

BASIC RESPONSES

Jump raises - minors limit forcing other 4-8 hcp, 8 losers
 Jump raises - majors limit forcing other 4-8 hcp, 8 losers
 Jump shifts after minor opening Fit showing F1
 Jump shifts after major opening Fit showing F1
 Responses to strong 2 suit opening 2♦ negative or waiting, 3♣= second negative
 Responses to 2NT opening 4/5 stayman, 3♥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 vs NT Ace = unblock, K = count, Q asks 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 Natural count
 Signal on declarer's lead Natural count
 Discards McKenney high encourage low encourage
 odd/even other Natural count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? over 1NT opening and 20+ 2NT

Other Conventions

4th suit forcing Blackout
 3rd suit forcing after weak rebid by opener 1-2-3 Doubles
 Lebensohl
 DOPI and ROPI



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STANDARD SYSTEM CARD

Names: Margaret Bourke - ACT Arjuna Delivera - ACT
 ABF Nos:
 Basic System: ACOL
 Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3 1♦ 4 1♥ 4 1♣ 5
 1 NT (11+)12-14 - 15-17 in 3rd seat (5 card M) may contain 5 card major
 2♣ Stayman: simple extended other extended over 15-17NT
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣
 2 NT ♦ other
 2♣ Game Force or 23-24 bal
 2♦ weak 5-9 6 card suit (If 5 card suit = singleton)
 2♥ weak - as above
 2♠ weak - as above
 2 NT 20-22 bal - may have 5 card Major
 3 NT Gambling

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

Most competitive cues = limit raise or better 15-17NT in 3rd seat may have any 5 card suit
 2NT = limit raise after T/O X of our suit openin
 Fit showing jumps

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♣
 Jump overcalls weak/(Int 4th) Unusual NT Lower suits
 1NT overcall (immediate) 15-18 (re-opening) 11+-14
 Immed cue of minor Both Majors
 Immed cue of major Other Major + minor
 Over opponent's 1NT (weak) 2♣= Majors, otherwise natural
 Over opponent's 1NT (strong) X = ♣ 2♣= Majors, otherwise natural
 Over weak twos X = t/out, 2NT = natural, strong
 Over opening threes X = t/out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp, 4+ ♦	2NT 15+, 4+ ♣ denies Major
	1♥♣	5+ hcp, 4+ ♥♣	3♣ 4-8 hcp, 4+ ♣ 8 losers
	1NT	5-9 hcp	3♦ Splinter 9-13 or 18+
	2♣	inverted 9-11, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	9+ hcp, fit-showing	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp fit-showing	3NT 12-14 hcp 4+ ♣ denies Major
	2♠	9+ hcp fit-showing	4 bids
1♦	1♥♣	5+ hcp, 4+ ♥♣	3♣ 9+ hcp, fit-showing
	1NT	5-9 hcp	3♦ 4-8 hcp 8 losers
	2♣	9+ hcp, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	inverted 9-11 hcp, 4+ ♦	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp, fit-showing	3NT 12-14 hcp 4+ ♦ denies Major
	2♠	9+ hcp, fit-showing	4♦
	2NT	15+, 4+ ♦ denies Major	4 Other
1♥♣	1NT	5-9 hcp	3♣ 9+ hcp, fit-showing
	2♣	9+ hcp, 4+ cards	3♦ 9+ hcp, fit-showing
	2♦	9+ hcp, 4+ cards	3♥♣ 4-8 hcp 8 losers
	2♥♣	6-9 hcp, 3+ ♥♣	3NT 12-14 hcp 4 ♥♣
	2NT	limit or 15+ bal raise or spl 14-17♦	4♦ splinter 9-13 or 18+
2♣	2♦	negative or waiting	2♥♣ natural, positive, 3+ controls
	other	3♣= second negative after suit rebid by opener	
2♦	2♥	F1	3♣♦ 3♣F1, 3♦ obstructive
	2♠	F1	3♥♣ F1
	2NT	Ogust - asks about suit /pts	3NT To play
2♥♣	2NT	Ogust - asks about suit/pts	3NT To play
	3♣♦	F1	4♣♦ Splinters
	3♥♣	F1 (change of suit)	4♥♣ To play
2NT	3♣	4/5 Stayman	4♣ Gerber
	3♦	Transfer to ♥	4♦ Natural
	3♥	Transfer to ♠	4♥ To play
	3♠	5 ♠/ 4 ♥	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Natural - slam try - Invites cue
3♥3♠	Natural - slam try - Invites cue
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 Major fit

Defence to 3NT opening Natural bidding

Defence to opening 2-s: Multi X = 15+, overcalls natural

RCO style 2-s X = 15+ overcalls natural

Other 2-s X = t/out

Defence to strong ♣ TWERB (single suiter in next suit, or 2 suited in the next 2 suits)
1♠= non-touching suits)

Lebensohl Over NT interference

Other uses over t/out X of opponents weak 2s

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

OTHER NOTES

Cue bids = 1st or 2nd round control

BASIC RESPONSES

Jump raises - minors limit forcing other n/a
 Jump raises - majors limit forcing other 4 card support 0-6
 Jump shifts after minor opening 1♦ - 2♥, 2♠, 3♠, 3♦ = 6 cards 5-9
 Jump shifts after major opening Fit-showing, game-invite
 Responses to strong 2 suit opening
 Responses to 2NT opening Overall or rebid - Puppet Stayman, transfers

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other Journalist honours leads vs NT
 Four or more with an honour 4th highest attitude NT
 3rd/5th other
 From 4 small 2nd highest NT other 1st highest vs NT; 3rd highest vs Suit
 From 3 cards (no honour) top NT middle bottom S
 Signal on partner's lead: high encourage NT low encourage
 other Natural count (& Wenceslas) vs Suit
 Signal on declarer's lead Natural count #
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?

Other Conventions

SWINE
 Frequent false count vs NT (low-high with even number more likely)
 Cooper Echoes



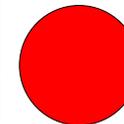
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STANDARD SYSTEM CARD

Names: Richard Hills Hashmat Ali
 ABF Nos: 152511 226122
 Basic System: Symmetric Relay
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ Any 15+ 1♦ 2/3 suits 10-14 1♥ 5+ 10-14 1♣ 5+ 10-14
 1 NT 11-14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ Hearts 2♥ Spades 2♠ Range Probe
 2 NT Clubs other 3♠ = Diamonds
 2♣ 6+ clubs (or 5 with 100 honours) 10-14
 2♦ 6+ diamonds (or 5 with 100 honours) 10-14
 2♥ 5+/5+ majors or 5+/5+ minors 5-9
 2♠ 5+/5+ blacks or 5+/5+ reds 5-9
 2 NT 5+/5+ pointed or 5+/5+ rounded 5-9
 3 NT Any solid 7 or 8 card suit, no side A or K

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

Penalty doubles of overcalls of our 1♥ or
 higher opening bids

COMPETITIVE BIDDING

Negative doubles through after 1♠/1♦ Responsive doubles through n/a
 Jump overcalls 6+ cards 5-9 Unusual NT 5+/5+ minor oriented 5-9
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor 5+/5+ majors 5-9
 Immed cue of major 5+/5+ other major plus minor 5-9
 Over opponent's 1NT (weak) Pottage (also known as Capelletti)
 Over opponent's 1NT (strong) Pottage (also known as Capelletti)
 Over weak twos 15+ double & lebensohl; 2NT = 17-20
 Over opening threes Takeout double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Usually 0-7 unbal or 0-8 bal	2NT 8+ both minors
	1♥♣	8+ natural	3♣ 8+ both minors
	1NT	9+ balanced	3♦ 8+ both minors
	2♣	8+ natural	3♥ 8+ both minors
	2♦	8+ natural	3♠ 8+ both minors
	2♥	8+ both minors	3NT 8+ both minors
	2♠	8+ both minors	4 bids 8+ both minors
1♦	1♥♣	* See "Other Notes"	3♣ 6 clubs 5-9
	1NT	Natural, non-forcing	3♦ 6 diamonds 5-9
	2♣	Natural, game-invite	3♥ Natural, pre-empt
	2♦	Natural, game-invite	3♠ Natural, pre-empt
	2♥	6 hearts 5-9	3NT Contract suggestion
	2♠	6 spades 5-9	4♦
	2NT	Natural, game-invite	4 Other 4♥,4♠ to play
1♥♣	1NT	Artificial game-force	3♣ Fit-showing, game-invite
	2♣	Natural, non-forcing	3♦ Fit-showing, game-invite
	2♦	Natural, non-forcing	3♥♣
	2♥♣		3NT Contract suggestion
	2NT	Balancedish raise 7-10	4♠♦ Fit-showing, game-force
2♣	2♦	Artificial game-force	2♥♣ Natural, game-invite
	other		
2♦	2♥	Artificial game-force	3♠♦
	2♠	Natural, game-invite	3♥♣
	2NT	Natural, game-invite	3NT Contract suggestion
2♥♣	2NT	Forcing enquiry	3NT Signoff
	3♠♦	Pass or correct	4♠♦ Pass or correct
	3♥♣	Pass or correct	4♥♣ Pass or correct
2NT	3♣	Forcing enquiry	4♣ Pass or correct
	3♦	Pass or correct	4♦ Pass or correct
	3♥	Pass or correct	4♥ Pass or correct
	3♠	Pass or correct	4♠ Pass or correct
	3NT	Signoff	other Pass or correct

CONVENTIONS

Additional responses to 1NT

3♣3♦	3♣ = diamonds; 3♦ = 5+ diamonds & 4+ clubs game-force
3♥3♣	Natural slam try
4♣	Pre-emptive transfer to hearts
4♦	Pre-emptive transfer to spades
4♥	Signoff
4♠	Signoff

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round n/a Game force

NT Checkback Priorities n/a

Defence to 3NT opening

Defence to opening 2-s: Multi

RCO style 2-s

Other 2-s

Defence to strong ♣ Double = 15+; 1♦ = majors; 1♥/1♠ = natural plus minor;
1NT = minors; Natural jump overcall pre-empts

Lebensohl Over NT interference Over opposing 2 bids;

Other uses When removing partner's penalty double of 1NT

Take out of 4 level pre-empts 4♠♦ Takeout double

4♥ Takeout double 4♣ Takeout 4NT

OTHER NOTES

* 1♦ opening then 1♠ response = natural, non-forcing, might be game-invite

* 1♦ opening the 1♥ response = two-way, EITHER any shape game-force

* OR hearts with less than a game force

If a jump overcall breaks our game-force relay, then Pass = forcing, and Double = pen

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 weak

Responses to strong 2 suit opening 2NT strong enq, all else p/c (except over 2C)

Responses to 2NT opening 3C enq, all else p/c

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 present count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 14/30

4♣ Gerber when?

Other Conventions

Negative free bids

Cue raises

4th suit forcing for 1 round

Fit showing jumps and preemptive raises

in competition



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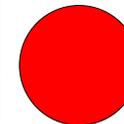
STANDARD SYSTEM CARD

Names: David & Liz

ABF Nos:

Basic System: Standard

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 4(3) 12+ 1♦ 4 12+ 1♥ 4 12+ 1♣ 4 12+

1 NT 14-17 may contain 5 card major

2♣ Stayman: simple extended other Lavings style

transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ other

2♣ 20-21 bal or any Acol 2 or GF

2♦ wk 2♥ or wk 5/5 ♠ or 22-23 bal

2♥ wk 2♠ or wk 5/5 ♣ or 24-25 bal

2♣ wk 5/5 ♠ or ♠

2 NT wk 5/5 ♥ or ♥♠

3 NT Solid minor, nothing outside

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

Myxo 2s

Negative free bids

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT lowest 2 unbid suits

1NT overcall (immediate) 16-18 (re-opening) 11-14

Immed cue of minor ♠ and another

Immed cue of major other major and a minor

Over opponent's 1NT (weak) Cappaletti

Over opponent's 1NT (strong) Cappaletti

Over weak twos X for t/o then Lebensohl

Over opening threes X for t/o

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ hcp 4+ ♦	2NT	12-14 or 19+ bal
	1♥♣	6+ hcp 4+ M	3♣	GF ♣
	1NT	6-11 hcp no major	3♦	splinter
	2♣	6-11 hcp 4+ ♣	3♥	splinter
	2♦	3-7 hcp 6+ ♦	3♠	splinter
	2♥	3-7 hcp 6+ ♥	3NT	15-18 bal
	2♠	3-7 hcp 6+♠	4 bids	
1♦	1♥♣	6+ hcp 4+ M	3♣	3-7 hcp 6+ ♣
	1NT	6-11 hcp no major	3♦	GF ♦
	2♣	♣ GF unless ♣rebid	3♥	splinter
	2♦	6-11 hcp 4+ ♦	3♠	splinter
	2♥	3-7 hcp 6+ ♥	3NT	15-18 bal
	2♠	3-7 hcp 6+♠	4♦	
	2NT	12-14 or 19+ bal	4 Other To play	
1♥♣	1NT	6-11 hcp	3♣	3-7 hcp 6+ ♣
	2♣	♣ GF unless ♣rebid	3♦	3-7 hcp 6+ ♦
	2♦	♦ GF unless ♦rebid	3♥♣	GF ♥♣
	2♥♣	6-11 hcp, 4+ ♥♣	3NT	15-18 bal
	2NT	12-14 or 19+ bal	4♦♠	splinter
2♣	2♦	0-3 or 10+, any shape	2♥♣	2♥ 4-6 any shape
	other	2♣ and above all 7-9 hcp and transfers, 3♣ 5♣/4♥ 3NT: 5♦/4♣		
2♦	2♥	p/c	3♦♠	p/c
	2♠	p/c	3♥♣	p/c
	2NT	strong enq	3NT	
2♥♣	2NT	strong enq	3NT	
	3♦♠	p/c	4♦♠	p/c
	3♥♣	p/c	4♥♣	p/c
2NT	3♣	strong enq	4♣	♣ forcing
	3♦	p/c	4♦	p/c
	3♥	p/c	4♥	p/c
	3♠	p/c	4♠	p/c
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ short ♣♦
 3♥3♠ short ♥♠
 4♣ solid ♥ suit, slam interest
 4♦ solid ♠ suit, slam interest
 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

Defence to opening 2-s: Multi X: 16+ any then 2 t/o Xs

RCO style 2-s X: 16+ any then 2 t/o Xs

Other 2-s

Defence to strong ♣ wonder bids and toxic

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♦♠ X

4♥ X 4♠ X

OTHER NOTES