

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other preemptive, 4-card support

Jump shifts after minor opening strong (fit-showing by passed hand)

Jump shifts after major opening strong (fit-showing by passed hand)

Responses to strong 2 suit opening next suit negative or waiting, Jesner positives

Responses to 2NT opening 2NT equivalent - puppet Stayman

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 4th highest

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 present count in count situations

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? when no suit has been bid naturally

Other Conventions

Trial bids (help suit)



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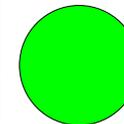
STANDARD SYSTEM CARD

Names: Len DIXON John BROCKWELL

ABF Nos: 156248 155081

Basic System: BARON, weak no-trump, 4-card suits up the line

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-21, 4, clubs 1♦ 11-21, 4, diamonds 1♥ 11-21, 4, hearts 1♠ 11-21, 4, spades

1 NT 12-14 hcp may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to hearts 2♥ to spades 2♠ not a transfer, = Baron

2 NT to clubs other none

2♣ 21-22 (25-26) hcp balanced OR 8-9 playing tricks in unspecified suit

2♦ 23-24 (27-28) hcp balanced OR game force

2♥ 6-10 hcp, 6(5)-card suit, hearts

2♠ 6-10 hcp, 6(5)-card suit, spades

2 NT 7-11 OR 16+ hcp, minors

3 NT gambling

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

1M-2M = preemptive (4-card support, 9 losers)

1NT-2S = Baron

1suit-(x)-xx = 8+(7+) hcp, singleton or void suit

COMPETITIVE BIDDING

Negative doubles through 3 spades Responsive doubles through 3 spades

Jump overcalls WEAK Unusual NT 5+/5+ in non-Michaels suits (wk or str.)

1NT overcall (immediate) 15-18 hcp (re-opening) 15-18 hcp

Immed cue of minor 5+/5+ majors, 7-11 or 16+ hcp

Immed cue of major 5+/5+ other major & minor, 7-11 or 16+ hcp

Over opponent's 1NT (weak) mod. Pottage (2nd seat), Meckwell (4th seat)

Over opponent's 1NT (strong) Meckwell in 2nd & 4th seats

Over weak twos double for T/O + Lebensohl

Over opening threes double for T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards, 5+ hcp	2NT 10-12 balanced
	1♥♣	4+ cards, 5+ hcp	3♣ limit, 8 losers
	1NT	8-10 balanced	3♦ splinter
	2♣	limit, 9 losers	3♥ splinter
	2♦	strong (fit-showing, passed hand)	3♠ splinter
	2♥	strong (fit-showing, passed hand)	3NT 13-15
	2♠	strong (fit-showing, passed hand)	4♣ bids 4 clubs = RKCB
1♦	1♥♣	4+ cards, 5+ hcp	3♣ strong
	1NT	5-9 hcp	3♦ limit, 8 losers
	2♣	natural, forcing	3♥ splinter
	2♦	limit, 9 losers	3♠ splinter
	2♥	strong	3NT 13-15 balanced
	2♠	strong	4♦ RKCB
	2NT	10-12 balanced	4♣ Other to play
1♥♣	1NT	5-9 balanced	3♣ strong
	2♣	natural, forcing	3♦ strong
	2♦	natural, forcing	3♥♣ limit, 9 losers, 4-card support
	2♥♣	limit, 9/10 losers	3NT 13-15 with support
	2NT	10-12 or 16+ with support	4♠♦ splinter
2♣	2♦	negative or waiting	2♥♣ goodish 5+-card suit, positive
	other	goodish 5+-card suit, positive (= A.K or KQ.KQ or K.K.K.K or KQ.K.K)	
2♦	2♥	negative or waiting	3♠♦ 5+ cards, positive
	2♠	goodish 5+-card suit, positive	3♥♣ solid suit
	2NT	balanced positive	3NT 2 aces, balanced
2♥♣	2NT	Ogust	3NT to play
	3♠♦	forcing	4♠♦ to play
	3♥♣	raise, non-constructive	4♥♣ to play
2NT	3♣	to play	4♣ to play
	3♦	to play	4♦ to play
	3♥	forcing	4♥ to play
	3♠	forcing	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	natural game force
3♥3♠	natural game force
4♣	Gerber
4♦	-
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other non-Michaels suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round at one-level; otherwise game force

NT Checkback Priorities strength then fit

Defence to 3NT opening 4C = better hearts than sp., 4D = better spades than hearts

Defence to opening 2-s: Multi 2NT = 15-18 balanced (then puppy Stayman);

RCO style 2-s X = any good hand; anything else = natural and non-forcing
 as above as far as possible

Other 2-s as above as far as possible

Defence to strong ♣ X = majors; 1NT = minors; weak jump overcalls; otherwise natural

Lebensohl Over NT interference

Other uses after T/O double of opponents' weak two

Take out of 4 level pre-empts 4♠♦ X

4♥ X = values 4♣ X = values - partner only bids to make

OTHER NOTES

Defense v. unusual NT: (2NT)-3C = better hearts than spades

(2NT)- 3D = better spades than hearts

(2NT) - X = cards

We tend to ignore T/O doubles except that 1 suit-(X)-XX = singleton or void in suit, (7)

Baron: 1NT-2S-2NT = no 5-card suit, then 4-card suits are bid up the line

1NT-2S-3 any = transfer

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening 3-7, 6+ card suit

Jump shifts after major opening 3-7, 6+ card suit

Responses to strong 2 suit opening 2NT forcing

Responses to 2NT opening 3C forcing

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 REO Count. Usually Odd card = Odd No, Even card = Even No

Signal on declarer's lead REO Count

Discards McKenney high encourage low encourage

odd/even other Odds/Evens suit preference signal

Count natural reverse REO Count

CONVENTIONS

4NT: Blackwood RKCB other '69 RKCB

4♣ Gerber when? Never

Other Conventions

Wide range NT rebids with Crowhurst 2/3C Lavings continuations after 1NT O/C

Herbert Negatives in response to T/O X Puppet Stayman after 2NT O/C or rebids

DOPE

Splinters by responder

McCance Trump cues



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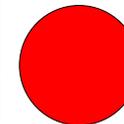
STANDARD SYSTEM CARD

Names: ROSS CRICHTON PETER GRANT

ABF Nos: 155837 156957

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♣ 5, 11+

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ Transfer to 2H 2♥ Transfer to 2S 2♠ Baron

2 NT Transfer to 3C other 3C: Transfer to 3D

2♣ 8+ PT in any suit, or 21-22, 25-26 etc Balanced

2♦ Weak 2 in H, or 5:5 in C/S (Weak or Strong), or 23-24 etc Balanced

2♥ Weak 2 in S, or 5:5 in C/D (Weak or Strong), or any 4441, 18+ HCP

2♠ Weak/Strong 5:5 in C/H or D/S

2 NT Weak/Strong 5:5 in D/H or H/S

3 NT Minor suit preempt (Equivalent to 4C/D)

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

3NT (see above)

4C/D openings are transfer to H/S (Stronger than direct 4H/S)

Over opp strong C, X is a transfer to D

COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 4D

Jump overcalls Intermediate Unusual NT Modified Michaels

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

Immed cue of minor Other Minor and Major

Immed cue of major Other Major and Minor

Over opponent's 1NT (weak) Canape Transfers

Over opponent's 1NT (strong) Canape Transfers

Over weak twos X = T/O, with Lebensohl continuations

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ suit, 5+ HCP	2NT 10-12 or 16+, club support
	1♥♠	4+ suit, 5+ HCP	3♣ 8-9 HCP, 5+, 4+ clubs
	1NT	5-9 (10) HCP, denies 4H/S	3♦ Splinter. Not A or K
	2♣	5-8 HCP, denies 4H/S	3♥ Splinter, as above
	2♦	3-7, 6+ card suit	3♠ Splinter, as above
	2♥	3-7, 6+ card suit	3NT 13-15 HCP, C support
	2♠	3-7, 6+ card suit	4 bids 4C preemptive, 4H/S to play
1♦	1♥♠	4+ suit, 5+ HCP	3♣ 3-7, 6+ card suit
	1NT	5-9 (10), denies 4H/S	3♦ 8-9 HCP, 4+D support
	2♣	4+ suit, 10+ HCP	3♥ Splinter
	2♦	5-8 HCP, denies 4H/S	3♠ Splinter
	2♥	3-7, 6+ card suit	3NT 13-15 HCP, 4+ D
	2♠	3-7, 6+ card suit	4♦ Preemptive
	2NT	10-12 or 16+, 4+ D	4 Other 4C Splinter, 4H/S to play
1♥♠	1NT	5-9 (10), No primary support	3♣ 3-7, 6+ card suit
	2♣	4+ suit, 10+ HCP	3♦ 3-7, 6+ card suit
	2♦	4+ suit, 10+ HCP	3♥♠ 8-9, H/S support
	2♥♠	5-8, 3+ support	3NT 13-15, H/S support
	2NT	10-12 or 16+, primary support	4♣♦ Splinter
2♣	2♦	Negative	2♥♠ 5+ suit, Positive response
	other	2NT. Positive, No 5+ suit, Unlimited HCP. 3D 5+ suit Positive	
2♦	2♥	Pass or Correct	3♣♦ Not defined
	2♠	Forcing	3♥♠ 3H invitational if 2D is weak 2H
	2NT	Forcing clarification	3NT Not defined. 4H Pass/Correct
2♥♠	2NT	Forcing clarification	3NT Not defined
	3♣♦	Pass or Correct	4♣♦ Not defined
	3♥♠	3S Invitational if 2H is weak 2S	4♥♠ 4S Pass/Correct
2NT	3♣	Forcing clarification	4♣ Not defined
	3♦	Pass or Correct	4♦ Not defined
	3♥	Pass or Correct if strong	4♥ To Play
	3♠	Pass or Correct	4♠ To Play
	3NT	Not defined	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	3C transfer to 3D. 3D = 6 card suit with 2/3 top honours
3♥3♠	6 card suit, about 10 HCP, 2/3 top honours
4♣	Transfer to 4H
4♦	Transfer to 4S
4♥	To Play
4♠	To Play

Unusual NT: minors other suits lower 2 unbid suits
 other Modified Michaels in conjunction with cue.

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening T/O X

Defence to opening 2-s: Multi Discussed at Table

RCO style 2-s Discussed at Table

Other 2-s Discussed at Table

Defence to strong ♣ Canape Transfers

Lebensohl Over NT interference

Other uses In response to T/O X of OPP weak 2 bids

Take out of 4 level pre-empts 4♣4♦ T/O X

4♥ T/O oriented 4♠ T/O X oriented

OTHER NOTES

Wide range (15-18) 1NT rebid, with Crowhurst extensions

Herbert Negatives (next suit <8HCP) in response to first round T/O X

Lavings 2C continuations after 1NT overcall

Puppet Stayman continuations after 2NT overcalls, or 21+ NT rebids

McCance Trump cues

Canape defence to OPP 1NT openings

BASIC RESPONSES

Jump raises - minors limit forcing other Weak, pre-emptive
 Jump raises - majors limit forcing other Weak, pre-emptive
 Jump shifts after minor opening Over m = criss cross limit raise, over M = weak
 Jump shifts after major opening Bergen (3♣= limit, 3♦= const)
 Responses to strong 2 suit opening Control showing (eg, 2♦= 0-1 controls)
 Responses to 2NT opening 2♣= asking bid, others = pass or correct

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 On honour lead = reverse attitude else reverse count
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?

Other Conventions

Mini-splinters	OBAR bids
4th suit forcing to game	Sandwich NT
Crowhurst	Wonder bids and Toxic against 1♣
Swine rescues over 1 NT doubled	Lebensohl
Super unusual, Good Bad & Scrambling 2 NT	Marinos



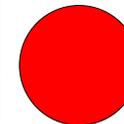
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STANDARD SYSTEM CARD

Names: Tony Marinos Peter Kahler
 ABF Nos: 255793 233481
 Basic System: 2/1 Forcing
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3+, 11+pts 1♦ 3+, 11+pts 1♥ 5+, 11+pts 1♣ 5+, 11+pts
1 NT 11- 14 pts may contain 5 card major
 2♣ Stayman: simple extended other Lavings
 transfers 2♦ Hearts 2♥ Spades 2♣ Clubs
 2 NT Diamonds other
 2♣ Game Force or 21-22 balanced
 2♦ Acol 2♦ Weak 2♥ 5/5 ♣& ♠ or 23-24 bal
 2♥ Acol 2♥ Weak 2♣ 5/5 ♣& ♦ or 25-26 bal
 2♠ Acol 2♠ Weak 5/5 ♣& ♥ or 27+ bal
 2 NT Weak 5/5 ♦& ♥ Weak 5/5 ♥& ♠
 3 NT Gambling, no outside stopper

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

2 Level Openings (Myxo)

COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦
 Jump overcalls Weak Unusual NT Two lower unbid
 1NT overcall (immediate) 15-18 (re-opening) 15-18
 Immed cue of minor Two lower unbid suits (weak)
 Immed cue of major ♠& another (weak)
 Over opponent's 1NT (weak) TOXIC (double is penalties)
 Over opponent's 1NT (strong) TOXIC (double is ♣or ♥♥(weak))
 Over weak twos Optional X (with Lebensohl)
 Over opening threes Optional X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ ♦, 5+ pts	2NT 10-12 pts, bal, not 4♥/♠
	1♥♠	4+ suit, 5+ pts	3♣ Limit raise (5+ ♣)
	1NT	Not 4 ♥/♠ 8-11 pts	3♦ Splinter
	2♣	GF in ♣ not 4 ♥/♠	3♥ Splinter
	2♦	Limit raise (5+ ♣)	3♠ Splinter
	2♥	Weak, non-forcing	3NT To play
	2♠	Weak, non-forcing	4 bids To play
1♦	1♥♠	4+ suit, 5+ pts	3♣ Limit raise (5+ ♦)
	1NT	Not 4 ♥/♠ 5-9 pts	3♦ Limit raise (5+ ♣)
	2♣	4+ pts, Game forcing	3♥ Splinter
	2♦	5+ ♦, Game forcing, not 4 ♥/♠	3♠ Splinter
	2♥	Weak, non-forcing	3NT To play
	2♠	Weak, non-forcing	4♦ Pre-emptive
	2NT	0-12 pts, bal, not 4♥/♠	4 Other To play
1♥♠	1NT	Forcing for 1 round (0-12 pts)	3♣ 4+ trumps, 10-12 pts
	2♣	4+ ♣, Game forcing	3♦ 4+ trumps, 8-9 pts
	2♦	5+ ♦, Game forcing	3♥♠ 4 trumps, pre-emptive
	2♥♠	8-9 pts, 3 trumps	3NT To play
	2NT	Jacoby Game Force	4♦♠ Splinter
2♣	2♦	0-1 controls (A=2, K=1)	2♥♠ 2♥ = 2 controls, 2♠ = 3 controls
	other	2NT = 4+ controls, 3X = slam try, 6+ suit, 2 of top three honours	
2♦	2♥	Pass or correct	3♣♦ Pass or correct
	2♠	Pass or correct	3♥♠ Pass or correct
	2NT	Asking bid	3NT Pass or correct
2♥♠	2NT	Asking bid	3NT Pass or correct
	3♣♦	Pass or correct	4♣♦ Pass or correct
	3♥♠	Pass or correct	4♥♠ Pass or correct
2NT	3♣	Asking bid	4♣ Drop dead
	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	Pass or correct	other Pass or correct

CONVENTIONS

Additional responses to 1NT

3♣3♦	Solid suit, game forcing, slam invitational
3♥3♠	Solid suit, game forcing, slam invitational
4♣	Transfer to ♥
4♦	Transfer to ♠
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 Crowhurst, up the line

Defence to 3NT opening Double is balanced values

Defence to opening 2-s: Multi X = 16+ pts, Bid of their suit is T/O, 2NT = minor

RCO style 2-s Pass then double is takeout

RCO style 2-s X = 16+ pts, 2NT = other two suits

Other 2-s Pass then double is takeout, double then double is penalty

Other 2-s Bid anchor suit is T/O, X = 16 = pts, 2NT = other suits

Other 2-s Pass then double is takeout, double then double is penalty

Defence to strong ♣ Bids at one level are Wonder Bids, eg 1♥ = ♥ or not ♥

Defence to strong ♣ Bids at two level are Toxic, eg 2♦ = weak ♥(6+), or ♠/♣ (5/5 v)

Lebensohl Over NT interference Over reverses and double of weak

Other uses

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

4♥ X - Values 4♠ X = Transferable values

OTHER NOTES

Active use of the Law of Total Tricks

Wide-ranging pre-empts and overcalls opposite passed hand

Use of tactical bids (eg, light 3rd seat openers, psyches, etc)

Overcalls show opening values with 2(+) defensive tricks