

BASIC RESPONSES

Jump raises - minors limit forcing other Pre-emptive
 Jump raises - majors limit forcing other Pre-emptive
 Jump shifts after minor opening ♦/♠ = 6-9 raise ♥/♣ = weak
 Jump shifts after major opening Bergen
 Responses to strong 2 suit opening 2♦ - waiting
 Responses to 2NT opening Puppet stayman, transfers, 3♣-minor suit stayman

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x) NT
 Underlead other Ace - Attitude King - 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 Reverse Count
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 1430
 4♣ Gerber when? 1nt

Other Conventions

2 way checkback 1st and 2nd round cue bids
 Jacoby 2nt Cue raises
 Forth suit forcing Long suit trial bids
 Fit bids in competition
 Support Xs and XXs



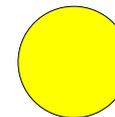
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STANDARD SYSTEM CARD

Names: Fiona Brown Tony Nunn
 ABF Nos:
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11 3 1♦ 11 4 1♥ 11 4 1♠ 11 4
 1 NT (11) 12-14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ 2♥ 2♥ 2♠ 2♠ MSS or ♦
 2 NT 3 suiter or ♣ other
 2♣ Game Force or 23+ Balanced
 2♦ Weak (may be five card)
 2♥ Weak (may be five card)
 2♠ Weak (may be five card)
 2 NT 20-22
 3 NT 1st/2nd - Gambling 3rd/4th - To Play

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

Weak twos may not satisfy the rule of 15

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠
 Jump overcalls Weak Unusual NT Lowest unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor Majors: weak or strong
 Immed cue of major Major + Minor: weak or strong
 Over opponent's 1NT (weak) 2C - majors, 2D - ♥ or ♠, 2h/s - M + m, X - Pen
 Over opponent's 1NT (strong) " " " X - ♣ or ♦
 Over weak twos Lebensohl
 Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning						
1♣	1♦	4+	4♦	2NT	12+	5♣+
	1♥/♠	4+	4♥	3♣	0 - 6	5♣+
	1NT	5 - 9		3♦	Splinter	
	2♣	10 - 12	5♣+	3♥	Splinter	
	2♦	6 - 9	5♣+	3♠	Splinter	
	2♥	0 - 5	6♥	3NT	To Play	
	2♠	0 - 5	6♠	4 bids	To Play	
1♦	1♥/♠	4+	4♥/♠+	3♣	6 - 9	5♦+
	1NT	5 - 9		3♦	0 - 6	5♦+
	2♣	10+	4♣+	3♥	Splinter	
	2♦	10 - 12	5♦+	3♠	Splinter	
	2♥	0 - 5	6♥	3NT	To Play	
	2♠	0 - 5	6♠	4♦	To Play	
	2NT	12+	5♦+	4 Other	To Play	
1♥/♠	1NT	5 - 9		3♣	6 - 9	4♥/♠+
	2♣	10+	4♣+	3♦	10 - 12	4♥/♠+
	2♦	10+	4♦+	3♥/♠	0 - 5	4♥/♠+ / splinter
	2♥/♠	10+	5♥ / 0 - 5	6♠ 3NT	To Play	
	2NT	12+	4♥/♠+	4♠/♦	Splinter	
2♣	2♦	Waiting		2♥/♠	2+ or top 3 honours 5♥/♠+	
	other					
2♦	2♥	Natural and forcing		3♠/♦	To Play	
	2♠	Natural and forcing		3♥/♠	Fit showing	
	2NT	Shortage ask		3NT	To Play	
2♥/♠	2NT	Shortage ask		3NT	To Play	
	3♠/♦	Natural non forcing		4♠/♦	Fit showing jump	
	3♥/♠	To Play		4♥/♠	To play	
2NT	3♣	Puppet Stayman		4♣	Natural	
	3♦	Transfer to ♥		4♦	Natural	
	3♥	Transfer to ♠		4♥	To Play	
	3♠	Minor Suit Stayman		4♠	To Play	
	3NT	To Play		other		

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Good suit missing an honour
3♥/3♠	Weak suit, bid 3nt if can withstand suit
4♣	Gerber
4♦	Transfer to ♥
4♥	Transfer to ♠
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

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X - Takeout of spades, 2♥ Takeout of hearts,

2♠ - Natural, 2nt - 15-18 with both majors stopped

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses After weak two x,

Take out of 4 level pre-empts 4♠/4♦ X

4♥ X 4♣ X

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other Preemptive

Jump raises - majors limit forcing other Bergen

Jump shifts after minor opening 6 card suit; 4-7 HCP

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♦ = Neg or waiting; 2NT = 8-10 BAL

Responses to 2NT opening 5 card Stayman and 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 Reverse Count

Signal on declarer's lead Reverse Count

Discards McKenney high encourage low encourage

odd/even other Reverse Count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 1430

4♣ Gerber when? Hell Freezes Over

Other Conventions

Lebensohl Cue Bids (First Round)

Fit Showing Jumps in Competition

Splinters

4th Suit Forcing to Game

Help Suit Trials



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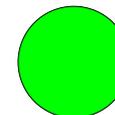
STANDARD SYSTEM CARD

Names: Daniel Krochmalik Jeb Cole

ABF Nos: 404144 N/A

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 15-17 HCP may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣

2 NT to ♦ other

2♣ Game Force or 23-24 BAL

2♦ (5) 6 card suit; weak

2♥ (5) 6 card suit ; weak

2♠ (5) 6 card suit ; weak

2 NT 20-22 BAL

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lowest Unbid Suits

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

Immed cue of minor Michaels; 5+ ♠ & 5+ ♥ any strength

Immed cue of major Michaels; 5+ o/Major & 5+ minor any strength

Over opponent's 1NT (weak) Modified Capaletti

Over opponent's 1NT (strong) DONT

Over weak twos X = TK/O (with Lebensohl)

Over opening threes X = TK/O

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+, 6+ HCP	2NT 10-12 HCP; Invitational
	1♥/♠	4+, 6+ HCP	3♣ 5+, 0-8 HCP
	1NT	7-10 HCP	3♦ Preemptive
	2♣	4+, 5-9 HCP	3♥ Preemptive
	2♦	6+, 4-7 HCP	3♠ Preemptive
	2♥	6+, 4-7 HCP	3NT 13-15 HCP (no 4+ Major)
	2♠	6+, 4-7 HCP	4 bids
<hr/>			
1♦	1♥/♠	4+, 6+ HCP	3♣ 6+, Preemptive
	1NT	6-9 HCP	3♦ 5+, 0-8 HCP
	2♣	4+, 10+ HCP, F1	3♥ Preemptive
	2♦	4+, 5-9 HCP	3♠ Preemptive
	2♥	6+, 4-7 HCP	3NT 13-15 HCP (no 4+ Major)
	2♠	6+, 4-7 HCP	4♦
	2NT	10-12 HCP; Invitational	4 Other
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1♥/♠	1NT	6-9 HCP	3♣ 4, 6-9 HCP
	2♣	4+, 10+ HCP, F1	3♦ 4, 10-12 HCP
	2♦	5+, 10+ HCP, F1	3♥/♠ 4/5, 3-5 HCP
	2♥/♠	3, 5-9 HCP	3NT 13-15 HCP
	2NT	4+, Jacoby Game Force 13+ HCP	4♣/♦ Splinters - 9-11 HCP
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2♣	2♦	Negative or Waiting	2♥/♠ 5+ and good suit, 8+ HCP
	other	2NT = 8-10 HCP Balanced; 3 minor = 5+ and good suit, 8+ HCP	
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2♦	2♥	6, Natural Non-Forcing	3♣/♦ Natural Non-Forcing
	2♠	6, Natural Non-Forcing	3♥/♠ Natural & FORCING
	2NT	Ogust (3♣ = MIN; others MAX)	3NT To Play
<hr/>			
2♥/♠	2NT	Ogust	3NT To Play
	3♣/♦	Natural Non-Forcing	4♣/♦ Natural & Preemptive
	3♥/♠	Natural Non-Forcing (NOT INV)	4♥/♠ To Play
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2NT	3♣	5 Card Stayman	4♣ Natural and FORCING (cues)
	3♦	Transfer to ♥	4♦ Natural and FORCING (cues)
	3♥	Transfer to ♠	4♥ To Play
	3♠	5 Spades & 4 Hearts	4♠ To Play
	3NT	To Play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Natural (good suit) and Forcing (start cueing)

3♥/3♠ Natural (good suit) and Forcing (start cueing)

4♣ N/A

4♦ N/A

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 Lowest Minor over both 1NT and 2NT

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = 15+ Unbalanced; 2NT = 15-18 BAL;

Others = Natural Suits

RCO style 2-s X = 15+ Unbalanced; 2NT = 15-18 BAL;

Others = Natural Suits

Other 2-s With Anchor Suit.....X = TK/O of that suit

2NT = 15-18 BAL

Defence to strong ♣ 1 Level Bids = Natural; 2 Level Bids = that suit and a higher suit

Lebensohl Over NT interference

Other uses After (2M) X (/) 2NT = Lebensohl

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

4♥ X = TK/O 4♠ X = Values...Use discretion; 4NT = TK/O

OTHER NOTES

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 2♣, 2♦, 2♥, 2♠ bidding 2♥ = 23+ 2♠ = 0-3 Other = 4-7

Responses to 2NT opening Pass or Correct except 3C = 16+

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 High Encourage

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other Responses 5C = 0-3

4♣ Gerber when? after NT & no interference

Other Conventions



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STANDARD SYSTEM CARD

Names: Gideon Sawicki & Nick RodwNick Rodwell & Gideon Sawicki

ABF Nos: 305464 488178

Basic System: 5-card Majors Standard American

Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 12-19, 3+♣ 1♦ 12-19, 3+♦ 1♥ 12-19, 5+♥ 1♠ 12-19, 5+♠

1 NT 15-17 Balanced may contain 5 card major

2♣ Stayman: simple extended other 5-card staymen

transfers 2♦ 0+, 5+♥ 2♥ 0+, 5+♠ 2♠ 0+, 5+♣

2 NT other 3♣ = 0+, 5+♦

2♣ 20+

2♦ Weak major

2♥ Rank

2♠ Colour

2 NT Odd

3 NT

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

2♦ = weak two in a major 2NT = weak, ♥ + ♠ or ♦ + ♠

2♥ = weak, ♥ + ♠ or ♦ + ♣

2♠ = weak, ♥ + ♦ or ♠ + ♣

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through

Jump overcalls Weak Unusual NT Lower unbid suits

1NT overcall (immediate) 15-17 (re-opening) 12-14

Immed cue of minor Michael's

Immed cue of major Michael's

Over opponent's 1NT (weak) Hamilton

Over opponent's 1NT (strong) Hamilton

Over weak twos Natural

Over opening threes Natural

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+, 4+ ♦	2NT	11-12
	1♥/♠	6+, 4+ ♥/♠	3♣	10-12, 5+ ♣
	1NT	6-10	3♦	
	2♣	6-9, 5+ ♣	3♥	
	2♦	Weak	3♠	
	2♥	Weak	3NT	13-15
	2♠	Weak	4 bids	
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1♦	1♥/♠	6+, 4+ ♥/♠	3♣	Weak
	1NT	6-10	3♦	10-12, 5+ ♦
	2♣	10+, 4+ ♣	3♥	
	2♦	6-9, 5+ ♦	3♠	
	2♥	Weak	3NT	13-15
	2♠	Weak	4♦	
	2NT	11-12	4 Other	
<hr/>				
1♥/♠	1NT	6-10	3♣	Weak
	2♣	10+, 4+ ♣	3♦	Weak
	2♦	10+, 4+ ♦	3♥/♠	10-12, 3+ ♥/♠
	2♥/♠	6-9, 3+ ♥/♠	3NT	13-15
	2NT	11-12	4♣/♦	
<hr/>				
2♣	2♦	0-7	2♥/♠	8+, 5+ ♥/♠
	other			
<hr/>				
2♦	2♥	Pass or Correct	3♣/♦	
	2♠	Pass or Correct	3♥/♠	Pass or Correct
	2NT	16+	3NT	
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2♥/♠	2NT	16+	3NT	
	3♣/♦	Pass or Correct	4♣/♦	Pass or Correct
	3♥/♠	Pass or Correct	4♥/♠	Pass or Correct
<hr/>				
2NT	3♣	16+	4♣	Pass or Correct
	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		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 3♣ = Transfer to ♦

3♥/3♠

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

Defence to 3NT opening Natural

Defence to opening Two's: Multi 2♦ Natural

RCO style 2-s Natural

Other 2-s Natural

Defence to strong ♣ Natural

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ Natural

4♥ Natural 4♠ Natural

OTHER NOTES