

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong, sets suit

Jump shifts after major opening Jump to minors is a cue Ace or void

Responses to strong 2 suit opening n/a

Responses to 2NT opening See inside else Other Notes

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 In NT second highest

Signal on declarer's lead Count where necessary

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other Minor RKCB

4♣ Gerber when?

Other Conventions

Blue Club overcalls

Drury

5NT Grand Slam Ask

DOPI

Trial Bids



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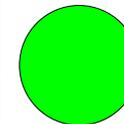
STANDARD SYSTEM CARD

Names: Joan Touyz Shira Shilbury

ABF Nos: 94900 129429

Basic System: Standard

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 - 17 may contain 5 card major

2♣ Stayman: simple extended other Lavings

transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to ♣

2 NT to ♦ other Super accept in minors, majors rarely

2♣ Game Force

2♦ Multi Weak Major or strong minor or 20 - 22 balanced

2♥ Weak 5+/5+ ♥ & a minor

2♠ Weak 5+/5+ ♠ & another

2 NT Both Minors, weak

3 NT Gambling

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

2♦

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♣

Jump overcalls Intermed. Unusual NT Lower Suits

1NT overcall (immediate) 15 - 18 (re-opening) 10 - 12

Immed cue of minor Extremes

Immed cue of major Extremes

Over opponent's 1NT (weak) SOAP; 2NT = strong 2 suiter

Over opponent's 1NT (strong) SOAP; 2NT = strong 2 suiter

Over weak twos Double is takeout

Over opening threes Double is optional

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4 card 6+ pts	2NT 12 - 15 flat
	1♥♣	as above	3♣ 9 - 11 4+♣
	1NT	8 - 10 no major	3♦ Splinter
	2♣	Weak	3♥ Splinter
	2♦	Strong sets the suit	3♠ Splinter
	2♥	as above	3NT n/a
	2♠	as above	4 bids 4♣= RKCB
1♦	1♥♣	4 card 6+ pts	3♣ Strong
	1NT	8 - 10 no major	3♦ 9 - 11 4♦
	2♣	11+	3♥ Splinter
	2♦	Weak	3♠ Splinter
	2♥	Strong sets the suit	3NT n/a
	2♠	as above	4♦ RKCB
	2NT	12 - 15 flat	4 Other 4♣= Splinter
1♥♣	1NT	6 - 9	3♣ Ace ♣
	2♣	10+	3♦ Ace ♦
	2♦	10+	3♥♣ 9 - 11
	2♥♣	Weak	3NT Keycard
	2NT	12 - 15 flat	4♦ Splinter
2♣	2♦	0 - 7	2♥♣ 5 card 8+
	other	2NT flat 8+ no 5 card suit	
2♦	2♥	Weak relay	3♣♦ Natural & forcing
	2♠	Prefer ♥	3♥♣ Strong & forcing
	2NT	Forcing	3NT n/a
2♥♣	2NT	Relay	3NT To Play
	3♣♦	Natural 6+ suit	4♣♦ Splinter
	3♥♣	Promises Ace	4♥♣ To Play
2NT	3♣	To play	4♣ RKCB
	3♦	To play	4♦ RKCB
	3♥	Good suit	4♥ To play
	3♠	Good suit	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam invitation
3♥3♣	as above
4♣	RKCB rarely
4♦	as above
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 Double for takeout

Defence to opening 2-s: Multi Double = 16+

RCO style 2-s as above

Other 2-s as above

Defence to strong ♣ Disco 1NT = majors, 2NT = minors, 2♦ = reds,
2♣ = blacks, 2♥ = ♥&♣ 2♠ = ♠&♦

Lebensohl Over NT interference

Other uses Over opponents' weak 2's

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

4♥ X Optional 4♠ 4NT = Takeout

OTHER NOTES

After 2♦ opening and 2NT rebid then Lavings and Transfers apply
 Afetr 1NT - 2♣(Lavings) - 2NT then 3♣is Baron

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 n/a

Responses to 2NT opening Lavings and transfers

PLAY CONVENTIONS

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

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

Underlead other A for Attitude K 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 natural where necessary

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other RKCB in minors

4♣ Gerber when? over 1NT

Other Conventions

Modified Michaels

4th suit forcing

Truscott Raises

Cue Raises

DOPI



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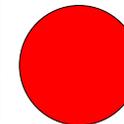
STANDARD SYSTEM CARD

Names: Pattie McNamara Shizue Futaesaku

ABF Nos: 191949 353401

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11+ 3+ 1♦ 11+ 3+ 1♥ 11+ 5+ 1♣ 11+ 5+

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended other Lavings

transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ other Super Accepts in all

2♣ Game Force

2♦ 6-10 6♥ or 5+/5+ ♣ & ♦ or ♣ & ♠

2♥ 6-10 6♠ or 5+/5+ ♥ & ♣ or ♥ & ♦

2♠ 6-10 6 card ♣ or 5+/5+♠ and a red suit

2 NT 20 - 22 may have a 5 card Major

3 NT Gambling no outside Ace

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

Optimals Two Bids

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Modified Michaels

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

Immed cue of minor Majors

Immed cue of major Other Major and a minor

Over opponent's 1NT (weak) POTTAGE

Over opponent's 1NT (strong) DONT

Over weak twos X = Takeout, 2NT to play

Over opening threes X = Takeout, 3NT to play

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ 4+ suit	2NT 11-12 3334
	1♥♠	5+ 4+ suit	3♣ 11-12 5+ suit
	1NT	8-10 no 4 card suit	3♦ Splinter
	2♣	5-7 4+ ♣	3♥ Splinter
	2♦	0-4 6+ suit	3♠ Splinter
	2♥	0-4 6+ suit	3NT 13-15 Flat
	2♠	0-4 6+ suit	4 bids 4♣RKCB 4♥♠ to play
1♦	1♥♠	5+ 4+ suit	3♣ 0-4 6+ suit
	1NT	6-9 no 4 card M	3♦ 11-12 5+♦
	2♣	10+ 4+ suit	3♥ Splinter
	2♦	6-9 4+♦	3♠ Splinter
	2♥	0-4 6+ suit	3NT 13-15 flat
	2♠	0-4 6+ suit	4♦ RKCB
	2NT	11-12 3343	4 Other 4♣Splinter 4♥♠ to play
1♥♠	1NT	6-9 flat	3♣ 0-4 6+ suit
	2♣	10+ 4+ suit	3♦ 0-4 6+ suit
	2♦	10+ 4+ suit	3♥♠ 10-11 3+ support
	2♥♠	5-9 3+ ♥♠	3NT 13-15 flat
	2NT	15+ 4+ support	4♦ Splinter 11-15 pts
2♣	2♦	Relay -ve or 5-8pts	2♥♠ 8+ 5+ suit slammish
	other	2NT = 8+ flat slammish	After relay 2NT no slam interest
2♦	2♥	Pass or correct	3♣♦ Pass or correct
	2♠	Pass or correct	3♥♠ Pass or correct
	2NT	Forcing relay	3NT To play
2♥♠	2NT	Forcing relay	3NT To play
	3♣♦	Pass or correct	4♣♦ Pass or correct
	3♥♠	Pass or correct	4♥♠ Pass or correct
2NT	3♣	Lavings/Puppet Stayman	4♣ RKCB
	3♦	Transfer to ♥	4♦ RKCB
	3♥	Transfer to ♠	4♥ To play
	3♠	5/4 ♠♥	4♠ To play
	3NT	To play	other 4 NT=Quantative

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam try
3♥3♠	Slam try
4♣	Gerber
4♦	n/a
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Modified Michaels

Other slam bidding Cue Bids Asking Bids
 4th Suit Forcing One round Game force

NT Checkback Priorities fit

Defence to 3NT opening X 16+ 4♣longer ♥ 4♦longer ♠

Defence to opening 2-s: Multi X = 16+ 2NT 15-18

RCO style 2-s Double 16+

Other 2-s Double 16+

Defence to strong ♣ X = Majors, 1NT = minors, 1 suit natural, 2♣natural
 2♥♥♠Optimal Two's

Lebensohl Over NT interference

Other uses After partner's double of weak two opening

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

4♥ X = TO 4♠ X = penalty, 4NT = TO

OTHER NOTES

After 1NT overcall then transfer & Stayman

After 1NT X then system is ON

After 1♥♠: 2NT then 3 of a suit = singleton or void, 3NT flat 12-14;

3♥♠15+ no shortage; 4 suit = 2nd suit; 4♥♠ to play

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 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♣/3NT to play, 3♥/3♠ one round force

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other 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 Suit preference when necessary
Signal on declarer's lead Count
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse Lead count in partner's bid suit

CONVENTIONS

4NT: Blackwood RKCB other Minor RKCB
 4♣ Gerber when? To 1 NT openings

Other Conventions

Lead count to partner's bid suit
 SOAP to opponents' 1NT opening
 After 2♣ opening rebid of 2NT
 is 23+ and forcing



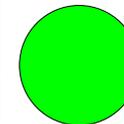
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STANDARD SYSTEM CARD

Names: Rachel Krasenstein Deborah Frankel
 ABF Nos: 127329 128041
 Basic System: Acol - Tartan Twos - Multi 2 Diamond
 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 12 - 14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to 3♣
 2 NT to 3♦ other Super accept in Minors
 2♣ G.F.
 2♦ Weak Major or 20 - 22 pts (flat)
 2♥ Weak 5+/5+ ♥ and a minor or 8 playing tricks in ♥
 2♠ Weak 5+/5+ ♠ and another or 8 playing tricks in ♠
 2 NT 5+/5+ Minors - pre-emptive
 3 NT Gambling

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

2 Diamonds
 2NT

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠
 Jump overcalls Weak/Int. Unusual NT Lowest Unbid Suits
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14
 Immed cue of minor Extremes - Blue Club Overcalls
 Immed cue of major Extremes - Blue Club Overcalls
 Over opponent's 1NT (weak) SOAP
 Over opponent's 1NT (strong) SOAP
 Over weak twos Double for Takeout
 Over opening threes Double for Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ / 3	2NT 10 - 12
	1♥♣	5+ / 4	3♣ 10 - 12 (5 clubs)
	1NT	8 - 10	3♦ Splinter
	2♣	5 - 9 5 card suit	3♥ Splinter
	2♦	n/a	3♠ Splinter
	2♥	Cue / 5+♣	3NT 13 - 15
	2♠	Cue / 5+♣	4 bids
<hr/>			
1♦	1♥♣	5+ / 4	3♣ n/a
	1NT	5 - 9	3♦ Limit bid
	2♣	9+	3♥ Splinter
	2♦	5 - 9	3♠ Splinter
	2♥	Cue 4+♦	3NT 13 - 15
	2♠	Cue 4+♦	4♦ Minor RKCB
	2NT	10 - 12	4 Other
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1♥♣	1NT	5 - 9	3♣ Cue agreeing suit
	2♣	9+	3♦ Cue agreeing suit
	2♦	9+	3♥♣ Limit raise
	2♥♣	5 - 9	3NT 13 - 15
	2NT	10 - 12	4♠♦ Splinter (singleton)
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2♣	2♦	Neg. or relay	2♥♣ 5 card suit pos. 1 1/2 QT
	other	2NT 8+ flat	
<hr/>			
2♦	2♥	Relay, may be passed	3♠♦ n/a
	2♠	May play in 3♥	3♥♣ n/a
	2NT	Forcing, opening hand	3NT To play
<hr/>			
2♥♣	2NT	Forcing or relay	3NT To play
	3♠♦	n/a	4♠♦ n/a
	3♥♣	Positive	4♥♣ To play
<hr/>			
2NT	3♣	* Lavings	4♣ * Gerber
	3♦	* Transfer to ♥	4♦ n/a
	3♥	* Transfer to ♠	4♥ n/a
	3♠	* 5♠ and 4♥	4♠ n/a
	3NT	* To play	other *only after 2♦2NT rebid

CONVENTIONS

Additional responses to 1NT

3♣3♦	Slam invitation - opener show Aces with 3 card support
3♥3♣	as above
4♣	Gerber
4♦	Slam try - suit set - Minor RKCB
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 hcp

Defence to 3NT opening 4♣= longer♥, 4♦= longer♠ Double = T/O 16+

Defence to opening 2-s: Multi Double = 16+ pts

Over 2NT 3♣= longer♥, 3♦= longer♠, X = Majors

RCO style 2-s Double

Other 2-s Double

Defence to strong ♣ 1NT for minors, double for majors

Lebensohl Over NT interference slow shows

Other uses When partner doubles a weak 2 bid for Takeout

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

4♥ X, 4NT minors 4♠ 4NT = Takeout, X = penalty

OTHER NOTES

1. If partner's 1NT is doubled then:
Redouble for minors or diamonds, 2♦ for Majors
2. 1NT rebid (15 - 18) & 2♣(Checkback) After 2♦ then 2NT is forcing.
3. After 2♦ opening 2NT is forcing. Then opener bids ; 3♣= upper limit in ♥, 3♦= upper limit in ♠ and 3♥3♠= lower limit in that suit
4. 3rd seat VUL then 1♣ can be 12pts and balanced