defence to strong ♣

X = hearts & another, 1♦ = spades & minor, 1NT = minors

Lebensohl

Over NT interference ☐

Not used

Other uses

Take out of 4 level pre-empts

4♣/4♦	X
4♥	X
4♠	X

OTHER NOTES

Support doubles & redoubles

Following suit support (except 9 card M fit), new suits at the 3 level show features for NT.

Raise with honour xx of partner's 1 Major response, unless 4-3-3-3

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump shifts after minor opening	Strong <input type="text"/>		
Jump shifts after major opening	Mini/Maxi Splinters <input type="text"/>		
Responses to strong 2 suit opening	Controls, 2♦ = no more than one king <input type="text"/>		
Responses to 2NT opening	Major = Forcing <input type="text"/>		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input checked="" type="checkbox"/>	Other: A=Attitude, K = Count + Roman <input type="text"/>	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: <input type="text"/>	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input type="text"/>
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:	<input type="text"/>	
Signal on declarer's lead	<input type="text"/>	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other: <input type="text"/>	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input type="text"/>
4♣	Gerber <input checked="" type="checkbox"/>	when? <input type="text"/>	Over 1NT <input type="text"/>
Other Conventions			
Crowhurst after 1NT rebid (15-18)	System 'on' for NT overcalls <input type="text"/>		
Modified Capelliti 2♠ = Majors	<input type="text"/>		
2♦ = Single suited Mjr	<input type="text"/>		
2<M> = Major/Minor	<input type="text"/>		
Splinters: Mini/Mega/Maxi	<input type="text"/>		



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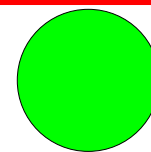


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STANDARD SYSTEM CARD

Names:	David Lusk	Attilio De Luca
ABF Nos:	197904	<input type="text"/>
Basic System:	ACOL <input type="text"/>	
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♠	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 <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: <input type="text"/>				
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		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4+	2NT	16+ Bal, 3+ card support
	1♥/♠	5+, 4+	3♣	10-11, 5+
	1NT	8-10 and balanced	3♦	---
	2♣	5-9, 4/5+	3♥	---
	2♦	16+, 6+	3♠	---
	2♥	16+, 6+	3NT	3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4 bids	

1♦	1♥/♠	5+, 4+	3♣	16+, 6+
	1NT	5-9, no four card Mjr	3♦	10-11, 4+
	2♣	9+, 4+	3♥	---
	2♦	6-9, 4+	3♠	---
	2♥	16+, 6+	3NT	3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4♦	
	2NT	16+ Bal, 3+ card support	4 Other	

1♥/♠	1NT	5-9	3♣	Mini/Maxi Splinter
	2♣	9+, 4+	3♦	Mini/Maxi Splinter
	2♦	9+, 4+	3♥/♠	10-11, no shortage, 4+, 3+
	2♥/♠	5-9, 4+ (3+) (2♠ over 1♥ Spl)	3NT	Value raise to 4<Mjr>
	2NT	16+ Bal, 3+ card support	4♣♦	Splinter Raise

2♣	2♦	Negative, 0-1 Control	2♥/♠	Steps (2♥= 2 kings or 1 A)
	other			

2♦	2♥	Pass/Correct	3♣♦	Natural, forcing
	2♠	Pass/Correct, 3+ ♥	3♥/♠	Pass/Correct
	2NT	Forcing enquiry	3NT	To play

2♥/♠	2NT	Forcing enquiry	3NT	To play
	3♣♦	Pass/Correct	4♣♦	Pass/Correct, preemptive
	3♥/♠	Preemptive	4♥/♠	To play.

2NT	3♣	Stayman over natural 2NT	4♣	Gerber over natural 2NT
	3♦	Transfer --> ♥ over nat 2NT	4♦	Preemptive over direct 2NT
	3♥	Transfer --> ♠ over nat 2NT	4♥	To play
	3♠	5-4 in ♠ & ♥ over nat 2NT	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitational to 3NT, based on broken 6 card minor
3♥/3♠	Strong Slam Try
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors ☐ other suits ☒ lower 2 unbid suits ☐
 other Minors over a major; Majors over a minor

Other slam bidding

Cue Bids ☒ Asking Bids ☐

4th Suit Forcing

One round ☒ Game force at 3 level ☐ Game force ☐

NT Checkback

Priorities ☒ Secondary major, 3 card support, max/min

Defence to 3NT opening

X = Penalties

Defence to opening Two's:

Multi 2♦ X = T/O; 2NT = 15-18 at least one major stop

RCO style 2-s

First 2 Xs = T/O; 2NT = 15=18

All subsequent doubles are penalties

Other 2-s

First 2 Xs = T/O; 2NT = 15=18

All subsequent doubles are penalties

Defence to strong ♣

Twerb

up to but not including 3NT

Lebensohl

Over NT interference ☒

Other uses

After a weak two opening is doubled by our side for take-out

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X/4NT 4♠ 4NT

OTHER NOTES

DOP1 applies in step situations

After 2 level response, 3NT = 15-16, 2NT is stronger

Responsive and competitive doubles apply in competitive auctions over opponents' raises and

Penalty oriented doubles apply over new-suit bids

Cue Raises after overcalls

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: 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	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" 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 checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/> when obvious & vs NT (excl op hnr lead)

CONVENTIONS

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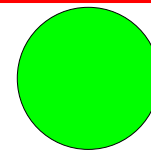


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STANDARD SYSTEM CARD

Names:	Judy Hocking	Kevin Lange
ABF Nos:	197165	197688
Basic System:	Modified Grasshopper	
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+ ♣ 10+ pts	1♦	4+ ♦ 10+ pts	1♥	4+ ♥ 10+ pts	1♠	5+ ♠ 10+ pts
1 NT	14 - 16				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	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