

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted 6-9 5+ cards
 Jump raises - majors limit forcing other 11-12 3+ card support
 Jump shifts after minor opening Weak 0-4 6 card suit
 Jump shifts after major opening Mini/maxi Splinter
 Responses to strong 2 suit opening Relay
 Responses to 2NT opening Relay

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 v's Suit = COUNT v's NT = Attitude on 1st Lead
Signal on declarer's lead COUNT if necessary
Discards McKenney high encourage low encourage
 odd/even other or Throw away what we don't want
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? Roman over 1NT or 2NT after 2♣2♦ opening

Other Conventions

MSKC over minor transfers or jump rebids
 DOPE/ROPE over interference after RKCB
 or over Asking bids after Multi Two
 SWINE (defence to our 1NT X for penalty)



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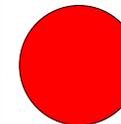


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: David Matthews Cynthia Belonogoff
 ABF Nos: 169757 118966
 Basic System: Standard with Multi Twos
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11+ 3+♣ 1♦ 11+ 3+♦ 1♥ 11+ 3+♥ 1♠ 11+ 3+♠
1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended other SMOLEN (See inside)
 transfers 2♦ = ♥ 2♥ = ♠ 2♠ = ♣
 2 NT = ♦ other Super Accepts
 2♣ Weak ♥ or ♣+ another (4-5 losers); or 20-21/24-25 flat; or Strong ♣
 2♦ Weak ♠ or ♦+ another (0-3 or 4-5 or 6-7 losers); or 22-23/26-27 flat; or Strong ♦
 2♥ Game Force; or ♥+ another (0-3 or 4-5 or 6-7 losers); or 28-29 flat; or Strong ♥
 2♠ ♠+ another (0-3 or 6-7 losers); or 30-31+ flat; or Strong ♠
 2 NT Two suiter 6-4 or wilder 0-3 losers
 3 NT Gambling - no more than Q outside

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

Multi Two opening bids

COMPETITIVE BIDDING

Negative doubles through 3♦ Responsive doubles through 4♦
 Jump overcalls Weak Unusual NT Two lowest unbid
 1NT overcall (immediate) 16-18 Sys On (re-opening) 11-14 System on
 Immed cue of minor Michaels ♠+ another at least 5-5 Weak or strong
 Immed cue of major Michaels Other Major + Minor at least 5-5 Weak or strong
 Over opponent's 1NT (weak) Natural
 Over opponent's 1NT (strong) D.O.N.T.
 Over weak twos X = Take out (+ Lebensohl)
 Over opening threes X = Take out

BASIC RESPONSES

Jump raises - minors limit forcing other N/A
 Jump raises - majors limit forcing other N/A
 Jump shifts after minor opening N/A
 Jump shifts after major opening N/A
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3♣/♦ correctible

PLAY CONVENTIONS

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

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?

Other Conventions

Symmetric Relay over Pass, 1♣ 1♦ 1♥

1♠ & 1NT

DONT over 1NT by opponents

Denial Cue bidding



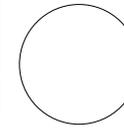
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STANDARD SYSTEM CARD

Names: Trevor Fuller Don Allen
 ABF Nos: 120601 126209
 Basic System: Forcing Pass
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 8-12 4+♥ 1♦ 8-12 4+♠ 1♥ 8-12 6+m/both m 1♠ 0-8 any
1 NT 9-12 balanced no 4 card major may contain 5 card major
 2♣ Stayman: simple extended other Relay
 transfers 2♦ = ♥ 2♥ = ♠ 2♠ = ♣
 2 NT = ♦ other
 2♣ 8-12 5+♥ & 4+ minor
 2♦ 8-12 5+♠ & 4+ minor
 2♥ 8-12 5+ & 4+♥ and ♠ either way
 2♠ 4-7 6+♠
 2 NT Pre-empt in either minor (denies 2 of top 3 honours)
 3 NT Gambling

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

Pass = 13+ any shape
 Relays after Pass, 1♣ 1♦ 1♥ 1♠ 1NT

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♠
 Jump overcalls Weak Unusual NT Michaels
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor Weak or strong, both Majors
 Immed cue of major Weak or strong, other Major + minor
 Over opponent's 1NT (weak) DONT
 Over opponent's 1NT (strong) DONT
 Over weak twos X = Takeout
 Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Game Inv. relay	2NT	Inv. with 4♥
	1♥♣	1♥ = GF relay; 1♠ = nat NF	3♣	Nat, NF
	1NT	6-12 bal	3♦	Nat, NF
	2♣	Nat, NF	3♥	Pre-emptive
	2♦	Nat, NF	3♠	Nat, NF
	2♥	3+♥NF	3NT	To play
	2♠	6+♠NF	4 bids	To play
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	1♦	1♥ = Inv relay; 1♠ = GF	3♣	Nat, NF
	1NT	6-12 bal	3♦	Nat, NF
	2♣	Nat, NF	3♥	Nat, NF
	2♦	Nat, NF	3♠	Pre-emptive
	2♥	Nat, NF	3NT	To play
	2♠	3+♠NF	4♦	To play
	2NT	Inv. with 4♠	4 Other	To play
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	1♥♣	1NT 1♠ = Inv relay / 1NT = GF	3♣	Correctible
	2♣	Correctible	3♦	Correctible
	2♦	Correctible	3♥♣	Nat, NF (Pre-empt)
	2♥♣	Nat, NF	3NT	To play
	2NT	Pick best minor	4♣♦	Correctible
<hr/>				
	2♣	2♦ Relay, at least Inv	2♥♣	2♥ = signoff / 2♠ = Nat, NF
	other	2NT = Inv with a♥fit		
<hr/>				
	2♦	2♥ Relay, at least Inv	3♣♦	Correctible
	2♠	Signoff	3♥♣	3♥ = Nat, NF / 3♠ = Signoff
	2NT	Inv with a♠fit	3NT	To play
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	2♥♣	2NT 2♠ = Signoff / 2♥ 2NT = Relay	3NT	To play
	3♣♦	Nat, NF	4♣♦	Nat, NF
	3♥♣	Signoff	4♥♣	To play
<hr/>				
	2NT	3♣ Correctible	4♣	Correctible
		3♦ Correctible	4♦	Correctible
		3♥ Forcing, Natural	4♥	To play
		3♠ Forcing, Natural	4♠	To play
		3NT To play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	Fixes trump suit, Forcing
3♥3♠	Fixes trump suit, Forcing
4♣	Pre-empt
4♦	Pre-empt
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+

RCO style 2-s

Other 2-s

Defence to strong ♣ CRASH starting at 1NT

Lebensohl Over NT interference

Other uses After Weak 2 openings + FP

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

4♥ X = Take out 4♠ 4NT = 2 suited Take out

OTHER NOTES

Symmetric Relay over Forcing Pass

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 2♦neg over 2♣ 2♥neg over 2♦

Responses to 2NT opening 3♣for 5 card Major ask; transfers

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? When partner shows a NT opening

Other Conventions

OGUST after opening 2♥ or 2♣



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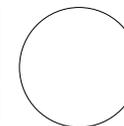
STANDARD SYSTEM CARD

Names: Tony Lusk Les Calcraft

ABF Nos: 303356 194018

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+ 8-19 1♦ 4+ 8-19 1♥ 4+ 8-19 1♠ 4+ 8-19

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ Hearts 2♥ Spades 2♣ Clubs

2 NT Diamonds other

2♣ Acol 2 or 19-20 (2NT rebid) or 25-26 (3NT rebid)

2♦ Game Force except when 23-24 (2NT rebid) or 27-28 (3NT rebid)

2♥ Weak 6 cards OGUST

2♠ Weak 6 cards OGUST

2 NT 21-22 Lavings

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

Jump overcalls Weak Unusual NT Lowest 2 suits

1NT overcall (immediate) 16-18 (re-opening) 10-14

Immed cue of minor Michaels - Majors

Immed cue of major Michaels - Other Major + minor

Over opponent's 1NT (weak) Landy

Over opponent's 1NT (strong) Landy

Over weak twos Double 16+

Over opening threes Double 16+

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ 6+	2NT	11-12 flat
	1♥♠	4+ 6+	3♣	9-12 4+
	1NT	8-10 flat	3♦	Weak 7+
	2♣	6-9 4+	3♥	Weak 7+
	2♦	Weak 6+	3♠	Weak 7+
	2♥	Weak 6+	3NT	13-15 3-3-3-4
	2♠	Weak 6+	4 bids	Forcing to game
1♦	1♥♠	6+ 4+	3♣	Weak 7+
	1NT	6-8	3♦	9-12 4+
	2♣	9+ 4+	3♥	Weak 7+
	2♦	6-9 4+	3♠	Weak 7+
	2♥	Weak 6+	3NT	3-3-4-3 13-15
	2♠	Weak 6+	4♦	Game forcing
	2NT	11-12 flat	4 Other	To play
1♥♠	1NT	6-8	3♣	Weak 7+
	2♣	9+ 4+	3♦	Weak 7+
	2♦	9+ 4+	3♥♠	10-11 4+
	2♥♠	6-9 4+	3NT	13-15 flat 3 card ♠
	2NT	11-12 flat	4♣♦	Splinter
2♣	2♦	Negative	2♥♠	Positive 5+
	other	2NT 8-10 no Aces		
2♦	2♥	Negative	3♣♦	Positive 4+
	2♠	Positive 5+	3♥♠	Weak 7+
	2NT	8-10 No Aces	3NT	
2♥♠	2NT	OGUST Forcing	3NT	To play
	3♣♦	Competitive	4♣♦	
	3♥♠	Competitive raise	4♥♠	
2NT	3♣	Lavings	4♣	Ace ask
	3♦	Transfer to ♥	4♦	
	3♥	Transfer to ♠	4♥	4-10 6+
	3♠	4 ♥, 5 ♠	4♠	4-10 6+
	3NT	4-10	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ Forcing 16+

3♥3♠ Forcing 16+

4♣ Ace ask

4♦

4♥ 12-18 6+

4♠ 12-18 6+

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 4 Clubs Take out

Defence to opening 2-s: Multi Double 16+

RCO style 2-s Double 16+

Other 2-s Take out 13+

Defence to strong ♣ X for Majors

1NT for minors

Lebensohl Over NT interference

Other uses

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

4♥ X = Take out 4♠ 4NT = Take out

OTHER NOTES

Michaels Cue bids

Lavings 5 card Major ask over 2NT opening or over 2NT rebid after 2♣ or 2♦ opening