

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening GF with 6+ card suit
 Jump shifts after major opening GF with 6+ card suit
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3♠Puppet; Transfers; 3♠ is 5♠4♥

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other A=Attitude; K=Count
 Four or more with an honour 4th highest NT attitude S
 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

Minor Suit Keycard	Blue Club Overcalls
DOPI, ROPI	Optimal Two Bids
Splinters	
TRASH	
Long Suit Trials	



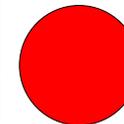
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STANDARD SYSTEM CARD

Names: Dennis Yovich Diedre Greenfeld
 ABF Nos: 118184 129127
 Basic System: Standard American with Optimal Two's
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3 11+ 1♦ 3 11+ 1♥ 5 11+ 1♣ 5 11+
1 NT 15 - 18 bal. (5-3-3-2) may contain 5 card major
 2♣ Stayman: simple extended other Lavings
 transfers 2♦ => Hearts 2♥ => Spades 2♠ => Clubs
 2 NT => Diamonds other Super Accept in Minors
 2♣ Game Force
 2♦ Weak 2♥ or 5/5 in ♠ and ♦ or ♠ and ♣ 6-10hcp
 2♥ Weak 2♠ or 5/5 in ♥ and ♦ or ♥ and ♣ 6-10hcp
 2♠ Weak 2♣ or 5/5 in ♠ and ♦ or ♠ and ♥ 6-10hcp
 2 NT 21 - 22 hcp, may contain 5-card major
 3 NT Gambling, no outside Ace

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

Blue Club overcalls	Defence to Multi - Two's
TRASH over opponent's 1NT	Defence to RCO's and CRO's
Defence to 1Club opening	Optimal Two Opening Bids

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♥
 Jump overcalls Weak/Inter. Unusual NT Blue Club
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 12
 Immed cue of minor Blue Club
 Immed cue of major Blue Club
 Over opponent's 1NT (weak) TRASH
 Over opponent's 1NT (strong) TRASH
 Over weak twos X = Takeout
 Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4 card suit	2NT 16+ hcp, support
	1♥♠	4 card suit	3♣ Limit raise
	1NT	8 - 10 hcp	3♦ Splinter
	2♣	Simple Raise	3♥ Splinter
	2♦	Strong 6 card suit	3♠ Splinter
	2♥	Strong 6 card suit	3NT 12 - 15 hcp and fit (4)
	2♠	Strong 6 card suit	4 bids 4♣ Keycard;
1♦	1♥♠	4 card suit	3♣ 16+ natural
	1NT	6 - 9 hcp	3♦ Limit Raise
	2♣	9+ hcp, suit	3♥ Splinter
	2♦	Simple Raise	3♠ Splinter
	2♥	Strong 6 card suit	3NT 12 - 15 hcp and fit (4)
	2♠	Strong 6 card suit	4♦ Keycard in ♦
	2NT	16+ hcp, 3 card fit	4 Other Splinter
1♥♠	1NT	6 - 9 hcp	3♣ 16+ hcp, suit
	2♣	9+ hcp, suit	3♦ 16+ hcp, suit
	2♦	9+ hcp, suit	3♥♠ Limit raise, 8 losers
	2♥♠	6 - 9 hcp, 8/9 losers	3NT 13 - 15 hcp, fit (4)
	2NT	16+ hcp, 3+ card fit	4♦ Splinter
2♣	2♦	Weak, 0 - 7 hcp, not A and K	2♥♠ 5 card suit, 7+ hcp
	other	2NT = 8+ hcp, balanced	
2♦	2♥	Correctable	3♣♦ Correctable
	2♠	Correctable	3♥♠ Correctable
	2NT	Relay	3NT To Play
2♥♠	2NT	Relay	3NT To Play
	3♣♦	Correctable	4♣♦ Correctable
	3♥♠	Correctable	4♥♠ Correctable
2NT	3♣	Puppet Stayman	4♣ Slam Try
	3♦	Transfer to ♥	4♦ Slam Try
	3♥	Transfer to ♠	4♥ To play
	3♠	5♠ and 4♥	4♠ To play
	3NT	To play	other 4NT = Quantitative

CONVENTIONS

Additional responses to 1NT

3♣3♦	Forcing, slam invitation (clubs/diamonds)
3♥3♠	Forcing, slam invitation (hearts/spades)
4♣	Transfer to hearts, no slam
4♦	Transfer to spades, no slam
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 Strength

Defence to 3NT opening X= Penalties; 4♠= Takeout

Defence to opening 2-s: Multi X = Shows Hearts; 2♥= Shows Spades

RCO style 2-s	X shows two suits with clubs 3♣ shows two suits without clubs
Other 2-s	X - Takeout

Defence to strong ♣ 1NT = Club suit, 2 level bids are TRASH
 1 level bids are natural

Lebensohl Over NT interference
 Other uses Over takeout double of weak two's

Take out of 4 level pre-empts 4♣4♦ X = takeout
 4♥ Double 4♠ 4NT

OTHER NOTES

Blue Club: 2NT = Two Lowest; Cue = Two Extremes;
 Minor (2♥/3♠) = Two Others

BASIC RESPONSES

Jump raises - minors limit forcing other _____
 Jump raises - majors limit forcing other _____
 Jump shifts after minor opening Forcing _____
 Jump shifts after major opening Forcing _____
 Responses to strong 2 suit opening N/A _____
 Responses to 2NT opening 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 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? over 2NT opening _____

Other Conventions

Splinters	
Michaels	
Ogust	



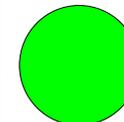
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STANDARD SYSTEM CARD

Names: C. Lim _____ L. Lim _____
 ABF Nos: 127401 _____ 127418 _____
 Basic System: _____
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 11+ 4+ 1♦ 11+ 4+ 1♥ 11+ 4+ 1♣ 11+ 4+
1 NT 12 - 14 _____ may contain 5 card major
 2♣ Stayman: simple extended other _____
 transfers 2♦ => 2♥ 2♥ => 2♠ 2♣ => 3♣
 2 NT => 3♦ _____ other _____
 2♣ 8 P.T. or 23 - 24 hcp balanced
 2♦ G.F. or 25 - 26 hcp balanced
 2♥ 6 card suit, 6 - 10 hcp
 2♠ 6 card suit, 6 - 10 hcp
 2 NT 20 - 22 hcp, balanced
 3 NT Gambling (minor)

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

COMPETITIVE BIDDING

Negative doubles through 2♠ _____ Responsive doubles through 2♠ _____
 Jump overcalls Weak _____ Unusual NT 2 Lowest Unbid Suits
 1NT overcall (immediate) 15 - 18 _____ (re-opening) 10 - 14
 Immed cue of minor Michaels (5 - 5 majors)
 Immed cue of major Michaels (5 - 5 other major plus minor)
 Over opponent's 1NT (weak) SOAP
 Over opponent's 1NT (strong) SOAP
 Over weak twos Double = takeout
 Over opening threes Double = takeout

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=weak, 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 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 McKenny if obvious

Signal on declarer's lead

Discards McKenny high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? Immediately after all NT openings

Other Conventions

Blue Club overcalls	Stayman
Lebensohl (a/NT & X of weak 2's)	Texas
LANDY	Truscott
McNeil Rescue	Trail bids, cue bids and cue raises
OGUST	Occasional psyche



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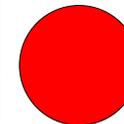
STANDARD SYSTEM CARD

Names: Toby Manford Susan Clements

ABF Nos: 127558 128546

Basic System: Acol

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 4 (3) 11+ 1♦ 4 11+ 1♥ 4 11+ 1♣ 4 11+

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ => ♥ 2♥ => ♠ 2♣ => ♣

2 NT => ♦ other 3 of a suit = slam try

2♣ 8/9 playing tricks or 23 - 24

2♦ Game Force

2♥ 6 - 10, 6 (5) card suit

2♠ 6 - 10, 6 (5) card suit

2 NT 21 - 22

3 NT Acol Gambling NT, no outside Ace

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 2♥♠-var Unusual NT 2-lowest unbid suits

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

Immed cue of minor Blue Club overcall

Immed cue of major Blue Club overcall

Over opponent's 1NT (weak) LANDY

Over opponent's 1NT (strong) LANDY

Over weak twos Double = 15+ (Lebensohl responses)

Over opening threes Double = strong, other natural and forcing

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4-card suit, 5+	2NT	4-card fit, 11-12 or 18+
	1♥♠	ditto	3♣	4-card fit, 16-17
	1NT	4-card fit, 8-10	3♦	
	2♣	4 card fit, less than 8	3♥	
	2♦	Game force, good suit	3♠	
	2♥	ditto	3NT	4-card fit, 13-14
	2♠	ditto	4 bids	4♣-RKCB, 4♥♠to play
1♦	1♥♠	4-card suit, 5+	3♣	Game force, good suit
	1NT	6-9, no 4-card major	3♦	4-card fit, 16-17
	2♣	4-card suit, 9+	3♥	
	2♦	4-card suit, weak	3♠	
	2♥	Game force, good suit	3NT	4-card fit, 12-14
	2♠	ditto	4♦	RKCB
	2NT	4-card fit, 10-11 or 18+	4 Other	4♥♠to play
1♥♠	1NT	6-9, denier higher major	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♣♦	Splinter
2♣	2♦	Weak	2♥♠	Natural and forcing
	other	Natural and Forcing		
2♦	2♥	Weak	3♣♦	Natural and forcing
	2♠	Natural and forcing	3♥♠	
	2NT	Forcing, no 5 card suit	3NT	
2♥♠	2NT	OGUST	3NT	To play
	3♣♦	Suit, forcing for 1 round	4♣♦	
	3♥♠	weak (preemptive)	4♥♠	To play
2NT	3♣	LAVINGS	4♣	GERBER
	3♦	Transfer to ♥	4♦	Solid Suit
	3♥	Transfer to ♠	4♥	
	3♠	5 ♣ and 4 ♥	4♠	
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ Slam Try

3♥3♠ ditto

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

Defence to 3NT opening Double=penalty, others natural

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

RCO style 2-s Double = 15+

Other 2-s Double = 15+

Defence to strong ♣ DISCO

Lebensohl Over NT interference

Other uses After opponents weak two, and partners double

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

4♥ Double 4♠ 4NT

OTHER NOTES