

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other 1♣2♠const;3♠premp
 Jump shifts after minor opening strong; fit showing by passed hand
 Jump shifts after major opening strong; fit showing by passed hand
 Responses to strong 2 suit opening 2♦negative; rest positive and natural
 Responses to 2NT opening 3♣- puppet 5-card stayman;3♥♥tran;3♠m stayman

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other 1st/3rd from sequence; A=count,K=att
 Four or more with an honour 4th highest attitude
 3rd/5th other later leads attitude;low encourage
 From 4 small 2nd highest other 3rd
 From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage low encourage
 other nat. count/att
Signal on declarer's lead nat count
Discards McKenney high encourage low encourage
 odd/even other 1st, then count
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?

Other Conventions

Namyats 4m - RKC on bid minor
 Splinters
 Fit showing jumps in comp
 Ogust over 2 openings and Michaels
 Lebensohl over X of wk 2's



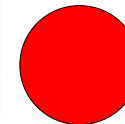
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STANDARD SYSTEM CARD

Names: Terry Brown Phil Gue
 ABF Nos:
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11-20,3+ 1♦ 11-20,4+ 1♥ 11-20,4+ 1♠ 11-20,5+
1 NT 11-14 may contain 5 card major
 2♣Stayman: simple extended other
 transfers 2♦♥ 2♥♠ 2♣♠
 2 NT ♦ other
 2♣ GF or 23+Flat
 2♦ Multi, wk 2M or 21/22 Flat
 2♥ 5+/4+ Colour (♥+other if green only allowed)
 2♠ 5+/4+ Rank (♠m if green only allowed)
 2 NT 5+/4+ Odd (minors if green only allowed)
 3 NT 4-level minor pre-empt

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

Multi 2-level openings
 4♣♦and 3NT openings

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♣
 Jump overcalls weak Unusual NT 5+/5+ lowest two unbid suits
 1NT overcall (immediate) 15-18 (system) (re-opening) 11-14 (system)
 Immed cue of minor 5+/5+ majors
 Immed cue of major 5+M/5+m
 Over opponent's 1NT (weak) X-Pen;2♣♥+m;2♦♠+other;2NT-minors
 Over opponent's 1NT (strong) X-m ss T/O; rest as above
 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♦	6+; 4+ nat	2NT 13-15; flat no M or 16/17 5♣ flat
	1♥♠	6+; 4+ nat	3♣ 9-11; 5♣ no M
	1NT	(7)8-10; normally 4+♣ no 4M	3♦ splinter (9)10+hcp
	2♣	5-9; 4+♣ no 4M	3♥ splinter
	2♦	strong nat (passed hand fit show)	3♠ splinter
	2♥	strong nat (passed hand fit show)	3NT 13-15; flat no M, 4+♣
	2♠	strong nat (passed hand fit show) bids	4♣ RKC on ♣ 4♥♠ to play
1♦	1♥♠	nat 6+hcp	3♣ strong nat
	1NT	6-10hcp no M	3♦ 9-11hcp 4+♦ no M
	2♣	10+hcp; nat force to 2NT/3♣	3♥ splinter
	2♦	5-9; 4+♦ no M	3♠ splinter
	2♥	strong nat	3NT 13-15; flat no M; 4+♦
	2♠	strong nat	4♦ RKC on ♦
	2NT	13-15; flat no M, or 16/17 flat 4+♦	4♥♠ Other ♥♠ to play
1♥♠	1NT	5-10 nat over ♥ forcing over ♠	3♣ strong nat
	2♣	10+hcp nat force to 2NT/3♣	3♦ strong nat
	2♦	as for 2♣	3♥♠ limit 9-11 ♥5-8 ♠
	2♥♠	limit raise 5-9 over ♥8-10 ♠	3NT 13-15 flat 4+support
	2NT	13-15 flat, or 16/17 flat 4+support	4♦ splinter
2♣	2♦	neg. <1.5 tricks/8hcp	2♥♠ nat pos.
	other	3♣♦ nat pos; 3M semi-pos 5-7 6-card	
2♦	2♥	Pass/correct	3♣♦ Nat. forcing
	2♠	Pass/correct	3♥♠ Pass/correct
	2NT	Inquiry- game interest	3NT To play
2♥♠	2NT	Inquiry	3NT To play
	3♣♦	Pass/Correct	4♣♦ Pass/correct
	3♥♠	Pass/Correct	4♥♠ Pass/correct
2NT	3♣	Pass/correct	4♣ Pass/correct
	3♦	Inquiry	4♦ Pass/correct
	3♥	Pass/correct	4♥ Pass/correct
	3♠	Pass/correct	4♠ Pass/correct
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Nat slam try
3♥3♠	Sets suit, slam try
4♣	RKC ♣
4♦	RKC ♦
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 lowest unbid feature/ 2-level min; 3-level max

Defence to 3NT opening

Defence to opening 2-s: Multi Double 15/16+any, bids nat 11-15; 2NT 15-18nat

RCO style 2-s Double 15/16+, bids 11-15 nat, 2NT 15-18nat

Other 2-s Double T/O

Defence to strong ♣ X-♥1♦-♠1♥2 suits Colour; 1♠2 suits Rank; 1NT 2 suited Odd
 Higher bids nat - jumps are weak, pass then bid 15+hcp

Lebensohl Over NT interference
 Other uses response to x of weak 2M

Take out of 4 level pre-empts 4♣♦ X
 4♥ X values 4♠ X pen/4NT TO

OTHER NOTES

Fit showing jumps by passed hands/in comp.

Swine over x of our 1NT

Namyats - 1/1.5 tricks better than 4M

Most doubles for T/O

BASIC RESPONSES

Jump raises - minors limit forcing other weak

Jump raises - majors limit forcing other weak

Jump shifts after minor opening weak

Jump shifts after major opening bergen

Responses to strong 2 suit opening

Responses to 2NT opening 3C = Stayman else = tfr

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 S other

From 4 small 2nd highest NT other

From 3 cards (no honour) top middle NT bottom S

Signal on partner's lead: high encourage low encourage

other count

Signal on declarer's lead count

Discards McKenney high encourage low encourage

odd/even other normally count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? over a jump in NT

Other Conventions

1 minor (1NT) 2C = H+, 2D = S+m



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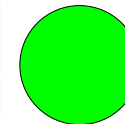
STANDARD SYSTEM CARD

Names: SARTAJ HANS PAUL MARSTON

ABF Nos:

Basic System: Standard 2/1

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ hearts 2♥ spades 2♠ clubs

2 NT diamonds other

2♣ GF

2♦ Weak 2 in major

2♥ 5 hearts 7-11 HCP (in third and fourth seat Weak Twos)

2♠ 5 spades 7-11 HCP (in third and fourth seat Weak Twos)

2 NT 20-22

3 NT gambling

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

2D Multi

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Weak to interm Unusual NT 5/5 low unbid suits

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

Immed cue of minor majors

Immed cue of major other major + minor

Over opponent's 1NT (weak) 2C = H+, 2D=S+m

Over opponent's 1NT (strong) as above

Over weak twos Double

Over opening threes Double

BASIC RESPONSES

Jump raises - minors limit forcing other preemptive, 0-6 4+support
 Jump raises - majors limit forcing other preemptive, 0-6 4+support
 Jump shifts after minor opening 3-6pts 6card suit
 Jump shifts after major opening as above
 Responses to strong 2 suit opening Over 2♦ opening 2nt= strong inq.
 Responses to 2NT opening Puppet, Transfers, 3♠=minor staym., 4♦=slamish

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other A=count, K=attitude
 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 natural count
Discards McKenney high encourage low encourage
 odd/even other odd=enc., even=suit pref.
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other RKCB 0/3 1/4
 4♣ Gerber when?

Other Conventions

Grandslam force
 Trial Bids Running after 1ntx xx = 1 suiter
 4th Suit Forcing pass forces xx maybe pen or 2 touching suits
 Lebensohl bid 2♣♠♥ or 2♦♠♣
 2♥ or 2♠=contrative can stand a raise



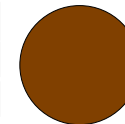
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STANDARD SYSTEM CARD

Names: TerryBrown/Mike Prescott Barry Noble/Phil Gue
 ABF Nos:
 Basic System: Modified Polish Club
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 10-20 0+♣ 1♦ 11-16 5+♦ 1♥ 11-16 5+♥ 1♠ 11-16 5+♠
1 NT 12 - 14 (11) may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ Transfer ♥ 2♥ Transfer ♠ 2♣ Transfer ♣
 2 NT ♦ other
 2♣ 10+pts any 5440 or 12+pts any 4441 21/22 bal or 25/26 bal
 2♦ weak 2 in a Major or any game force or 23/24 bal not 25/26 bal
 2♥ 6-11pts 5+/5+ 2 suits same colour
 2♠ 6-11pts 5+/5+ 2 suits same rank
 2 NT 6-11pts 2 non-touching suits
 3 NT Gambling solid 7card minor

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

4♣=8-9 playing tricks in ♥
 4♦=8-9 playing tricks in ♠

COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦
 Jump overcalls weak Unusual NT lower unbid
 1NT overcall (immediate) 15 - 18 (re-opening) 11 - 14
 Immed cue of minor Michael's 5+♥5+♠
 Immed cue of major Michael's 5+ other major 5+ of a minor
 Over opponent's 1NT (weak) Don't x= 11+pts 1 suiter bids = suit + higher
 Over opponent's 1NT (strong) Don't x= 1 suiter bids=suit + higher
 Over weak twos X = to, 2nt reponce=lebensohl
 Over opening threes X = to, 2nt reponce=lebensohl

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦ =6+pts any	2NT	5+♣+♦ 0-5pts
	1♥♣ 0-5pts nat	3♣	0-5pts (6)7+♣
	1NT 0-5 at least 4/3 minors	3♦	3-6pts 7+♦
	2♣ 0-5pts 5+♣	3♥	3-6pts 7+♥
	2♦ 3-6pts 6+♦	3♠	3-6pts 7+♠
	2♥ 3-6pts 6+♥	3NT	n/a
	2♠ 3-6pts 6+♠	4 bids	weak (7)8 card suits
1♦	1♥♣ nat 5-11pts non forcing 5-7 raise	3♠	3-8pts 6+♠
	1NT 9+any forcing relay	3♦	0-6 4+♦
	2♣ nat non forcing	3♥	Splinter
	2♦ Constructive 7-10pts 3+♦	3♠	Splinter
	2♥ 3-6 6+♥	3NT	to play
	2♠ 3-6 6+♠	4♦	preemptive
	2NT nat invite	4 Other	
1♥♣	1NT 9+pts any forcing or 5-7 raise	3♣	weak with long ♣
	2♣ non forcing nat	3♦	weak with long ♦
	2♦ as above	3♥♣	0-6 raise 4+support
	2♥♣ 7-10 constructive raise	3NT	to play
	2NT weak 5+♣+♦	4♠♦	Splinter
2♣	2♦ 7+pts any	2♥♣	pass or correct
	other all pass or correct		
2♦	2♥ pass or correct	3♠♦	nat to play opp weak major
	2♠ pass or correct	3♥♣	pass or correct
	2NT enquiry, game try	3NT	weak 4-8 4+♥4+♠
2♥♣	2NT Strong enquiry	3NT	to play
	3♠♦ pass or correct	4♠♦	pass or correct
	3♥♣ pass or correct	4♥♣	to play
2NT	3♣ Puppet Stayman	4♣	slam try
	3♦ transfer to ♥	4♦	slam try
	3♥ transfer to ♠	4♥	to play
	3♠ minor stayman	4♠	to play
	3NT to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam try nat
3♥3♣	Slam try nat
4♣	Gerber
4♦	N/a
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

Defence to opening 2-s: Multi X = cards

RCO style 2-s X = points/take out (1 to x/pers)

Other 2-s

Defence to strong ♣ x=♥♦♠1♥= 2 suiter same colour 1♠= 2 suits same rank
 1nt= 2 odd suits

Lebensohl Over NT interference

Other uses weak 2

Take out of 4 level pre-empts 4♠♦ X=t/o

4♥ X 4♠ x= penalty

OTHER NOTES

We play many relay bids after partner has opened over 1♥♣ our 1nt is unlimited all game forces go through 1nt over 1♣ all game forces go through 1♦