

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: Inverted

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    Weak (0-6, 6+)

Jump shifts after major opening    Weak (0-6, 6+)

Responses to strong 2 suit opening    2D= negative

Responses to 2NT opening    3C= Puppet; transfers to Majors

## PLAY CONVENTIONS

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

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

                                 Underlead     Other: \_\_\_\_\_

Four or more with an honour    4th highest     attitude

                                 3rd/5th     Other: \_\_\_\_\_

From 4 small    2nd highest     Other: \_\_\_\_\_

From 3 cards    (no honour)    top     middle     bottom

Signal    on partner's lead:    high encourage     low encourage

                                 Other: \_\_\_\_\_

Signal    on declarer's lead    \_\_\_\_\_

Discards    McKenney     high encourage     low encourage

                                 odd/even     Other: \_\_\_\_\_

Count    natural     reverse     \_\_\_\_\_

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 1430

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Jacoby \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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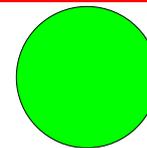
## STANDARD SYSTEM CARD

Names:    Jess Tearne    Rhys Cooper

ABF Nos:    726291

Basic System:    ACOL    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 4+ 11+    1♦ 4+ 11+    1♥ 4+ 11+    1♠ 4+ 11+

1 NT    12-14 bal    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦ H    2♥ S    2♣ C

2 NT    D    Other: \_\_\_\_\_

2♠ GF

2♦ Weak Two in H or 5/5 C and D or 5/5 C and S

2♥ Weak Two in S or 5/5 H and C or 5/5 H and D

2♠ Weak Three in C with 2/3 top club honours or 5/5 S and D or 5/5 S and H

2 NT    20-22 bal

3 NT    Gambling 1st/2nd; To play 3rd/4th

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through    4H    Responsive doubles through    4H

Jump overcalls    Weak    Unusual NT    LUBS

1NT overcall (immediate)    15-17    (re-opening)    11-14

Immed cue of minor    Michaels (5+/5+ both majors)

Immed cue of major    Michaels (5+/5+ other major and unspecified minor)

Over opponent's 1NT (weak)    DONT

Over opponent's 1NT (strong)    DONT

Over weak twos    x=t/o

Over opening threes    x=t/o

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ D, 6+	2NT	4+ C, 16+
	1♥/♠	4+ H/S, 6+	3♣	4+ C, 6-9
	1NT	6-9	3♦	Splinter
	2♣	4+ C, 10-12	3♥	Splinter
	2♦	6+ C, 0-6	3♠	Splinter
	2♥	6+ H, 0-6	3NT	4+ C, 13-15
	2♠	6+ S, 0-6	4 bids	4C= minor keycard

1♦	1♥/♠	4+ H/S, 6+	3♣	6+ C, 0-6
	1NT	6-9	3♦	4+ D, 6-9
	2♣	4+ C, 10+	3♥	Splinter
	2♦	4+ D, 10-12	3♠	Splinter
	2♥	6+ H, 0-6	3NT	4+ D, 13-15
	2♠	6+ S, 0-6	4♦	Minor Keycard
	2NT	4+ D, 16+	4 Other	

1♥/♠	1NT	6-9	3♣	6+ C, 0-6
	2♣	4+ C, 10+	3♦	6+ D, 0-6
	2♦	4+ D, 10+	3♥/♠	4+ H/S, 10-12
	2♥/♠	4+ H/S, 6-9	3NT	4+ H/S, 13-15
	2NT	4+ H/S, 16+	4♣/♦	Splinter

2♣	2♦	0-6	2♥/♠	H/S, 6+
	other			

2♦	2♥	pass/correct	3♣/♦	nat, non forcing
	2♠	nat, non forcing	3♥/♠	to play
	2NT	Strong enquiry	3NT	to play

2♥/♠	2NT	Strong enquiry	3NT	to play
	3♣/♦	pass/correct	4♣/♦	nat, non forcing
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	Puppet	4♣	Keycard setting clubs
	3♦	H	4♦	Keycard setting diamonds
	3♥	S	4♥	to play
	3♠	H/S	4♠	to play
	3NT	to play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	Slam Try
3♥/3♠	Slam Try
4♣	
4♦	5/5 Majors
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                        Game force

NT Checkback                       Priorities

Defence to 3NT opening

Defence to opening Two's:                      Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl                      Over NT interference

Other uses

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

4♥ 4NT                      4♠ 4NT

# OTHER NOTES

## BASIC RESPONSES

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

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: \_\_\_\_\_  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  Other: \_\_\_\_\_  
 From 4 small 2nd highest  Other: \_\_\_\_\_  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 Other: K=count  
 Signal on declarer's lead \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Ogust \_\_\_\_\_  
 Jacoby \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



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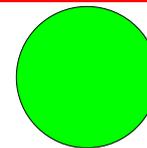


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## STANDARD SYSTEM CARD

Names: Jane Reynolds Michael Bausor  
 ABF Nos: 666701 726222  
 Basic System: Acol Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 4+♣, 11+pts 1♦ 4+♦, 11+pts 1♥ 4+♥, 11+pts 1♠ 4+♠, 11+pts  
 1 NT (11)12-14pts may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ ->♥ 2♥ ->♠ 2♣ ->♠  
 2 NT ->♦ Other: \_\_\_\_\_  
 2♣ Game forcing, flat 23+pts or 18+ with long suit, or anything partner thinks is strong  
 2♦ 6-10pts and 6+♦  
 2♥ 6-10pts and 6+♥  
 2♠ 6-10pts and 6+♠  
 2 NT 20-22pts semi-balanced  
 3 NT \_\_\_\_\_

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

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

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

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

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

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

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

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

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

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

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦ Natural, slam try

3♥/3♠ Natural, slam try

4♣ Minor suit keycard

4♦ Minor suit keycard

4♥ To play

4♠ To play

Unusual NT: minors  other suits  lower 2 unbid suits

other

## Other slam bidding

Cue Bids

Asking Bids

## 4th Suit Forcing

One round

Game force

## NT Checkback

Priorities Fit, stoppers

## Defence to 3NT opening

## Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

## Defence to strong ♣

## Lebensohl

Over NT interference

Other uses After double of opposing weak two bids

## Take out of 4 level pre-empts

4♣/4♦ X=takeout

4♥ X=takeout

4♠ 4NT=takeout

# OTHER NOTES

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: inverted

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    forcing and slam try

Jump shifts after major opening    forcing and slam try

Responses to strong 2 suit opening    -----

Responses to 2NT opening    stayman and transfers to majors

## PLAY CONVENTIONS

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

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

Underlead     Other: \_\_\_\_\_

Four or more with an honour    4th highest     attitude

3rd/5th     Other: small in suit contracts

From 4 small    2nd highest     Other: \_\_\_\_\_

From 3 cards (no honour)    top     middle     bottom

Signal on partner's lead:    high encourage     low encourage

Other: \_\_\_\_\_

Signal on declarer's lead    count

Discards    McKenney     high encourage     low encourage

odd/even     Other: Rotating preference: first discard only

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: Blkwood=NT, RKCB=suit

4♣    Gerber     when? \_\_\_\_\_

Other Conventions




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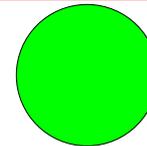
## STANDARD SYSTEM CARD

Names:    Renee Cooper    Kirstyn Fuller

ABF Nos:    726249    726273

Basic System:    ACOL    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 4+ 12+ pt    1♦ 4+ 12+ pt    1♥ 4+ 12+ pt    1♠ 4+ 12+pt

1 NT 12-14 pts flat    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦ 2H    2♥ 2S    2♠ 3C

2 NT 3D    Other: \_\_\_\_\_

2♠ Game Force 21+

2♦ 6+ D, 6-9pts (weak)

2♥ 6+ H, 6-9pts (weak)

2♠ 6+S, 6-9pts (weak)

2 NT 20-22 flat

3 NT To play

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


## COMPETITIVE BIDDING

Negative doubles through    3S    Responsive doubles through    3S

Jump overcalls    Weak    Unusual NT

1NT overcall (immediate)    16-18 pts    (re-opening)    16-18 pts

Immed cue of minor    12+ pts with a long and stong suit

Immed cue of major    12+ pts with a long and stong suit

Over opponent's 1NT (weak)    natural

Over opponent's 1NT (strong)    natural

Over weak twos    x = takeout    suit = strong 6+ suit

Over opening threes    x = takeout    suit = strong 6+ suit

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

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

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

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

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

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

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

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

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	Game forcing and pick either NT or my suit
3♥/3♠	Setting the suit and slam try
4♣	Setting the suit, RKCB
4♦	Setting the suit, RKCB
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits

other \_\_\_\_\_

## Other slam bidding

Cue Bids  Asking Bids

## 4th Suit Forcing

One round  Game force

## NT Checkback

Priorities \_\_\_\_\_

## Defence to 3NT opening

Multi 2♦ double = takeout

## Defence to opening Two's:

### RCO style 2-s

double = takeout

### Other 2-s

double = takeout

## Defence to strong ♣

weak bids at 2 level

## Lebensohl

Over NT interference

## Other uses

## Take out of 4 level pre-empts

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

# OTHER NOTES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_