

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Strong
 Jump shifts after major opening Mini/Maxi Splinters
 Responses to strong 2 suit opening Controls, 2♦ = no more than one king
 Responses to 2NT opening Major = Forcing

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 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 1NT

Other Conventions

Crowhurst after 1NT rebid (15-18) System 'on' for NT overcalls
 Modified Capelliti 2♣ = Majors
 2♦ = Single suited Mjr
 2<M> = Major/Minor
 Splinters: Mini/Mega/Maxi



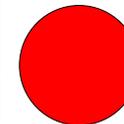
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STANDARD SYSTEM CARD

Names: David Lusk Attilio De Luca
 ABF Nos: 197904
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11+ pts, 3+ ♦ 11+, 4+ 1♥ 11+, 4+ 1♠ 11+, 5+
1 NT 11-14 (Usually 12-14, Vul) may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ Baron
 2 NT to 3♦ other Using Stayman does not guarantee a Mjr
 2♣ Strong: Acol 2 or GF but 21-22 Balanced or 25-26 Balanced
 2♦ Multi: Weak 2M or 23-24 Balanced
 2♥ (55) Hearts & another 6-10 HCP (May be 5-4 at favourable vuln'bility)
 2♠ (55) Spades & a minor 6-10 HCP (May be 5-4 at favourable vuln'bility)
 2 NT Both minors (55) 6-10 HCP
 3 NT Gambling (Minor)

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

Multi 2s 2♥ Hearts and another TWERB over Strong 1♣
 2♠ Spades and a minor Single suited in suit above
 2NT Both minors or: the other two suits.

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT Minors / Majors (opposite rank)
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Other minor + a major
 Immed cue of major Other major + a minor
 Over opponent's 1NT (weak) Capelliti (Modified)
 Over opponent's 1NT (strong) Capelliti (Modified)
 Over weak twos X = T/O (Lebensohl)
 Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4+	2NT 16+ Bal, 3+ card support
	1♥♠	5+, 4+	3♣ 10-11, 5+
	1NT	8-10 and balanced	3♦ ---
	2♣	5-9, 4/5+	3♥ ---
	2♦	16+, 6+	3♠ ---
	2♥	16+, 6+	3NT 3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4 bids
1♦	1♥♠	5+, 4+	3♣ 16+, 6+
	1NT	5-9, no four card Mjr	3♦ 10-11, 4+
	2♣	9+, 4+	3♥ ---
	2♦	6-9, 4+	3♠ ---
	2♥	16+, 6+	3NT 3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4♦
	2NT	16+ Bal, 3+ card support	4 Other
1♥♠	1NT	5-9	3♣ Mini/Maxi Splinter
	2♣	9+, 4+	3♦ Mini/Maxi Splinter
	2♦	9+, 4+	3♥♠ 10-11, no shortage, 4+, 3+
	2♥♠	5-9, 4+ (3+) (2♣ over 1♥ Spl)	3NT Value raise to 4<Mjr>
	2NT	16+ Bal, 3+ card support	4♣♦ Splinter Raise
2♣	2♦	Negative, 0-1 Control	2♥♠ Steps (2♥= 2 kings or 1 A)
	other		
2♦	2♥	Pass/Correct	3♣♦ Natural, forcing
	2♠	Pass/Correct, 3+ ♥	3♥♠ Pass/Correct
	2NT	Forcing enquiry	3NT To play
2♥♠	2NT	Forcing enquiry	3NT To play
	3♣♦	Pass/Correct	4♣♦ Pass/Correct, preemptive
	3♥♠	Preemptive	4♥♠ To play.
2NT	3♣	Stayman over natural 2NT	4♣ Gerber over natural 2NT
	3♦	Transfer --> ♥ over nat 2NT	4♦ Preemptive over direct 2NT
	3♥	Transfer --> ♠ over nat 2NT	4♥ To play
	3♠	5-4 in ♠ & ♥ over nat 2NT	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Invitational to 3NT, based on broken 6 card minor
3♥3♠	Strong Slam Try
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Minors over a major; Majors over a minor

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force at 3 level Game force

NT Checkback Priorities Secondary major, 3 card support, max/min

Defence to 3NT opening X = Penalties

Defence to opening 2-s: Multi X = T/O; 2NT = 15-18 at least one major stop

RCO style 2-s First 2 Xs = T/O; 2NT = 15=18

Other 2-s All subsequent doubles are penalties

Other 2-s First 2 Xs = T/O; 2NT = 15=18

Other 2-s All subsequent doubles are penalties

Defence to strong ♣ Twerb

up to but not including 3NT

Lebensohl Over NT interference

Other uses After a weak two opening is doubled by our side for take-out

Take out of 4 level pre-empts 4♣♦ X

4♥ X/4NT 4♠ 4NT

OTHER NOTES

DOPI applies in step situations

After 2 level response, 3NT = 15-16, 2NT is stronger

Responsive and competitive doubles apply in competitive auctions over opponents' raise

Penalty oriented doubles apply over new-suit bids

Cue Raises after overcalls

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Splinter, 8-11
 Jump shifts after major opening Splinter, 8-11
 Responses to strong 2 suit opening 2♥ negative 0-1 control, others show controls
 Responses to 2NT opening mod Puppet Staymen, 3♥=lfr, 3♠=5♠s & 4♥s

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other K from AK if looking for ruff, underlead asks unblock
 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 Reverse Count
Signal on declarer's lead Reverse count
Discards McKenney high encourage low encourage
 odd/even other odd encourage, even McKenny
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB 0314
 4♣ Gerber when? hell freezes over

Other Conventions

Modified Crowhurst, Cue Raises,
 Splinters,
 Change of Suit Forcing after 1 level opening
 Cue bids
 Q ask & asking bids after RKCB



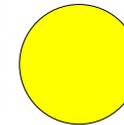
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STANDARD SYSTEM CARD

Names: Joe Haffer Nic Croft
 ABF Nos: 94625 229 342
 Basic System: Acolish
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3, 11+ 1♦ 4, 11+ 1♥ 5(4), 11+ 1♠ 5, 11+
1 NT 11-14 (13-15 in 4th seat) may contain 5 card major
2♣ Stayman: simple extended other off-whape possible
 transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣
 2 NT to ♦ OTHER 3any natural slam try, 4♣♦= both majors
2♣ 4+♥, 4+♠(not 4432), 6-11. Then 2♦ relay, with further game force relays
2♦ Game Force
2♥ 5♥, 4+♠, 6-11. Then 2NT invitational or better relay. 2♥- new suit constructive but nf
2♠ 5♠, 4+♠, 6-11. Then 2NT invitational or better relay. 2♠- new suit constructive but nf
 2 NT (20) 21-22. Then modified puppet & trf
 3 NT Minor Preempt with at least 2 top Honours

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

2♣= Both Majors 6-11
 Preempts may not comply with rule of 15

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣
 Jump overcalls Weak Unusual NT Lower 2 Suits
 1NT overcall (immediate) 15-18 (re-opening) 15-18 major, 11-14 minor
 Immed cue of minor Highest 2 Suits
 Immed cue of major Highest 2 Suits
 Over opponent's 1NT (weak) 2♣= majors, else natural, X = penalty
 Over opponent's 1NT (strong) 2♣= majors, else natural, X = penalty
 Over weak twos X takeout, Lebensol applies
 Over opening threes X takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4 card suit	2NT 16+ raise
	1♥♠	5+, 4 cards may often have 4+	3♣ Limit
	1NT	6-10	3♦ Splinter
	2♣	Limit	3♥ Splinter
	2♦	8-11 splinter	3♠ Splinter
	2♥	8-11 splinter	3NT to play
	2♠	8-11 splinter	4 bids AKQxxxx
1♦	1♥♠	5+, 4 cards	3♣ 8-11 splinter
	1NT	5-10	3♦ Limit
	2♣	(9)10+, 4 cards ♠rebid nf	3♥ Splinter
	2♦	Limit	3♠ Splinter
	2♥	8-11 splinter	3NT to play
	2♠	8-11 splinter	4♦ Preempt
	2NT	12+ raise	4 Other AKQxxxx
1♥♠	1NT	5-10	3♣ Splinter
	2♣	(9)10+, 4 cards M rebid nf	3♦ Splinter
	2♦	(9)10+, 4 cards M rebid nf	3♥♠ Limit
	2♥♠	raise 3(4), 5-8. 1♥2♠= 3, 9-11	3NT 4 card raise, 12-15 balanced
	2NT	16+ 4+ card support	4♣♦ Splinters
2♣	2♦	relay, then further relays if strong	4♥♠ to play
	other	Majors to play, other non-forcing	
2♦	2♥	0-1 control	3♣♦ 4/5 controls
	2♠	2 controls	3♥♠ 3♥♠= good six card suit
	2NT	3 controls	3NT
2♥♠	2NT	shortage ask	3NT to play
	3♣♦	natural, constructive, non-forcing	4♣♦ Splinter
	3♥♠	to play	4♥♠ to play
2NT	3♣	Modified Puppet Staymen	4♣ Slam try
	3♦	trf to ♥	4♦ Slam try
	3♥	trf to ♠	4♥ to play
	3♠	5♠ & 4♥GF	4♠ to play
	3NT	to Play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦

3♥3♠

4♣

4♦

4♥

4♠

both majors slam going

both majors not slam going

to play

to play

Unusual NT:

minors

other suits

lower 2 unbid suits

other weak or strong

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities range, cheapest descriptor

Defence to 3NT opening

X penalties

Defence to opening 2-s:

Multi X of 2D= 15+, 2NT 15-18, 2D p 2M X = T/O

RCO style 2-s

Lebensohl applies

Other 2-s

Defence to strong ♣

Twerb to 3S, suit bid = 1suiter next suit or 2suiter in suits below

X = may be our hand

Lebensohl

Over NT interference

Other uses

after weak 2 & initial T/O at 2 level, After 1NT overcall

Take out of 4 level pre-empts

4♣♦ X takeout

4♥ X takeout

4♠ X takeout

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening (1) over 1♦ weak, 1♠ semipositive TF (3) Splinter, 8-11
 Jump shifts after major opening Splinter, 8-11
 Responses to strong 2 suit opening (3) 2♦ negative 0-1 control, others show controls
 Responses to 2NT opening (3) mod Puppet Staymen, 3♥=lfr, 3♠=5♠s & 4♥s

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
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 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 Reverse Count
Signal on declarer's lead Reverse count
Discards McKenney high encourage low encourage
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CONVENTIONS

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 4♣ Gerber when? hell freezes over

Other Conventions

Modified Crowhurst, Cue Raises,

Splinters,

Change of Suit Forcing after 1 level opening

Cue bids

Q ask & asking bids after RKCB



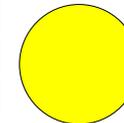
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STANDARD SYSTEM CARD

Names: Joe Haffer Nic Croft
 ABF Nos: 94625 229 342
 Basic System: (1= 1st & 2nd) Minsk (3= 3rd & 4th) 4 card standard
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ (1)16+any, (3)11+, 3+ |♦ (1)13-15bal or 10-15, 5+♦ (3)11+, 4+♦ 1♥♠ (1)10-15, 4+ (3) 11+, 4+cards
1 NT (1) 10-12 (3) 15-17 maybe off shape (1+3) may contain 5 card major
 Kerian (TF to 2♦, poss hands: invitational with/out 4/5 major, 6 minor, weak with ♦, GF 4 major
 transfers 2♦ to ♥, weak or strong 2♥ to ♠, weak or strong 2♣ mod Rev Baron
 2 NT to ♠, weak or strong other 3any natural slam try, 4♣♦= both majors
 2♣ (1) 4+♣ 4+♠ not 4432, less than 10 HCP (3) Gameforcing
 2♦ (1) 4+♦ 4+♠ not 4432, less than 10 HCP (3) weak two, 5+♦
 2♥ (1) 4+♥ 4+♠ not 4432, less than 10 HCP (3) weak two, 5+♥
 2♠ (1) 5+♠ 10-15 HCP (3) weak two, 5+♠
 2 NT (1) 4+♦ 5+♠ less than 10 HCP (3) (20)21-22 more or less balanced
 3 NT (1) Good Minor Preempt (3) to play

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

Preempts may not comply with rule of 15, will only be done if we like our hand & situation (eg favourable)

1♣ strong in 1st/2nd seat Specific Twos and Threes in 1st/2nd seat
 Canape Openings in 1st/2nd seat Mini NT in 1st/2nd seat

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣
 Jump overcalls Weak Unusual NT Lower 2 Suits
 1NT overcall (immediate) 15-18 (re-opening) 15-18 major, 11-14 minor
 Immed cue of minor Highest 2 Suits
 Immed cue of major Highest 2 Suits
 Over opponent's 1NT (weak) 2♣= majors, else natural, X = penalty
 Over opponent's 1NT (strong) 2♣= majors, else natural, X = penalty
 Over weak twos X takeout, Lebensol applies
 Over opening threes X takeout

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening 16+, Alpha in bid suit

Jump shifts after major opening 16+, Alpha in bid suit

Responses to strong 2 suit opening N/A

Responses to 2NT opening Stayman/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 Count in some situations

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even other McKenney on first discard

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? When natural NT opened

Other Conventions

Italian asking bids over 1C opening & positive re:

1D/H/S - 2NT trump ask

TWERB to any level over NT or strong 1C/2C op

1NT-2NT-3C-3H/S/NT is slam interest in one or t



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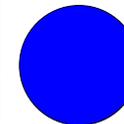
STANDARD SYSTEM CARD

Names: Paul Hudson John Zollo

ABF Nos: 232531 200115

Basic System: Precision

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 16+, 0 1♦ 11-15, 4 1♥ 11-15, 4 1♣ 11-15, 5

1NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other Need not have major

transfers 2♦ to H 2♥ to S 2♠ Baron

2NT to a minor or other other 1NT-2NT-3C-3H/S/NT strong in one or both minors

2♠ 11-15, 5+C with 4 card major or 6+C

2♦ 5-10, 6 card major, or 22-23 flat

2♥ 5-10, 5H & 5 minor

2♠ 5-10, 5S & 5 other

2NT 5-10, 5C & 5D

3NT Gambling, no outside K in 1st or 2nd position

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

TWERB to any level over NT or strong 1C/2C op

COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 4D

Jump overcalls Weak Unusual NT over minor = majors, over major = minors

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

Immed cue of minor Other minor + major

Immed cue of major Other major + minor

Over opponent's 1NT (weak) TWERB

Over opponent's 1NT (strong) TWERB

Over weak twos Double

Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7, any	2NT 14-15 HCP, flat
	1♥♠	8+ HCP, 5+ suit	3♣ 8+ HCP, 4-4-1-4
	1NT	8-13 or 16+ flat	3♦ 8+ HCP, 4-1-4-4
	2♣	8+ HCP, 5+ suit	3♥ 6 card H suit to AKQ
	2♦	8+ HCP, 5+ suit	3♠ 6 card S suit to AKQ
	2♥	8+ HCP, 1-4-4-4	3NT Any 7 card suit to AKQ
	2♠	8+ HCP, 4-4-4-1	4 bids N/A
1♦	1♥♠	6+, 4+ suit	3♣ 16+, Alpha ask in C
	1NT	6-9, no 4 card major	3♦ 8-11, 4+ suit
	2♣	10+, 4+ suit	3♥ Splinter
	2♦	5-9 4+ suit	3♠ Splinter
	2♥	16+, Alpha ask in H	3NT To play
	2♠	16+, Alpha ask in S	4♦ Pre-emptive
	2NT	16+, Gamma ask in D	4 Other Splinter
1♥♠	1NT	6-9 HCP, not necessarily flat	3♣ 16+, Alpha ask in C
	2♣	10+, 4+ suit	3♦ 16+, Alpha ask in D
	2♦	10+, 4+ suit	3♥♠ 8-11, 4+ support
	2♥♠	6-9 HCP, 3+ suit	3NT 13-15, flat raise
	2NT	16+, Gamma ask in H/S	4♣♦ Splinter
2♣	2♦	"Relay"	2♥♠ Not forcing
	other	2D is only forcing bid	
2♦	2♥	Correctable to 2S	3♣♦ Natural, not forcing
	2♠	Correctable to 3H	3♥♠ Correctable
	2NT	(Reverse) Ogust	3NT To play
2♥♠	2NT	Relay, one round force	3NT To play
	3♣♦	Correctable	4♣♦ Correctable
	3♥♠	Correctable	4♥♠ Correctable
2NT	3♣	To Play	4♠ Pr-emptive
	3♦	To Play	4♦ Pre-emptive
	3♥	Forcing	4♥ To Play
	3♠	Forcing	4♠ To Play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	7-10, 6 card suit to 2 top honours
3♥3♠	Slam interest
4♣	Gerber
4♦	N/A
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Over minor = majors: over major = minors: after 2 suits = other 2 suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening Double with strength

Defence to opening 2-s: Multi Double = 16+, 2NT = 16-19

RCO style 2-s

Other 2-s

Defence to strong ♣ TWERB to any level

Lebensohl Over NT interference

Other uses

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

4♥ Double = values 4♠ 4NT

OTHER NOTES