

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	m-M: wk m-om: mixed raise of m		
Jump shifts after major opening	natural inv or various M raises		
Responses to strong 2 suit opening	2♥: waiting 2♠: less than ~K		
Responses to 2NT opening	3♣: Muppet 3R: xfer to M 3♠: minors 4m: xfer to M		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other: Ace: reverse count King: reverse attitude	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: (NT: reverse attitude)	
From 4 small	2nd highest <input type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	except where count/suit-preference is given	
Signal on declarer's lead	reverse count NT: at trick 2, usu. rev Smith echo	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other: reverse original count after first discard	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>
		original

CONVENTIONS

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

Other Conventions

* 2♣ could begin a single-suited slam try	Fit-showing jumps in competition
* Transfers might be only 4 if about to show	Transfers after opp take-out Xs at 1-level

canape on oM/om



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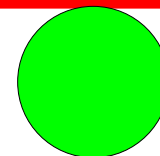


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Sebastian Yuen	Stephen Williams
ABF Nos:	696481	695637
Basic System:	2/1, with short club	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♣	~11+, 2+♣	1♦	~11+, 4+♦	1♥	~11+, 5+♥	1♠	~11+, 5+♠
1 NT	15-17 (can be semi-bal)			may contain 5 card major		<input checked="" type="checkbox"/>	
2♣ Stayman:	simple	<input type="checkbox"/>	extended	<input type="checkbox"/>	Other:	Keri (forces 2♦)	
Transfers	2♦	to ♥ (4*)5+	2♥	to ♠ (4*)5+	2♠	range probe*	
2 NT	to 3♣ (4*)5+		Other:	* see reverse			
2♣	18-19, (semi)balanced						
2♦	Any GF (including 23+ bal.)						
2♥	weak, 4+♥ 4+♠						
2♠	weak, (5)6♠						
2 NT	20-22, (semi)balanced						
3 NT	~9-13, 6+♥/5♠						

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

Some low-level transfers in competition

(e.g. 1M-(X)-?)

T1 pauses may be unrelated to current play

COMPETITIVE BIDDING

Negative doubles through	lots	Responsive doubles through	some
Jump overcalls	weak	Unusual NT	5-5 lowest unbid suits, weak or strong
1NT overcall (immediate)	~15-18	(re-opening)	~11-14 up to ~11-16
Immed cue of minor	5/5, majors, weak or strong		
Immed cue of major	5/5, other major and unspecified minor, weak or strong		
Over opponent's 1NT (weak)	X: values 2♣: majors 2♦: constructive M overcall		
Over opponent's 1NT (strong)	X: values 2♣: majors 2♦: constructive M overcall		
Over weak twos	X for takeout, Lebensohl, leaping Michaels		
Over opening threes	X for takeout, non-leaping Michaels		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+♦	2NT	natural
	1♥/♠	~4+♥/♠	3♣	weak, ♣
	1NT	natural	3♦	[strong
	2♣	10+, ♣	3♥	[jump
	2♦	~7-9, ♣	3♠	[shifts
	2♥	weak, 6♥	3NT	min GF bal
	2♠	weak, 6♠	4 bids	4♣: weak (6)7♣ 4♦: RKCB
1♦	1♥/♠	~4+, 4+♥/♠	3♣	~7-9, ♦
	1NT	~5+, <4M	3♦	weak, ♦
	2♣	inv+, ♣	3♥	[splinters agreeing
	2♦	~10+, ♦	3♠	[diamonds
	2♥	weak, 6♥	3NT	min GF bal
	2♠	weak, 6♠	4♦	weak raise (usu. 6♦)
	2NT	natural	4 Other	4♣: splinter 4♥: RKCB
1♥/♠	1NT	semi-forcing	3♣	natural inv
	2♣	1♥-2♣: 3-way (see notes)	3♦	natural inv
	2♦	natural GF	3♥/♠	1M-3M: weak raise see notes
	2♥/♠	weak raise	3NT	see notes
	2NT	GF 4M (no spl. unless v. strong)	4♣/♦	see notes
2♣	2♦	transfer to 2♥	2♥/♠	transfer to 2♠ puppet to 2NT
	other	2NT: inv+, ♣ 3♣: puppet to 3♦ 3♦, 3♥, 3♠: GF, 4-card unbid major(s)		
2♦	2♥	Waiting, ~K+	3♣/♦	
	2♠	Waiting, <K	3♥/♠	
	2NT		3NT	
2♥/♠	2NT	forcing inquiry	3NT	to play
	3♣/♦	* constructive NF	4♣/♦	*
	3♥/♠	* natural F/raise	4♥/♠	* raise
2NT	3♣	Mmuppet stayman	4♣	6+♥, no OR strong slam interest
	3♦	transfer to ♥ (3♥: 3♥, 3NT: 2♥)	4♦	6+♠, no OR strong slam interest
	3♥	transfer to ♠ (3♠: 3♠, 3NT: 2♠)	4♥	to play
	3♠	both m (slammish or at least 5-5)	4♠	to play
	3NT	to play	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	transfer splinter, i.e. shortage in the next suit (denies 5cM)
3♥/3♠	transfer splinter, i.e. shortage in the next suit (denies 5cM)
4♣	transfer to hearts, no OR strong slam interest
4♦	transfer to spades, no OR strong slam interest
4♥	to play
4♠	to play
Unusual NT:	<div> minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/> </div>
other	
Other slam bidding	<div> Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/> </div>
4th Suit Forcing	<div> One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/> </div>
NT Checkback	<div> <input type="checkbox"/> Priorities puppet (2♣ forces 2♦) and transfers </div>
Defence to 3NT opening	
Defence to opening Two's:	<div> Multi 2♦ 2♥: ~15-18 balanced 2♠/2NT: good ♣/♦ overcall </div>
	3♣/♦: bad ♣/♦ overcall X: 19+ OR M overcall
RCO style 2-s	XXX (first X: values second X: takeout third X: penalty)
Other 2-s	XXX (first X: values second X: takeout third X: penalty)
Defence to strong ♣	X = majors, 1NT = minors
Lebensohl	<div> Over NT interference <input checked="" type="checkbox"/> </div>
Other uses	(2M) X (P) and other analogous situations
Take out of 4 level pre-empts	<div> 4♣/4♦ X </div>
	<div> 4♥ X </div>
	<div> 4♠ X/4NT (4NT not willing to defend) </div>

OTHER NOTES	
1♥-2♣ and 1♠-2♣: [inv+, 3♥/♠] OR [GF, bal] OR [GF, 5+♣]	
1M-3M+1 = min GF 4M, unspecified splinter; 1M-3M+2/3/4 = mild extras GF 4M, splinter	
* Over 2♠, as written; over 2♥ weak both M, 3m = non-constructive NF, 4m = sets resp. M	

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: Weak
Jump shifts after minor opening	2M=weak, Other min=8-11		
Jump shifts after major opening	Rev. Bergen		
Responses to strong 2 suit opening	2D=waiting		
Responses to 2NT opening	3C=puppet stayman, 3D/H=xfer, 3S=minors		

PLAY CONVENTIONS

'NT'	Versus Notrump	'S'	Versus Suit	✓ = Both
Sequence leads:	Underlead <input type="checkbox"/>	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>	
	Other: A=count			
Four or more with an honour	3rd/5th <input type="checkbox"/>	4th highest <input checked="" type="checkbox"/>	attitude <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	rev. count			
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>	
	odd/even <input checked="" type="checkbox"/>	Other: odd enc		
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>	orig.	

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when? No	

Other Conventions

Lebensohl in several comp. situations	
Jacoby 2N	
Support X/XX	



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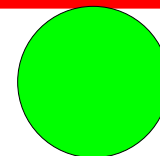


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Jack Tarlinton	John Yoon
ABF Nos:	840610	751391
Basic System:	2 over 1 GF	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	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♦	->♥	2♥	->♠	2♠	->♣
2 NT		->♦		Other:		3x = single-suited slam try	
2♣	Strong (GF unbal OR 23+ bal)						
2♦	Weak, 6♦						
2♥	Weak, 6♥						
2♠	Weak, 6♠						
2 NT	20-22						
3 NT	---						

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

1x-1N forcing	

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	lowest 2 unbid suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Michaels - both majors (Weak/strong)		
Immed cue of major	Michaels - other major + undisclosed minor (Weak/Strong)		
Over opponent's 1NT (weak)	2C = majors, X=penalty		
Over opponent's 1NT (strong)	2C = majors, X=values		
Over weak twos	X=t/o, Lebensohl applies		
Over opening threes	X=t/o		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	6+hcp, 4+	2NT	10-12 bal
	1♥/♠	6+hcp, 4+	3♣	Weak, <8
	1NT	6-9	3♦	Splinter
	2♣	GF	3♥	Splinter
	2♦	8-11, ♣ support	3♠	Splinter
	2♥	Weak, 6+♥	3NT	To play
	2♠	Weak, 6+♠	4 bids	
1♦	1♥/♠	6+hcp, 4+	3♣	8-11, ♦ support
	1NT	6-9	3♦	Weak, <8
	2♣	GF nat	3♥	Splinter
	2♦	GF	3♠	Splinter
	2♥	Weak, 6+♥	3NT	To play
	2♠	Weak, 6+♠	4♦	Slam interest
	2NT	10-12	4 Other	
1♥/♠	1NT	6-12, forcing	3♣	9-12, 4-card support
	2♣	GF nat	3♦	6-9, 4-card support
	2♦	GF nat	3♥/♠	Weak, preempt. 1♠-3♥=10-12
	2♥/♠	6-9, 3 support. 1♥-2♠=10-12	3NT	
	2NT	GF, balanced-ish, 4+support	4♣/♦	Splinter
2♣	2♦	Waiting	2♥/♠	
	other			
2♦	2♥	Natural, forcing.	3♣/♦	
	2♠	Natural, forcing.	3♥/♠	
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Natural, forcing.	4♣/♦	
	3♥/♠		4♥/♠	
2NT	3♣	Puppet Stayman	4♣	
	3♦	Transfer ♥	4♦	
	3♥	Transfer ♠	4♥	
	3♠	Both minors, slammish	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Slam try

3♥/3♠

Slam try

4♣

->♥

4♦

->♠

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

2-way

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

XXX

RCO style 2-s

XXX

Other 2-s

XXX

Defence to strong ♣

Natural

Lebensohl

Over NT interference

☒

Other uses

(2x) X (P) _ , some other competitive situations

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

OTHER NOTES

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: Weak
Jump shifts after minor opening	2 Major = Weak, other minor = 8-9 with support		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	Reverse Kokish		
Responses to 2NT opening	3C = Mpuppet, 3D/3H = Xfers, 3S = minors		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: <input type="text"/>	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input checked="" 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	Reverse attitude	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other: <input type="text"/>	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/> <input type="text"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 14/30
4♣	Gerber <input checked="" type="checkbox"/>	when? NT Ace asking, 04/1/2/3	

Other Conventions

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>



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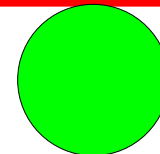


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Qiao Zhou	Saisai Zhang
ABF Nos:	840661	857122
Basic System:	<input type="text"/>	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, 11+	1♦	3, 11+	1♥	5, 11+	1♠	5, 11+
1 NT	15-17 balanced			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♦	Hearts	2♥	Spades	2♠	Clubs	
2 NT	Diamonds	Other: 3x - Single suited slam try					
2♣	Strong (GF unbalanced or 20-21 or 24+ Balanced)						
2♦	Weak, 6 Diamonds						
2♥	Weak, 6 Hearts						
2♠	Weak, 6 Spades						
2 NT	22-23 balanced						
3 NT	<input type="text"/>						

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

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	Weak	Unusual NT	Lowest unbid suits
1NT overcall (immediate)	15-17	(re-opening)	11-14
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	X = Penalty, 2C = Landy		
Over opponent's 1NT (strong)	X = Values, 2C = Landy		
Over weak twos	X = take out + lebensohl		
Over opening threes	X = take out		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	6+, 4+♦	2NT	Invitational, no 4cM
	1♥/♠	6+, 4+♥/♠	3♣	0-7, 4+♣
	1NT	6-9, no 4cM	3♦	Splinter
	2♣	10+, 4+♣	3♥	Splinter
	2♦	8-9, 4+♣	3♠	Splinter
	2♥	Weak	3NT	To play
	2♠	Weak	4 bids	
1♦	1♥/♠	6+, 4+♥/♠	3♣	8-9, 4+♦
	1NT	6-9, no 4cM	3♦	0-7, 4+♦
	2♣	10+, 4+♣, no 4cM	3♥	Splinter
	2♦	10+, 4+♦	3♠	Splinter
	2♥	Weak	3NT	To play
	2♠	Weak	4♦	
	2NT	Invitational, no 4cM	4 Other	
1♥/♠	1NT	6-9	3♣	6-9, 4-card raise
	2♣	10+, 4+♣	3♦	10-12, 4-card raise
	2♦	10+, 4+♦	3♥/♠	Weak
	2♥/♠	6-9, 3-card raise	3NT	To play
	2NT	Jacoby - GF	4♣/♦	Splinter
2♣	2♦	Relay	2♥/♠	0-3, 6+♥/♠
	other			
2♦	2♥	Natural, Forcing	3♣/♦	Nature, Forcing/invitational
	2♠	Natural, Forcing	3♥/♠	
	2NT	Ogust	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	Natural, Forcing	4♣/♦	Splinter
	3♥/♠	Invitational/Splinter	4♥/♠	To play
2NT	3♣	Modified Puppet Stayman	4♣	
	3♦	Xfer to hearts	4♦	
	3♥	Xfer to spades	4♥	
	3♠	Minor suit enquiry	4♠	
	3NT	To play	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	
4♦	
4♥	
4♠	
Unusual NT:	minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/>
other	
Other slam bidding	Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/>
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities Two-way
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 <input checked="" type="checkbox"/>
Other uses	
Take out of 4 level pre-empt	4♣/4♦ 4♥ 4♠

OTHER NOTES

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	Strong			
Jump shifts after major opening	Strong			
Responses to strong 2 suit opening	2♦ waiting			
Responses to 2NT opening	Stayman, Transfers			

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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 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 type="checkbox"/>	high encourage <input checked="" 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



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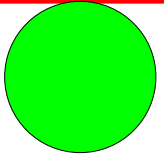


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Edward Burrowes	James Ferguson
ABF Nos:	858684	
Basic System:	Standard, 5cd Majors	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 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♦ -> ♥	2♥ -> ♠
2 NT -> ♦	Other:	
2♣	GF or 22+ Bal	
2♦	3-7 6+♦	
2♥	3-10 6+♥	
2♠	3-10 6+♠	
2 NT	20-21	
3 NT		

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

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak	Unusual NT	Lowest Unbid Suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Both Majors		
Immed cue of major	Other Major + minor		
Over opponent's 1NT (weak)	X = Pen, 2♣ = Majors, others Natural		
Over opponent's 1NT (strong)	(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♦	Natural	2NT	GF Invitational
	1♥/♠	Natural	3♣	5+♣, invitational
	1NT	6-10	3♦	Splinter
	2♣	4+♣, 6-9	3♥	Splinter
	2♦	6+♦, 16+ HCP	3♠	Splinter
	2♥	6+♥, 16+ HCP	3NT	13-15 Balanced
	2♠	6+♠, 16+ HCP	4 bids	
1♦	1♥/♠	Natural	3♣	6+♣, 16+ HCP
	1NT	6-10	3♦	5+♦, invitational
	2♣	4+♣, 10+ HCP	3♥	Splinter
	2♦	4+♦, 6-9	3♠	Splinter
	2♥	6+♥, 16+ HCP	3NT	13-15 Balanced
	2♠	6+♠, 16+ HCP	4♦	
	2NT	GF Invitational	4 Other	
1♥/♠	1NT	6-10	3♣	6+♣, 16+ HCP
	2♣	4+♣, 10+ HCP	3♦	6+♦, 16+ HCP
	2♦	4+♦, 10+ HCP	3♥/♠	Invitational
	2♥/♠	3+M, 6-9	3NT	
	2NT	GF M	4♣/♦	Splinters
2♣	2♦	Negative or Waiting	2♥/♠	Natural, Positive
	other			
2♦	2♥	natural non-forcing	3♣/♦	game invite
	2♠	natural non-forcing	3♥/♠	
	2NT	sign off	3NT	To Play
2♥/♠	2NT	sign off	3NT	To Play
	3♣/♦	natural non-forcing	4♣/♦	
	3♥/♠	game invite	4♥/♠	To Play
2NT	3♣	Simple Stayman	4♣	6+♣, Slam try
	3♦	->♥	4♦	6+♦, Slam try
	3♥	->♠	4♥	
	3♠	Transfer to a minor	4♠	
	3NT	Sign off	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Natural Slam Try

3♥/3♠

Natural Slam Try

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

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 = T/O

4♥

X = T/O

4♠

X = T/O

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 6-9
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: <6
Jump shifts after minor opening			
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2D waiting		
Responses to 2NT opening	Simple stayman, 3S minor suit stayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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="text" value="NT"/>	attitude <input type="checkbox"/>
3rd/5th <input type="text" value="S"/>	Other:	
From 4 small	2nd highest <input type="text" value="NT"/>	Other:
From 3 cards (no honour)	top <input type="text" value="NT"/>	middle <input type="text" value="NT"/> bottom <input type="text" value="S"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:		
Signal on declarer's lead	Reverse smith vs NTs	
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"/>

CONVENTIONS

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

Other Conventions

2-way checkback	
4th suit GF	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Nabil Edgtton	Jennifer Black
ABF Nos:		
Basic System:	2/1	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	(14)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♦	H	2♥	S	2♠	C or Range	
2 NT	D	Other:					
2♣	GF or 22+ Bal						
2♦	(0)3-7 5+ in either M						
2♥	8-11 (5)6+						
2♠	8-11 (5)6+						
2 NT	20-21						
3 NT	Gambling						

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

Transfers over 1C	
Some transfers in competition	

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	Weak	Unusual NT	LUBS
1NT overcall (immediate)	15-18	(re-opening)	11-15
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	X=pen, 2C 2M, 2D 1M, 2M M+m		
Over opponent's 1NT (strong)	Same		
Over weak twos			
Over opening threes			

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	H	2NT	0-6 club raise
	1♥/♠	S/D or no M	3♣	6-9 club raise
	1NT	11-12	3♦	Splinter
	2♣	10+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	
	2♠	Weak	4 bids	
1♦	1♥/♠		3♣	Natural INV
	1NT		3♦	6-9
	2♣	GF	3♥	Splinter
	2♦	10+	3♠	Splinter
	2♥	Weak	3NT	
	2♠	Weak	4♦	
	2NT	11-12	4 Other	
1♥/♠	1NT	Semi Forcing	3♣	6-9
	2♣	GF clubs or Bal	3♦	10-11
	2♦	5+ GF	3♥/♠	0-6 or 1S-3H natural INV
	2♥/♠	Raise or 1S-2H GF 5+	3NT	
	2NT	GF 4+M	4♣/♦	
2♣	2♦	Waiting	2♥/♠	Natural, but an interesting hand
	other			
2♦	2♥	p/c	3♣/♦	Natural semi-forcing
	2♠	p/c	3♥/♠	p/c
	2NT	Strong Ask	3NT	To play
2♥/♠	2NT	Strong Ask	3NT	To play
	3♣/♦	Forcing	4♣/♦	Splinter Slam Try
	3♥/♠	NF or 2S-3H forcing	4♥/♠	
2NT	3♣	Simple Stayman	4♣	6+H ST
	3♦	H	4♦	6+S ST
	3♥	S	4♥	6+C ST
	3♠	Minor suit stayman	4♠	6+D ST
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Puppet Stayman/Both Minors GF

3♥/3♠

Splinters, 3oM, 54 minors

4♣

6+H ST

4♦

6+S ST

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

2-way

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

X=Majors, 1NT=Minors

Lebensohl

Over NT interference

☐

Other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

OTHER NOTES

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			
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2D waiting		
Responses to 2NT opening	Mod Puppet Stayman, Transfers, Minor Suit Stayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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="text" value="NT"/>	attitude <input type="text"/>
3rd/5th <input type="text" value="S"/>	Other:	
From 4 small	2nd highest <input type="text" value="NT"/>	Other:
From 3 cards (no honour)	top <input type="text" value="NT"/>	middle <input type="text" value="NT"/> bottom <input type="text" value="S"/>
Signal on partner's lead:	high encourage <input type="text"/>	low encourage <input type="text" value="NT"/>
Other:	Rev count vs suit, sometimes combined with rev att	
Signal on declarer's lead	Rev count	
Discards	McKenney <input type="text"/>	high encourage <input type="text"/> low encourage <input type="text" value="NT"/>
	odd/even <input type="text"/>	Other: Rev Count vs suit
Count	natural <input type="text"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

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

Other Conventions

2-way checkback	
4th suit GF	
Blackout	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	EDGTTON	MILNE	
ABF Nos:			
Basic System:	2/1	Brown Sticker <input type="checkbox"/>	
Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>		

OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	2	1♦	4(2)	1♥	5	1♠	5
1 NT	(14)-15-17/9-12 1st/2nd Fav				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 or Range	
2 NT	D	Other: System changes over mini NT					
2♣	GF or 22+ Bal						
2♦	(0)3-7 5+ either M						
2♥	8-11 6+H						
2♠	8-11 6+S						
2 NT	20-21						
3 NT	Gambling						

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

Transfers over 1C	when mini NT 1C = Nat or 13-15 Bal
Transfers in comp	when mini NT 1D = 15-17 Bal or Nat
mini NT at 1st/2nd favourable	

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	weak	Unusual NT	LUBS
1NT overcall (immediate)	15-18	(re-opening)	11-15
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	X=pen 2C=2M 2D=1M 2M M+m		
Over opponent's 1NT (strong)	Same		
Over weak twos			
Over opening threes			

Responses to Opening Bids				
Describe strength, minimum length or specific meaning				
1♣	1♦	H	2NT	
	1♥/♠	S/D or No M	3♣	
	1NT	11-12	3♦	Void
	2♣	10 +	3♥	Void
	2♦		3♠	Void
	2♥		3NT	
	2♠		4 bids	
1♦	1♥/♠	Nat	3♣	Nat INV
	1NT	Nat	3♦	<10
	2♣	GF	3♥	Void
	2♦	10+	3♠	Void
	2♥		3NT	
	2♠		4♦	
	2NT	INV	4 Other	
1♥/♠	1NT	Semi Forcing	3♣	Raise
	2♣	GF clubs or BAL	3♦	Raise
	2♦	5+ GF	3♥/♠	Raise
	2♥/♠	Raise/1S-2H 5+ GF	3NT	
	2NT	Raise	4♣/♦	
2♣	2♦	Waiting	2♥/♠	
	other			
2♦	2♥		3♣/♦	
	2♠		3♥/♠	
	2NT	Ask	3NT	
2♥/♠	2NT	Ask	3NT	
	3♣/♦		4♣/♦	
	3♥/♠		4♥/♠	
2NT	3♣	Mod Puppet	4♣	6+H ST
	3♦	H	4♦	6+S ST
	3♥	S	4♥	6+C ST
	3♠	Minor Suit stayman	4♠	6+D
	3NT		other	

Conventions

Additional responses to 1NT

3♣/3♦

Puppet to 3D/Minors GF

3♥/3♠

Shortage 3/15/4

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

Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Over NT interference

☒

Other uses

When we X 2M

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

Other Notes

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
Jump shifts after minor opening	WJS		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2D = Waiting		
Responses to 2NT opening	3C = Puppet, 3D/H Transfers, 3S Minor Suit Stayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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 type="checkbox"/>	Other: <input type="text"/>
From 3 cards (no honour)	top <input checked="" type="checkbox"/>	middle <input type="checkbox"/> bottom <input checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Reverse Count	
Signal on declarer's lead	Reverse Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input 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: 30 41
4♣	Gerber <input type="checkbox"/>	when? <input type="text"/>	

Other Conventions

New Minor Forcing	



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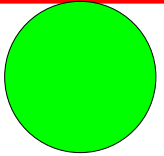


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STANDARD SYSTEM CARD

Names:	Nathan van Jole	Thomas Wix	Andy Hung
ABF Nos:	531529	801232	615285
Basic System:	2/1	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, 11+	1♦	3, 11+	1♥	5, 11+	1♠	5, 11+
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: <input type="text"/>				
Transfers	2♦ Hearts	2♥ Spades	2♠ Clubs				
2 NT	Diamonds	Other: <input type="text"/>					
2♣	G.F. or 23+ Bal						
2♦	Pre-emptive, Natural						
2♥	Pre-emptive, Natural						
2♠	Pre-emptive, Natural						
2 NT	21-22						
3 NT	Gambling						

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

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	Weak	Unusual NT	Lowest Unbid Suits
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Majors		
Immed cue of major	Other Major + Minor		
Over opponent's 1NT (weak)	Multi Landy		
Over opponent's 1NT (strong)	Multi Landy		
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♦	Natural	2NT	10-11 hcp
	1♥/♠	Natural	3♣	Raise, 5-9 hcp
	1NT	6-9 hcp	3♦	Splinter
	2♣	Raise, 10+ hcp	3♥	Splinter
	2♦	WJS (6 card suit, 2-5 hcp)	3♠	Splinter
	2♥	WJS (6 card suit, 2-5 hcp)	3NT	To Play 12-14 hcp
	2♠	WJS (6 card suit, 2-5 hcp)	4 bids	

1♦	1♥/♠	Natuarl	3♣	WJS (7 card suit, 2-5 hcp)
	1NT	6-9 hcp	3♦	Raise, 5-9 hcp
	2♣	Natural GF	3♥	Splinter
	2♦	Raise, 10+ hcp	3♠	Splinter
	2♥	WJS (6 card suit, 2-5 hcp)	3NT	To Play 12-14 hcp
	2♠	WJS (6 card suit, 2-5 hcp)	4♦	Preemptive Big Support
	2NT	10-11 hcp	4 Other	

1♥/♠	1NT	Semi Forcing	3♣	Bergen 6-9 4 card raise
	2♣	Semi-Natural GF	3♦	Bergen 10-11 4 card raise
	2♦	Natural GF	3♥/♠	Weak (if raise) 2-5 hcp
	2♥/♠	3 card support 6-9 hcp	3NT	To Play 12-14 hcp
	2NT	Jacoby GF	4♣/♦	Splinters

2♣	2♦	Waiting	2♥/♠	Positive (AQ, KQ or AK in suit)
	other			

2♦	2♥	Natural Forcing	3♣/♦	Natural Forcing
	2♠	Natural Forcing	3♥/♠	Splinters
	2NT	Ogust	3NT	To Play

2♥/♠	2NT	Ogust	3NT	To Play
	3♣♦	Natural Forcing	4♣♦	Splinters
	3♥/♠	Non forcing raise (can be weak)	4♥/♠	To Play

2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	Transfer to Hearts	4♦	To Play
	3♥	Transfer to Spades	4♥	To Play
	3♠	Minor Suit Stayman	4♠	To Play
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural Slam Try
3♥/3♠	Natural Slam Try
4♣	Gerber
4♦	
4♥	To Play
4♠	To Play

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

Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☐ Game force ☐

NT Checkback	<input checked="" type="checkbox"/>	Priorities	Other minor forcing
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Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = 13-15 balanced or BIG

RCO style 2-s	X X X
---------------	-------

Other 2-s	X X X
-----------	-------

Defence to strong ♣	X Majors, 1NT Minors
---------------------	----------------------

Lebensohl	Over NT interference	<input checked="" type="checkbox"/>	
-----------	----------------------	-------------------------------------	--

Other uses	
------------	--

Take out of 4 level pre-empts 4♣/4♦ X T O

4♥ XTO 4♠ XTO

OTHER NOTES

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	Weak			
Jump shifts after major opening	Weak			
Responses to strong 2 suit opening	2D = Waiting			
Responses to 2NT opening	Stayman & Transfers			

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 type="checkbox"/>	Other: 4th highest
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/> bottom <input checked="" 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"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 30 41
4♣	Gerber <input checked="" type="checkbox"/>	when?	direct 4C after NT openings only

Other Conventions

Inverted Minors	
Jacoby/Truscott 2NT	



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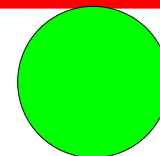


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Chris Larter	Jessica Brake	Andy Hung
ABF Nos:	684791	720569	615285
Basic System:	Standard American 2/1	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, 12+	1♦	3, 12+	1♥	5, 12+	1♠	5, 12+
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♦	5+ H	2♥	5+ S	2♠	5+ C	
2 NT	5+ D	Other:					
2♠	GF or 23+						
2♦	Preemptive, Natural						
2♥	Preemptive, Natural						
2♠	Preemptive, Natural						
2 NT	21-22 Balanced						
3 NT	Gambling						

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	Lowest 2 unbid suits
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Majors		
Immed cue of major	H = S + D S = H + D 5/4		
Over opponent's 1NT (weak)	Multi Landy		
Over opponent's 1NT (strong)	Multi Landy		
Over weak twos	X = TO 2NT = 16-18 bal		
Over opening threes	X = TO		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	Natural, forcing	2NT	Natural GF
	1♥/♠	Natural, forcing	3♣	pre-emptive
	1NT	6-9 hcp Natural	3♦	Splinter Raise, Forcing
	2♣	4/5 + 10+ hcp	3♥	Splinter Raise, Forcing
	2♦	WJS	3♠	Splinter Raise, Forcing
	2♥	WJS	3NT	12-14 hcp to Play
	2♠	WJS	4 bids	To Play
1♦	1♥/♠	Natural, forcing	3♣	WJS
	1NT	6-9 hcp Natural	3♦	pre-emptive
	2♣	Natural GF	3♥	Splinter Raise, Forcing
	2♦	4/5+ 10+ hcp	3♠	Splinter Raise, Forcing
	2♥	WJS	3NT	12-14 hcp to Play
	2♠	WJS	4♦	Pre-emptive
	2NT	Natural GF	4 Other	4C: Splinter Raise, Forcing
1♥/♠	1NT	Natural, Semi-forcing	3♣	WJS
	2♣	Natural GF	3♦	WJS
	2♦	Natural GF	3♥/♠	Limit Raises
	2♥/♠	Raise 6-9 hcp	3NT	12-14 hcp To Play
	2NT	Jacoby	4♣/♦	Splinter Raise, Forcing
2♣	2♦	Waiting	2♥/♠	Positive
	other	Positives include AQ, AK, or KQ in suit.		
2♦	2♥	Natural, forcing	3♣/♦	3c: Natural, forcing, 3d: NF
	2♠	Natural, forcing	3♥/♠	Splinter Raise, Forcing
	2NT	Ogust	3NT	To Play
2♥/♠	2NT	Ogust	3NT	To Play
	3♣/♦	Natural, forcing	4♣/♦	Splinter Raise, Forcing
	3♥/♠	Raise: NF	4♥/♠	To Play
2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	Transfer to Hearts	4♦	
	3♥	Transfer to Spades	4♥	
	3♠	Minor Suit Stayman	4♠	
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Natural Slam try

3♥/3♠

Natural Slam try

4♣

Gerber

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

xyz

(2C = invit. 2D = game force)

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

X = 12-15 bal or 19+ 2NT = 16-18 bal

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 T O

4♥

X T O

4♠

X optional

OTHER NOTES

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				
Jump shifts after major opening				
Responses to strong 2 suit opening	Step responses showing no of controls			
Responses to 2NT opening	Stayman			

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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 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"/>
	odd/even <input type="checkbox"/>	Other:
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input type="checkbox"/>	Other:
4♣	Gerber <input checked="" type="checkbox"/>	when?	Any jump to 4♣ in response to partner

Other Conventions

Splinter raises	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Jessie De Garis	Sam Thorpe
ABF Nos:	740969	778273
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+, 11-20	1♦	3+, 11-20	1♥
				5+, 11-20
1♠				5+, 11-20
1 NT	15-17			may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:	
Transfers	2♦ Jacoby	2♥ Jacoby	2♠ minor transfer	
2 NT	invitational	Other:		
2♣	Near game force, or 23+ balanced			
2♦	weak two in diamonds, 6-10 hcp			
2♥	weak two in hearts, 6-10 hcp			
2♠	weak two in spades, 6-10 hcp			
2 NT	20-22 balanced			
3 NT	25-26 balanced			

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

COMPETITIVE BIDDING

Negative doubles through	2♣	Responsive doubles through	2♣
Jump overcalls	weak	Unusual NT	
1NT overcall (immediate)	15-17	(re-opening)	15-17
Immed cue of minor	5-5, both majors (if minor is 3+ cards)		
Immed cue of major	5-5, other major & a minor		
Over opponent's 1NT (weak)	Natural		
Over opponent's 1NT (strong)	Natural		
Over weak twos	X		
Over opening threes	X		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+, 6+ pts	2NT	10-12 pts bal
	1♥/♠	4+, 6+ pts	3♣	5+; 10-12 pts
	1NT	6-9 pts	3♦	
	2♣	5+ clubs, 6-9	3♥	
	2♦	5+ cards, 10+ points	3♠	
	2♥		3NT	13-15 pts
	2♠		4 bids	
1♦	1♥/♠	4+, 5+ pts	3♣	
	1NT	6-9 pts	3♦	5+; 10-12 pts
	2♣	4 +, 10 + pts	3♥	
	2♦	5+ diamonds, 6-9	3♠	
	2♥	5+ cards, 10+ points	3NT	13-15 pts
	2♠	5+ cards, 10+ points	4♦	5+ diamonds 13+ hcp
	2NT	10-12 pts bal	4 Other	Natural, to play
1♥/♠	1NT	6-9 pts	3♣	
	2♣	4+, 10+ pts	3♦	
	2♦	4+, 10+ pts	3♥/♠	3+ suit, 10-12 hcp
	2♥/♠	3+, 6-9 pts	3NT	13-15 pts, bal
	2NT	10-12 bal	4♣/♦	Splinters
2♣	2♦	less than 1 control	2♥/♠	1/2 controls
	other	step responses showing number of controls		
2♦	2♥		3♣/♦	
	2♠		3♥/♠	
	2NT	Ogust	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦		4♣/♦	
	3♥/♠		4♥/♠	To play
2NT	3♣	Stayman	4♣	Gerber
	3♦	Transfer to hearts	4♦	slam try
	3♥	Transfer to spades	4♥	To play
	3♠	Minor Transfer	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

4th Suit Forcing

NT Checkback

Defence to 3NT opening

Defence to opening Two's:

Cue Bids

Asking Bids

One round

Priorities

Multi 2♦

Double shows values

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Other uses

Take out of 4 level pre-empt

Over NT interference

Over weak 2s

4♣/4♦

4♥

4♠

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	Weak		
Jump shifts after major opening	Splinters		
Responses to strong 2 suit opening	2♦ = negative, all else natural		
Responses to 2NT opening	Puppet stayman and transfers		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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	Reverse count	
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 checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:
4♣	Gerber <input checked="" type="checkbox"/>	when? 1NT/2NT openings	

Other Conventions

4th suit Game Force	
Long suit game tries	
Splinters	
Jacoby 2NT	
1st/2nd cues	



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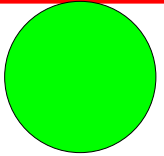


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Alex Dunbar	Jarrad Dunbar
ABF Nos:	557048	601161
Basic System:	Standard 2/1	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+♣, 11+	1♦ 3+♦, 11+
1♥	5+♥, 11+	1♠ 5+♠, 11+
1 NT	(14) 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♦ ♥'s	2♥ ♠'s
2 NT	♦'s	Other: Super-accepts
2♣	Game Force	
2♦	5+♦, 6-10	
2♥	5+♥, 6-10	
2♠	5+♠, 6-10	
2 NT	20-22	
3 NT	1st/2nd Gambling, 3rd/4th to play	

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

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	LUBS
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Majors		
Immed cue of major	Other major and a minor		
Over opponent's 1NT (weak)	2♣ = majors		
Over opponent's 1NT (strong)	2♣ = majors		
Over weak twos	X = take out		
Over opening threes	X = take out		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Suit, 6+	2NT	11-12, no major
	1♥/♠	Suit, 6+	3♣	5+♣, weak
	1NT	No major, 6-10	3♦	Splinter
	2♣	5+♣, 11+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4 bids	

1	1♥/♠	Suit, 6-10	3♣	Weak
	1NT	No major, 6-10	3♦	5+♦, weak
	2♣	Suit	3♥	Splinter
	2♦	5+♦, 11+	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4♦	
	2NT	No major, 11-12	4 Other	

1♥/♠	1NT	Forcing, 6-11	3♣	Splinter
	2♣	Suit, Game Force	3♦	Splinter
	2♦	Suit, Game Force	3♥/♠	4+ support, 10-12
	2♥/♠	3+ support, 6-9	3NT	4+ support, 13-15
	2NT	4+ support, Game Force	4♣/♦	Splinter

2♣	2♦	0-6	2♥/♠	5+ card suit, 7+
	other			

2♦	2♥	Natural, forcing	3♣♦	Natural, forcing / Natural
	2♠	Natural, forcing	3♥♠	Natural, non-forcing
	2NT	Ogust	3NT	To play

2♥/♠	2NT	Ogust	3NT	To play
	3♣♦	Natural, forcing	4♣♦	Splinter
	3♥/♠	Natural	4♥/♠	Natural

2NT	3♣	Puppet stayman	4♣	Gerber
	3♦	5+♥ transfer	4♦	5+♣/5+♦
	3♥	5+♠ transfer	4♥	To play
	3♠	Minor suit slam try	4♠	To play
3NT		To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	Gerber
4♦	5+♣/5+♦
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	<input checked="" type="checkbox"/>	Priorities	Up the line
--------------	-------------------------------------	------------	-------------

	Defence to 3NT opening
Hand 1	
Hand 2	
Hand 3	
Hand 4	
Hand 5	
Hand 6	
Hand 7	
Hand 8	
Hand 9	
Hand 10	
Hand 11	
Hand 12	
Hand 13	
Hand 14	
Hand 15	
Hand 16	
Hand 17	
Hand 18	
Hand 19	
Hand 20	
Hand 21	
Hand 22	
Hand 23	
Hand 24	
Hand 25	
Hand 26	
Hand 27	
Hand 28	
Hand 29	
Hand 30	
Hand 31	
Hand 32	
Hand 33	
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Hand 80	
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Hand 82	
Hand 83	
Hand 84	
Hand 85	
Hand 86	
Hand 87	
Hand 88	
Hand 89	
Hand 90	
Hand 91	
Hand 92	
Hand 93	
Hand 94	
Hand 95	
Hand 96	
Hand 97	
Hand 98	
Hand 99	
Hand 100	

Defence to opening Two's: Multi 2♦ X = 16+

RCO style 2-s

Other 2-s	
-----------	--

Defence to strong ♣ X = Majors; 1NT = minors

Lebensohl	Over NT interference	<input type="checkbox"/>	
-----------	----------------------	--------------------------	--

Other uses	
------------	--

Take out of 4 level pre-empts 4♣/4♦ X

4♥	X	4♠	4NT (2/3 suits)
----	---	----	-----------------

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive (inverted)
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump shifts after minor opening	To minor - 7-10 HCP raise, to major - weak		
Jump shifts after major opening	To minor - Bergen raise, to major - nat, invitational		
Responses to strong 2 suit opening	2♦ - negative or waiting, other - natural		
Responses to 2NT opening	Simple stayman, transfers, 3♠ forces 3NT, Texas		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A - count, K - attitude	
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:	Reverse count	
Signal on declarer's lead	Reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Subsequent - reverse count	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

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

Other Conventions

Support X + XX	4SF
Ogust	Fit showing jumps in competition
Splinters	Long suit game tries
Bergen raises, Jacoby 2NT	1st + 2nd round cues
Criss cross + inverted minors	Reverse Kokish



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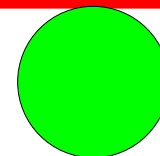


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Shane Harrison	Lauren Travis
ABF Nos:		701815
Basic System:	2/1 GF	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+, 11+ HCP	1♦	3+, 11+ HCP	1♥	5+, 11+ HCP	1♠	5+, 11+ HCP
1 NT	(14)15-17				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:	Smolen	
Transfers	2♦	♥	2♥	♠	2♠	♣	
2 NT	♦	Other: Superaccepts					
2♣	GF						
2♦	(5)6+ ♦, 6-10 HCP						
2♥	(5)6+ ♥, 6-10 HCP						
2♠	(5)6+ ♠, 6-10 HCP						
2 NT	20-22, balanced						
3 NT	Gambling (1st/2nd), To play (3rd/4th)						

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

1M-1NT is forcing	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	LUBS
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)	2♣ - majors, X - penalty, other - natural		
Over opponent's 1NT (strong)	2♣ - majors, X - penalty, other - natural		
Over weak twos	X - takeout, Lebensohl		
Over opening threes	X - takeout		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+♦	2NT	11-12 HCP, no major
	1♥♠	6+ HCP, 4+♥/♠	3♣	Preemptive, 5+♣
	1NT	6-10 HCP, no major	3♦	Splinter
	2♣	10+, 5+♣, F to 3♣	3♥	Splinter
	2♦	7-10, 5+♣	3♠	Splinter
	2♥	Weak, 6♥	3NT	13-15 HCP, no major
	2♠	Weak 6♠	4 bids	Exclusion, 4♣ - keycard

1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	7-10, 5+ ♦
	1NT	6-10 HCP, no major	3♦	Preemptive, 5+ ♦
	2♣	GF, 4+ ♣	3♥	Splinter
	2♦	10+, 5+ ♦, F to 3♦	3♠	Splinter
	2♥	Weak, 6 ♥	3NT	13-15 HCP, no major
	2♠	Weak, 6 ♠	4♦	Keycard
	2NT	11-12 HCP, no major	4 Other	4♣ - splinter, other - Exclusion

1♥/♠	1NT	6-12 HCP, semi-forcing	3♣	6-10, 4 card raise
	2♣	GF, 4+ ♣	3♦	10-12, 4 card raise
	2♦	GF, 4+ ♦	3♥/♠	Preemptive, 4+ card raise
	2♥/♠	6-9, 3 card raise	3NT	15-17, 3 card raise, 4333
	2NT	13+, 4 card raise	4♣♦	Splinter

2♣	2♦	Negative or waiting	2♥/♠	Natural, 7+ HCP
	other			

2♦	2♥	Natural, forcing	3♣♦	Natural, forcing; preemptive raise
	2♠	Natural, forcing	3♥♠	Non-forcing, long suit
	2NT	Ogust	3NT	To play

2♥/♠	2NT	Opust	3NT	To play
	3♣♦	Natural, forcing	4♣♦	Splinter
	3♥/♠	Preemptive raise	4♥/♠	Preemptive raise or to play

2NT	3♣	Stayman	4♣	Transfer to ♥
	3♦	Transfer to ♥	4♦	Transfer to ♠
	3♥	Transfer to ♠	4♥	To play
	3♠	Forces 3NT, minor/s	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ - 5/5 minors, weak; 3♦ - 5/5 minors, strong
3♥/3♠	3♥ - 13(54), 3♠ - 31(54)
4♣	Transfer to 4♥
4♦	Transfer to 4♠
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 ☐ **1♣-1♦-1♥-1♠ - 1 round force** Game force ☒

NT Checkback		Priorities	2 way, up the line
--------------	---	------------	--------------------

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X - 16+, 2NT - 15-18 HCP (system on), other - natural

RCO style 2-s

Other 2-s	
-----------	--

Defence to strong ♣	X - majors, 1NT - minors, other - natural
---------------------	---

Lebensohl	Over NT interference	<input checked="" type="checkbox"/>	
-----------	----------------------	-------------------------------------	--

Other uses	Over weak 2s
------------	--------------

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

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: 3M-slam try 4M pre
Jump shifts after minor opening	splinter		
Jump shifts after major opening	splinter		
Responses to strong 2 suit opening	2d- waiting		
Responses to 2NT opening	stayman +transfers		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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 type="checkbox"/>
Other:	natural count	
Signal on declarer's lead		
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 checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

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

Other Conventions

all jump shift-spl	
4nt always blackwood	
2nt-is natural most of the time	
Pete's sliding scale of awesomeness	



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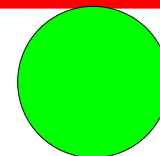


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Angus Munro	Ella Pattison
ABF Nos:	656666	737331
Basic System:	Standard American	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+, 11+	1♦	3+, 11+	1♥	5+, 11+	1♠	5+, 11+
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:					
2♣	gf						
2♦	weak 6 Diamonds						
2♥	weak 6 hearts						
2♠	weak 6 spades						
2 NT	20-22 bal/semi bal						
3 NT	gambling						

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

COMPETITIVE BIDDING

Negative doubles through	7S	Responsive doubles through	7S
Jump overcalls	weak	Unusual NT	Lowest unbid suits 5/5
1NT overcall (immediate)	15-18	(re-opening)	11-15
Immed cue of minor	Michaels (5/5 majors)		
Immed cue of major	Michaels (5OM/5 any minor)		
Over opponent's 1NT (weak)	x-Pen 2c-Majors 2d/h/s natural		
Over opponent's 1NT (strong)	as above		
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♦	4+, 6+	2NT	10-12 no 4M
	1♥/♠	4+, 6+	3♣	6-9 5+clubs no 4M
	1NT	6-9	3♦	spl
	2♣	10+, 5+C no 4M	3♥	spl
	2♦	spl	3♠	spl
	2♥	spl	3NT	13-16 4+ clubs
	2♠	spl	4 bids	spl
1♦	1♥/♠	4+, 6+	3♣	spl
	1NT	6-9	3♦	6-9 5+D
	2♣	10+, 4+	3♥	spl
	2♦	10+, 5+diamonds	3♠	spl
	2♥	spl	3NT	13-16, 5+D
	2♠	spl	4♦	
	2NT	10-12 bal no 4M	4 Other	spl
1♥/♠	1NT	6-9	3♣	spl
	2♣	10+, 4+	3♦	spl
	2♦	spl	3♥/♠	slam try
	2♥/♠	6-9 (3/4 card support)	3NT	13-15 3(4) card support
	2NT	10-12 or 16+ with 3(4) card sup	4♣/♦	spl
2♣	2♦	waiting	2♥/♠	8+, 5+
	other			
2♦	2♥	nat forcing	3♣/♦	nat forcing
	2♠	nat forcing	3♥/♠	spl
	2NT	enquiry-	3NT	to play
2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	nat forcing	4♣/♦	spl
	3♥/♠	pre raise	4♥/♠	to play or pre
2NT	3♣	stayman	4♣	natural
	3♦	trf hearts	4♦	natura
	3♥	trf spades	4♥	to play
	3♠	?	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

nat slam try

3♥/3♠

nat slam try

4♣

4♦

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-empt

4♣/4♦

4♥

4♠

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	splinters <input type="text"/>		
Jump shifts after major opening	splinters <input type="text"/>		
Responses to strong 2 suit opening	2D = waiting <input type="text"/>		
Responses to 2NT opening	staymen, transfers <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 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="checkbox"/>	middle <input 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"/> <input type="text"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 3041
4♣	Gerber <input type="checkbox"/>	when? <input type="text"/>	

Other Conventions

fourth suit forcing	<input type="text"/>
cue bids 1st / 2nd	<input type="text"/>
long suit trails	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>



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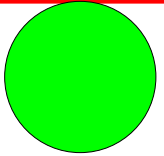


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Nathan Howard	Peter Bolling
ABF Nos:	<input type="text"/>	<input type="text"/>
Basic System:	Standard American	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+ 11+ pts	1♦	3+ 11+ pts	1♥	5+ 11+ pts	1♠	5+ 11+ pts
1 NT	15-17 may be off shape			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♦ hearts	2♥ spades	2♠ clubs				
2 NT	diamonds	Other: super accepts					
2♣	Game forcing						
2♦	Weak may be 5 card suit						
2♥	Weak may be 5 card suit						
2♠	Weak may be 5 card suit						
2 NT	20 - 22 may be off shape						
3 NT	gambling						

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

we may overcall and open aggressively	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	weak	Unusual NT	yes
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Michaels cue bids		
Immed cue of major	Michaels cue bids		
Over opponent's 1NT (weak)	natural X = penalty		
Over opponent's 1NT (strong)	natural X = penalty		
Over weak twos	natural X = take out		
Over opening threes	natural X = take out		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	natural	2NT	10-12
	1♥/♠	natural	3♣	16+
	1NT	6-10	3♦	splinter
	2♣	3-9 and support	3♥	splinter
	2♦	splinter	3♠	splinter
	2♥	splinter	3NT	13-15
	2♠	splinter	4 bids	preemptive
1♦	1♥/♠	natural	3♣	preemptive
	1NT	6-9	3♦	16+ support
	2♣	natural	3♥	splinter
	2♦	6-9 support	3♠	splinter
	2♥	splinter	3NT	13-15 support
	2♠	splinter	4♦	preemptive
	2NT	10-12 support	4 Other	preemptive
1♥/♠	1NT	6-9	3♣	splinter
	2♣	natural	3♦	splinter
	2♦	natural	3♥/♠	splinter
	2♥/♠	6-9 support	3NT	13-15 support
	2NT	10-12 support	4♣/♦	splinter
2♣	2♦	waiting	2♥/♠	good suit
	other	good suit		
2♦	2♥	nat forcing	3♣/♦	nat forcing/ to play
	2♠	nat forcing	3♥/♠	splinters
	2NT	inquiry	3NT	to play
2♥/♠	2NT	inquiry	3NT	to play
	3♣/♦	nat forcing	4♣/♦	splinter
	3♥/♠	nat forcing/ splinter	4♥/♠	splinter/ to play
2NT	3♣	stayman	4♣	natural
	3♦	transfer	4♦	natural
	3♥	transfer	4♥	natural
	3♠	minor suit stayman	4♠	natural
	3NT	to play	other	quantatative

CONVENTIONS

Additional responses to 1NT

3♣/3♦

natural slam try

3♥/3♠

natural slam try

4♣

preemptive

4♦

preemptive

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♦

natural x= values

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♦

can be purely based on values

4♥

based on values

4♠

can be purely based on values

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump shifts after minor opening	2-level=weak; 3-level=splinter		
Jump shifts after major opening	2-level=weak; 3m=bergen; 3M=splinter		
Responses to strong 2 suit opening	2♦=<3 controls or waiting		
Responses to 2NT opening	pstayman (invert 3♥/3NT); 3♦/♥=tfers; 3♠=mstayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: u/lead for unblock; A for att and K for count.	
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:	suit preference if indicated	
Signal on declarer's lead	count or suit preference if indicated	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other: suit preference if indicated	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/> present count

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430; 5NT=specific Ks
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

after 1NT rebid:	fit jumps in comp & by passed-hands
2♣=puppet to 2♦ then pass or inv	cue raises change of suit forcing
2♦= any GF (nat continuations)	after 1M:2NT(GF raise): 3♣=any min;
2M=sign-off	3♦=extras no shortage; 3♥=extras sh oM;
2NT=puppet to 3♣ then pass or F1-raise	3♠=extras sh ♦; 3NT=extras sh ♣



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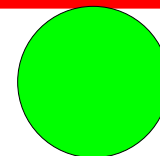


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Jamie Thompson	Ellena Moskovsky
ABF Nos:	Victoria Youth	2012 ANC
Basic System:	2/1 GF	
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♣	12+hcp, 2+	1♦	12+hcp, 4+	1♥	12+hcp, 5+	1♠	12+hcp, 5+
1 NT	15-17 bal (may have 6m)				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:	smolen	
Transfers	2♦	♥	2♥	♠	2♠	♣	
2 NT	♦	Other: non-accept is super w 4-card supp then refter					
2♣	GF or 23-24 bal (kokish continuations)						
2♦	3-7hcp (5)6M (then 2NT enq: 3♣=max, 3R=min tfer, 3♠=2/3top♥, 3NT=2/3top♠)						
2♥	8-11hcp 6♥ (then 2NT enq: 3X=shortage, 3♥=min bal, 3NT=max bal)						
2♠	8-11hcp 6♠ (then 2NT enq: 3X=shortage, 3♠=min bal, 3NT=max bal)						
2 NT	20-22 bal (then puppet stayman with 3♥=no 4cM & 3NT=5♥)						
3 NT	solid 7-card suit with no A or K outside (p/c continuations)						

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

1X:1NT=semi-forcing (~5-12hcp)	weak jump responses at 2-level (~3-7hcp)
inverted minor suit raises (inv+ F1)	support dbls/redbls by opener (3-card supp)
transfers after 1M:(dbl) up to 2M-1	may overcall light 1-level esp non-vul

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak	Unusual NT	5+/5+ lower unbid suits (good/bad)
1NT overcall (immediate)	15-18(sys-on)	(re-opening)	11-14(sys-on)
Immed cue of minor	5+/5+ Ms (good/bad)		
Immed cue of major	5+/5+ oM/m (good/bad)		
Over opponent's 1NT (weak)	dbl=15+(pen); 2♣=Ms; 2♦=M; 2M=M/m; 2NT=ms		
Over opponent's 1NT (strong)	dbl=15+(pen); 2♣=Ms; 2♦=M; 2M=M/m; 2NT=ms		
Over weak twos	dbl=t/o (with Leb); 2NT=15-18bal; cue=stopper ask		
Over opening threes	dbl=t/o; (3M):4NT=ms; cue=shortage or gen force		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+hcp 4+♦	2NT	10-12hcp bal
	1♥/♠	5+hcp 4+♥/♠	3♣	preempt
	1NT	8-10hcp 4+♣ & <4♦♥♠	3♦	splinter
	2♣	10+hcp 4+♣ F1	3♥	splinter
	2♦	3-7hcp 6+♦	3♠	splinter
	2♥	3-7hcp 6+♥	3NT	13-15hcp bal <4♥♠
	2♠	3-7hcp 6+♠	4 bids	4♣=preempt; 4o=void
1♦	1♥/♠	5+hcp 4+♥/♠	3♣	splinter
	1NT	5-12hcp <4♥♠ <5♦ F1	3♦	preempt
	2♣	12+hcp 4+♣ GF	3♥	splinter
	2♦	10+hcp 4+♦ F1	3♠	splinter
	2♥	3-7hcp 6+♥	3NT	13-15hcp bal <4♥♠
	2♠	3-7hcp 6+♠	4♦	preempt
	2NT	10-12hcp bal	4 Other	void
1♥/♠	1NT	5-12hcp F1	3♣	6-9hcp 4-card raise
	2♣	12+hcp 4+♣ GF (p/h rev drury)	3♦	10-12hcp 4-card raise
	2♦	12+hcp 4+♦ GF	3♥/♠	r=preempt; j/s=splinter
	2♥/♠	raise=5-9 3M; 2/1=GF; j/s=weak	3NT	13-15hcp bal <4♥♠
	2NT	GF raise (incl after intervention)	4♣/♦	splinter
2♣	2♦	<3 controls or waiting	2♥/♠	nat & 3+ controls
	other	2NT=8-10 bal with <3 controls; after 2♣:2♦:2♥=♥ or 25+ bal (kokish)		
2♦	2♥	p/c	3♣/♦	nat & NF
	2♠	p/c	3♥/♠	p/c 4♣=pls tfer to your M
	2NT	inv+ enquiry	3NT	to play 4♦=pls bid your M
2♥/♠	2NT	inv+ enquiry	3NT	to play
	3♣/♦	nat & F1	4♣/♦	splinter
	3♥/♠	r=to play; j/s=splinter	4♥/♠	2♠:4♥=spl; 2♥:4♠=to play
2NT	3♣	puppet stayman (invert 3♥/3NT)	4♣	transfer to 4♥
	3♦	transfer to ♥	4♦	transfer to 4♠
	3♥	transfer to ♠	4♥	to play
	3♠	minor suit stayman	4♠	to play
	3NT	to play	other	4NT=quant

CONVENTIONS

Additional responses to 1NT

3♣/3♦	single suited slam try FP after we bid game with clear intent to make
3♥/3♠	single suited slam try after RCKB 1/4 or 0/3 resp, next non-trump step Q ask
4♣	transfer to 4♥ in comp with opps comp to 4-level in 1st rd, 4NT=2-places
4♦	transfer to 4♠ after opps dbl cue: rdbl=1st rd control, bid=void, pass=neither
4♥	to play XRCKB 0314 with DEPO/REPO (dbl/rdbl=even, pass=odd)
4♠	to play XRCKB applies when jump to new suit at 5-level or 4♠ if opps' suit

Unusual NT:	minors <input type="checkbox"/>	other suits <input type="checkbox"/>	lower 2 unbid suits <input checked="" type="checkbox"/>
other	after RCKB intervention pass=1st step (pass=1/4, dbl/rdbl=0/3)		
	cue 1st/2nd round control; cue opposite splinter 1st round control		

Other slam bidding	Cue Bids <input checked="" type="checkbox"/>	Asking Bids <input type="checkbox"/>
4th Suit Forcing	One round <input type="checkbox"/>	except <2NT after a reverse <input type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities	2♣=puppet to 2♦; 2♦=any GF
Defence to 3NT opening	dbl=values	
Defence to opening Two's:	Multi 2♦	dbl=13-15b or 20+, then one t/o dbl for our side

	2NT=16-19 bal (system-on)
RCO style 2-s	as for multi-2♦
Other 2-s	where anchored Michaels cue-bid
	vs. 2♣(GF): dbl=Ms, 2♦=6M, 2M=M/m, 2NT=ms
Defence to strong ♣	dbl=Ms; 1X=nat; 1NT=ms; 2♣=nat; 2♦=6M; 2M=M/m

Lebensohl	Over NT interference <input checked="" type="checkbox"/>	via 2NT shows stopper
Other uses	after we dbl a weak two or anchored two	
Take out of 4 level pre-empts	4♣/4♦	dbl
	4♥	dbl
	4♠	4NT

OTHER NOTES

delayed cue of opener's suit is nat | precision 1♦ treated as nat | 4NT=quant after def range NT

immediate cue of responders suit is nat - eg: (1♣):pass:(1♥):2♥=nat | pen dbls after we preempt

in a GF auction (e.g. after FSF, 2/1 or GF 2♦) fast arrival is weak option

weak twos may be raised to 3-level with any 3-card or Hx supp non-vul

after 2M:2NT: 3X=shortage, 3M=min no shortage, 3NT=max no shortage

after reverse, lowest of 4th suit and 2NT is <8hcp (blackout) - everything else is GF

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: not applicable
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: not applicable
Jump shifts after minor opening	not applicable		
Jump shifts after major opening	not applicable		
Responses to strong 2 suit opening	not applicable		
Responses to 2NT opening	3♣ strong others play or correct		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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 checked="" type="checkbox"/>	Other:	
From 4 small	2nd highest <input type="checkbox"/>	Other: 3rd/5th
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/> bottom <input checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Natural count Mckenny overtones	
Signal on declarer's lead	Natural count Mckenny overtones	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Natural count Mckenny overtones	
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

Optional minor keycard	
Exclusion keycard	
Grand Slam force	
Denial cue bidding	



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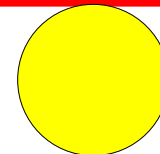


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Michael Bausor	Rhys Cooper
ABF Nos:	726222	726257
Basic System:	Forcing Pass with relays	
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input checked="" type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input checked="" type="checkbox"/>
1♣	4+ ♥ 8-12 pts	1♦ 4+♠ 8-12 pts < 4♥ 1♥ 0-7 pts any shape 1♠ flat 8-12 pts < 4♥♠
1 NT	5+/4+ minors 8-12 pts	may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/> Other: invitational+ relay
Transfers	2♦ N/A	2♥ N/A 2♠ N/A
2 NT	N/A	Other:
2♣	6+ 8-12 pts	
2♦	6+ 8-12 pts	
2♥	5+/5+ colour 9-12pts	
2♠	5+/5+ rank 9-12pts	
2 NT	5+/5+ shape 9-12pts	
3 NT	specific ace ask	

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

jump bids in response to 1♥ are	preemptive raises
preemptive in any suit or take out of the suit	non forcing change of suit
2♥-2NT are 5+/5+ without anchor suit	

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	2 lowest suits
1NT overcall (immediate)	15-18 pts	(re-opening)	15-18 pts
Immed cue of minor	5+/5+ majors weak or strong		
Immed cue of major	5+/5+ other major and a minor weak or strong		
Over opponent's 1NT (weak)	DONT		
Over opponent's 1NT (strong)	DONT		
Over weak twos	X=take out		
Over opening threes	X=take out		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	invitational relay	2NT	constructive ♥ raise
	1♥/♠	1♥GF relay 1♠ nat non forcing	3♣	6+ weak
	1NT	natural 6-12 pts <4♣	3♦	6+ weak
	2♣	5+ ♣ 6-12 pts	3♥	preemptive
	2♦	5+ ♦ 6-12 pts	3♠	preemptive
	2♥	3-4(5) raise 6-12 pts	3NT	play
	2♠	6+ weak	4 bids	preemptive
1♦	1♥/♠	1♥ invit relay 1♠ GF relay	3♣	6+ weak
	1NT	natural 6-12 pts	3♦	6+ weak
	2♣	5+ ♣ 6-12 pts	3♥	6+ weak
	2♦	5+ ♦ 6-12 pts	3♠	preemptive
	2♥	5+ ♥ 6-12 pts	3NT	play
	2♠	3-4(5) raise 6-12 pts	4♦	preemptive
	2NT	constructive ♠ raise	4 Other	preemptive
1♥/♠	1NT	(1♥) 13-18 flat (1♠) Inv+ relay	3♣	(1♥)see pre alert(1♠) 0-12 5+♣
	2♣	(1♥) 10-18 5+♣ (1♠) 0-12 3+♣	3♦	(1♥)see pre alert(1♠) 0-12 5+♦
	2♦	(1♥) 10-18 5+♦ (1♠) 0-12 5+♦	3♥/♠	(1♥)see pre alert(1♠) 0-12 6+
	2♥/♠	(1♥) 10-18 5+ (1♠) 0-12 5+	3NT	to play
	2NT	(1♥)5+/5+without♣ (1♠)bid best minor	4♣/♦	preemptive
2♣	2♦	invitational+ relay	2♥/♠	natural non forcing
	other			
2♦	2♥	Invitational+ relay	3♣/♦	3♣ 6+ ♣ 6-12 pts 3♦preemptive
	2♠	natural non forcing	3♥/♠	3♥ 10-14 6+♥ 3♠ preempt
	2NT	invitational	3NT	to play
2♥/♠	2NT	strong enquiry	3NT	play
	3♣/♦	play or correct	4♣/♦	play or correct
	3♥/♠	play or correct	4♥/♠	play or correct
2NT	3♣	strong enquiry	4♣	play or correct
	3♦	play or correct	4♦	play or correct
	3♥	play or correct	4♥	play or correct
	3♠	play or correct	4♠	play or correct
	3NT	play	other	

CONVENTIONS				
Additional responses to 1NT				
3♣/3♦	preemptive			
3♥/3♠	preemptive			
4♣	preemptive			
4♦	preemptive			
4♥	to play			
4♠	to play			
Unusual NT:	minors	<input type="checkbox"/>	other suits	<input type="checkbox"/>
			lower 2 unbid suits	<input checked="" type="checkbox"/>
other				
Other slam bidding	Cue Bids	<input checked="" type="checkbox"/>	Asking Bids	<input checked="" type="checkbox"/>
4th Suit Forcing	One round	<input type="checkbox"/>		Game force <input checked="" type="checkbox"/>
NT Checkback	<input type="checkbox"/>	Priorities		
Defence to 3NT opening				
Defence to opening Two's:	Multi 2♦	X = values (16+)		
RCO style 2-s				
Other 2-s	If an anchor suit exists X = takeout (maybe be off shape)			
Defence to strong ♣	very aggressive overcalls			
	1NT-2♦ colour rank shape			
Lebensohl	Over NT interference	<input checked="" type="checkbox"/>		
Other uses	(weak 2)-X-(P)-2NT			
Take out of 4 level pre-empts	4♣/4♦	X		
	4♥	X	4♠	X

OTHER NOTES	

Suggested Defense to Forcing Pass

Over Pass

Open normally apart from 1NT if weak change to strong

Over 1 ♣ or ♦

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are constructive
- Jumps are weak
- 2 of the suit shown is Michaels
- 1 NT is strong

Over 1♥

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength
- 1NT is weak
- Jumps are intermediate

Over 1♠

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength
- 1NT is weak
- Jumps are weak

Over 1NT

- X is 16+ with step bid as 0-7 points others GF
- 2♣ take out for the majors with better ♥
- 2♦ take out for the majors with better ♠
- 2♥♠ natural with opening bid strength
- 2NT weak with both majors

Over 2♣ or ♦

- Use your normal methods over weak 2's

Over 2♥ or ♠

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength

System Notes – Rhys Cooper/Michael Bausor

Note: For the purposes of these notes, opener is defined as the first player to act, even if that action was to pass.

Uncontested

Openings

- Pass = any 13+ (some weaker hands upgraded)
- 1C = 4+H, 8-12, may have a longer suit
- 1D = 4+S, 8-12, denies as many as 4 hearts, may have a longer minor
- 1H = 0-7 any shape
- 1S = balanced (4333, 4432 or 5332 on a minor), no 4+ card major, 8-12
- 1NT = 5+4+ in the minors (either way), no 4+ card major, 8-12
- 2C = 6+C, no 4+ card major, 8-12
- 2D = 6+D, no 4+ card major, 8-12
- 2H/2S/2NT = 5+/5+ in 2 suits of the same colour/rank/shape, 8-12. Shows a constructive 5/5 (can also open 1c, 1d or 1nt with 5+/5+ hands). Typically will be in the 10-12 range with the larger majority of HCPs in the long suits
- 3c+ = pre-empt

Responses to strong pass

- 1C = 0-7 any shape
- 1D = any GF, symmetric relay initiated, responder is master
- 1H = 4+H, 8-10, unbalanced, may have a longer suit
- 1S = 4+S, 8-10, unbalanced, denies as many as 4 hearts, may have a longer minor
- 1NT = Flat (4333, 4432), 8-10
- 2C = single suited clubs, 8-10
- 2D = single suited diamonds or 5+D/4C, no 4+ card major 8-10
- 2H = 5+C/4D, no 4+ card major, 8-10
- 2S = 5+/5+ in the minors

See system card for responses to openings other than pass in uncontested auctions

In Competition

General Rules

- In GF situations, we play relay on if we can go to no worse than relay+3 on the base symmetric relay (including pass and X/XX where they are available)
- If relay is on, pass is step 1, X/XX is step 2, steps gained where possible
- In GF situations, pass by master is a relay (X by responder is step 1) and X by master is penalties
- In non-GF situations, pass by the master is NF, X by the master is a relay. If master is in pass-out seat, X is the relay

- New suits are generally natural and forcing if relay is off, X is penalties if we're in a game forcing auction, take-out if we're not

Over Pass

- System on over interference below 1NT (with pass = step 1, X = step 2). Relay+1 over interference with 1H, relay+2 over interference with 1S, off if opponents interfere with 1NT or higher
- If opponents interfere with 1C, pass = 0-4, X = 4-7 and normal relay on (steps gained where possible)
- If opponents interfere with 1NT or greater, X = t/o (or values/penalty interest if the interference is not natural), new suits are natural and forcing for one round

Over 1C

- If opponents X, XX = invitational, 1D = GF (1 step gained) and 1H is to play. 1S/2D are just running from 1C (does not show any values), but 2C shows 6-12 with a decent suit
- If opponents interfere with 1D, X = invitational (relay initiated), 1H = GF (relay initiated)
- If opponents interfere with 1H, X = GF (relay initiated), 2NT = game try in hearts, new suits natural NF
- If opponents interfere with 1S or higher, 2NT = invitational+ with heart support, X = t/o, new suits natural and forcing for one round, 2 hearts is competitive and jumps in hearts are preemptive

Over 1D

- If opponents X, XX = invitational and 1H = GF (1 step gained) and 1S is to play. 2C/2H are just running from 1D (does not show any values), but 2D shows 6-12 with a decent suit
- If opponents interfere with 1H, X = invitational (relay initiated), 1S = GF (relay initiated)
- If opponents interfere with 1S, X = GF (relay initiated), 2NT = game try in spades, new suits natural NF
- If opponents interfere with 1NT or higher, 2NT = invitational+ with spade support, X = t/o, new suits natural and forcing for one round, 2 spades is competitive and jumps in spades are preemptive

Over 1H

- Suits at the 3 level (2S included if opponents X 1H) show either a pre-empt in any suit or takeout of the suit bid. Opener MUST PASS any of these bids. If responder has the takeout option, they will XX if opponents X. If vulnerable, it is unusual (but not unheard of) to do this with any option but a pre-empt in the suit bid, but system is the same.
- If opponents X:
 - Pass = tolerance for hearts (2+), not compulsory (can bid a suit when holding hearts)
 - Suits are to play (running from 1H). 1S frequently 4 cards, 2x almost always 5 cards
 - 1NT = pick a minor
 - XX = 18+, relay initiated
 - 2H = good overcall

- If opponents bid over 1H, suits are natural and NF, X = t/o or very strong (typically 19+)

Over 1S

- If opponents X
 - XX = invitational+ (relay initiated)
 - Pass = suggestion to play. Opener may rip with doubleton spade and a 5 card minor but will usually pass
 - 1NT = pick a minor
 - 2C/2D = to play (generally 4+ cards)
 - 2H/2S = to play (5+ cards)
 - 2NT = pick a minor
 - 3C+ = pre-empt (generally pre-empts in minors will be more aggressive since opener has shown 7 or 8 cards in the minors)
- If opponents bid, suits are competitive (generally majors will be better suits). X = PENALTIES. 2NT = pick a minor

Over 1NT

- If opponents X pass = pick a minor, XX = strong (relay initiated), 2x = to play, 2NT/4NT is pick a minor. Minors at any level are pre-empts, but can be as short as 4 cards and very aggressive
- If opponents bid, X = PENALTIES, 2NT = natural invitational

Over 2C/2D

- If opponents interfere, new suits are natural and forcing, X = PENALTIES
- If opponents interfere with 2D over 2C or 2H over 2D, X = strong (relay initiated), but new suits are still natural and forcing

Over 2H

- 2NT = strong enquiry
 - 3C = Clubs and Spades
 - 3D = hearts and diamonds

Over 2S

- 2NT = strong enquiry
 - 3C = both minors
 - 3D = both majors

Over 2NT

- 3C = strong enquiry
 - 3D = diamonds and spades
 - 3H = clubs and hearts

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	Mini-Splinters, invitational to game or slam		
Jump shifts after major opening	Mini-Splinters, invitational to game or slam		
Responses to strong 2 suit opening	n/a		
Responses to 2NT opening	Puppet stayman, transfers		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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 checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:		
Signal on declarer's lead	Natural Count	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" 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: 1430
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

Fourth suit forcing	
Minor suit keycard	
Two-way reverse checkback	
Cue raises, weak jump raises in competition	
Jacoby 2nt	



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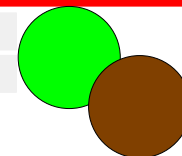


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Tim Knowles	Jane Reynolds
ABF Nos:	801259	666701
Basic System:	Standard	Brown Sticker <input checked="" 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♣	11+, 3+ ♣	1♦ 11+, 3+ ♦ 1♥ 11+, 5+ ♥ 1♠ 11+, 5+ ♠
1 NT	15-17, balanced	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/> extended <input type="checkbox"/>	Other: Lavings
Transfers	2♦ ♥ 2♥ ♠ 2♣ ♣	
2 NT	♦ Other: Super-Accepts	
2♣	Game Forcing	
2♦	Weak with 5-7 ♥ or 5+/5+ in ♣ and (♦ or ♠)	
2♥	Weak with 5-7 ♠ or 5+/5+ in ♥ and (♣ or ♦)	
2♠	Weak with 6-7 ♣ or 5+/5+ in ♠ and (♦ or ♥)	
2 NT	20-22 HCP, balanced, may contain 5 card major	
3 NT	Gambling	

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

Optimal 2's	

COMPETITIVE BIDDING

Negative doubles through	4 ♠	Responsive doubles through	4 ♠
Jump overcalls	Weak	Unusual NT	Lowest 2 Unbid Suits
1NT overcall (immediate)	15-18 HCP	(re-opening)	11-14 HCP
Immed cue of minor	Michaels (5+/5+ in ♥+♠)		
Immed cue of major	Michaels cuebid (5+/5+ in oM and a minor)		
Over opponent's 1NT (weak)	DONT (X = single-suited)		
Over opponent's 1NT (strong)	2♣/♦♥ = 4+/4+ in suit + a higher suit		
Over weak twos	Natural, Michaels, X = take-out		
Over opening threes	Natural, Michaels, X = take-out		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+ ♦	2NT	10-12, balanced
	1♥/♠	4+ ♥/♠	3♣	<10, 5+ support
	1NT	6-9, balanced	3♦	Splinter
	2♣	10+, 5+ support	3♥	Splinter
	2♦	Mini-splinter	3♠	Splinter
	2♥	Mini-splinter	3NT	13-15, balanced
	2♠	Mini-splinter	4 bids	
1♦	1♥/♠	4+ ♥/♠	3♣	Mini-splinter
	1NT	6-9, balanced	3♦	<10, 5+ support
	2♣	♣, 10+	3♥	Splinter
	2♦	10+, 5+ support	3♠	Splinter
	2♥	Mini-splinter	3NT	13-15, balanced
	2♠	Mini-splinter	4♦	Keycard
	2NT	10-12, balanced	4 Other	
1♥/♠	1NT	6-9, balanced	3♣	Mini-splinter
	2♣	♣, 10+	3♦	Mini-splinter
	2♦	♦, 10+	3♥/♠	10-12, support
	2♥/♠	6-9, support	3NT	
	2NT	13+, 4+ support	4♣/♦	Splinter
2♣	2♦	0-4 or 8+	2♥/♠	Natural, 5-7
	other	Natural, 5-7		
2♦	2♥	Pass/correct	3♣/♦	Pass/correct
	2♠	Pass/correct	3♥/♠	Pass/correct
	2NT	Strong enquiry	3NT	To play
2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	Pass/correct	4♣/♦	Pass/correct
	3♥/♠	Pass/correct	4♥/♠	Pass/correct
2NT	3♣	Puppet stayman	4♣	Keycard in ♣
	3♦	♥	4♦	Keycard in ♦
	3♥	♠	4♥	To play
	3♠	5♠/4♥	4♠	To play
	3NT	To play	other	Quant

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	Both minors, ♣=weak, ♦=game forcing
3♥/3♠	Both minors, splinter in the suit bid
4♣	Keycard in ♣
4♦	Keycard in ♦
4♥	To play
4♠	To play
Unusual NT:	<div> minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/> </div> <div> other <div></div> <div></div> </div>
Other slam bidding	<div> Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/> </div>
4th Suit Forcing	<div> One round <input type="checkbox"/> <div></div> Game force <input checked="" type="checkbox"/> </div>
NT Checkback	<div> <input checked="" type="checkbox"/> Priorities <div>Up the line</div> </div>
Defence to 3NT opening	<div></div>
Defence to opening Two's:	<div> Multi 2♦ <div>X = values</div> </div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
RCO style 2-s	<div></div>
Other 2-s	<div></div>
Defence to strong ♣	<div></div>
Lebensohl	<div> Over NT interference <input checked="" type="checkbox"/> <div></div> </div>
Other uses	Response to take-out of a weak 2
Take out of 4 level pre-empts	<div> 4♣/4♦ <div></div> </div> <div> 4♥ <div></div> 4♠ <div></div> </div>

OTHER NOTES	
Two-way reverse checkback, 2♣ puppets 2♦, either weak to play or game-forcing upon continuation. 2♦ is invitational.	
When 2♣ opening shows ♣ in 1st/2nd seat, it shows 2/3 top honours, whereas 3♣ direct opening shows 0-1.	

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	Bergens		
Responses to strong 2 suit opening	2D= neg/pos		
Responses to 2NT opening	puppet stayman and transfers to majors, 3S=5S, 4H		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A for att, K for count	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input type="checkbox"/>	Other: 3rd in suit
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:	Count	
Signal on declarer's lead	Count	
Discards	McKenney <input checked="" 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 type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 3014
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions



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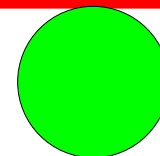


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Renee Cooper	Kirstyn Fuller
ABF Nos:	726249	726273
Basic System:	2/1 Game Force	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+, 10+	1♦	3+, 10+	1♥	5+, 10+
1NT	15-17	may contain 5 card major <input checked="" type="checkbox"/>			
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings		
Transfers	2♦ H	2♥ S	2♠ C		
2 NT	D	Other: Super accepts			
2♠	GF				
2♦	Weak 2				
2♥	Weak 2				
2♠	Weak 2				
2 NT	20-22 and flattish				
3 NT	Specific Ace Ask				

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

Bergen Raises	

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	LUBS
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	Capelletti		
Over opponent's 1NT (strong)	Capelletti		
Over weak twos	x= lebensohl		
Over opening threes	x=takeout		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+, 6+	2NT	10-12,flat, no 4 card major
	1♥/♠	4+, 6+	3♣	4+C, 6-9 pts
	1NT	flat, 6-9 pts	3♦	splinter
	2♣	10+pts, 4+C	3♥	splinter
	2♦	Weak, 0-6, 6+	3♠	splinter
	2♥	Weak, 0-6, 6+	3NT	to play, 13+ pts, no 4 card maj
	2♠	Weak, 0-6, 6+	4 bids	Exclusion
1♦	1♥/♠	4+, 6+	3♣	Weak, 0-6, 6+
	1NT	forcing 1 round, no 4 card maj	3♦	6-9 pts, 4+D
	2♣	GF	3♥	Splinter
	2♦	10+, 4+	3♠	Splinter
	2♥	Weak, 0-6, 6+	3NT	13+, no 4 card major
	2♠	Weak, 0-6, 6+	4♦	KC in D
	2NT	10-12, flat, no 4 card major	4 Other	Exclusion
1♥/♠	1NT	Forcing for 1 round, 6+ pts	3♣	Bergen
	2♣	GF, 4+	3♦	Bergen
	2♦	GF, 4+	3♥/♠	Weak, 0-6, preemptive
	2♥/♠	6-9 pts, 3 card support	3NT	flat, 13+, to play
	2NT	Jacoby, 14+, 4+ support	4♣/♦	Splinter
2♣	2♦	waiting,	2♥/♠	2H = negative
	other	2NT = H, encouraging		
2♦	2♥	non-forcing	3♣/♦	preemitive
	2♠	non-forcing	3♥/♠	ROCK!!!! Splinter
	2NT	Ogust	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	non-forcing	4♣/♦	ROCK!!!! Splinter
	3♥/♠	Preemptive	4♥/♠	To play
2NT	3♣	Puppet stayman	4♣	Texas transfer
	3♦	transfer to H	4♦	Texas transfer
	3♥	Transfer to S	4♥	To play
	3♠	5S, 4H	4♠	To play
	3NT	To play	other	4NT = quant

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Slam Try in suit, further bids are cues, 3NT= weak, 2 card support

3♥/3♠

Slam Try in suit, further bids are cues, 3NT= weak, 2 card support

4♣

Texas transfer

4♦

Texas Transfer

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

2 way

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♠

OTHER NOTES