

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 0 - 7, 5 card suit  
 Jump raises - majors limit  forcing  other Game force  
 Jump shifts after minor opening Strong - Game force  
 Jump shifts after major opening Strong - Game force  
 Responses to strong 2 suit opening 2 ♦ Negative  
 Responses to 2NT opening 3 ♥ forcing (asks for singleton or void)

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Ace asks for attitude, King asks 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 Reverse Attitude or Reverse Count  
**Signal** on declarer's lead Reverse Count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse  Lead count in partner's suit

## CONVENTIONS

4NT: Blackwood  RKCB  other 6 card keycard / minors  
 4♣ Gerber  when? Minor Suit Keycard

### Other Conventions

R/Drury	Dopi and Ropi
4th Suit forcing to game (except 1 level)	<b>Blue Club Overcalls(5/5+ unlimited):</b>
Splinters	Cue = 2 extreme suits
Support doubles to 2 spades	2NT= 2 lowest suits
Cue raises	3♣(2♦ over 1♣)=2 highest



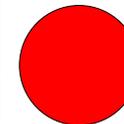
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## STANDARD SYSTEM CARD

Names: Dadie Greenfeld Wendy Driscoll  
 ABF Nos: 129127 170331  
 Basic System: Standard American  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11-20, 3♣ 1♦ 11 - 20, 3♦ 1♥ 11 - 20, 5♥ 1♠ 11-20, 5♠  
**1 NT** 15 - 17 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings  
 transfers 2♦ 2♥ 2♥ 2♠ 2♠ 3♣  
 2 NT 3♦ other Super accept in suit (step response = No Super)  
 2♣ Game Force or 23+ flat hand  
 2♦ 6 card ♥ or ♠ suit OR 21 - 22 flat hand  
 2♥ 5/5 ♥ and ANOTHER, 6 - 10 hcp  
 2♠ 5/5 ♠ and a MINOR, 6 - 10 hcp  
 2 NT 5/5 in the minors weak  
 3 NT Specific Ace Ask

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

Inverted Minors except over Opp. X	Trash over Opp. NT
Blue Club overcalls(Cue, 2NT and 2♦/3♣)----	-- 5+5+ 2 suiters unlimited
Multi 2 ♦ Opening	2NT opening minors

## COMPETITIVE BIDDING

Negative doubles through 4 ♥ Responsive doubles through 4 ♥  
 Jump overcalls Weak, or Blue ♣ Unusual NT Lowest 2 suits  
 1NT overcall (immediate) 15-18 (re-opening) 10-12  
 Immed cue of minor Blue Club - Extreme suits (5+ ♠ & 5+ other minor)  
 Immed cue of major Blue Club - Extreme suits (5+ ♣ & 5+ other major)  
 Over opponent's 1NT (weak) Trash (2♣ = ♦ or ♥♣; 2♦ = ♥ or ♣♣ 2♥ = ♠ or ♣)  
 Over opponent's 1NT (strong) Trash (2♣ = ♣♥ or ♦♣; 2NT = ♣ or ♥♦)  
 Over weak twos X for Takeout  
 Over opening threes X for Takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ hcp/ 4 card suit	2NT 11 - 12 hcp flat hand
	1♥♣	6+ hcp / 4 card suit	3♣ 0 - 7hcp, 5+ card support
	1NT	8 - 10 HCP denies a major	3♦ Splinter raise
	2♣	11+ forcing to 2NT/3♣	3♥ Splinter raise
	2♦	natural, Strong Game force	3♠ Splinter raise
	2♥	natural, Strong Game force	3NT 13 - 15 flat hand
	2♠	natural, Strong Game force	4 bids 4♣= Keycard, Majors to play
1♦	1♥♣	6+ hcp/ 4 card suit	3♣ Strong Game Force
	1NT	6 - 9 hcp/ no 4 card major	3♦ 0 - 7hcp, 5+ card support
	2♣	Suit, one round force	3♥ Splinter raise
	2♦	10+ hcp/ forcing to 2NT/3♦	3♠ Splinter raise
	2♥	Strong Game Force	3NT 13 - 15 hcp flat hand
	2♠	Strong Game Force	4♦ Keycard
	2NT	11 - 12 hcp flat hand	4 Other Majors to play
1♥♣	1NT	6 - 9 hcp	3♣ natural, Game Force Strong
	2♣	natural, Forcing 1 round	3♦ natural, Game Force Strong
	2♦	natural, Forcing 1 round	3♥♣ Limit raise
	2♥♣	Limit raise	3NT 12 - 14 hcp, fit with partner
	2NT	15+ hcp, with fit, * see notes	4♦♣ Splinter raise
2♣	2♦	Negative	2♥♣ 8+ hcp, 5+ card suit
	other	2NT 8+ hcp, flat hand	
2♦	2♥	Pass or correct	3♦♣ To play
	2♠	Pass or correct	3♥♣ pass or correct
	2NT	Forcing	3NT To play
2♥♣	2NT	Forcing (2♠ correctable)	3NT To play
	3♦♣	play or correct	4♦♣ Correctable
	3♥♣	To play	4♥♣ To play
2NT	3♣	To play	4♣ To play
	3♦	To play	4♦ To play
	3♥	Forcing Ask (cue singleton major)	4♥ To play
	3♠	To play, non-forcing	4♠ To play
	3NT	To play	other 4NT 6 card Keycard

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Slam interest
3♥3♣	Slam interest
4♣	Keycard
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      Range

### Defence to 3NT opening

Defence to opening 2-s:      Multi      X showing ♥, 2♥ showing ♠

RCO style 2-s      Over 2NT (minors) 3♣= longer ♥, 3♦= longer ♠, X = majors  
X = 2 suits with ♣, 3♣ show 2 suits without ♣

Other 2-s      X = Take out

Defence to strong ♣      Trash

Lebensohl      Over NT interference       Slow shows

Other uses      over double of opponents weak 2 openings

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

4♥      X = takeout      4♠      4NT = takeout

## OTHER NOTES

- Truscott (2NT is constructive, 3Raise is pre-emptive after they double)
- Cue raises
- Responses after 3NT openings - Specific Ace asking; 4♣= No Aces; 4♦= Ace ♦; 4♥ = Ace ♥; 4♠ = Ace ♠, 4NT Ace ♣; 5♣ = (Ace ♣/♦); 5♦ = (Ace ♦/♥); 5♥ = (ace ♥/♠); 5♠ = (Ace ♠/♣); 5 NT = Non touching suits e.g. (♣/♥) or (♦/♠)
- \* 1 Major - 2NT - 3 other suit shows singleton or void (shortage) 3NT flat hand, 4 suit

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening cue bid with 4+ support for opener

Jump shifts after major opening cue bid with 4+ support for opener

Responses to strong 2 suit opening n/a

Responses to 2NT opening 3♣/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

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

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? To 1 NT openings

### Other Conventions

Lead count to partner's bid suit After 4NT KC, 5NT is normal Blackwood

POTTAGE to opponents' 1NT opening

After 2♣ opening rebid of 2NT is 23+ and forcing



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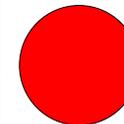
## STANDARD SYSTEM CARD

Names: Rachel Krasenstein Deborah Frankel

ABF Nos: 127329 128041

Basic System: ACOL - Tartan Twos - Multi 2 Diamonds

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20 hcp, 3+♣ 1♦ 11-20 hcp, 4+♦ 1♥ 11-20 hcp, 4+♥ 1♠ 11-20 hcp, 5+♠

1 NT 12 - 14 hcp may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣

2 NT 3♦ other Super accept in minors

2♣ Game Force

2♦ Weak Major or 20-22 points (flat)

2♥ Weak 5+5+♥ and a minor or 8 playing tricks in ♥

2♠ Weak 5+5+♠ and a minor 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♦ opening is MULTI Third seat VUL, 1♣ may be 12-14 balanced

2NT opening is minors

Blue Club Overcalls (Cue 2NT and 3♣, 2 suiter)

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠

Jump overcalls Weak/Int Unusual NT Lowest unbid suits (Blue Club)

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

Immed cue of minor Blue Club Overcall (5+♠ & 5+ other minor)

Immed cue of major Blue Club Overcall (5+♣ & 5+ other major)

Over opponent's 1NT (weak) POTTAGE 2 Major = 4 Major & 5+ Minor

Over opponent's 1NT (strong) POTTAGE 2♣ = 1 suiter; 2♦ = Majors

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+p / 4+♦	2NT 10 - 12p
	1♥♠	5+p / 4+ SUIT	3♣ 10 - 12p 5+ ♣
	1NT	8 - 10 points	3♦ Splinter
	2♣	5 - 9p, 4+ card support	3♥ Splinter
	2♦	n/a	3♠ Splinter
	2♥	Cue / 5+ ♣	3NT 13 - 15p
	2♠	Cue / 5+ ♣	4 bids
1♦	1♥♠	5+p / 4+ SUIT	3♣ n/a
	1NT	5 - 9 points	3♦ Limit bid
	2♣	9+p / 4+ SUIT	3♥ Splinter
	2♦	5 - 9 ♦ RAISE	3♠ Splinter
	2♥	Cue / 4+ ♦	3NT 13 - 15p
	2♠	Cue / 4+ ♦	4♦ Minor RKCB
	2NT	10 - 12p	4 Other
1♥♠	1NT	5 - 9 points	3♣ Cue agreeing suit (4+ support)
	2♣	9+p natural	3♦ Cue agreeing suit (4+ support)
	2♦	9+p natural	3♥♠ Limit Raise
	2♥♠	5 - 9p RAISE	3NT 13 - 15p
	2NT	10 - 12p	4♣♦ Splinter (singleton)
2♣	2♦	Negative or relay	2♥♠ 5 card suit pos. 11/2 Quick tricks
	other	2NT 8+ flat	
2♦	2♥	Relay, may be passed	3♣♦ n/a
	2♠	May play in 3♥	3♥♠ n/a
	2NT	Forcing, opening hand	3NT to play
2♥♠	2NT	Forcing or relay	3NT To play
	3♣♦	n/a	4♣♦ n/a
	3♥♠	Positive	4♥♠ To play
2NT	3♣	To play	4♣ Keycard in ♣
	3♦	To play	4♦ Keycard in ♦
	3♥	one round force	4♥ To play
	3♠	one round force	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Slam invitation - opener shows 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    high card points

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

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

RCO style 2-s    Double

Other 2-s    Double

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

Lebensohl    Over NT interference     slow shows

Other uses    when partner doubles a weak 2 bid suit for Takeout

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

4♥ X = T/O, 4NT= n/a    4NT = Takeout, X = penalty

## OTHER NOTES

1. If partner's 1NT is doubled then: redouble for minors or ♦ 2♦ for majors
2. 1NT rebid(15-18) & 2♣(Checkback), After 2♦ then 2 NT 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 12 points and balanced

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening WEAK 6+ CARD Suit

Jump shifts after major opening WEAK 6+ CARD Suit

Responses to strong 2 suit opening N/A

Responses to 2NT opening TRANSFERS,LAVINGS

## PLAY CONVENTIONS

'NT' Versus Notrump  = Both

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

Underlead  other JOURNALIST

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 WHERE NECESSARY

Signal on declarer's lead REVERSE COUNT WHERE NECESSARY

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? CRO ACE ASK

### Other Conventions

#### CRO ACE ASK :

4D - 0 or 3 4H - 1 or 4

4S - 2 SAME COLOUR

4NT - 2 SAME RANK

5C - 2 OTHER

#### ELU - unlimited 2 suited overcalls

CUE - 2 EXTREMES 5/5+

2NT - 2 LOWEST 5/5+

3C - 2 HIGHEST 5/5+



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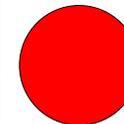
## STANDARD SYSTEM CARD

Names: SHEENAGH YOUNG ROBIN PATERSON

ABF Nos: 429333 121428

Basic System: ACOL

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ hcp 4+♣ 1♦ 11+ hcp 4+♦ 1♥ 11+ hcp 4+♥ 1♠ 11+ hcp 4+♠

1 NT 11 - 14 hcp may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣

2 NT 3♦ other MODIFIED SWINE OVER 1NTX

2♣ GAME FORCE

2♦ WEAK 6-10 6 CARD SUIT

2♥ WEAK 6-10 6 CARD SUIT

2♠ WEAK 6-10 6 CARD SUIT

2 NT 20 - 22 BALANCED

3 NT SPECIFIC ACE ASK

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

ELU, UNLIMITED 2 SUITERS 2NT - 2 LOWEST 5/5+ (ELU)

CUE - 2 EXTREMES 5/5+ (ELU) 3C - 2 HIGHEST 5/5+ (ELU)

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls WEAK Unusual NT ELU (2 LOWEST UNBID SUITS)

1NT overcall (immediate) 16 - 18 (re-opening) 10+

Immed cue of minor ELU EXTREMES ( 5+♣ & 5+ other minor, unlimited)

Immed cue of major ELU EXTREMES ( 5+♣ & 5+ other major, unlimited)

Over opponent's 1NT (weak) PUPPET STAYMAN and TRANSFERS

Over opponent's 1NT (strong) PUPPET STAYMAN and TRANSFERS

Over weak twos X = TAKEOUT, NATURAL OVERCALLS

Over opening threes X = TAKEOUT, NATURAL OVERCALLS

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦ 5+p 4♦	2NT 10 - 12 hcp BALANCED	
	1♥♣ 5+p 4+ SUIT	3♣ 9+p 4+ ♣	
	1NT 6 - 9 BALANCED	3♦ N/A	
	2♣ 5+p 4+ ♣	3♥ N/A	
	2♦ WEAK 6-7 CARD SUIT	3♠ N/A	
	2♥ WEAK 6-7 CARD SUIT	3NT 13+ BALANCED	
	2♠ WEAK 6-7 CARD SUIT	4 bids 4♣=CRO or 4♦♥♠TO PLAY	
1♦	1♥♣ 5+p 4+ SUIT	3♣ WEAK 6-7 CARD SUIT	
	1NT 6 - 9 hcp BALANCED	3♦ 9+p 4+ ♦	
	2♣ 9+p 5+ ♣	3♥ N/A	
	2♦ 5+p 4+ ♦	3♠ N/A	
	2♥ WEAK 6-7 CARD SUIT	3NT 13+ BALANCED	
	2♠ WEAK 6-7 CARD SUIT	4♦ N/A	
	2NT 10 - 12 hcp BALANCED	4 Other CRO or TO PLAY	
1♥♣	1NT 6 - 9 hcp BALANCED	3♣ WEAK 6-7 CARD SUIT	
	2♣ 9+p 5+ ♣	3♦ WEAK 6-7 CARD SUIT	
	2♦ 9+ p 5+ ♦	10 - 12hcp 4+ support	
	2♥♣ 6 - 9p 4+support	13+ hcp BALANCED	
	2NT 10 - 12 hcp BALANCED	4♦♦ CRO	
2♣	2♦ DENIES AK	2♥♣ AK and 4 CARD SUIT	
	other 2NT - TWO ACES		
2♦	2♥ 10+p 6♥, FORCING	3♦♦ FORCING/ LIMIT SUPPORT	
	2♠ 10+p 6♠ FORCING	3♥♣ LIMIT/ 10+ 6+ SUIT, FORCING	
	2NT OGUST 16+	3NT N/A	
2♥♣	2NT OGUST 16+	3NT N/A	
	3♦♦ 10+p 6♦♦, FORCING	4♦♦ CRO	
	3♥♣ LIMIT/ 10+ FORCING	4♥♠ TO PLAY	
2NT	3♣ LAVINGS	4♣ CRO	
	3♦ TRANSFER to ♥	4♦ N/A	
	3♥ TRANSFER to ♠	4♥ TO PLAY	
	3♠ N/A	4♠ TO PLAY	
	3NT 4+p BALANCED	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	SLAM TRY
3♥3♠	SLAM TRY
4♣	CRO
4♦	N/A
4♥	TO PLAY
4♠	TO PLAY

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other SPECIFIC ACE ASK

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities

Defence to 3NT opening      X= TAKEOUT, NATURAL OVERCALLS

Defence to opening 2-s:      Multi      X= TAKEOUT, NATURAL OVERCALLS

RCO style 2-s      X= TAKEOUT, NATURAL OVERCALLS

2NT (minors)      X = both majors; 3♥, 3♠= suits 5+ cards

Other 2-s      X= TAKEOUT, NATURAL OVERCALLS

Defence to strong ♣      X= TAKEOUT, NATURAL OVERCALLS

Lebensohl      Over NT interference

Other uses      OVER PARTNER'S OVERCALL

Take out of 4 level pre-empts      4♣♦ X for MAJORS

4♥ 4NT MINORS      4♠ 4NT MINORS

## OTHER NOTES

Modified SWINE over 1NTX

XX = bid best minor

2♣ = 5+ ♣ to play

2♦ = bid best major

2♥, 2♠ = 5+ card suit

no point count, poor hand