

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 N/A

Responses to 2NT opening Heart Raises, minors correctable

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 Reverse Count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Asking Bids: Alpha, Beta, Gamma, Epsilon



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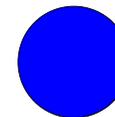
STANDARD SYSTEM CARD

Names: Paul Hudson Ken Hocking

ABF Nos:

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+♠

1 NT 12-15 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦♥ 2♥♠ 2♠ Baron

2 NT ♣+ Extensions other

2♣ 11-15 6+♣ or 5+♣ + 4 Card Major

2♦ 5-10 5♦ + 4+♠

2♥ 5-10 4+/4+ Majors

2♠ 5-10 4+♠/5+minor

2 NT 5-10 5+♥ +5card minor

3 NT Gambling

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

2♦, 2♥, 2♠, 2NT

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through

Jump overcalls Weak Unusual NT SA Michaels

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

Immed cue of minor A Major + other minor

Immed cue of major Other Major + minor

Over opponent's 1NT (weak) Transfers

Over opponent's 1NT (strong) Transfers

Over weak twos X = T/O

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7, 0+♦	2NT 14-15 Flat
	1♥/♠	8+, 5+ suit	3♣ 4441 ♣ or ♠ singleton 8+ HCP
	1NT	8-13 or 16+ Flat	3♦ 4441 ♦ or ♥ singleton 8+ HCP
	2♣	8+ 5+ suit	3♥ Weak 7+ Suit
	2♦	8+ 5+ suit	3♠ Weak 7+ Suit
	2♥	4-7 6+Suit	3NT -
	2♠	4-7 6+Suit	4 bids -
1♦	1♥/♠	7+ 4+ Suit	3♣ Weak 6+suit
	1NT	7-10	3♦ Weak Raise
	2♣	10+ 4+Suit or ♦ Raise	3♥ Splinter Raise
	2♦	7-9 4+ raise	3♠ Splinter Raise
	2♥	Weak 6+suit	3NT To Play
	2♠	Weak 6+suit	4♦ To Play
	2NT	Gamma Trump ask	4 Other To Play
1♥/♠	1NT	7-10	3♣ Weak
	2♣	10+ 4+Suit	3♦ Weak
	2♦	10+ 4+Suit	3♥/♠ Weak Raises
	2♥/♠	Invitational Raise	3NT 4333, 13-15
	2NT	Gamma Trump ask	4♣/♦ Splinter 12-15
2♣	2♦	Relay	2♥/♠ Natural
	other	Natural	
2♦	2♥	To play	3♣/♦ ♣ forcing, ♦ raise
	2♠	To play	3♥/♠ ♥ forcing ♠ raise
	2NT	Relay	3NT To play
2♥/♠	2NT	Relay	3NT To Play
	3♣/♦	Natural	4♣/♦ -
	3♥/♠	To Play	4♥/♠ To Play
2NT	3♣	Correctable	4♣ Correctable
	3♦	Correctable	4♦ Correctable
	3♥	Raise, to play	4♥ to play
	3♠	Forcing, Natural	4♠ To Play
	3NT	To Play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Invitational 6+ of suit (to 3NT)

3♥/3♠ Natural, Forcing

4♣ Gerber

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 Beat it if we can!

Defence to opening Two's: Multi 2♦ Natural

RCO style 2-s

Other 2-s

Defence to strong ♣ X = ♥ + Minor, 1♦ = ♠ + Minor

1NT = Majors or minors

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other 0-5, 4+ support

Jump shifts after minor opening Splinters

Jump shifts after major opening 3C,3D bergen; otherwise 10-12 3 card support

Responses to strong 2 suit opening

Responses to 2NT opening 5 card stayman; Jacoby

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 Reverse Count

Discards McKenny high encourage low encourage

odd/even other Odd encourage, even McKenny

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? NT Openings; or when clubs agreed

Other Conventions

After 1NT (X opp), XX 5+ card suit, bid 4/4

DOPI



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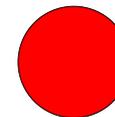
STANDARD SYSTEM CARD

Names: Peter Chan Zol Nagy

ABF Nos: 195758 198390

Basic System: Acol

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+,2+ 1♦ 11+,4+ 1♥ 11+,5+ 1♠ 11+,5+

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to H 2♥ to S 2♠ Strong Enquiry

2 NT Natural Invite other 3C/D/H/S 5+, GF

2♣ W2 (5/6 cards) in D or Both Majors (5+,5+) 6-10 or 23/24 Bal or 9 PT in any suit

2♦ W2 (5/6 cards) in H or Both Blacks (5+,5+) 6-10 or 25+ Bal or GF in any suit

2♥ W2 (5/6 cards) in S or Both Minors (5+,5+) 6-10

2♠ Club Preempt (6+ suit) or Both Reds (5+,5+) 6-10

2 NT 21/22 Bal; may contain any 5 card suit

3 NT 1st/2nd good 4 Major Preempt; to play otherwise

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

Bergen Raises X of preempts in passout seat may be weak

Cue Raises

Splinters

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Intermediate Unusual NT Lowest 2 suits

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

Immed cue of minor Both Majors, 5+/5+

Immed cue of major Major/Minor, 5+/5+

Over opponent's 1NT (weak) 2C=H+other (5+/4+); 2D=S+other(5+/4+);2NT=Minors

Over opponent's 1NT (strong) 2C=H+other (5+/4+); 2D=S+other(5+/4+);2NT=Minors

Over weak twos X takeout

Over opening threes X takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Nat 4+ suit; 5+ pts	2NT 4+ support; 16+ or 10-11 if PH
	1♥/♠	Nat 4+ suit; 5+ pts	3♣ 9-11; 5+C
	1NT	6-10	3♦ Splinter
	2♣	5-8, 5+C	3♥ Splinter
	2♦	Splinter	3♠ Splinter
	2♥	Splinter	3NT 12-15; 4+ support
	2♠	Splinter	4 bids Splinter
1♦	1♥/♠	Nat 4+ suit; 5+ pts	3♣ Splinter
	1NT	6-10	3♦ 9-11; 5+C
	2♣	5+ C; 9+ pts	3♥ Splinter
	2♦	5-8, 4+D	3♠ Splinter
	2♥	Splinter	3NT 12-15; 4+ support
	2♠	Splinter	4♦ Preemptive
	2NT	4+ support; 16+ or 10-11 if PH	4 Other Splinter
1♥/♠	1NT	6-10	3♣ 4+ support; 6-9 or 13-15
	2♣	5+ C; 9+ pts	3♦ 4+ support; 10-12
	2♦	5+ D; 9+ pts	3♥/♠ 4+ support; 0-5
	2♥/♠	3 card support; 5-9	3NT 12-15; 4+ support
	2NT	4+ support; 16+ or 10-11 if PH	4♣/♦ Splinter
2♣	2♦	pivot	2♥/♠ pass or correct
	other	2NT strong enquiry	
2♦	2♥	pivot	3♣/♦ pass or correct
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	strong enquiry	3NT To play
2♥/♠	2NT	strong enquiry	3NT To play
	3♣/♦	pass or correct	4♣/♦
	3♥/♠	pass or correct	4♥/♠
2NT	3♣	5 card stayman	4♣ Gerber
	3♦	Jacoby transfer to H	4♦
	3♥	Jacoby transfer to S	4♥
	3♠	Shape enquiry	4♠
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

- 3♣/3♦ Nat 5+ cards, GF
- 3♥/3♠ Nat 5+ cards, GF
- 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 _____

Defence to opening Two's: Multi 2♦ 1st X Value; 2nd X TO

RCO style 2-s 1st X Value; 2nd X TO

Other 2-s X=TO

Defence to strong ♣ X = ♣+♥, ♦ = ♦+♥, ♥ = ♥+♠, ♠ = ♠+♣, 1NT = ♦+♠

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other Preemptive
 Jump raises - majors limit forcing other Preemptive
 Jump shifts after minor opening Splinter
 Jump shifts after major opening Splinter
 Responses to strong 2 suit opening Control
 Responses to 2NT opening (strong) 3C = Baron, 3D/H = Transfers, 3S = 4H/5+S

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other Roman leads (2nd highest honour)
 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 encouragement low encouragement
 other Reverse count
 Signal on declarer's lead Reverse count
 Discards McKenney high encouragement low encouragement
 odd/even other (on first discard only)
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?
 Other Conventions

Crowhurst (modified) Super accepts of transfers with 4 support
 Long suit tries (may be 3-card suit)
 4th suit forcing
 PODI, PORI
 Blackout after reverses



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STANDARD SYSTEM CARD

Names: JEFF TRAVIS RUSSEL HARMS
 ABF Nos: SA Open Team
 Basic System:
 Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+, 11+ HCP 1♦ 4+, 11+ HCP 1♥ 4+, 11+ HCP 1♠ 5+, 11+ HCP
 1 NT 11-14 HCP may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ Hearts 2♥ Spades 2♠ Baron
 2 NT Minor: weak/strong other Transfer THEN any = GF, natural
 2♣ Strong, 23+ HCP, bal or Acoll 2+
 2♦ Multi, 21-22 HCP, bal or weak 2 in a major
 2♥ 5-10 HCP, 5+ hearts and 5+ minor
 2♠ 5-10 HCP, 5+ spades and 5+ other
 2 NT 5-10 HCP, 5+/5+ minors
 3 NT Gambling

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

1x - 3x = preemptive 1NT - 3x = NF, natural
 All jump shifts (new suit) are splinters Super accepts with 4 support
 Change of suit forcing

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT 2 lowest unbid suits
 1NT overcall (immediate) 15-18 HCP (re-opening) 11-14 HCP (system on)
 Immed cue of minor Highest and lowest
 Immed cue of major Highest and lowest
 Over opponent's 1NT (weak) 2C = hearts and any, 2D = spades and minor
 Over opponent's 1NT (strong) 2C = hearts and any, 2D = spades and minor
 Over weak twos X and Lebensohl
 Over opening threes X

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+ suit	2NT 10-12 HCP or 16+ HCP, support
	1♥/♠	4+ suit	3♣ Preemptive (0-8 HCP, 5+ C)
	1NT	8-10 HCP, no major	3♦ Splinter, 10-12 HCP
	2♣	7-9 (10) HCP, (4) 5+ support	3♥ Splinter
	2♦	Splinter, 6-9 HCP or 13+ HCP	3♠ Splinter
	2♥	Splinter	3NT 13-15 HCP, support
	2♠	Splinter	4 bids 4C = Preemptive, others: splinter
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1♦	1♥/♠	4+ suit	3♣ Splinter
	1NT	6-9 HCP, no major	3♦ Preemptive (0-8 HCP, 4+ D)
	2♣	4+ suit, 9+ HCP	3♥ Splinter, 10-12 HCP
	2♦	8-10 HCP, 4+ support	3♠ Splinter
	2♥	Splinter, 6-9 HCP or 13+ HCP	3NT 13-15 HCP, support
	2♠	Splinter	4♦ Preemptive
	2NT	10-12 HCP or 16+ HCP, support	4♣ Other Splinters
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1♥/♠	1NT	6-9 HCP	3♣ Splinter, 6-9 HCP or 13+ HCP
	2♣	4+ suit, 9+ HCP	3♦ Splinter
	2♦	4+ suit, 9+ HCP	3♥/♠ Preemptive (0-8 HCP, 4+ H/S)
	2♥/♠	6-9 HCP, normally 3 support	3NT 13-15 HCP, support
	2NT	10-12 HCP or 16+ HCP, support	4♣/♦ Splinter, 10-12 HCP
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2♣	2♦	0-1 control	2♥/♠ 2/3 controls
	other	2NT = 4 controls	
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2♦	2♥	Pass or correct	3♣/♦ Natural, forcing
	2♠	Pass or correct (3+ H)	3♥/♠ Pass or correct
	2NT	Enquiry	3NT To play
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2♥/♠	2NT	Enquiry	3NT To play
	3♣/♦	Pass or correct	4♣/♦ Pass or correct
	3♥/♠	Preemptive	4♥/♠ To play
<hr/>			
2NT	3♣	To play	4♣ Preemptive
	3♦	To play	4♦ Preemptive
	3♥	Natural, forcing	4♥ To play
	3♠	Natural, forcing	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Invitational

3♥/3♠ Invitational

4♣ RKC in clubs

4♦ RKC in diamonds

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 feature at appropriate level

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ common sense

RCO style 2-s common sense

Other 2-s common sense

Defence to strong ♣ X = hearts and minor, 1D = spades and minor,

1NT = majors OR minors

Lebensohl Over NT interference

Other uses After takeout double of 2-major

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

After 1NT X: if opponents pull, cannot play in 2 minor undoubled (whether they open or

(if our 1NT) pass asks opener to redouble if has 5-card suit