

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted

Jump raises - majors limit forcing other

Jump shifts after minor opening Splinters

Jump shifts after major opening Splinters

Responses to strong 2 suit opening

Responses to 2NT opening Puppet Stayman

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

Signal on declarer's lead Count

Discards McKenney high encourage low encourage

odd/even other Count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Mini - Mega - Maxi Splinters Crowhurst

Swine PODI/PORI

Negative Free Bids Lebensohl

Long Suit Trials Baron

4th Suit Forcing Cue raises



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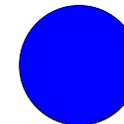
STANDARD SYSTEM CARD

Names: Kevin Chan Arian Lasocki

ABF Nos: 521345

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11+, 3+ 1♦ 4+ 1♥ 4+ 1♣ 5+

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ ♥ or Baron 2♥ ♠ 2♣ ♣

2 NT ♦ other

2♣ Strong

2♦ Weak in either Major or 21-22 Bal

2♥ Weak 5 -5 in ♥+ another

2♠ Weak 5 -5 in ♠+ minor

2 NT Weak 5 - 5 both minors

3 NT Gambling

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

Negative Free Bids

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♣

Jump overcalls Weak Unusual NT lowest unbid

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

Immed cue of minor ♠+ another

Immed cue of major oM + another

Over opponent's 1NT (weak) Modified Cappelletti

Over opponent's 1NT (strong) DONT

Over weak twos X, Lebensohl

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+♦	2NT 16+ HCP, 5+♣
	1♥♠	6+ HCP, 4+♥♠	3♣ 0-9 HCP, 5+♣
	1NT	6-9 HCP	3♦ Maxi splinter
	2♣	10+ HCP, 5(4)+♣	3♥ Maxi splinter
	2♦	Mini or mega splinter	3♠ Maxi splinter
	2♥	Mini or mega splinter	3NT To play
	2♠	Mini or mega splinter	4 bids
<hr/>			
1♦	1♥♠	6+ HCP, 4+♥♠	3♣ Mini or mega splinter
	1NT	6-9 HCP	3♦ 0-9 HCP, 4+♦
	2♣	10+ HCP, 5(4)+♣	3♥ Maxi splinter
	2♦	10+ HCP, 4+♦	3♠ Maxi splinter
	2♥	Mini or mega splinter	3NT To Play
	2♠	Mini or mega splinter	4♦ Maxi splinter
	2NT	16+ HCP, 4+♦	4 Other
<hr/>			
1♥♠	1NT	6-9 HCP	3♣ Mini or mega splinter
	2♣	10+ HCP, 4+♣	3♦ Mini or mega splinter
	2♦	10+ HCP, 4+♦	3♥♠ 10-12 HCP, 4+♥♠
	2♥♠	6-9 HCP, 4+♥♠	3NT 13-15 HCP, 4+♥♠
	2NT	16+ HCP, 4+♥♠	4♦♠ Maxi splinter
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2♣	2♦	0 or 1 control	2♥♠ 2/3 controls
	other	Step control responses	
<hr/>			
2♦	2♥	Correctable	3♣♦ Natural
	2♠	Correctable	3♥♠ Correctable
	2NT	Inquiry	3NT 0-6 HCP, 4/4 in Majors
<hr/>			
2♥♠	2NT	Inquiry	3NT To play
	3♣♦	Correctable	4♣♦ Correctable
	3♥♠	Preemptive	4♥♠ Preemptive
<hr/>			
2NT	3♣	To play	4♣ Preemptive
	3♦	To play	4♦ Preemptive
	3♥	Natural	4♥ To play
	3♠	Natural	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦ 2/3 top honours, invitational

3♥3♠ 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 Up the line

Defence to 3NT opening

Defence to opening 2-s: Multi X = 16+ HCP, 2NT = 16-18 HCP

RCO style 2-s X = 16+ HCP, 2NT = 16-18 HCP

Other 2-s X = 16+ HCP, 2NT = 16-18 HCP

Defence to strong ♣ TWERB

Lebensohl Over NT interference

Other uses Weak 2 s

Take out of 4 level pre-empts 4♣♦ X

4♥ X=t/o, 4NT=mini♣ 4NT = Any 2 suiters

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other pre-emptive
 Jump raises - majors limit forcing other pre-emptive
 Jump shifts after minor opening Mini/Maxi splinters
 Jump shifts after major opening Mini/Maxi splinters
 Responses to strong 2 suit opening
 Responses to 2NT opening

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?

Other Conventions

SWINE

Namyats



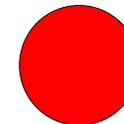
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STANDARD SYSTEM CARD

Names: Leigh Gold Tim Johnson
 ABF Nos: 398713
 Basic System: Acol
 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 (11) 12 - 14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ ♥ or GF 2♥ ♠ 2♣ ♣
 2 NT ♦ other
 2♣ Weak 2♦ OR Weak 5/5 ♥♠ OR Strong non-GF any suit/s OR 21-22 bal.
 2♦ Weak 2♥ OR Weak 5/5 ♠♣ OR GF any suit/s OR 25+ bal.
 2♥ Weak 2♠ OR Weak 5/5 ♣♦ OR 23-24 bal.
 2♠ Weak 2/3♠ OR Weak 5/5 ♦♥
 2 NT Weak 5/5 ♣♥ OR ♠♣
 3 NT Weak minor pre-empt

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

Transfer pre-empts (e.g. 3♣-♦ pre-empt)

COMPETITIVE BIDDING

Negative doubles through 2♠ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT 5/5 lowest unbid
 1NT overcall (immediate) 16-18 bal. (re-opening) 11-15 bal.
 Immed cue of minor 5/5 majors
 Immed cue of major 5/5 other major + a minor
 Over opponent's 1NT (weak) Cappaletti
 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+HCP	2NT bal. raise 10-12 OR 16+
	1♥♠	4+H/S, 6+HCP	3♣ pre-emptive
	1NT	6-9 bal.	3♦ GF splinter
	2♣	pre-emptive	3♥ GF splinter
	2♦	splinter, inv. or slam-going	3♠ GF splinter
	2♥	splinter, inv. or slam-going	3NT to play
	2♠	splinter, inv. or slam-going	4 bids not cool
<hr/>			
1♦	1♥♠	4+H/S, 6+HCP	3♣ splinter, inv. or slam-going
	1NT	6-9 bal.	3♦ pre-emptive
	2♣	4+C, 10+HCP	3♥ GF splinter
	2♦	pre-emptive	3♠ GF splinter
	2♥	splinter, inv. or slam-going	3NT to play
	2♠	splinter, inv. or slam-going	4♦ pre-emptive
	2NT	bal. raise, 10-12 OR 16+	4 Other not cool
<hr/>			
1♥♠	1NT	6-9 HCP	3♣ splinter, inv. or slam-going
	2♣	4+C, 10+HCP	3♦ splinter, inv. or slam-going
	2♦	4+D, 10+HCP	3♥♠ pre-emptive raise, or as above
	2♥♠	1S:2H=5+H, 10+HCP	3NT GF bal. raise
	2NT	bal. raise, 10-12 or 16+	4♣♦ GF splinters
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2♣	2♦	correctable	2♥♠ correctable
	other	2NT=forcing, 3NT=to play, all other bids correctable	
<hr/>			
2♦	2♥	correctable	3♣♦ correctable
	2♠	correctable	3♥♠ correctable
	2NT	forcing enquiry	3NT to play
<hr/>			
2♥♠	2NT	forcing enquiry	3NT to play
	3♣♦	correctable	4♣♦ correctable
	3♥♠	correctable	4♥♠ correctable
<hr/>			
2NT	3♣	correctable	4♣ correctable
	3♦	correctable	4♦ correctable
	3♥	forcing	4♥ correctable
	3♠	correctable	4♠ correctable
	3NT	to play	other correctable

CONVENTIONS

Additional responses to 1NT

3♣3♦ Slam Inv

3♥3♠ Slam Inv

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 support

Defence to 3NT opening X

Defence to opening 2-s: Multi X=t/o of S, 2H =t/o of H, other bids nat.

RCO style 2-s X = general t/o

Other 2-s X = t/o

Defence to strong ♣ Twerb

Lebensohl Over NT interference

Other uses

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, forcing to 3m; stoppers up-the-line
 16-18; cue 19+
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Strong, 16+ or 6-loser equivalent
 Jump shifts after major opening Strong, 16+ or 6-loser equivalent
 Responses to strong 2 suit opening 5-card Stayman (4-card opposite major), major-suit
 transfers 3S 5-4 spades and hearts
 Responses to 2NT opening All bids correctable

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
 include 5332 major) other Natural present count
 Signal on declarer's lead Natural present count
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse Secondary suit-preference, rarely attitude

CONVENTIONS

4NT: Blackwood RKCB other 0314, 6x and 5NT voids
 4♣ Gerber when? Notrump sequences (direct or indirect)

Other Conventions

5NT grand slam force
 5M invitational
 Cue sequence after two controls shown
 Immediate action stronger than forcing pass



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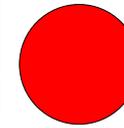


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STANDARD SYSTEM CARD

Names: Kenneth Wan Timothy Lee
 ABF Nos: 264601
 Basic System: Standard American with multi-2 openings
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 12+, 3+ 1♦ 12+, 3+ 1♥ 12+, 5+ 1♣ 12+, 5+
 1 NT 16-18 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ hearts 2♥ spades 2♣ clubs
 2 NT diamonds other
 2♣ Game force or 23-24 balanced (may include 5332)
 2♦ European multi: weak major or 21-22 balanced (may
 2♥ Weak 5-5 in hearts and either minor
 2♠ Weak 5-5 in spades and either minor
 2 NT Unanchored: weak 5-5 in both majors or both
 3 NT Gambling: long minor, little outside

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

2NT unanchored weak opening
 1NT overcall

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT Lowest unids, weak or strong
 1NT overcall (immediate) Strong in 2nd seat (pre-emptive) takeo 10-14
 Immed cue of minor Michaels: spades and another, weak or strong
 Immed cue of major Michaels: opposite major and either minor, weak or
 Over opponent's 1NT (weak) Natural: double for penalties
 Over opponent's 1NT (strong) DONT (2-suiters, double for any single-suiter)
 Over weak twos Lebensohl; major-suit cue stopper-ask
 Over opening threes Michaels: major-orientated

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+	2NT 16+ balanced
	1♥♠	6+	3♣ Weak support, <6
	1NT	6-9 (10), may include support	3♦ Splinter
	2♣	Forcing raise	3♥ Splinter
	2♦	Strong, 16+ or 6-loser	3♠ Splinter
	2♥	Strong, 16+ or 6-loser	3NT To play
	2♠	Strong, 16+ or 6-loser	4 bids
1♦	1♥♠	6+	3♣ Strong, 16+ or 6-loser
	1NT	6-9 (10), may include support	3♦ Weak with support, <6
	2♣	10+	3♥ Splinter
	2♦	Forcing raise	3♠ Splinter
	2♥	Strong, 16+ or 6-loser	3NT To play
	2♠	Strong, 16+ or 6-loser	4♦ Weak with support, <6
	2NT	16+ balanced	4 Other
1♥♠	1NT	6-9 (10)	3♣ Strong, 16+ or 6-loser
	2♣	10+	3♦ Strong, 16+ or 6-loser
	2♦	10+	3♥♠ Limit raises
	2♥♠	6-9 (10) with support	3NT Balanced raise, 13-15
	2NT	16+ balanced, may include support	4♦ Splinters with 4-card support
2♣	2♦	Negative or waiting	2♥♠ 5-card, 8+ or 3 controls
	other	2NT balanced (or 4441) positive, subsequent Stayman	
2♦	2♥	Correctable	3♣♦ Natural, non-forcing
	2♠	Correctable	3♥♠
	2NT	Strong inquiry	3NT 4-4 majors, 6-9
2♥♠	2NT	Strong inquiry	3NT To play
	3♣♦	Correctable	4♣♦ Correctable
	3♥♠	Weak	4♥♠ To play
2NT	3♣	Correctable	4♣ Correctable
	3♦	Correctable	4♦ Correctable
	3♥	Correctable	4♥ Correctable
	3♠	Correctable	4♠ Correctable
	3NT	To play opposite both minors, otherwise	

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam tries (cues are forward going)
3♥3♠	Slam tries (cues are forward going)
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other eg (1H)-2NT, and, (1NT)-P-(2H)-2NT

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Including 1C-1D, 1H-1S Game force

NT Checkback Priorities

Defence to 3NT opening Ripstra: both majors, better minor

Defence to opening 2-s: Multi Natural suits, 2NT = 16-18, double = 12-15

RCO style 2-s Natural suits, 2NT = 16-18, double = 12-15 (except

Other 2-s

Defence to strong ♣ Simple overcalls = that suit and next, 1NT = hearts
 2NT = spades and diamonds

Lebensohl Over NT interference Direct denies, slow shows

Other uses

Take out of 4 level pre-empts 4♣♦

4♥ 4NT minors 4♠ 4NT takeout

OTHER NOTES

Splinters, preemptive jumps and major-suit cue
 (1C)-1H-(P)-1S = 4-card; 1D-(1H)-1S = 5-card. New
 Redouble for ownership in misfits. Lead-directing
 DOPI and ROPI includes keycards.
 Jump cues in 2nd seat are stopper asking.
 1H-1S, 2NT = 16-18; 1C-1S, 2NT = 19-20.