

BASIC RESPONSES

Jump raises - minors limit forcing other Pre-emptive
 Jump raises - majors limit forcing other Pre-emptive
 Jump shifts after minor opening Strong (good suit and/or fit for partner is usual)
 Jump shifts after major opening Strong (good suit and/or fit for partner is usual)
 Responses to strong 2 suit opening Next suit is negative (< 1.5 HT) OR no 5 card suit
 Responses to 2NT opening 3♣Puppet Stayman; 3♦Flint; 3♥3♠natural & forcing

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other Highest or 3rd highest (0 or 2 higher)
 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
 Cue raises in all positions
 Good-Bad 2NT



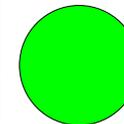
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STANDARD SYSTEM CARD

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 be 11.5 fav, 15 unfav) may contain 5 card major
 2♣Stayman: simple extended other
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to 3♣
 2 NT Transfer to 3♦ other 2NT transfer 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

Comic 1NT/Roman Jumps o'calls v.strong 1♣

COMPETITIVE BIDDING

Negative doubles through 2♠ 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	6-9 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 fit &/or good suit	3♠ splinter (10-14 pts, 0 or 1 ♠)
	2♥	Strong-usually fit &/or good suit	3NT 13-15, balanced, support
	2♠	Strong-usually fit &/or good suit	4♣ as 1♦4♦ Cue, sets suit (4♠ as 1♦4♦)
1♦	1♥♣	5+ points, 4+ cards	3♣ Strong- fit &/or good suit
	1NT	6-9 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- fit &/or good suit	3NT 13-15, balanced, support
	2♠	Strong- fit &/or good suit	4♦ Sets suit, slam try, no ♥A / void
	2NT	support-limit raise OR 16+	4♣ splinter, others cue
1♥♣	1NT	5-9 points (over 1♥, not 4♣)	3♣ Strong- fit &/or good suit
	2♣	10+ points, 3+ cards	3♦ Strong- fit &/or good suit
	2♦	10+ points, 3+ cards	3♥♣ pre-emptive raise
	2♥♣	3/4+ support, 7-9/5-9 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♣	Puppet Stayman	4♠ Modified Gerber (repeat ♣ for Ks)
	3♦	Flint	4♦
	3♥	Natural & forcing	4♥ Play
	3♠	Natural & forcing	4♠ Play
	3NT	Play	other

CONVENTIONS

Additional responses to 1NT

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

Other 2-s If their suit may be artificial, double shows that suit.

Other 2-s If their suit is natural, double is takeout.

Other 2-s If their suit may be artificial, double shows that suit.

Defence to strong ♣ 1NT is Comic (single suit weak, respond lowest 2-card or less)
 Jump overcalls (2♦ to 3♦) are 5/5 weakish (depends on vul)

Lebensohl Over NT interference

Other uses In response to takeout x at 2 level. After 1 over 1 reverse.

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

1NT rebid is 15-17; 2NT is 18+

Following interference over 1NT opening or 1NT overcall, suit bid is natural & forward

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong, 15/16+ and good suit quality

Jump shifts after major opening Strong, 15/16+ and good suit quality

Responses to strong 2 suit opening Steps over 2C

Responses to 2NT opening Stayman, Transfers (3D, 3H). 3S = 5S, 4H

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

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

Underlead other Ace for Attitude King for 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 First discard only

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? Over natural NT opening or equivalent

Other Conventions

Splinter Raises over major opening & responses Lebensohl after 1NT <overcall>

Truscott after 1<suit>: X



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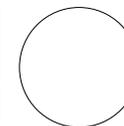
STANDARD SYSTEM CARD

Names: David Lusk - Sue Phillips PHILLIPS-LUSK

ABF Nos: 197974

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♦ --> Hearts 2♥ --> Spades 2♠ Baron

2 NT --> Either minor other 3 <suit> = Slam interest

2♣ Strong: At least 8 playing tricks or 21-22 balanced (or 25-26)

2♦ Multi: Weak (6-9) in an unspecified major or 23-24 (27-28), Balanced

2♥ Multi: Weak (6-9) 5-5+ in hearts and another (may be 5-4 at favourable)

2♠ Multi: Weak (6-9) 5-5+ in spades and another (may be 5-4 at favourable)

2 NT Weak (6-10) 5-5+ in minors

3 NT Gambling, solid minor, rarely contains an outside Ace or King.

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 5-5+ in unbid denomination

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

Immed cue of minor Other minor and a major, usually weakish

Immed cue of major Other major and a minor, usually weakish

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5/6+ natural	2NT 16+, balanced, 3+ clubs
	1♥♠	5/6+ natural	3♣ Limit 10-12
	1NT	8-10 balanced, no 4cM	3♦ Splinter
	2♣	Limit 6-9	3♥ Splinter
	2♦	Forcing, 15/16+ good suit	3♠ Splinter
	2♥	Forcing, 15/16+ good suit	3NT 4-3-3-3, 13-15, no 4cM
	2♠	Forcing, 15/16+ good suit	4 bids Majors to play
1♦	1♥♠	5/6+ natural	3♣ Forcing, 15/16+ good suit
	1NT	5-9 no 4cM	3♦ Limit 10-12
	2♣	9+ natural	3♥ Splinter
	2♦	Limit 6-9	3♠ Splinter
	2♥	Forcing, 15/16+ good suit	3NT 4-3-3-3, 13-15, no 4cM
	2♠	Forcing, 15/16+ good suit	4♦ Very strong
	2NT	16+, balanced, 3+ diamonds	4 Other 4C = Splinter 4M, to play
1♥♠	1NT	5-9	3♣ Forcing, 15/16+ good suit
	2♣	9+ natural	3♦ Economical jumps by passed hand
	2♦	9+ natural	3♥♠ Limit 10-12
	2♥♠	Limit 6-9	3NT Balanced raise --> 4
	2NT	16+, balanced, 3+ support	4♠♦ Splinter
2♣	2♦	Negative 0-1 control	2♥♠ Steps
	other		
2♦	2♥	Pass/Correct	3♠♦ Forcing, natural
	2♠	Pass/Correct, heart fit	3♥♠ Pass/Correct
	2NT	Enquiry, 3C = H, 3D = S, max	3NT To play
2♥♠	2NT	Enquiry for second suit	3NT To play
	3♠♦	Pass/Correct	4♠♦ Pass/Correct
	3♥♠	Raise, 4 card support	4♥♠ 5 card support, to play
2NT	3♣	Preference	4♣ Natural, preemptive
	3♦	Preference	4♦ Natural, preemptive
	3♥	Forcing, natural	4♥ To play
	3♠	Forcing, natural	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam try, natural
3♥3♠	Slam try, natural
4♣	Gerber
4♦	Preemptive
4♥	Natural, to play
4♠	Natural, to play

Unusual NT: minors other suits lower 2 unbid suits
 other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round GF at three level Game force

NT Checkback Priorities Major fits

Defence to 3NT opening X = values

Defence to opening 2-s: Multi X = T/O, 2NT natural

Two doubles take-out, subsequent Xs penalty

RCO style 2-s

Other 2-s Over 2NT, minors, 3C shows longer H, 3D shows longer S

Defence to strong ♣ X = 4-5+ H and a minor. 1D = 4-5+ S and a minor, 1H/S natural
 1NT = 5-5+ < majors or minors >

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♠♦ X

4♥ X = values 4♣ X = values

OTHER NOTES

Cue raises apply after our side has overcalled. Non-cue raises show appropriate support, 3, 4, 5 cards without promising any specific high card strength.

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♣ is 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