

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening splinter

Jump shifts after major opening splinter

Responses to strong 2 suit opening next suit up relay

Responses to 2NT opening 3C/3D to play

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

4♣ Gerber when?

Other Conventions



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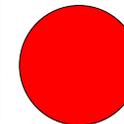
STANDARD SYSTEM CARD

Names: MARC DEATON JUSTIN WILLIAMS

ABF Nos: 493023 445002

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 3+/11+ 1♦ 4+/11+ 1♥ 4+/11+ 1♣ 5+/11+

1 NT 11-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ 2H 2♥ 2S 2♣ Baron

2 NT A minor other

2♣ Game Force - 2+ unbal; 23+ bal; or 8 playing tricks

2♦ 20-22 balanced or weak 2 in a major

2♥ 5/4 hearts & another 6-10

2♠ 5/4 spades & minor 6-10

2 NT 5/4 minors 6-10

3 NT Gambling - long minor

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 majors/minors

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Modified Capiletti

Over opponent's 1NT (strong) Modified Capiletti

Over weak twos X = TO

Over opening threes X = TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+/6+	2NT	16+/fit
	1♥♠	4+/6+	3♣	limit raise
		1NT 6-10	3♦	splinter (void)
	2♣	5+/5-9	3♥	splinter (void)
	2♦	splinter (singleton)	3♠	splinter (void)
	2♥	splinter (singleton)	3NT	13-15 (less than 4 clubs)
	2♠	splinter (singleton)	4 bids	
1♦	1♥♠	4+/6+	3♣	splinter (singleton)
		1NT 6-9 no 4 card major	3♦	limit raise
	2♣	4+/10+	3♥	splinter (void)
	2♦	4+/5-9	3♠	splinter (void)
	2♥	splinter (singleton)	3NT	13-15
	2♠	splinter (singleton)	4♦	not bid
	2NT	16+/fit	4 Other 4C	splinter (void)
1♥♠		1NT 6-9	3♣	splinter (singleton)
	2♣	4+/10+	3♦	splinter (singleton)
	2♦	4+/10+	3♥♠	4+/3+ - 10-12
	2♥♠	4+/3+ - 8+	3NT	13-15
	2NT	16+ fit	4♣♦	splinter (void)
2♣	2♦	0/1 control	2♥♠	2 controls/3 controls
		other controls		
2♦	2♥	correctable to 2S	3♣♦	natural & non-forcing
	2♠	correctable to 3H	3♥♠	correctable
	2NT	asking	3NT	to play
2♥♠	2NT	game force/asking for other suit	3NT	to play
	3♣♦	correctable	4♣♦	correctable
	3♥♠	invitational	4♥♠	to play
2NT	3♣	to play	4♠	game invitational
	3♦	to play	4♦	game invitational
	3♥	to play	4♥	to play
	3♠	to play	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ not bid
 3♥3♠ not bid
 4♣ not bid
 4♦ not bid
 4♥ to play
 4♠ to play

Unusual NT: minors other suits lower 2 unbid suits
 other Michaels

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening X = penalties

Defence to opening 2-s: Multi X = TO, any other bid natural

RCO style 2-s X = TO, any other bid natural

Other 2-s X = TO, any other bid natural

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

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦ X = penalties on suit bid (11+)

4♥ same as 4S 4♠ X = penalties, 4NT = TO

OTHER NOTES

Crowhurst

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted
 Jump raises - majors limit forcing other TNT
 Jump shifts after minor opening Splinter
 Jump shifts after major opening Splinter
 Responses to strong 2 suit opening Step Control
 Responses to 2NT opening 3♣ = puppet stayman 3♦ > 3♥, 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 Ace = Att, King = Count
 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 on 1st discard
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 3041
 4♣ Gerber when? King Card Immed over 1NT, 2NT

Other Conventions

Gardener NT
 Mini/Mega/Maxi splinters
 TNT raises



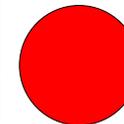
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STANDARD SYSTEM CARD

Names: Luke Matthews, Matthew Porter
 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 (11)12-14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ 2♥ 2♥ 2♠ 2♠ Baron
 2 NT A Minor other minimum/maximum Super accepts over 2♥, 2♠
 2♣ 4+ Hearts AND 4+ Spades 2-11 HCP rule of 15 applies
 2♦ GF except 2NT rebid
 2♥ 6♥ 5-10 HCP
 2♠ 6♠ 5-10 HCP
 2 NT 20-22 BALANCED
 3 NT 1st/2nd Gambling, 3rd/4th to Play

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

2♣ opening
 2♦ opening
 immed 1NT overcall

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT SA Michaels (other rank)
 1NT overcall (immediate) 15-18 or 0-5 (re-opening) 11-14
 Immed cue of minor Other minor + a Major
 Immed cue of major other Major + a minor
 Over opponent's 1NT (weak) Natural
 Over opponent's 1NT (strong) Natural
 Over weak twos X + lebensohl
 Over opening threes X = T/O

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Strong/Splinter
 Jump shifts after major opening Splinter
 Responses to strong 2 suit opening Step King Controls to 3♦, except 2NT
 Responses to 2NT opening 3♣- puppet stayman, 3♥♥ transfers, 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 Count, Some suit preference
 Signal on declarer's lead Count, Some suit preference
 Discards McKenney high encourage low encourage
 odd/even other After 1st - Count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 3014
 4♣ Gerber when? 1NT:4♣

Other Conventions

15-18 NT Rebid

Crowhurst



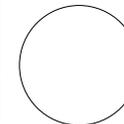
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STANDARD SYSTEM CARD

Names: Matt Porter David Wiltshire
 ABF Nos:
 Basic System: Acol, Weak NT, 4 Card, Weak 2's
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4+, 12-20 1♦ 4+, 12-20 1♥ 4+, 12-20 1♠ 4+, 12-20
 1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended other Doesn't promise 4M
 transfers 2♦ -> ♥ 2♥ -> ♠ 2♠ Baron
 2 NT a minor other
 2♣ 4+/4+ Majors, Less than Opening hand, Rule of 15
 2♦ GF (Except 2NT rebid)
 2♥ Weak 2
 2♠ Weak 2
 2 NT (20)21-22 Balanced
 3 NT Gambling (1st/2nd), To Play (3rd/4th)

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

2C/D Openings

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣
 Jump overcalls Wk(nv), Int (Vul) Unusual NT Lowest Unbid Suits
 1NT overcall (immediate) 15-18 (re-opening) 11-14(16)
 Immed cue of minor 5+ ♣ and 5+ another
 Immed cue of major 5+ other Major and 5+ minor
 Over opponent's 1NT (weak) Woolsey
 Over opponent's 1NT (strong) Woolsey
 Over weak twos X + Lebensohl
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Forcing for 1 Round	2NT 16+, 4+♣
	1♥♠	Forcing for 1 Round	3♣ 6-9 with fit
	1NT	6-9	3♦ Splinter
	2♣	10-15 with Fit	3♥ Splinter
	2♦	Strong	3♠ Splinter
	2♥	Strong	3NT 13-15 - 4333
	2♠	Strong	4 bids 4M -AKQxxxx
1♦	1♥♠	Forcing for 1 Round	3♣ Strong
	1NT	6-9	3♦ 6-9
	2♣	Forcing for 1 Round, (9)10+	3♥ Splinter
	2♦	10-15 with Fit	3♠ Splinter
	2♥	Strong	3NT 13-15 - 4333
	2♠	Strong	4♦
	2NT	16+, 4+♦	4 Other 4♠ Splinter, 4M - AKQxxxx
1♥♠	1NT	6-9	3♣ Splinter 6-9, 13-15
	2♣	Forcing for 1 Round, (9)10+	3♦ Splinter 6-9, 13-15
	2♦	Forcing for 1 Round, (9)10+	3♥♠ Limit Raise, 4 Card Support, 10-11
	2♥♠	6-9, 3+ support	3NT 13-15 with fit
	2NT	16+, with fit	4♣♦ Splinter 10-12
2♣	2♦	No preference	2♥♠ To Play
	other	3m - forcing, others to play	
2♦	2♥	0/1 Controls	3♣♦ 3/4 Controls
	2♠	2 Controls	3♥♠ 0/1 Controls, Good 6 Card suit
	2NT	8+ HCP Balanced, 0/1 Controls	3NT 0/1 Controls, Good 6 Card minor
2♥♠	2NT	Enquiry	3NT To Play
	3♣♦	Forcing	4♣♦ Splinter
	3♥♠	To Play	4♥♠ To Play
2NT	3♣	Puppet Stayman	4♣ Slam try
	3♦	->♥	4♦ Slam try
	3♥	->♠	4♥ Slam try
	3♠	5♠ 4♥	4♠ Slam try
	3NT	To Play	other To Play

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam Try
3♥3♠	Slam Try
4♣	Gerber
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 Lowest Feature and Range

Defence to 3NT opening X

Defence to opening 2-s: Multi X = 16+

	Second X = T/O
RCO style 2-s	Third Double = Penalties
	2NT = 15-18 Balanced, stoppers
Other 2-s	others Natural, limited

Defence to strong ♣ X= Both Majors, 1NT = Both minors
 Others Natural

Lebensohl Over NT interference

Other uses T/O double of weak 2

Take out of 4 level pre-empts 4♣♦ X
 4♥ X 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted
 Jump raises - majors limit forcing other Pre-emptive
 Jump shifts after minor opening Splinter
 Jump shifts after major opening Splinter
 Responses to strong 2 suit opening Step King Controls to 3♦, except 2NT
 Responses to 2NT opening 3♣- puppet stayman, 3♥♥ transfers, 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 Count, Some suit preference
Signal on declarer's lead Count, Some suit preference
Discards McKenney high encourage low encourage
 odd/even other After 1st - Count
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 3014
 4♣ Gerber when? 1NT:4♣

Other Conventions

15-18 NT Rebid

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All Jumps Splinters (almost)



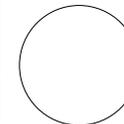
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STANDARD SYSTEM CARD

Names: Nic Croft David Wiltshire
 ABF Nos:
 Basic System: Acol, Weak NT, 5 Card ♠ Weak 2's
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3+, 11-20 1♦ 4+, 11-20 1♥ 5+(4), 11-20 1♣ 5+, 11-20
1 NT 11-14 may contain 5 card major
 2♣ Stayman: simple extended other Doesn't promise 4M
 transfers 2♦ -> ♥ 2♥ -> ♠ 2♣ Baron
 2 NT a minor other
 2♣ 4+/4+ Majors, Less than Opening hand, Rule of 15
 2♦ GF (Except 2NT rebid)
 2♥ Weak 2
 2♠ Weak 2
 2 NT (20)21-22 Balanced
 3 NT Gambling (1st/2nd), To Play (3rd/4th)

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

2C/D Openings

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(16)
 Immed cue of minor 5+ ♠ and 5+ another
 Immed cue of major 5+ other Major and 5+ minor
 Over opponent's 1NT (weak) Woolsey
 Over opponent's 1NT (strong) Woolsey
 Over weak twos X + Lebansohl
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Forcing for 1 Round	2NT 16+ with 5+♣
	1♥♠	Forcing for 1 Round	3♣ Pre-emptive
	1NT	6-9	3♦ Splinter
	2♣	10-15 with Fit	3♥ Splinter
	2♦	Splinter	3♠ Splinter
	2♥	Splinter	3NT 13-15 - 4333
	2♠	Splinter	4 bids 4M -AKQxxxx
1♦	1♥♠	Forcing for 1 Round	3♣ Splinter
	1NT	6-9	3♦ Pre-emptive
	2♣	Forcing for 1 Round, (9)10+	3♥ Splinter
	2♦	10-15 with Fit	3♠ Splinter
	2♥	Splinter	3NT 13-15 - 4333
	2♠	Splinter	4♦
	2NT	16+, 4+♦	4 Other 4♣ Splinter, 4M - AKQxxxx
1♥♠	1NT	6-9	3♣ Splinter 6-9, 13-15
	2♣	Forcing for 1 Round, (9)10+	3♦ Splinter 6-9, 13-15
	2♦	Forcing for 1 Round, (9)10+	3♥♠ Pre-emptive
	2♥♠	6-9, 3+ support	3NT 13-15 with fit
	2NT	16+, with fit	4♣♦ Splinter 10-12
2♣	2♦	No preference	2♥♠ To Play
	other	3m - forcing, others to play	
2♦	2♥	0/1 Controls	3♣♦ 3/4 Controls
	2♠	2 Controls	3♥♠ 0/1 Controls, Good 6 Card suit
	2NT	8+ HCP Balanced, 0/1 Controls	3NT 0/1 Controls, Good 6 Card minor
2♥♠	2NT	Enquiry	3NT To Play
	3♣♦	Forcing	4♣♦ Splinter
	3♥♠	To Play	4♥♠ To Play
2NT	3♣	Puppet Stayman	4♣ Slam try
	3♦	->♥	4♦ Slam try
	3♥	->♠	4♥ Slam try
	3♠	5♠ 4♥	4♠ Slam try
	3NT	To Play	other To Play

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam Try
3♥3♠	Slam Try
4♣	Gerber
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 Lowest Feature and Range

Defence to 3NT opening X

Defence to opening 2-s: Multi X = 16+

	Second X = T/O
RCO style 2-s	Third Double = Penalties
	2NT = 15-18 Balanced, stoppers
Other 2-s	others Natural, limited

Defence to strong ♣ X= Both Majors, 1NT = Both minors
 Others Natural

Lebensohl Over NT interference

Other uses T/O double of weak 2

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES