

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong

Jump shifts after major opening Mini/Mega/Maxi Splinters

Responses to strong 2 suit opening

Responses to 2NT opening Major = Forcing. 2NT equiv = Stayman/transfers

PLAY CONVENTIONS

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

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

Underlead other A=Attitude, K = Count, reversed vs NT //1st & 3rds

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? Over 1NT

Other Conventions

Crowhurst after 1NT rebid (15-18) System 'on' for NT overcalls

Modified Capelliti 2♣ = Majors Truscott after 1<suit>: X

2♦ = Single suited Mjr

2<M> = Major/Minor

Splinters: Mini/Mega/Maxi



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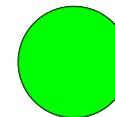
STANDARD SYSTEM CARD

Names: Roger Januszke David Lusk

ABF Nos: 197904

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 11-14 (Usually 12-14, Vul) may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ Baron

2 NT to 3♣♦ other Using Stayman does not guarantee a Mjr

2♣ Strong: Acol 2 or GF but 21-22 Balanced or 25-26 Balanced

2♦ Multi: Weak 2M or 23-24 Balanced

2♥ (55) Hearts & another 6-10 HCP (May be 5-4 at favourable vuln'bility)

2♠ (55) Spades & a minor 6-10 HCP (May be 5-4 at favourable vuln'bility)

2 NT Both minors (55) 6-10 HCP

3 NT Gambling (Minor), to play in 3rd or 4th seat

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

Multi 2s 2♥ Hearts and another Most jump shifts are splinters

2♠ Spades and a minor

2NT Both minors

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Minors / Majors (opposite rank)

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

Immed cue of minor Other minor + a major (less than opening st) or (17+)

Immed cue of major Other major + a minor (less than opening st) or (17+)

Over opponent's 1NT (weak) Capelliti (Modified)

Over opponent's 1NT (strong) Capelliti (Modified)

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♦	5+, 4+ ♦	2NT	16+, Bal, 3-4 card support
	1♥/♠	5+, 4+ ♥, ♠	3♣	Limit raise
	1NT	8-10, Balanced	3♦	}
	2♣	Limit raise	3♥	} Splinters, GF
	2♦	}	3♠	}
	2♥	} Splinters, Inv+	3NT	Balanced, 12-15 no 4 card Mjr
	2♠	}	4 bids	4♣ = RKC
1♦	1♥/♠	5+, 4+ ♥, ♠	3♣	} Splitter, Inv+
	1NT	5-8, no 4 card Mjr	3♦	Limit raise
	2♣	9+, 4+ ♣	3♥	}
	2♦	Limit raise	3♠	} Splinters, GF
	2♥	}	3NT	Balanced, 12-15 no 4 card Mjr
	2♠	} Splinters, Inv+	4♦	RKC
	2NT	16+, Bal, 3-4 card support	4 Other	4♣ = Splitter, GF
1♥/♠	1NT	5-8, denies 4 ♠ over 1♥	3♣	}
	2♣	9+, 4+ ♣	3♦	} Mini/Maxi splinter
	2♦	9+, 4+ ♦	3♥/♠	Limit raise, 3♥ over 1♠ = Spl
	2♥/♠	Limit raise, 2♠ over 1♥ = Spl	3NT	13-15, Balanced raise --> 4<M>
	2NT	16+, Bal, 3-4 card support	4♣/♦	Splinter raise
2♣	2♦	Positive, 7+	2♥/♠	2♥ = negative
	other	Natural, 5-7		
2♦	2♥	Pass/correct	3♣/♦	Constructive
	2♠	Pass/correct, 3+ ♥	3♥/♠	Pass/Correct
	2NT	Forcing enquiry	3NT	To play
2♥/♠	2NT	Forcing enquiry	3NT	To Play
	3♣/♦	Pass/Correct	4♣/♦	Pass/Correct -- preemptive
	3♥/♠	Preemptive, usually 4+ Cards	4♥/♠	To Play
2NT	3♣	Preference	4♣	Preemptive
	3♦	Preference	4♦	Preemptive
	3♥	Forcing, natural	4♥	To play
	3♠	Forcing, natural	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitational to 3NT based on broken 6 card minor
3♥/3♠	Strong, natural, slam try
4♣	Gerber
4♦	Natural, slam interest
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Minors over major, majors over minor

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force at 3 level Game force

NT Checkback Priorities Secondary major, 3 card support for response

Defence to 3NT opening X = values

Defence to opening Two's: Multi 2♦ X = T/O, 2NT = 15-18, at least one major stop

	1,2,3 Doubles
RCO style 2-s	2NT = 15-18, bal
	1,2,3 Doubles
Other 2-s	2NT = 15-18, bal
	1,2,3 Doubles

Defence to strong ♣ 1NT = Minors, X = Majors

Can pass strong 1♣ with goodish hands

Lebensohl Over NT interference

Other uses

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

4♥ X = values 4♠ X = values

OTHER NOTES

DOPI applies in step situations

After 2 level response, 3NT = 15-16, 2NT is stronger

Responsive and competitive doubles apply in competitive auctions over opps raises

Penalty oriented doubles apply over new suits

Cue Raises after overcalls

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening splinter (single 9-12 HCP; double 13-15 HCP)

Jump shifts after major opening splinter (single 9-12 HCP; double 13-15 HCP)

Responses to strong 2 suit opening 2D = 8+ HCP; 2H = < 8 HCP; else = nat, semi-pos

Responses to 2NT opening 3m = to play, 3M = natural, F

PLAY CONVENTIONS

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

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

Underlead other 3rd from interior honour sequence

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 Count other than on opening lead

Signal on declarer's lead Count

Discards McKenney high encourage low encourage

odd/even other Count other than on 1st discard

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? Jump over NT

Other Conventions

Cues

Splinters by Opener or Responder

DOPI and ROPI

Cue raises



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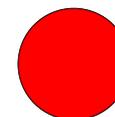
STANDARD SYSTEM CARD

Names: David Mortimer George Smolanko

ABF Nos: April 2004

Basic System: Acol

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, balanced may contain 5 card major

2♣ Stayman: simple extended other then 3m = to play

transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♠ Baron

2 NT natural, invitational other 3-suit = natural, 5+ cards, GF

2♠ 23+ HCP, balanced; or GF

2♦ Multi; weak 2 in either Major (6cards, 6-10 HCP), or 20-22 HCP balanced

2♥ Hearts + another, 5+/4+, 6-10 HCP (then 2S = pass or correct)

2♠ Spades + another, 5+/4+, 6-10 HCP

2 NT minors, 5+/5+, < 12 HCP

3 NT to play, no strict rules

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

After response to Stayman, 3m = to play

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Intermediate Unusual NT Jump = 5+/5+ in opposite rank suits

1NT overcall (immediate) 15-18 HCP, bal(re-opening) 15-18 HCP, bal

Immed cue of minor 5+/5+, minor/Major

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

Over opponent's 1NT (weak) X = penalty; 2C = H + another; 2D = S + minor

Over opponent's 1NT (strong) X = penalty; 2C = H + another; 2D = S + minor

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♦	5+ HCP, 4+ cards	2NT 4+ card support, 16+ HCP
	1♥/♠	5+ HCP, 4+ cards	3♣ 9-11 HCP, 4+ cards
	1NT	8-10 HCP, natural	3♦ splinter, 13-15 HCP
	2♣	5-8 HCP, 4+ cards	3♥ splinter, 13-15 HCP
	2♦	splinter, 9-12 HCP	3♠ splinter, 13-15 HCP
	2♥	splinter, 9-12 HCP	3NT 4+ card support, bal, 12-15 HCP
	2♠	splinter, 9-12 HCP	4 bids natural
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1♦	1♥/♠	5+ HCP, 4+ cards	3♣ splinter, 9-12 HCP
	1NT	6-9 HCP, natural	3♦ 9-11 HCP, 4+ cards
	2♣	9+ HCP, 4+ cards	3♥ splinter, 13-15 HCP
	2♦	5-8 HCP, 4+ cards	3♠ splinter, 13-15 HCP
	2♥	splinter, 9-12 HCP	3NT 4+ card support, bal, 12-15 HCP
	2♠	splinter, 9-12 HCP	4♦ preemptive
	2NT	4+ card support, 16+ HCP	4 Other 4♣ = splinter, other = natural
<hr/>			
1♥/♠	1NT	6-9 HCP, natural	3♣ splinter, 9-12 HCP
	2♣	9+ HCP, 4+ cards	3♦ splinter, 9-12 HCP
	2♦	9+ HCP, 4+ cards	3♥/♠ 9-11 HCP, strong limit raise
	2♥/♠	5-8 HCP, weak limit raises	3NT 4+ card support, bal, 12-15 HCP
	2NT	4+ card support, 16+ HCP	4♣/♦ splinter, 13-15 HCP
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2♣	2♦	positive, say 8+ HCP	2♥/♠ 2♥ = negative, say < 8 HCP
	other	2NT = bal, 6-8 HCP; other suit = nat, semi positive, 5+ cards, 5-7 HCP	
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2♦	2♥	correctable	3♣/♦ Natural, F
	2♠	correctable	3♥/♠ correctable
	2NT	Enquiry	3NT to play
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2♥/♠	2NT	Enquiry	3NT to play
	3♣/♦	Natural, NF	4♣/♦ Natural, F
	3♥/♠	to play	4♥/♠ to play
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2NT	3♣	to play	4♣ natural, NF
	3♦	to play	4♦ natural, NF
	3♥	natural, 5+ cards, F	4♥ natural, to play
	3♠	natural, 5+ cards, F	4♠ natural, to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ natural, 5+ cards, GF

3♥/3♠ natural, (5)6+ cards, GF

4♣ Gerber

4♦ Natural, preemptive

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; natural up the line

Defence to 3NT opening 4♣ = T/O for Majors

Defence to opening Two's: Multi 2♦ X = 14+ HCP, then next X = T/O

RCO style 2-s X = 14+ HCP, then next X = T/O

Other 2-s over natural 2s, X = T/O

Defence to strong ♣ X = Majors, 1NT = minors

Lebensohl Over NT interference do not play Lebensohl

Other uses

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

4♥ X = T/O

4♠ X = T/O

OTHER NOTES

Overcalls are aggressive opposite a non-passed partner, but are sound opposite a passed partner. Jump overcalls are intermediate but constructive.

Following support, new suits at the 3 level show stoppers for NT even after major suit fit.

When our 1 NT is doubled in over position, play SWINE (immed suit= lower of non tou

When our 1 NT is doubled in underposition, play XX = bid 2C then pass; suit=lower of

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Splinters

Jump shifts after major opening Splinters

Responses to strong 2 suit opening 2D relay

Responses to 2NT opening Minor correct, major 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 A lead could show suit preference.

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other Kingcard

4♣ Gerber when? Over 1NT or strong NT rebid

Other Conventions

Mini & maxi splinters all systems on.

Unassuming cue bids DOPI and ROPI

Truscott raises 4C - Roman Gerber 0-3/1-4/2

1NT x rescue

After 1NT overcall or 2NT strong rebid,



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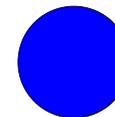
STANDARD SYSTEM CARD

Names: Linda Alexander Deanne James

ABF Nos: 195162 199427

Basic System: Acol

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 11-19 1♦ 4+, 11-19 1♥ 4+, 11-19 1♠ 5+, 11-19

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ 2H 2♥ 2S 2♠ Baron

2 NT 3C correctable other

2♣ 8+ PT or 23-24 Balanced or 21+ Unbalanced

2♦ Multi - weak major or 20-22 Balanced

2♥ 5+/5+ Hearts and another - 6-10

2♠ 5+/5+ Spades and a minor - 6-10

2 NT 5+/5+ Minors - weak

3 NT Gambling - no outside Ace or King

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

Unassuming cue bids Truscott raises have specific point range:-

2H rebid after 2C shows game force not necessarily hearts 0-5, 6-9, 10-11

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Pre-empt Unusual NT Other 2 suits

1NT overcall (immediate) 15-18 (re-opening) 11-13

Immed cue of minor Minor/major 5+/5+

Immed cue of major Major/minor 5+/5+

Over opponent's 1NT (weak) Cappilletti and extended

Over opponent's 1NT (strong) Cappilletti and extended

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♦	6+, 4+	2NT 16+, no major and fit
	1♥/♠	5+, 4+	3♣ 10-11 usually 5, no major
	1NT	6-9 no major	3♦ Splinter)
	2♣	6-9, 4+, no major	3♥ Splinter) Void
	2♦	Splinter)	3♠ Splinter)
	2♥	Splinter) Mini - singleton	3NT 12-15 - no major
	2♠	Splinter)	4 bids 4C start cue, 4 major to play
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1♦	1♥/♠	5+, 4+	3♣ 11+, splinter
	1NT	6-9, no major	3♦ 9-11, 5+
	2♣	10+, 4+	3♥ Splinter) Void
	2♦	6-9, 4+, no major	3♠ Splinter) Void
	2♥	Splinter) Singleton	3NT 12-15, no major
	2♠	Splinter) Singleton	4♦ Start cue
	2NT	16+ no major and fit	4 Other to play
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1♥/♠	1NT	5-8	3♣ Splinter) Singleton
	2♣	10+, 4+	3♦ Splinter) Singleton
	2♦	10+, 4+	3♥/♠ 10-11, 4+
	2♥/♠	6-9, 4+ hearts/3+ spades if bid	3NT 12-15, agrees suit
	2NT	16+, agrees suit	4♣/♦ 11+ Splinter
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2♣	2♦	Relay	2♥/♠
	other		
<hr/>			
2♦	2♥	Correctable	3♣/♦ Natural & forcing
	2♠	Pass if S, invite if H	3♥/♠ Correctable and invitational
	2NT	Forcing	3NT To play
<hr/>			
2♥/♠	2NT	Forcing	3NT To play
	3♣/♦	Forcing	4♣/♦
	3♥/♠	Invitational	4♥/♠ To play
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2NT	3♣	To play	4♣ Slam try
	3♦	To play	4♦ Slam try
	3♥	Natural & forcing	4♥ To play
	3♠	Natural & forcing	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 6 with 2 of top 3 honours, 5-9 HCP

3♥/3♠ Strong game force mild slam try

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

Defence to opening Two's: Multi 2♦ X = 16+, 2NT = 15-18, O'calls 11-15

RCO style 2-s X = 16+, 2NT = 15-18, O'calls 11-15

Other 2-s X = 16+, 2NT = 15-18, O'calls 11-15

Defence to strong ♣ X = majors, 2C = natural, NT = minors

Lebensohl Over NT interference

Other uses

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

4♥ X = T.O. 4♠ X = penalties, 4NT = T.O.

OTHER NOTES

2NT enquiry over 2D - 3 minor = strong major, 3H/S = weak major

1NT - 2C - can be 11 HCP with no major, or 10 HCP with 5 of running minor

Kingcard - 4NT - 0/3, 1/4, 2, 2+1K etc.

5NT asks for kings = 0/3, 1/4, 2 etc.