

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening Weak, 0-5 6/7

Jump shifts after major opening Strong, slamish 16+

Responses to strong 2 suit opening 2D = negative < 3 controls

Responses to 2NT opening Preference bid or preempt

## 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 Count where applicable

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 03 14

4♣ Gerber  when? For NT only

### Other Conventions

4th Suit Forcing	Lebensohl
Splinters	
Cue Bids	
Long/Short Suit Trial Bids	
Checkback Stayman	



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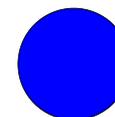
## STANDARD SYSTEM CARD

Names: Andy Hung George Bloomfield

ABF Nos: QLD YOUTH QLD YOUTH

Basic System: Standard American

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 12+, 3+ 1♦ 12+, 3+ 1♥ 11+, 5+ 1♠ 11+, 5+

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple  extended  other Lavings

transfers 2♦ > 2H 2♥ > 2S 2♠ either minor

2 NT Invitational other Super Accept

2♠ 21+ or 8.5+ playing tricks

2♦ 5 - 10ish, 6+ ♦'s

2♥ " 6+ ♥'s

2♠ " 6+ ♠'s

2 NT 5 - 10, Minors

3 NT Gambling, with an outsider K or A

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

Jordan	
Ogust	

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through

Jump overcalls Weak Unusual NT Lowest 2 UNBID suits

1NT overcall (immediate) 15-18 (re-opening) 12-14

Immed cue of minor Michaels Cue Bid

Immed cue of major "

Over opponent's 1NT (weak) Pottage (Capp)

Over opponent's 1NT (strong) "

Over weak twos Lebensohl - Relay to 3C, If 2 suiters --> T/O X

Over opening threes T/O X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0+ hcp ; 5+	2NT 10-12 ; balanced
	1♥/♠	0+ hcp ; 4+	3♣ 10-12 ; 5+ support
	1NT	5-9 hcp ; Any	3♦ 12+ hcp ; splinter
	2♣	6-9 hcp ; 5+ support	3♥ 12+ hcp ; splinter
	2♦	0-5 hcp ; 6-7 card	3♠ 12+ hcp ; splinter
	2♥	0-5 hcp ; 6-7 card	3NT 12-15 ; balanced
	2♠	0-5 hcp ; 6-7 card	4 bids To Play
1♦	1♥/♠	0+ hcp ; 4+	3♣ 15+ hcp ; 6+ suit
	1NT	5-9 hcp ; Any	3♦ 10-12 & support
	2♣	10+ hcp ; 5+ suit	3♥ 12+ hcp ; splinter
	2♦	6-9 hcp ; 5+ support	3♠ 12+ hcp ; splinter
	2♥	0-5 hcp ; 6-7 card	3NT 12-15 ; balanced
	2♠	0-5 hcp ; 6-7 card	4♦ 13-15 & support
	2NT	10-12 ; balanced	4 Other To play
1♥/♠	1NT	5-9 hcp ; Any	3♣ 15+ hcp ; 6+ suit
	2♣	10+ hcp ; 5+ suit	3♦ 15+ hcp ; 6+ suit
	2♦	10+ hcp ; 5+ suit	3♥/♠ 10-12 & support / 12+ ; splinter
	2♥/♠	6-9 & support / 16+ hcp ; 6+ suit	3NT 12-15 ; balanced
	2NT	10-12 ; balanced	4♣/♦ 12+ hcp ; splinter
2♣	2♦	< 3 Controls	2♥/♠ 5+ card, >3 controls
	other	2NT = 10+ balanced	
2♦	2♥	5+ card, forcing	3♣/♦ 5+ card force / Pre-emptive
	2♠	5+ card, forcing	3♥/♠ 12+ ; 6+ card
	2NT	Ogust	3NT To Play
2♥/♠	2NT	Ogust	3NT To Play
	3♣/♦	5+ card, forcingAce	4♣/♦ Splinter
	3♥/♠	Pre-emptive	4♥/♠ To play
2NT	3♣	To Play	4♣ Pre-emptive
	3♦	To Play	4♦ Pre-emptive
	3♥	Force to club game/ maybe slam	4♥ To play
	3♠	Forcing to dia. game/maybe slam	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ 6+, looking for slam

3♥/3♠ 6+, looking for slam

4♣ Gerber

4♦ Texas Transfer

4♥ Texas Transfer

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

Defence to opening Two's: Multi 2♦ T/O X

T/O X

RCO style 2-s T/O X

T/O X

Other 2-s T/O X

T/O X

Defence to strong ♣ Truscott Defence : Non Jump shows the suit plus the next high

X = shows suit X'd + non-touching suit, 1NT = remaining 2 suits

Lebensohl Over NT interference

Other uses Over Weak 2's

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

4♥ T/O X 4♠ T/O X

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other  Inverted Minor

Jump raises - majors limit  forcing  other  Bergen Raises

Jump shifts after minor opening Weak

Jump shifts after major opening Bergen Raise

Responses to strong 2 suit opening 2D Negative

Responses to 2NT opening Puppet Stayman & Transfers

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both

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

Underlead  other  K = Count, A = Attitude

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  Suit Preference where necessary

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? NT

### Other Conventions

Splinters	Feature Ask
Checkback	Blackout
Cue Raises	
Support X/XX	
Lebensohl	



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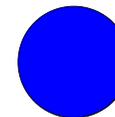
## STANDARD SYSTEM CARD

Names: Nathan van Jole Paul Gosney

ABF Nos: QLD YOUTH QLD YOUTH

Basic System: 2/1

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 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds other

2♣ Game force or 23-24 Balanced

2♦ Weak 5+ Card Suit

2♥ Weak 5+ Card Suit

2♠ Weak 5+ Card Suit

2 NT 21-22 Balanced

3 NT Gambling

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

Bergen Raises

Inverted Minors

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Weak Unusual NT Michaels

1NT overcall (immediate) 15-17 (re-opening) 10-14

Immed cue of minor Majors

Immed cue of major Other Major and Minor

Over opponent's 1NT (weak) Capp

Over opponent's 1NT (strong) Capp

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♦	4+ card suit, 5+	2NT 10-12 Balanced
	1♥/♠	4+ card suit, 5+	3♣ 5+ card suit, <10, unbalanced
	1NT	Forcing 1 round, 6-11	3♦ Splinter, Strong
	2♣	5+ card suit, 10-12, unbalanced	3♥ Splinter, Strong
	2♦	6+ card suit, <6	3♠ Splinter, Strong
	2♥	6+ card suit, <6	3NT 13-15 Balanced
	2♠	6+ card suit, <6	4 bids Natural
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1♦	1♥/♠	4+ card suit, 5+	3♣ 6+ card suit, <10
	1NT	Forcing 1 round, 6-11	3♦ 5+ card support, <10
	2♣	5+ card suit, 10+ (NGF)	3♥ Splinter, Strong
	2♦	5+ card support, 10+	3♠ Splinter, Strong
	2♥	6+ card suit, <6	3NT 13-15 Balanced
	2♠	6+ card suit, <6	4♦ Preemptive
	2NT	10-12 Balanced	4 Other Natural
<hr/>			
1♥/♠	1NT	Forcing 1 round, 6-11	3♣ Bergen Raise
	2♣	Game force 5+ card suit, 12+	3♦ Bergen Raise
	2♦	Game force 5+ card suit, 12+	3♥/♠ Weak Raise 4+ card support, <7
	2♥/♠	Limit raise	3NT Bergen Raise
	2NT	Jacoby 2NT	4♣/♦ Splinter 6 loser
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2♣	2♦	Negative or waiting	2♥/♠ Positive
	other		
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2♦	2♥	Forcing	3♣/♦ 3C forcing, 3D Weak
	2♠	Forcing	3♥/♠ Splinter
	2NT	Feature Ask	3NT To Play
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2♥/♠	2NT	Feature Ask	3NT To Play
	3♣/♦	Forcing	4♣/♦ Splinter
	3♥/♠	Weak	4♥/♠ To Play
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2NT	3♣	Stayman	4♣ Standard Ace Asking
	3♦	Transfer to hearts	4♦ Transfer to hearts
	3♥	Transfer to spades	4♥ Transfer to spades
	3♠	5 Spades, 4 Hearts, Game Force	4♠ To Play
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Splinter in suit above, Strong

3♥/3♠ Splinter in suit above, Strong

4♣ Ace Asking

4♦ Transfer to hearts

4♥ Transfer to spades

4♠ To Play.

Unusual NT:    minors     other suits     lower 2 unbid suits

other Michaels

Other slam bidding    Cue Bids     Asking Bids

4th Suit Forcing    One round     Game force

NT Checkback     Priorities    Two-way

Defence to 3NT opening    4C T.O, 4D Majors

Defence to opening Two's:    Multi 2♦ X directly = Strong T.O

RCO style 2-s    X directly = Strong T.O

Other 2-s    X directly = Strong T.O

Defence to strong ♣    Natural

Lebensohl    Over NT interference

Other uses    Over weak 2's

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

4♥ X. T. O    4♠ X. T. O

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other weak

Jump raises - majors limit  forcing  other weak

Jump shifts after minor opening Strong

Jump shifts after major opening Jump showing fit

Responses to strong 2 suit opening Control bids

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

Signal on declarer's lead low encourage

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when?

### Other Conventions

2 over 1 Cue bids

Forcing 1NT over a major opening

Splinter

Void splinter

Jacoby



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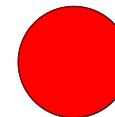
## STANDARD SYSTEM CARD

Names: Tim Woodhams Yang Kai Lin

ABF Nos: QLD YOUTH QLD YOUTH

Basic System: Standard American

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 2+ 1♦ 11+ 4+ 1♥ 11+ 4+ 1♠ 11+ 4+

1 NT 12-14 1st&2nd seat, 15-17 3rd&4th seat may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ Hearts 2♥ Spades 2♠ Minors Stayman

2 NT One minor weak other

2♣ 23+ pts or 8.5 playing tricks

2♦ 6 card Hearts, or 5+,5+ Spades and a minor, weak

2♥ 6 card Spades, or 5+,5+ Hearts and a minor, weak

2♠ 5+,5+ in both Majors or both minors, weak

2 NT 20-22 balanced (no 5 card major)

3 NT Gambling

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

Chinese Multi

Variable 1NT

## COMPETITIVE BIDDING

Negative doubles through 3 D Responsive doubles through 3 S

Jump overcalls Weak Unusual NT lowest two suits strong or weak

1NT overcall (immediate) 16-18 (re-opening) 12-14

Immed cue of minor Michael's cue bid (2D is Michael's cue bid over)

Immed cue of major Michael's cue bid (other major and a minor)

Over opponent's 1NT (weak) Astro

Over opponent's 1NT (strong) Brozel

Over weak twos Natural

Over opening threes Natural

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	6+pts, 4+ card suit	2NT 10-12pts balanced hand
	1♥/♠	6+pts, 4+ card suit	3♣ 6+ clubs less than 9 points
	1NT	6-9pts no 4 card major	3♦ Splinter
	2♣	10+ pts 4+ clubs	3♥ Splinter
	2♦	strong jump shift	3♠ Splinter
	2♥	strong jump shift	3NT 13+pts balanced hand
	2♠	strong jump shift	4 bids exclusion RKCB
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1♦	1♥/♠	6+pts, 4+ card suit	3♣ strong jump shift
	1NT	6-9pts no 4 card major	3♦ 5+ diamonds, less than 9 points
	2♣	10+pts, 4+ card suit	3♥ Splinter
	2♦	10+ pts 4+ diamonds	3♠ Splinter
	2♥	strong jump shift	3NT 13+pts balanced hand
	2♠	strong jump shift	4♦ very weak 6+ diamonds
	2NT	10-12pts balanced hand	4 Otherexclusion RKCB
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1♥/♠	1NT	Forcing one round 6+, any length	3♣ 5+clubs, 3+support, 10-12pts
	2♣	Game force, 4+ cards	3♦ 5+diamonds, 3+support, 10-12pts
	2♦	Game force, 4+ cards	3♥/♠ 4+ suit, less than 9 points
	2♥/♠	3+ suit, 10-12pts	3NT 13+pts 3+support and a void
	2NT	Jacoby (2S is Jacoby for 1H)	4♣/♦ Splinter
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2♣	2♦	at most 1 K or 11+points	2♥/♠ at least 2K or 1A and 4+card suit
	other	2NT: at least 2K or 1A and no 4+ card major	
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2♦	2♥	weak, pass or correct	3♣/♦
	2♠	Game interest in H or pass	3♥/♠
	2NT	Game interest in H or bid minor	3NT
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2♥/♠	2NT	Bid your lowest available suit	3NT
	3♣/♦	shows a preference that m for 2S	3♣/♦
	3♥/♠	game interest, preference that M	3♥/♠
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2NT	3♣	Stayman	4♣
	3♦	Transfer to H	4♦
	3♥	Transfer to S	4♥
	3♠	Transfer to minor	4♠
	3NT	5+ pts, fairly balanced hand	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦

3♥/3♠

4♣

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

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♦

4♥

4♠

## OTHER NOTES