

BASIC RESPONSES

Jump raises - minors limit forcing Other: Preemptive (inverted)

Jump raises - majors limit forcing 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 All except AK x (x)

Underlead Other: A - count, K - attitude

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Reverse count

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even Other: Subsequent - reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430, specific king ask

4♣ Gerber 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: Alex Lockwood Lauren Travis

ABF Nos: 531545 701815

Basic System: 2/1 GF Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

2♣ Stayman: simple extended 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	Ogust	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

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 forcing Other: Inverted

Jump raises - majors limit forcing 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 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 Reverse count

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when? 1NT/2NT openings

Other Conventions

4th suit Game Force

Long suit game tries

Splinters

Jacoby 2NT

1st/2nd cues



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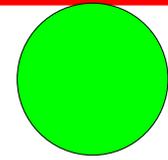
STANDARD SYSTEM CARD

Names: Alex Dunbar Jarrad Dunbar

ABF Nos: 557048 601161

Basic System: Standard 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT (14) 15-17 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥'s 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

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump shifts after minor opening	natural, weak		
Jump shifts after major opening	natural, inv		
Responses to strong 2 suit opening	2D = forced		
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: A = Attitude, K = 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 type="checkbox"/>
	bottom <input type="checkbox"/>	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other:	
Signal on declarer's lead	Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	low encourage <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 checked="" type="checkbox"/>	when?	

Other Conventions



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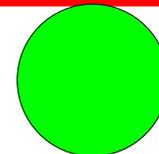


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Shane Harrison	Samuel Schulz
ABF Nos:	711128	717975
Basic System:	Two Over One 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♣ 11-21, 2+	1♦ 11-21, 4+
1♥ 11-21, 5+	1♠ 11-21, 5+
1 NT 14-17	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: Super-accepts
2♣ Game force	
2♦ 3-7, (5)6M	
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

Light 3rd seat opening with 4 card majors	

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	Michael's Cue Bid		
Immed cue of major	Michael's Cue Bid		
Over opponent's 1NT (weak)	Multi Landy		
Over opponent's 1NT (strong)	Multi Landy, X = 4M, 5+m		
Over weak twos	X=T/O		
Over opening threes	X=T/O		

