

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Game force
 Jump shifts after major opening Game force
 Responses to strong 2 suit opening
 Responses to 2NT opening 3♣= major ask; 3♦♥= transfer; 3♠=5♠4♥GF

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 length
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? Only when obviously an Ace ask

Other Conventions

Swine
 Splinters
 Ogust
 DOPI, ROPI



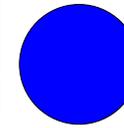
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STANDARD SYSTEM CARD

Names: John Ashworth Terry Piper
 ABF Nos: 126251 127876
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 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 super accepts of ♣&♦ transfers
 2♣ 23-24 OR 27-28 HCP balanced OR 8 playing tricks unbalanced
 2♦ Game force, unbalanced OR 25-26 OR 29+ HCP balanced
 2♥ {6 (7) cd suit, 6-10 HCP, Ogust responses to 2NT enquiry
 2♠ {3♣= poor suit, low HCP, 3♦= good suit, low HCP, etc
 2 NT 20-22 HCP balanced, may have 5 cd suit, lavings style 3C response
 3 NT Solid minor, no other values.

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

4C opening = Solid H's
 4D opening = Solid S's

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♥
 Jump overcalls weak, sensible Unusual NT lower two unbid suits
 1NT overcall (immediate) 15-17 (re-opening) 10-14
 Immed cue of minor Michaels (both M's, weak OR strong)
 Immed cue of major Michaels (other M + either m, weak OR strong)
 Over opponent's 1NT (weak) {Pottage: X = pen., 2C = 1 suiter (any),
 Over opponent's 1NT (strong) {2D = M's, 2H = H & m, 2S = S & m
 Over weak twos Take-out double
 Over opening threes Take-out double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+ cds	2NT 16+ HCP, support
	1♥♠	6+ HCP, 4+ cds	3♣ limit raise
	1NT	9+ HCP, no good suit to bid	3♦ splinter
	2♣	6-9 HCP, 4+ cds	3♥ splinter
	2♦	16+ GF	3♠ splinter
	2♥	16+ GF	3NT 12-15 HCP, support, no M
	2♠	16+ GF	4 bids ♣= weak supp, else to play
1♦	1♥♠	6+ HCP, 4+ cds	3♣ 16+ GF
	1NT	6+ HCP, no M	3♦ limit raise
	2♣	9+ HCP, 4+ cds	3♥ splinter
	2♦	6-9 HCP, 4+ cds	3♠ splinter
	2♥	16+ GF	3NT 12-15 HCP, support, no M
	2♠	16+ GF	4♦ weak supp
	2NT	16+ HCP, support	4 Other ♠= splinter; ♥♠to play
1♥♠	1NT	6+ HCP	3♣ 16+ GF
	2♣	9+ HCP, 4+ cds	3♦ 16+ GF
	2♦	9+ HCP, 4+ cds	3♥♠ limit raise
	2♥♠	6+ HCP, 4+ cds	3NT 12-15 HCP, support
	2NT	16+ HCP, support	4♣♦ splinter
2♣	2♦	neg, may be rather strong	2♥♠ good values
	other	NT = A,K +, 3M = solid suit, 3C/D = good values	
2♦	2♥	neg, may be rather strong	3♣♦ good values
	2♠	good values	3♥♠ ♥good values, ♠solid suit
	2NT	A,K+	3NT Blackwood
2♥♠	2NT	Ogust	3NT to play
	3♣♦	F1, gd suit	4♣♦ splinter, slam try
	3♥♠	pre OR gd suit OR splinter	4♥♠ to play OR splinter
2NT	3♣	M ask, lavings style	4♣ Gerber
	3♦	transfer	4♦ good suit, slam invite
	3♥	transfer	4♥ good suit, slam invite
	3♠	5S, 4H, game values	4♠ good suit, slam invite
	3NT	to play	other 4NT = INV, optional Blackwood

CONVENTIONS

Additional responses to 1NT

3♣3♦	Natural, slam try, invites cue bidding
3♥3♠	Natural, slam try, invites cue bidding
4♣	Gerber
4♦	
4♥	
4♠	

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

2 lvl = min, 2NT & 3 lvl are max, 2NT by resp

Defence to 3NT opening

TO X

Defence to opening 2-s:

Multi

X = TO of S, 2H = TO of H

RCO style 2-s

TO X

Other 2-s

TO X

Defence to strong ♣

DISCO: 1NT = M's, 2NT = m's,

2C = blk's, 2D = red's, 2H = H/C, 2S = S/D

Lebensohl

Over NT interference

Other uses

after Weak 2 - X - P - 2NT= lebensohl

Take out of 4 level pre-empts

4♣♦ TO X

4♥ TO X

4♠ NT = TO, X = X

OTHER NOTES

SWINE: 1NT - X - ?; P requires XX, then P OR suit = suit + suit imm. above;

XX requires 2♣ then P OR suit to play; suit = suit + another NOT imm. above.

Michaels/UNT: may be weak OR strong, never a std overcall ie 6-9 HCP OR 7+ PT

Ogust: wk 2 - 2NT then 3♣= poor suit, min HCP; 3♦= good suit, min HCP etc

3♥= poor suit, max HCP, 3♠= good suit, max HCP, 3NT = solid suit

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening strong, game force

Jump shifts after major opening ditto

Responses to strong 2 suit opening --

Responses to 2NT opening 3♣ Stayman, other suits natural & 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 3rd highest

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

other

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? Usual Ace ask (see below)

Other Conventions

Blackwood used only when 4♣ is competitive



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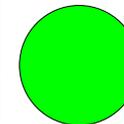
STANDARD SYSTEM CARD

Names: John Beyfus Brian Fensome

ABF Nos:

Basic System: Acoll 5 card Majors

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 12 - 18, 3+ 1♦ 12 - 18, 3+ 1♥ 12 - 18, 5+ 1♠ 12 - 18, 5+

1 NT 11 - 14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ -- 2♥ -- 2♠ --

2 NT -- other

2♣ 19 - 22 or 8 playing tricks

2♦ 23+ or 3 losers

2♥ 6 card suit, 6 - 10 HCP

2♠ 6 card suit, 6 - 10 HCP

2 NT 19 - 20 HCP. 2♣-2♦-2NT = 21 -22 flat

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 1 level Responsive doubles through --

Jump overcalls Weak Unusual NT minors

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

Immed cue of minor Strong, unless opener prepared, then natural

Immed cue of major Strong

Over opponent's 1NT (weak) 2♣= Majors, other suits natural, X = penalty

Over opponent's 1NT (strong) 2♣= Majors, other suits natural, X = penalty

Over weak twos X = 16+ HCP, suits 5+, 2NT = opening hand

Over opening threes as above

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	no M, unlimited	2NT 11 -12 HCP
	1♥♠	4+ suit, unlimited	3♣ --
	1NT	6 - 10 HCP	3♦ --
	2♣	8 - 10 HCP, support	3♥ --
	2♦	strong	3♠ --
	2♥	strong	3NT 13 - 15 HCP
	2♠	strong	4 bids 4♣Ace ask, 4♥♠to play
1♦	1♥♠	4+ suit, unlimited	3♣ strong
	1NT	8 -10 HCP	3♦ Limit
	2♣	4+ suit, 9+ HCP	3♥ --
	2♦	8 -10 HCP, support	3♠ --
	2♥	strong	3NT 13 - 15 HCP
	2♠	strong	4♦ --
	2NT	11 - 12 HCP	4 Other 4♣Ace ask, 4♥♠to play
1♥♠	1NT	5 - 9 HCP	3♣ strong
	2♣	4+ suit, 9+ HCP	3♦ strong
	2♦	ditto	3♥♠ Limit
	2♥♠	Limit	3NT 13 - 15 HCP
	2NT	11 -12 HCP	4♦♦ 4♣Ace ask
2♣	2♦	Negative	2♥♠ A + K, 4+ suit
	other	2NT = 8+ HCP	
2♦	2♥	Negative	3♣♦ A + K, 4+ suit
	2♠	A + K, 4+ ♠	3♥♠ --
	2NT	8+ HCP	3NT --
2♥♠	2NT	Asking, OGUST	3NT To play
	3♣♦	To play	4♣♦ 4♣Ace ask
	3♥♠	not forcing	4♥♠ To play
2NT	3♣	Stayman	4♣ Ace ask
	3♦	6+ suit GF	4♦ --
	3♥	5+ suit GF	4♥ To play
	3♠	5+ suit GF	4♠ To play
	3NT	To play	other Quantitative

CONVENTIONS

Additional responses to 1NT

3♣3♦ Strong, 6+ suit GF

3♥3♠ Strong, 5+ suit GF

4♣ Ace ask

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 X = penalties else natural

Defence to opening 2-s: Multi X = 16+ HCP, 2NT opening hand, suits natural

RCO style 2-s X = 16+ HCP

Other 2-s X = 16+ HCP

Defence to strong ♣ Natural

Lebensohl Over NT interference ---

Other uses --

Take out of 4 level pre-empts 4♣♦ X = penalty, 4NT = TO, suits natural

4♥ ditto 4♠ ditto

OTHER NOTES

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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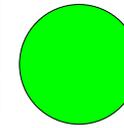
STANDARD SYSTEM CARD

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) Capaletti; 2NT = minors or strong 2 suiter

Over opponent's 1NT (strong) Capaletti; 2NT = minors or 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