

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: weak 2-5 & 5+ spt

Jump raises - majors limit ☐ forcing ☐ Other: weak 2-5 & 4 card sp

Jump shifts after minor opening to major are weak; other minor is GF

Jump shifts after major opening 1/2 Bergen, 3/4 Fit-Showing

Responses to strong 2 suit opening 2♣: 2♦ waiting

Responses to 2NT opening ♣ Stay ♦♥ tfr 3♠ ppt; 3NT=5♠4♥; 4♠=♣&♦

PLAY CONVENTIONS

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

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

Underlead ☐ Other: BUT AK, AKQ, KQ - A=Ratt, K=Rcount

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 asks rev attitude, all else asks rev count

Signal on declarer's lead hi low if liked/disliked pd's NT lead else r count

Discards McKenney ☐ high encourage ☐ low encourage ☐

odd/even ☒ Other: Odd=Enc, Even= McKenney

Count natural ☐ reverse ☒ sometimes Peter suit pref

CONVENTIONS

4NT: Blackwood ☐ RKC ☒ Other: 1430

4♣ Gerber ☐ when? cro after NT, Mini RKC after 3♦♥♠ open

Other Conventions

1/2 Bgn Raises or Min/Max Splinters Support Doubles & Redoubles

3/4 2wayDrury or FSJ DOPI, ROPI, DEPO

Exclusion Key Card

Puppet Stayman 2NT, Baron 3NT & above 4NT opening = Specific Ace Ask

Checkback (suit stop or jump s'ton w fit)



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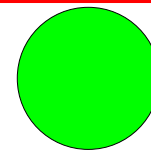
STANDARD SYSTEM CARD

Names: Sandra Richman Andrew Richman

ABF Nos: 377910 382655

Basic System: VARIABLE NT (3rd seat 15-17, else 12-14)

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 3+♣ 11+pts 1♦ 3+♦ 11+pts 1♥ 5+♥, 10+pts 1♠ 5+♠, 10+pts

1 NT 12-14 except 3rd seat 15-17 may contain 5 card major ☒

2♣ Stayman: simple ☒ extended ☐ Other:

Transfers 2♦ Hearts 2♥ Spades 2♠ Bal Inv or Clubs

2 NT Minors or ♦ Other: 3♣=Pupp Stay; 3♦=22(4/5m); 3♥/♠=s'ton ♠/♥

2♠ Game Force Artificial

2♦ Hearts, 5+ w 5 - 10 hcp (4th seat strong)

2♥ Majors 4+/4+ less than opening (4th seat strong)

2♠ Spades, 5+ w 5 - 10 hcp (4th seat strong)

2 NT 20-22 hcp semi-bal

3 NT 4 level pre-empt in minor

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

2♦&♥ openings Non&Leap Michaels after opps

open 2s & 3s & open then raise

Namyats & Texas Transfers Transfers after 1♥ or ♠-DBL

COMPETITIVE BIDDING

Negative doubles through 4H/S Responsive doubles through 4H

Jump overcalls weak Unusual NT 2 lowest unbid suits

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

Immed cue of minor Majors

Immed cue of major Other Major & a Minor

Over opponent's 1NT (weak) MP:DONT or IMPs:2♣=Majors; 2♦=1M; 2M=M+m

Over opponent's 1NT (strong) DONT

Over weak twos X = takeout (w Lebensohl contin if over 2♥♠)

Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ pts, 4+ suit	2NT	11-12 hcp
	1♥/♠	Nat, 6+ pts, may bypass ♦ suit	3♣	to play, 0-5 hcp, 5+ ♣
	1NT	6 - 9 hcp	3♦	splinter
	2♣	6-9 pts, 4+ ♣	3♥	splinter
	2♦	Game Force in ♣	3♠	splinter
	2♥	2-5 hcp, 6 ♥	3NT	to play
	2♠	2-5 hcp, 6 ♠	4 bids	4D=RKC♣, 4C/H/S to play

1♦	1♥/♠	6+ pts, 4+ suit	3♣	Game Force in ♦
	1NT	6 - 9 hcp	3♦	to play, 2-5 hcp, 5+ ♦
	2♣	10+ hcp, 4+ ♣	3♥	splinter
	2♦	6-9, 4+ ♦	3♠	splinter
	2♥	2-5 hcp, 6 ♥	3NT	to play
	2♠	2-5 hcp, 6 ♠	4♦	to play
	2NT	11 - 12 hcp	4 Other	4C=RKC♦, 4D/H/S to play

1♥/♠	1NT	6 - 9 hcp	3♣	1/2 bergen, 3/4 fit-showing.
	2♣	1/2 natural, 3/4 drury.	3♦	1/2 bergen, 3/4 fit-showing.
	2♦	1/2 natural, 3/4 drury.	3♥/♠	WK; 1♠:3♥=LR; 1♥3♠SPL
	2♥/♠	6-9 raise or 1♥:2♠=LR	3NT	to play
	2NT	1/2 Jacoby, 3/4 Natural.	4♣♦	splinter

2♣	2♦	Waiting	2♥/♠	Natural
	other	3♣♦ natural		

2♦	2♥	to play	3♣♦	Natural
	2♠	Natural, Inv	3♥/♠	to play/slam try
	2NT	Enquiry	3NT	to play

2♥/♠	2NT	Enquiry	3NT	to play
	3♣♦	Natural, NF	4♣♦	slam try splinter
	3♥/♠	Natural	4♥/♠	to play

2NT	3♣	Puppet Stayman	4♣	CRO
	3♦	Transfer ♥	4♦	Transfer ♥
	3♥	Transfer ♠	4♥	Transfer ♠
	3♠	Puppet to 3NT	4♠	Pick a Minor
	3NT	5♠&4♥	other	4NT = Quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣=Puppet Stayman; 3♦=22(45) Forcing to Game
3♥/3♠	3 card suit, s'ton other major, 5/4 minors, Forcing to Game
4♣	CRO
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	Pick a Minor

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

other

Other slam bidding

Cue Bids ☒ Asking Bids ☐

4th Suit Forcing

One round ☐ except 1S & Blackout Game force ☒

NT Checkback

Priorities 2way checkback, priority lowest after 2♦ G/F.

Defence to 3NT opening

X penalty, bids are natural

Defence to opening Two's:

Multi 2♦ X = takeout of a major, then lebensohl;

Leaping Michaels; Cue-bid=stopper ask.

RCO style 2-s

X = 16+, overcalls natural

Leaping Michaels

Other 2-s

TRF openings: Leaping Michaels, Cue= stop ask, X=t'out

2NT Minors: 3C/D t'out majors w ♥/♠ preference

Defence to strong ♣

D=♦&♥, H=♥&♠, X=♣&♥, NT=♦&♠, C=♣&♦, jumps=s/suit

1C (p) 1D bids same but 2D=♦&♥, 3♦=s/suit ♦

Lebensohl

Over NT interference ☒

Other uses

following X of opponents weak, acol, multi 2 openings

Take out of 4 level pre-empts

4♣/4♦ X t'out

4♥ X t'out

4♠ X=values; 4NT=takeout

OTHER NOTES

After 2NT enquiry to 2♦♥♠ opening, 4♣ or ♦ is RKC in that minor.

NAMYATS: response 4 of implied major is mild slam try, immed 4NT is blackwood,

bidding the suit under is no interest or can be followed by 4NT RKC.

Fit-show jumps to 3/4 openings or after oppt 1NT o'call 1M or to pd's overcalls.

Blackout bids after pd reverses/forces at 2 level

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump shifts after minor opening	FSJ			
Jump shifts after major opening	Various			
Responses to strong 2 suit opening				
Responses to 2NT opening	3♣ enquiry			

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:	Ace - suit preference
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input checked="" 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"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:		
Signal on declarer's lead		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	
4♣	Gerber <input checked="" type="checkbox"/>	when?	over NT or NT rebids	

Other Conventions

Lebensohl	Support Doubles
	Leaping Michaels
Jacoby 2NT	
Transfers	
Kokish relay	



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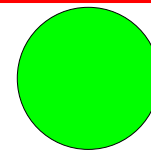


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STANDARD SYSTEM CARD

Names:	John Bailey	Doug Newlands
ABF Nos:	213640	143731
Basic System:	5 cd Maj Weak NT	
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+♣ 11+	1♦	3+♦ 11+	1♥	5+♥ 11+	1♠	5+♠ 11+
1 NT	(11)12-14 hcp			may contain 5 card major			<input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: also to 3m				
Transfers	2♦	2♥	2♥	2♠	2♣	Range probe	
2 NT	3♣ or 3♦		Other:				
2♣	Game force or near game force or 23+ bal						
2♦	Weak either major or 21/22 bal						
2♥	Weak ♥+ minor 5/4 nv						
2♠	Weak ♠+ minor 5/4 nv						
2 NT	Weak both Majors						
3 NT	Ace ask						

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

Support doubles	Leaping Michaels
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COMPETITIVE BIDDING

Negative doubles through	all	Responsive doubles through	all
Jump overcalls	Weak	Unusual NT	lower 2 unbid suits
1NT overcall (immediate)	15-18 hcp	(re-opening)	11-14 hcp
Immed cue of minor	Spades and another		
Immed cue of major	Other major + minor		
Over opponent's 1NT (weak)	Cappelletti		
Over opponent's 1NT (strong)	Ditto except X = single suit, 2♣ = minors		
Over weak twos	Double		
Over opening threes	Double		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ card & 5+ hcp	2NT	10+ fit
	1♥/♠	4+ card & 5+ hcp	3♣	weak raise
	1NT	6-9 hcp	3♦	Splinter
	2♣	5+ card & 6-9hcp	3♥	Splinter
	2♦	weak 6+ card suit	3♠	Splinter
	2♥	weak 6+ card suit	3NT	To play
	2♠	weak 6+ card suit	4 bids	

1♦	1♥/♠	4+ card & 5+ hcp	3♣	Splinter
	1NT	6-9 hcp	3♦	weak raise
	2♣	4+ card & 10+ hcp	3♥	Splinter
	2♦	5+ card & 6-9hcp	3♠	Splinter
	2♥	weak 6+ card suit	3NT	To play
	2♠	weak 6+ card suit	4♦	inv
	2NT	10+ fit	4 Other	

1♥/♠	1NT	6-9 hcp	3♣	5-8 Bergen
	2♣	4+ card & 10+ hcp	3♦	9-10 Bergen
	2♦	4+ card & 10+ hcp	3♥/♠	weak raise or splnr
	2♥/♠	To play 4-9 hcp	3NT	To play
	2NT	10+ fit	4♣/♦	Splinter

2♣	2♦	relay	2♥/♠	vy weak 5+ card suit
	other	3♣/3♦ vy weak 6+ card suit		

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

2♥/♠	2NT	forcing	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pre-empt	4♥/♠	to play

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

CONVENTIONS

Additional responses to 1NT

3♣/3♦

3♥/3♠

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 other major

Defence to 3NT opening

4C = both majors long ♥s 4D = both majors long ♠s

Defence to opening Two's:

Multi 2♦ natural, X = 15/16+

RCO style 2-s

natural, X = 15/16+

Other 2-s

natural, X = 15/16+

Defence to strong ♣

X = ♣, 1NT=minors ♣, 2♦ = majors, 2♥ = ♥'s & minor

2♠ = ♠'s & minor, 2♣ = S/S not Clubs

Lebensohl

Over NT interference ☒

Other uses

over double of weak 2's et al

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ Double

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other: <input type="text"/>
Jump raises - majors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other: <input type="text"/>
Jump shifts after minor opening	strong <input type="text"/>		
Jump shifts after major opening	strong <input type="text"/>		
Responses to strong 2 suit opening	2♥ = 0-3, 2♦ = neutral		
Responses to 2NT opening	3C puppet stayman transfers		

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: <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="text"/>	middle <input type="text"/> bottom <input type="text"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	<input type="text"/>	
Signal on declarer's lead	Natural count (not rigorous)	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: <input type="text"/>	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="text"/>

CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input type="text"/>
4♣	Gerber <input checked="" type="checkbox"/>	when? <input type="text"/>	1NT, 2NT opening or rebid

Other Conventions

Major splinters	<input type="text"/>
4th suit forcing	<input type="text"/>
Lebensohl	<input type="text"/>
Ogust	<input type="text"/>
<input type="text"/>	<input type="text"/>



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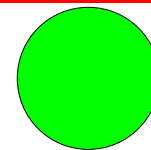


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STANDARD SYSTEM CARD

Names:	Phil Beck	David Chung
ABF Nos:	154202	154326
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	11-21	1♦	4
1♥	4	11-21	1♠	5
1 NT	16-18	may contain 5 card major <input type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: <input type="text"/>	
Transfers	2♦ H	2♥ S	2♣ C	
2 NT	Inv	Other: <input type="text"/>		
2♣	Artificial Strong, 23+ or forcing to 4 level			
2♦	6-10 6			
2♥	6-10 6			
2♠	6-10 6			
2 NT	21-22			
3 NT	Gambling			

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

1NT occasionally 6322 or 5422	<input type="text"/>
Cue raises	<input type="text"/>
<input type="text"/>	<input type="text"/>

COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S
Jump overcalls	weak	Unusual NT	lower suits
1NT overcall (immediate)	16 - 19	(re-opening)	9-12
Immed cue of minor	Michaels (if minor 3+ cards)		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	2♣ Majors	2NT minors	
Over opponent's 1NT (strong)	2♣ Majors	2NT minors	
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+ 4c ds+	2NT	12-14 bal
	1♥/♠	5+ 4c ds+	3♣	13+ 4c ds
	1NT	8-11	3♦	2-6 7c ds
	2♣	6-10 4c ds+	3♥	2-6 7c ds
	2♦	16+ 6 (5)c ds	3♠	2-6 7c ds
	2♥	16+ 6 (5)c ds	3NT	15-16 bal
	2♠	16+ 6 (5)c ds	4 bids	4♣ = RKC

1♦	1♥/♠	5+ 4c ds+	3♣	16+ 6 (5)c ds
	1NT	6-10	3♦	13+ 4c ds
	2♣	10+ 4c ds+	3♥	2-6 7c ds
	2♦	6-10 4c ds+	3♠	2-6 7c ds
	2♥	16+ 6 (5)c ds	3NT	15-16 bal
	2♠	16+ 6 (5)c ds	4♦	RKC
	2NT	12-14 bal	4 Other	natural

1♥/♠	1NT	6-10	3♣	5-9 4cd spt
	2♣	10+ 4cds+	3♦	10/11 4cd spt
	2♦	10+ 4cds+	3♥/♠	13+ 4cds
	2♥/♠	6-10 3 cds+	3NT	15-16 bal
	2NT	12-14 bal	4♣♦	9-12 splinters

2♣	2♦	4+ neutral	2♥/♠	2♥ = 0-3
	other	suit positives good suits if minimum		

2♦	2♥	10+ forcing	3♣♦	3♣ forcing	3♦ to play
	2♠	10+ forcing	3♥/♠	15+ 6c ds+	
	2NT	enquiry	3NT	play	

2♥/♠	2NT	enquiry	3NT	play
	3♣♦	10+ forcing	4♣♦	natural forcing
	3♥/♠	play	4♥/♠	play

2NT	3♣	puppet stayman	4♣	gerber
	3♦	tfr to ♥	4♦	natural forcing
	3♥	tfr to ♠	4♥	natural slam inv
	3♠	tfr to ♣	4♠	natural slam inv
	3NT	play	other	4NT = weak both minors

CONVENTIONS

Additional responses to 1NT

3♠/3♦	natural forcing
3♥/3♣	natural forcing
4♣	gerber
4♦	natural
4♥	natural
4♠	natural

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

other	
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Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☒ Game force ☐

NT Checkback ☐ Priorities

Defence to 3NT opening x = interest in penalties

Defence to opening Two's: Multi 2♦ x = penalty 2NT = 15-18

overcalls natural jumps better

RCO style 2-s x = penalty 2NT = 15-18

overcalls natural jumps better

Other 2-s $x = t/o$

Defence to strong ♣

Lebensohl	Over NT interference	<input checked="" type="checkbox"/>	
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Other uses	2nd position x of weak 2's
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Take out of 4 level pre-empts 4♣/4♦ x = t/o

4♥ x = t/o 4♠ 4NT = t/o

OTHER NOTES