

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening game force, semi solid suit
 Jump shifts after major opening game force, semi solid suit
 Responses to strong 2 suit opening next ranking suit=relay; others positive
 Responses to 2NT opening all bids=LAVINGS

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 NT attitude S
 3rd/5th other
 From 4 small 2nd highest other "top of nothing"
 From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage low encourage
 other McKENNY if obvious
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? immediately after all NT-type openings

Other Conventions

HANSEN 2-suited overcalls	TEXAS
LEBENSÖHL (a/NT & X w/twos)	4♣=RKCB agreed suit (or natural)
SOAP	trial bids, cue bids & cue raises
SWINE	
STAYMAN	



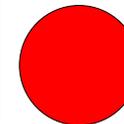
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STANDARD SYSTEM CARD

Names: **John Hansen** **Ruth Hansen**
 ABF Nos: **124303** **182443**
 Basic System: **ACOL with "RCO-twos"**
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Can e
 1♣ 3+, 11+points 1♦ 4+, 11+points 1♥ 4+, 11+points 1♠ 4+, 11+points
1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended other 3-of-suit, RKCB
 transfers 2♦ to hearts 2♥ to spades 2♠ to clubs
 2 NT to diamonds other super-accept in minors only
 2♣ game force or 23-24
 2♦ 1. weak major; 2. strong major; 3. strong minor; 4. 19-22 NT-type
 2♥ 5-5 in suits of same rank, 7-11 points
 2♠ 5-5 in suits of same colour, 7-11 points
 2 NT 5-5 in suits of odd rank and odd colour, 7-11 points
 3 NT 5-5 in suit of same rank, 12-15 points

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

frequent psyches

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠
 Jump overcalls 2♥♠=variable Unusual NT 2-lowest unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor game force
 Immed cue of major game force
 Over opponent's 1NT (weak) SOAP
 Over opponent's 1NT (strong) SOAP
 Over weak twos double=15+ (LEBENSÖHL responses)
 Over opening threes double=strong; cue bid=4-4 in other ranks

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4-cards suit, 5+ points	2NT 4-card fit, 10-11 or 18+
	1♥♠	ditto	3♣ 4-card fit, 15-17
	1NT	4-card fit 8-9	3♦ n/a
	2♣	4-card fit, <8	3♥ n/a
	2♦	game force, good suit	3♠ n/a
	2♥	ditto	3NT 4-card fit, 12-14
	2♠	ditto	4 bids 4♣=RKCB; 4♥♠ to play
1♦	1♥♠	4-card suit, 5+ points	3♣ game force, good suit
	1NT	6-9, no 4-card major	3♦ 4-card fit, 15-17
	2♣	4-card suit, 9+	3♥ n/a
	2♦	4-card suit, <10	3♠ n/a
	2♥	game force, good suit	3NT 4-card fit, 12-14
	2♠	ditto	4♦ RCKB in diamonds
	2NT	4-card fit, 10-11, or 18+	4 Other 4♥♠ to play
1♥♠	1NT	6-9, denies spades	3♣ game force, good suit
	2♣	4-card suit, 9+	3♦ ditto
	2♦	ditto	3♥♠ 4-card fit, 15-17
	2♥♠	4-card fit, weak	3NT 4-card fit, 12-14
	2NT	4-card fit, 10-11 or 18+	4♦ RKCB in opener's suit
2♣	2♦	relay (may be strong)	2♥♠ good 5-card suit, forcing
	other	solid suit and forcing	
2♦	2♥	relay (may be strong)	3♣♦ solid suit and forcing
	2♠	good 5-card suit and forcing	3♥♠ n/a
	2NT	n/a	3NT n/a
2♥♠	2NT	forcing 1 round	3NT n/a
	3♣♦	to play, but correctable	4♣♦ n/a
	3♥♠	n/a	4♥♠ n/a
2NT	3♣	to play, but correctable	4♠ n/a
	3♦	ditto	4♦ n/a
	3♥	ditto	4♥ to play
	3♠	game force	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	RKCB in suit bid, or 3NT=no fit
3♥3♠	ditto
4♣	GERBER
4♦	n/a
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 double=penalties; others natural

Defence to opening 2-s: Multi double=15+

RCO style 2-s double=15+

Other 2-s double=15+

Defence to strong ♣ double=clubs; 1NT=any 2 suits (4-4); 1 bids=natural; 2 bids=pre-emptive

Lebensohl Over NT interference

Other uses after opponents weak two and partner's double

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

4♥ double 4♠ double=hearts+minor; 4NT=minors

OTHER NOTES

HANSEN 2-suited overcalls:

jump in NT=2-lowest unbid suits

jump in diamonds=2-highest unbid suits

jump in clubs=2-extreme unbid suits

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong - 6 card suit 16+ hcp

Jump shifts after major opening " " "

Responses to strong 2 suit opening Next suit

Responses to 2NT opening Better minor

PLAY CONVENTIONS

'NT' Versus Notrump = Both

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

Underlead other K = A or Q

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 Count when necessary

Discards McKenney high encourage low encourage

odd/even other Natural vs suit

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other Minor suit keycard

4♣ Gerber when? Over 1NT and 2NT (rebid after 2D opening)

Other Conventions

Modified SWINE (1NT X)	Blue Club overcalls
Long Suit Trial Bids	Crowhurst
Cue Raises	Splinter bids
Lebensohl	
Truscott	



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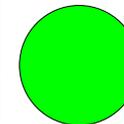
STANDARD SYSTEM CARD

Names: Doreen Jones Margaret Abrahams

ABF Nos: 127256 126160

Basic System: Acol

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11+ hcp - 3/4 1♦ 11+ hcp - 4 1♥ 11+ hcp - 4 1♣

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple extended other Stayman in doubt

transfers 2♦ to 2H 2♥ to 2S 2♠ to 3C

2 NT to 3D other super accepts in minors

2♣ Game force

2♦ Multi - weak major or 20-22 balanced

2♥ Tartan - 8 playing tricks in H or H + minor, 5/5, 6-11 hcp

2♠ Tartan - 8 playing tricks in S or S + another, 5/5, 6-11 hcp

2 NT Minors, 6+ hcp, 5/5

3 NT Gambling

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

Wide range 1NT rebid (15-18 hcp) + Crowhurst

COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 2S

Jump overcalls Weak or Bl. C Unusual NT Yes

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

Immed cue of minor Blue Club

Immed cue of major Blue Club

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) Pottage

Over weak twos X for take-out

Over opening threes X for take-out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6 + hcp, 4 card suit	2NT 11 - 12 hcp with clubs
	1♥♣	" "	3♣ Limit
	1NT	7 - 9 hcp	3♦ Splinter
	2♣	5 - 9 hcp	3♥ Splinter
	2♦	Strong	3♠ Splinter
	2♥	Strong	3NT To play
	2♠	Strong	4 bids Splinter, unless 4C min.suit KC
1♦	1♥♣	6 + hcp, 4 card suit	3♣ Strong, 16+ hcp, 6 card suit
	1NT	6 - 9 hcp	3♦ Limit
	2♣	9 + hcp	3♥ Splinter
	2♦	6 - 9 hcp	3♠ Splinter
	2♥	Strong, 6 card suit, 16+ hcp	3NT To play
	2♠	" " "	4♦ Minor suit Keycard
2NT	11 - 12 hcp with diamonds	4 Other To play if major	
1♥♣	1NT	6 - 9 hcp	3♣ Strong
	2♣	9 + hcp	3♦ Strong
	2♦	9 + hcp	3♥♣ Limit
	2♥♣	5 - 9 hcp	3NT To play
	2NT	11 - 12 hcp	4♠♦ Splinter
2♣	2♦	Negative or relay	2♥♣ Positive
	other	Positive	
2♦	2♥	Weak relay	3♠♦ Strong
	2♠	Weak relay, has hearts	3♥♣ Strong
	2NT	Strong relay	3NT To play
2♥♣	2NT	Relay	3NT To play
	3♠♦	Weak	4♠♦ Splinter
	3♥♣	8 - 10 hcp, 3-card support	4♥♣ To play
2NT	3♣	Better minor	4♣ Better minor
	3♦	Better minor	4♦ Better minor
	3♥	Opener to raise with 3 card support	4♥ Special Blackwood
	3♠	"	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Strong - slam interest
3♥3♠	"
4♣	Gerber
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

Defence to 3NT opening Natural

Defence to opening 2-s: Multi X with 16+ hcp

RCO style 2-s "

Other 2-s "

Defence to strong ♣ X = majors, !NT = minors, all else natural

Lebensohl Over NT interference

Other uses over weak twos also

Take out of 4 level pre-empts 4♠4♦ X

4♥ X 4♣ 4NT

OTHER NOTES

Pottage over opp. 1NT: X=penalties, 2C=single suited, 2D=majors, 2H/2S = H/S + min
 Modified SWINE over own !NT X: 2C,2H, 2S natural, XX=minors (correctable), 2D=m
 Blue Club overcalls: Cue=extremes,2NT=lower, 3C=upper, except over 1C-2D = upp
 Crowhurst/wide range NT rebid: 2C checkback, 2D by opener 15-16, all else max.
 2 over 1: 2NT by opener = 17-18 hcp, 3NT = 15-16 hcp

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening *Weak*
 Jump shifts after major opening *Splinter*
 Responses to strong 2 suit opening *relay - next suit up.*
 Responses to 2NT opening *Lovings.*

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other *except AK 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 *odd & evens*
 Signal on declarer's lead " "
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4C: Gerber when? *over NT opening.*
 Other Conventions



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STANDARD SYSTEM CARD

Names: *Hammond Ohlsen*
 ABF Nos: *1271 40 230626*
 Basic System: *Acol*
 Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning *Canape*
 1♣ 3+ 1♠ 1♣ 4+ 1♠ 1♥ 4+ 1♠ 1♣ 5+ 1♠
 INT 12-14 *may contain 5 card major*
 2♣ Stayman: simple extended other
 transfers 2♦ 2♥ 2♠ 2♣ 3♣
 2NT 3D other *Super accept in minors.*
 2♠ *Game force or flat 23-24*
 2♦ *8 quick tricks or 25+*
 2♥ *6 card 6-10 points*
 2♠ *J*
 2NT *21-22*
 3NT *Gambler*

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

*Pottage
 Michaels*

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠
 Jump overcalls *Weak Unusual NT Michaels*
 INT overcall (immediate) 1♠-1♠ (re-opening) 11-14
 Inmed cue of minor } *Michaels*
 Inmed cue of major }
 Over opponent's INT (weak) *Pottage*
 Over opponent's INT (strong) *Pottage*
 Over weak twos *x = t/10 then lebehnst*
 Over opening threes *x = t/10*

Describe strength, minimum length or specific meaning

1♠	4+	6-9	2NT	16+	flat
1♥/♠	4+	6-9	3♣	4+	11+
1NT	8-10	4+ clubs	3♦		splinter
2♣	4+	5-7	3♥		splinter
2♦	6+	max 6 points	3♠		splinter
2♥	6+	max 6 points	3NT		13-15 flat
2♠	6+	max 6 points	4 bids		

1♦	1♥/♠	4+	6-9	3♣	Splinter
1NT			6-9	3♦	Splinter
2♣	4+	9+		3♥	Splinter
2♦	4+	6-9		3♠	Splinter
2♥	weak	6 card suit	3NT		13-15 flat
2♠	weak	6 card suit	4♦		
2NT	16+	flat	4 other		

1♥/♠	1NT	6-9	3♣	Splinter
2♣	4+	9+	3♦	Splinter
2♦	4+	9+	3♥/♠	4+ 10-11
2♥/♠	4+	6-9	3NT	13-15 flat
2NT	16+	flat	4♥/♠	Cue

2♦ 2♦ less than an A & K 2♥/♠ 4+ holding an A & K
other 2NT - point but not an A & K

2♦	2♥	relay	3♥/♠	to play
	2♠	to play	3♥/♠	to play
	2NT	forcing	3NT	to play

2♥/♠	2NT	just forcing	3NT	to play
	3♥/♠	to play	4♥/♠	to play
	3♥/♠	pre-empt	4♥/♠	to play

2NT	3♣	Lavinis	4♣	Gerber
	3♦	transfer to hearts	4♦	
	3♥	transfer to spades	4♥	
	3♠	5 spades & 4 hearts	4♠	to play
	3NT	to play	other	to play

Additional responses to INT

- 3♣/3♦ Slam invite
- 3♥/3♠ Slam invite
- 4♣ Gerber
- 4♦
- 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 range, take 3 card support

Defence to 3NT opening lead Area

Defence to opening 2-s: Multi X = take out

RCO style 2-s

Other 2-s

Defence to strong X = majors INT = minors.

Lebensohl Over NT interference |

Other uses over opp's weak 2 bids.

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

4♥ X = take out 4♠ X = penalties 4NT = take out

OTHER NOTES