

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:
Jump shifts after minor opening	Weak (0-6, 6+)		
Jump shifts after major opening	Weak (0-6, 6+)		
Responses to strong 2 suit opening	2D= negative		
Responses to 2NT opening	3C= Puppet; transfers to Majors		

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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:		
Signal on declarer's lead		
Discards	McKenney <input checked="" 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 type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

Jacoby	



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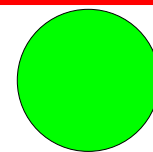


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Jess Tearne	Rhys Cooper
ABF Nos:	726291	
Basic System:	ACOL	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♣	4+ 11+	1♦	4+ 11+	1♥	4+ 11+	1♠	4+ 11+
1 NT	12-14 bal			may contain 5 card major <input checked="" type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:				
Transfers	2♦ H	2♥ S	2♣ C				
2 NT	D	Other:					
2♣	GF						
2♦	Weak Two in H or 5/5 C and D or 5/5 C and S						
2♥	Weak Two in S or 5/5 H and C or 5/5 H and D						
2♠	Weak Three in C with 2/3 top club honours or 5/5 S and D or 5/5 S and H						
2 NT	20-22 bal						
3 NT	Gambling 1st/2nd; To play 3rd/4th						

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

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	LUBS
1NT overcall (immediate)	15-17	(re-opening)	11-14
Immed cue of minor	Michaels (5+/5+ both majors)		
Immed cue of major	Michaels (5+/5+ other major and unspecified minor)		
Over opponent's 1 NT (weak)	DONT		
Over opponent's 1 NT (strong)	DONT		
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+	2NT	4+ C, 16+
	1♥/♠	4+ H/S, 6+	3♣	4+ C, 6-9
	1NT	6-9	3♦	Splinter
	2♣	4+ C, 10-12	3♥	Splinter
	2♦	6+ C, 0-6	3♠	Splinter
	2♥	6+ H, 0-6	3NT	4+ C, 13-15
	2♠	6+ S, 0-6	4 bids	4C= minor keycard
1♦	1♥/♠	4+ H/S, 6+	3♣	6+ C, 0-6
	1NT	6-9	3♦	4+ D, 6-9
	2♣	4+ C, 10+	3♥	Splinter
	2♦	4+ D, 10-12	3♠	Splinter
	2♥	6+ H, 0-6	3NT	4+ D, 13-15
	2♠	6+ S, 0-6	4♦	Minor Keycard
	2NT	4+ D, 16+	4 Other	
1♥/♠	1NT	6-9	3♣	6+ C, 0-6
	2♣	4+ C, 10+	3♦	6+ D, 0-6
	2♦	4+ D, 10+	3♥/♠	4+ H/S, 10-12
	2♥/♠	4+ H/S, 6-9	3NT	4+ H/S, 13-15
	2NT	4+ H/S, 16+	4♣/♦	Splinter
2♣	2♦	0-6	2♥/♠	H/S, 6+
	other			
2♦	2♥	pass/correct	3♣/♦	nat, non forcing
	2♠	nat, non forcing	3♥/♠	to play
	2NT	Strong enquiry	3NT	to play
2♥/♠	2NT	Strong enquiry	3NT	to play
	3♣/♦	pass/correct	4♣/♦	nat, non forcing
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	Puppet	4♣	Keycard setting clubs
	3♦	H	4♦	Keycard setting diamonds
	3♥	S	4♥	to play
	3♠	H/S	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Slam Try

3♥/3♠

Slam Try

4♣

4♦

5/5 Majors

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 Two's:

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Over NT interference

☐

Other uses

Take out of 4 level pre-empts

4♣/4♦

X

4♥

4NT

4♠

4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive, 0-6pts
Jump shifts after minor opening	Weak 4-9pts, 6 card suit		
Jump shifts after major opening	Mini/maxi splinters		
Responses to strong 2 suit opening	2♦ = 0-6pts or waiting		
Responses to 2NT opening	3♣=Puppet stayman, 3♦->♥, 3♥->♠, 3♠=♠5♥4		

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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	K=count	
Signal on declarer's lead		
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other:
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

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

Other Conventions

Ogust	
Jacoby	



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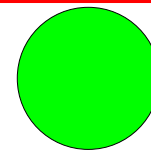


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Jane Reynolds	Michael Bausor
ABF Nos:	666701	726222
Basic System:	Acol	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♣	4+♣, 11+pts	1♦	4+♦, 11+pts	1♥	4+♥, 11+pts	1♠	4+♠, 11+pts
1 NT	(11)12-14pts			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 forcing, flat 23+pts or 18+ with long suit, or anything partner thinks is strong						
2♦	6-10pts and 6+♦						
2♥	6-10pts and 6+♥						
2♠	6-10pts and 6+♠						
2 NT	20-22pts semi-balanced						
3 NT							

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

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	Weak	Unusual NT	LUBS 5/5
1NT overcall (immediate)	15-17pts	(re-opening)	12-14pts
Immed cue of minor	Micheals (majors 5/5)		
Immed cue of major	Micheals (other major + minor 5/5)		
Over opponent's 1NT (weak)	Cappelletti (reverse)		
Over opponent's 1NT (strong)	Cappelletti (reverse)		
Over weak twos	X= takeout with Lebensohl		
Over opening threes	X= takeout		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦, 6+pts	2NT	Jacoby= 4+♣, 16+pts, ♥/♠<4
	1♥/♠	4+♥/♠, 6+pts	3♣	4+♣, 10-12pts
	1NT	6-9pts, no 4 card ♥/♠	3♦	Splinter (singleton)
	2♣	4+♣, 6-9pts	3♥	Splinter (singleton)
	2♦	6+♦, 4-9pts	3♠	Splinter (singleton)
	2♥	6+♥, 4-9pts	3NT	4+♣, 13-15pts
	2♠	6+♠, 4-9pts	4 bids	4♣=keycard, 4♦/♥/♠=void

1♦	1♥/♠	4+ ♥/♠, 6+pts	3♣	6+♣, 4-9pts
	1NT	6-9pts, ♥/♠<4	3♦	4+♦, 10-12pts
	2♣	4+♣, 10+pts	3♥	Splinter (singleton)
	2♦	4+♦, 6-9pts	3♠	Splinter (singleton)
	2♥	6+♥, 4-9pts	3NT	4+♦, 13-15pts
	2♠	6+♠, 4-9pts	4♦	Minor suit keycard
	2NT	Jacoby= 4+♦, 16+pts, no 4♥/♠	4 Other	4♣=splinter, 4♥/♠=void

1♥/♠	1NT	6-9pts	3♣	Splinter, either game or slam try
	2♣	4+♣, 10+pts	3♦	Splinter, either game or slam try
	2♦	4+♦, 10+pts	3♥/♠	5+♥/♠, 0-6pts
	2♥/♠	4+♥/♠, 6-9pts	3NT	
	2NT	Jacoby= 4+♥/♠, 10+pts	4♣♦	Splinter, game going

2♣	2♦	0-6pts or waiting	2♥/♠	5card suit 6+pts
	other	3♥/♠ = 6card suit and 6+pts		

2♦	2♥	Natural, forcing for one round	3♣♦	3♣=Natural, forcing for one round
	2♠	Natural, forcing for one round	3♥/♠	
	2NT	Ogust	3NT	To play

2♥/♠	2NT	Ogust	3NT	To play
	3♣♦	Natural, forcing for one round	4♣♦	
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Puppet stayman	4♣	Natural, slam try
	3♦	->♥	4♦	Natural, slam try
	3♥	->♠	4♥	To play
	3♠	♠5♥4	4♠	To play
	3NT	To play	other	4NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, slam try
3♥/3♠	Natural, slam try
4♣	Minor suit keycard
4♦	Minor suit keycard
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

Fit, stoppers

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Over NT interference ☒

Other uses

After double of opposing weak two bids

Take out of 4 level pre-empts

4♣/4♦

X=takeout

4♥ X=takeout

4♠

4NT=takeout

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: inverted
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:
Jump shifts after minor opening	forcing and slam try		
Jump shifts after major opening	forcing and slam try		
Responses to strong 2 suit opening	-----		
Responses to 2NT opening	stayman and transfers to majors		

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 type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: small in suit contracts	
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	count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Rotating preference: first discard only	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: Blkwood=NT, RKCB=suit
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions



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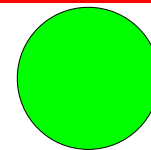


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Renee Cooper	Kirstyn Fuller
ABF Nos:	726249	726273
Basic System:	ACOL	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♣	4+ 12+ pt	1♦	4+ 12+ pt	1♥	4+ 12+ pt	1♠	4+ 12+pt
1 NT	12-14 pts flat			may contain 5 card major			<input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:				
Transfers	2♦	2H	2♥	2S	2♣	3C	
2 NT	3D	Other:					
2♣	Game Force 21+						
2♦	6+ D, 6-9pts (weak)						
2♥	6+ H, 6-9pts (weak)						
2♠	6+S, 6-9pts (weak)						
2 NT	20-22 flat						
3 NT	To play						

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

COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S
Jump overcalls	Weak	Unusual NT	
1NT overcall (immediate)	16-18 pts	(re-opening)	16-18 pts
Immed cue of minor	12+ pts with a long and stong suit		
Immed cue of major	12+ pts with a long and stong suit		
Over opponent's 1NT (weak)	natural		
Over opponent's 1NT (strong)	natural		
Over weak twos	x = takeout	suit = strong 6+ suit	
Over opening threes	x = takeout	suit = strong 6+ suit	

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+pts	2NT	12-14 pts and Game Force
	1♥/♠	4+,6+pts	3♣	4+ support and 10-12 pts
	1NT	6-9 and flat	3♦	6-11 pts, 6+ Diamonds, good suit
	2♣	4+ support and 6-9 pts	3♥	6-11 pts, 6+ Hearts, good suit
	2♦	16+pts and 5+ Diamonds	3♠	6-11 pts, 6+ Spades, good suit
	2♥	16+pts and 5+ Hearts	3NT	To play
	2♠	16+pts and 5+ Spades	4 bids	4C/D=RKCB in C/D; 4H/S= to play

1♦	1♥/♠	4+,6+pts	3♣	6-11 pts, 6+ Clubs, good suit
	1NT	6-9 and flat	3♦	4+ support and 6-9 pts
	2♣	10+ and 5+ Clubs	3♥	6-11 pts, 6+ Hearts, good suit
	2♦	4+ support and 10-12 pts	3♠	6-11 pts, 6+ Spades, good suit
	2♥	16+pts and 5+ Hearts	3NT	To play
	2♠	16+pts and 5+ Spades	4♦	RKCB
	2NT	12-14 pts and Game Force	4 Other	4C= sets C, RKCB, 4H/S= to play

1♥/♠	1NT	6-9 HCPs	3♣	6-11 pts, 6+ Clubs, good suit
	2♣	10+ and 4+ Clubs	3♦	6-11 pts, 6+ Diamonds, good suit
	2♦	10+ and 4+ Diamonds	3♥/♠	invitational
	2♥/♠	4+ support and 6-9 Pts	3NT	15+ and flat
	2NT	12-14 pts and Game Force	4♣♦	12 + pts and setting the suit

2♣	2♦	negative	2♥/♠	4+, 8+ pts
other		3C and 3D 4+, *+ pts and 2NT 8+ pts flat		

2♦	2♥	Natural	3♣♦	Natural
	2♠	Natural	3♥/♠	6+, 16+ pts
	2NT	Game Force	3NT	To Play

2♥/♠	2NT	Game Force	3NT	To Play
	3♣♦	Natural	4♣♦	16+ and setting the suit
	3♥/♠	Natural	4♥/♠	To Play

2NT	3♣	Stayman	4♣	Natural, forcing
	3♦	Transfer to Hearts	4♦	Natural, forcing
	3♥	Transfer to Spades	4♥	-----
	3♠	5-5 in the minors	4♠	-----
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Game forcing and pick either NT or my suit
3♥/3♠	Setting the suit and slam try
4♣	Setting the suit, RKCB
4♦	Setting the suit, RKCB
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 Two's:

Multi 2♦ double = takeout

RCO style 2-s

double = takeout

Other 2-s

double = takeout

Defence to strong ♣

weak bids at 2 level

Lebensohl

Over NT interference ☐

Other uses

Take out of 4 level pre-empts

4♣/4♦ X= TO
4♥ X= TO 4♠ X= penalties, 4NT = TO

OTHER NOTES