

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Pre-emptive  
 Jump raises - majors limit  forcing  other Pre-emptive  
 Jump shifts after minor opening Strong (usually 16+, usually good suit)  
 Jump shifts after major opening Strong (usually 16+, usually good suit)  
 Responses to strong 2 suit opening Next suit is negative (< 1.5 honour tricks)  
 Responses to 2NT opening 3♣Baron: 3♦Flint

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Highest or 3rd highest  
 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 count; suit preference as need arises  
**Signal** on declarer's lead count (when needed); may be attitude or suit preference  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other count; suit preference as need arises  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other Modified Blackwood  
 4♣ Gerber  when? Over 1 NT opening; and 2NT opening equivalent

### Other Conventions

Splinters  
 Long suit trial bids



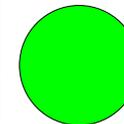
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## STANDARD SYSTEM CARD

Names: John Wilson David Smyth  
 ABF Nos: 200026 160458  
 Basic System: Acol  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ (3) 4, 11+ 1♦ 4, 11+ 1♥ 4, 11+ 1♣ 4, 11+  
**1 NT** 12-14 may contain 5 card major   
 2♣Stayman: simple  extended  other  
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ Baron  
 2 NT 3♦ other 2♣-response--3♣to 3♦  
 2♣ 23+ balanced OR 8 to 9.5 playing tricks in unspecified suit  
 2♦ 25+ balanced OR Game Force.  
 2♥ 6 card ♥suit, 6 to 10 points.  
 2♠ 6 card ♠suit, 6 to 10 points.  
 2 NT 20-22 balanced  
 3 NT long minor, at best 1 K outside

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

## COMPETITIVE BIDDING

Negative doubles through 1♠ Responsive doubles through 4♦  
 Jump overcalls Pre-emptive Unusual NT Over m, M + m; Over M, minors  
 1NT overcall (immediate) 15-19, stop (re-opening) 10-14, stop not needed  
 Immed cue of minor 5/5 majors  
 Immed cue of major 5/5 other major/minor  
 Over opponent's 1NT (weak) 2♣Landy (takeout for the majors)  
 Over opponent's 1NT (strong) 2♣Landy (takeout for the majors)  
 Over weak twos FODU (Fishbein (next suit) over; Double under)  
 Over opening threes FODU

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ points, 4+ cards	2NT support-limit raise OR 16+
	1♥♠	6+ points, 4+ cards	3♣ pre-emptive raise
	1NT	5-9 points, no major	3♦ splinter (10-14 pts, 0 or 1 ♦)
	2♣	5-9 points, 4+ support	3♥ splinter (10-14 pts, 0 or 1 ♥)
	2♦	Strong-usually 16+, good suit	3♠ splinter (10-14 pts, 0 or 1 ♠)
	2♥	Strong-usually 16+, good suit	3NT 13-15, balanced, support
	2♠	Strong-usually 16+, good suit	4 bids Cue, sets suit (4♣ as 1♦4♦)
1♦	1♥♠	6+ points, 4+ cards	3♣ Strong-usually 16+, good suit
	1NT	5-9 points, no major	3♦ pre-emptive raise
	2♣	10+ points, 3+ cards	3♥ splinter (10-14 pts, 0 or 1 ♥)
	2♦	5-9 points, 4+ support	3♠ splinter (10-14 pts, 0 or 1 ♠)
	2♥	Strong-usually 16+, good suit	3NT 13-15, balanced, support
	2♠	Strong-usually 16+, good suit	4♦ Sets suit, slam try
	2NT	support-limit raise OR 16+	4 Other 4♠ splinter, others cue
1♥♠	1NT	5-9 points (over 1♥, not 4♠)	3♣ Strong-usually 16+, good suit
	2♣	10+ points, 3+ cards	3♦ Strong-usually 16+, good suit
	2♦	10+ points, 3+ cards	3♥♠ pre-emptive raise
	2♥♠	3+/4+ support, 7-9/5-6 points	3NT 13-15, balanced, support
	2NT	support-limit raise OR 16+	4♦ splinter (10-14 pts, 0 or 1 ♦♠)
2♣	2♦	<1.5 HT OR no 5 card suit.	2♥♠ >= 1.5 HT, 5+ suit
	other	2NT bal, >= 1.5 HT; 3♣3♦ >= 1.5 HT, 5+ suit; 3♥♠ one-loser suit	
2♦	2♥	<1.5 HT OR no 5 card suit.	3♠ >= 1.5 HT, 5+ suit
	2♠	>= 1.5 HT, 5+ suit	3♥♠ one-loser suit
	2NT	Balanced, >= 1.5 HT	3NT Solid minor (4♣ asks which)
2♥♠	2NT	Ogust (suit qual & strength?)	3NT Play
	3♠♦	5+ suit, forcing.	4♠♦ Cue
	3♥♠	Play (not invitational)	4♥♠ Play
2NT	3♣	Baron	4♣ Modified Gerber
	3♦	Flint	4♦
	3♥	Natural & forcing	4♥ Play
	3♠	Natural & forcing	4♠ Play
	3NT	Play	other RKCB (5♠ & higher shows Ks)

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	5+ cards, slam try
3♥3♠	5+ cards, slam try
4♣	Gerber (responses as per our modified RKCB)
4♦	-
4♥	Play
4♠	Play

Unusual NT:      minors       other suits       lower 2 unbid suits

other      minors over Major, minor + Major over minor

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Forcing on partner only Game force

NT Checkback       Priorities      Strength then lower of support, 4 card Major

Defence to 3NT opening      Double = Values

Defence to opening 2-s:      Multi      X = 4+♦ (maybe balanced), 2NT 16-19

RCO style 2-s	If their suit is natural, double is takeout.
	If their suit may be artificial, double shows that suit.
Other 2-s	If their suit is natural, double is takeout.
	If their suit may be artificial, double shows that suit.
Defence to strong ♣	1NT is takeout, may be single suited

Lebensohl      Over NT interference

Other uses      In response to takeout x at 2 level

Take out of 4 level pre-empts      4♠4♦ x values

4♥ x "values+"      4♣ x takeout

## OTHER NOTES

After 2-over-1 response:

3NT rebid shows 15-16, 4/2 in own/partner's suits

2NT rebid shows extra

Raising partners suit (to 3 level) shows 15+, 5/3 in own/partner's suits

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening Game force

Jump shifts after major opening Game force

Responses to strong 2 suit opening 2♦negative

Responses to 2NT opening 3 minor - to play; 3 major forcing, natural

## 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 Natural count (if appropriate)

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? Over No trumps only

### Other Conventions

Over 2♣/2♦ and 2NT rebid:

3♣ puppet Stayman

Over other 2NT rebids 3♣/3♦ = checkback



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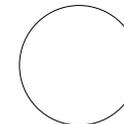
## STANDARD SYSTEM CARD

Names: Bob Clarke and David Parrott

ABF Nos:

Basic System: Acol

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 3+ 11-20 1♦ 4+ 11-20 1♥ 4+ 11-20 1♣ 5+ 11-20

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ To 2♥ 2♥ To 2♠ 2♣ Baron

2 NT To 3♣/3♦ other

2♣ 81/2+ playing tricks in a major or 22+

2♦ 6 in either major 6-10 or 20-21 balanced or 81/2 tricks in a minor

2♥ 5+ hearts and 5+ other 6-10

2♠ 5+ spades and 5+ minor 6-10

2 NT 5/5 minors 6-10

3 NT gambling

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

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♦

Jump overcalls weak Unusual NT S.A. Michaels

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor S.A. Michaels - shows other minor plus a major

Immed cue of major S.A. Michaels - shows other major plus a minor

Over opponent's 1NT (weak) transfers

Over opponent's 1NT (strong) Transfers

Over weak twos Double

Over opening threes Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ points / length 4+	2NT 16 + points /4+ ♣
	1♥♠	6+ points / length 4+	3♣ 10-12 points / 4+ ♣
	1NT	6-9 points balanced	3♦ Splinter
	2♣	6-9 points / length 4+	3♥ Splinter
	2♦	16 + points	3♠ Splinter
	2♥	16 + points	3NT 13-15 balanced /4+ ♣
	2♠	16 + points	4 bids 4♣ preemptive; others = void
1♦	1♥♠	6+ points / length 4+	3♣ 16 + points
	1NT	6-9 points balanced	3♦ 10-12 points / 4+ ♦
	2♣	10+ points	3♥ Splinter
	2♦	6-9 points / length 4+	3♠ Splinter
	2♥	16 + points	3NT 13-15 balanced / 4+ ♦
	2♠	16 + points	4♦ preemptive raise
	2NT	16 + points /4+ ♦	4 Other 4♣ splinter; 4♥/ 4♠ = void
1♥♠	1NT	6-9 points balanced	3♣ 16 + points
	2♣	10+ points	3♦ 16 + points
	2♦	10+ points	3♥♠ 10-12 / length 4
	2♥♠	6-9 points / length 3+	3NT 13-15 points /4+ ♥♠ balanced
	2NT	16 + points /4+ ♥♠	4♦♠ Splinter
2♣	2♦	Negative < 7 points	2♥♠ 7 + points / length 5+
	other	2NT 8-10 balanced	
2♦	2♥	Pass or correct	3♣♦ Natural and Forcing
	2♠	Pass or correct	3♥♠ Pass or correct
	2NT	Asking bid	3NT To play
2♥♠	2NT	Asking Bid	3NT To play
	3♣♦	Lowest = P/Corr ; other forcing	4♣♦ Splinter
	3♥♠	To play	4♥♠ To play
2NT	3♣	To play	4♣ Invitational
	3♦	To play	4♦ Invitational
	3♥	Forcing and natural	4♥ Splinter
	3♠	Forcing and natural	4♠ Splinter
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Strong/natural - slam interest
3♥3♠	Strong/natural - slam interest
4♣	Gerber
4♦	Preemptive
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other Michaels - over ♣♦ shows majors ; over ♥♠ shows minors

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities      See below

### Defence to 3NT opening

Defence to opening 2-s:      Multi      Double for take out

RCO style 2-s      Double for take out

Other 2-s      Double for take out  
 Over 2NT(minors) 3♣=T/O-longer ♥, 3♦=T/O-longer ♠

Defence to strong ♣      Double=♥+minor ; 1♦=♠-minor ; 1NT= majors or minors  
 Same defence over strong 2♣

Lebensohl      Over NT interference

Other uses      Over double of opponent's weak 2 bids

Take out of 4 level pre-empts      4♣♦ Double

4♥ 4 NT      4♠ 4 NT

## OTHER NOTES

Transfers over 1NT: 2♣=5+♣ or 5+♦ or 4+ in both majors

2♦ = 5+♥ or 2♥/2♥/2♠ = 5+♠ and 4♥ and game interest

2♥ = 5+♠ ; 2♠ = 5+ ♠ and ♣ ; 3♣ = 5+ ♠ and ♥ ; 3♦ = 5+ ♦ and ♥

NT checkback - responses to 2♣ 2♦ = 15 points 2♥/2♠/2NT = 16 points

3 bids = 17 points

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening 16+ FORCING  
 Jump shifts after major opening 16+ FORCING  
 Responses to strong 2 suit opening 2♦NEGATIVE  
 Responses to 2NT opening 3♥FORCING OR BETTER MINOR

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other KING ACE IF DOUBLETON  
 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 ODDS AND EVENS  
**Signal** on declarer's lead ODDS AND EVENS  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other   
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other KING CARD  
 4♣ Gerber  when? OVER NT KING CARD

### Other Conventions

CROWHURST  
 UNASSUMING CUE  
 PUPPET SYAYMAN  
 SPLINTERS OVER MAJORS  
 DOPI



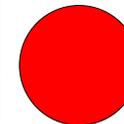
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## STANDARD SYSTEM CARD

Names: JUDITH ROBERTS WENDY ANDREWS  
 ABF Nos: 198961 1309  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+ 11-19 1♦ 4+ 11-19 1♥ 4+ 11-19 1♠ 5+ 11-19  
**1 NT** 12-14 may contain 5 card major   
**2♣ Stayman:** simple  extended  other   
 transfers 2♦ 5+♥ 2♥ 5+♠ 2♠ BARON  
**2 NT** RELAY TO MINOR other   
**2♣** GAME FORCE 8TRICKS OR 23 +HCP  
**2♦** MULTI - 6 CARD MAJOR(6-10) OR BALANCED 20-22HCP OR 9 TRICKS IN A MINOR  
**2♥** 6-10 5♥AND 5 OF A MINOR  
**2♠** 6-10 5♠AND 5 OF A MINOR  
**2 NT** 6-10 BOTH MAJORS OR BOTH MINORS 5/5  
**3 NT** GAMBLING

## 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 MAJORS OR MINORS  
 1NT overcall (immediate) 15 -18 (re-opening) 12+  
 Immed cue of minor OTHER MINOR AND 5 OF A MAJOR  
 Immed cue of major OTHER MAJOR AND 5 OF A MINOR  
 Over opponent's 1NT (weak) CAPPELLETTI  
 Over opponent's 1NT (strong) CAPPELLETTI  
 Over weak twos DOUBLE (16+) OR BID SUIT (10-15)  
 Over opening threes DOUBLE OPTIONAL

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6-15	2NT 16 BALANCED
	1♥♠	6-15	3♣ 10-11
	1NT	8-10	3♦ PRE-EMPTIVE
	2♣	6-9	3♥ PRE-EMPTIVE
	2♦	16+ 5+♦	3♠ PRE-EMPTIVE
	2♥	16+ (5+♥)	3NT 13-15 BALANCED
	2♠	16+ (5+♠)	4 bids 4NT ACE ASK
1♦	1♥♠	6-15	3♣ 16+ (5+♣)
	1NT	6-9	3♦ 10-11
	2♣	10-15	3♥ PRE-EMPTIVE
	2♦	6-9	3♠ PRE-EMPTIVE
	2♥	16+ (5+♥)	3NT 13-15 BALANCED
	2♠	16+ (5+♠)	4♦ INVITATIONAL
	2NT	16+ BALANCED	4 Other 4NT ACE ASK
1♥♠	1NT	6-9	3♣ 13-14 ♥♠ SUPPORT
	2♣	10-15	3♦ 15+ ♥♠ SUPPORT
	2♦	9-15	3♥♠ 11-12
	2♥♠	6-9	3NT 13-15 PROMISES 3♥OR2♠
	2NT	16+	4♣♦ SPLINTER
2♣	2♦	< 8 HCP	2♥♠ 8+ 5 CARD SUIT
	other	2NT 8+ (NO 5 CARD SUIT)	
2♦	2♥	NON FORCING RELAY	3♣♦
	2♠	AGREES ♥ PASS IF ♠	3♥♠ INVITATIONAL
	2NT	14+ HCP	3NT TO PLAY
2♥♠	2NT	ENQUIRY	3NT TO PLAY
	3♣♦	PASS OR CORRECT	4♣♦
	3♥♠	COMPETING	4♥♠ NATURAL
2NT	3♣	PASS OR CORRECT	4♠ ACE ASK
	3♦	PASS OR CORRECT	4♦
	3♥	FORCING	4♥ TO PLAY
	3♠	WITH MAX @ 2♠ BID 4♠	4♠ TO PLAY
	3NT	TO PLAY	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦ INVITATIONAL (6 CARD SUIT WITH 2 TOP HONORS)

3♥3♠ 6 CARD SUIT, GAME FORCE

4♣ ACE ASK

4♦

4♥ PRE-EMPTIVE

4♠ PRE-EMPTIVE

Unusual NT: minors  other suits  lower 2 unbid suits

other MAJORS

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities

Defence to 3NT opening BOUBLE OR BID SUIT

Defence to opening 2-s: Multi 16+ DOUBLE 10-15 BID SUIT

2NT 19-22 3NT 23+ BALANCED

RCO style 2-s DOUBLE OR BID SUIT

Other 2-s DOUBLE OR BID SUIT

Defence to strong ♣ DOUBLE FOR MAJORS, 1NT FOR MINORS

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦ OPTIONAL DOUBLE OR BID SUIT

4♥ 4NT - 2 SUITS 4♠ 4NT - MINORS X PENALTY;

## OTHER NOTES

4NT KING CARD 4♣ 4NT CAPPELLETTI - DEFENCE TO INT

4♦ = 0 OR 3 5♣ = 0 OR 3 X = 15+ HCP 2NT BOTH MINORS

4♥ = 1 OR 4 5♦ = 1 OR 4 2♣ = UNDEFINED SINGLE SUIT

4♠ = 2 5♥ = 2 2♦ = 4/4 IN MAJORS

4NT = 2 + 1 5♠ = 2+1 2♥ = 5♥ AND 5 OF A MINOR

5♣ = 2+2 5NT = 2+2 2♠ = 5♠ AND 5 OF A MINOR