

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening  Mini Mega Maxi Splinters

Jump shifts after major opening  Mini Mega Maxi Splinters

Responses to strong 2 suit opening  2♥ = 0/1 ctrls, 2♠ = 2, 2NT = 3+

Responses to 2NT opening  3♣=Puppet Staymen, 3♦,3♥ transfers, 3♠ 5♠/4♥

## 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 Count

Signal on declarer's lead

Discards McKenney  high encourage  low encourage

odd/even  other Count

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 0/3 1/4

4♣ Gerber  when?

Other Conventions

Long Suit Trails

Checkback

1st/2nd round cues

Blackout



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## STANDARD SYSTEM CARD

Names: Justin Williams Arian Lasocki

ABF Nos:

Basic System: Acol

Classification: Green  Blue  Red  Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3  1♦ 4  1♥ 4  1♠ 5

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

2♣ Stayman: simple  extended  other

transfers 2♦ ♥  2♥ ♠  2♠ ♣

2 NT ♦  other

2♣ 4+/4+ majors weak

2♦ Game Force

2♥ 5+ ♥ weak

2♠ 5+ ♠ weak

2 NT 20-22 (may contain 5 card major)

3 NT 1st/2nd Gambling 3rd/4th To Play

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

2c=4+/4+ majors (opening)

## COMPETITIVE BIDDING

Negative doubles through 4♥  Responsive doubles through 4♥

Jump overcalls weak  Unusual NT LUBS (Lowest Unbid Suits)

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

Immed cue of minor ♠ + Another

Immed cue of major Other Major + Minor

Over opponent's 1NT (weak) Mod Cap

Over opponent's 1NT (strong) Mod Cap

Over weak twos X + Leb

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦		2NT 16+ fit
	1♥/♠		3♣ limit
	1NT	(7)8-10	3♦ splinter (12-15)
	2♣	limit	3♥ splinter (12-15)
	2♦	Fit Showing Jump (limit +)	3♠ splinter (12-15)
	2♥	Fit Showing Jump (limit +)	3NT 13-15 fit
	2♠	Fit Showing Jump (limit +)	4 bids
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1♦	1♥/♠		3♣ splinter (12-15)
	1NT	6-9	3♦ limit
	2♣		3♥ splinter (12-15)
	2♦	limit	3♠ splinter (12-15)
	2♥	Fit Showing Jump (limit +)	3NT 13-15 fit
	2♠	Fit Showing Jump (limit +)	4♦
	2NT	16+ fit	4 Other
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1♥/♠	1NT	6-9	3♣ 6-9 or 13-15 splinter
	2♣		3♦ 6-9 or 13-15 splinter
	2♦		3♥/♠ limit
	2♥/♠	limit	3NT 13-15 fit
	2NT	16+ fit	4♣/♦ splinter 10-12
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2♣	2♦	Enquiry	2♥/♠ To Play
	other	2NT invitation	
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2♦	2♥	0/1 Controls	3♣/♦ 2 loser suit
	2♠	2 controls	3♥/♠ 2 loser suit
	2NT	3+ controls	3NT 1 loser suit
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2♥/♠	2NT	Enquiry	3NT
	3♣/♦	Natural and forcing	4♣/♦
	3♥/♠	Natural and forcing	4♥/♠
<hr/>			
2NT	3♣	Puppet Staymen	4♣ Natural
	3♦	Transfer to ♥	4♦ Natural
	3♥	Transfer to ♠	4♥
	3♠	5♣/4♥	4♠
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ invitational natural

3♥/3♠ slam try

4♣

4♦ 5/5 majors < slam try

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 = 15+

2nd X = T/O, 3rd X = Penalties

RCO style 2-s

X = 15+

+ Leb

Other 2-s

Defence to strong ♣ TWERB

Lebensohl Over NT interference  3minor invitational

Other uses

Take out of 4 level pre-empt 4♣/4♦

4♥

4♠

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening Single Jump = Singleton, Double Jump = Void

Jump shifts after major opening Single Jump = Singleton, Double Jump = Void

Responses to strong 2 suit opening Step Controls (excluding 2NT = 0/1ctrls 7+HCP)

Responses to 2NT opening Puppet Staymen, Baron, 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

Discards McKenney  high encourage  low encourage

odd/even  other 1st discard only

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 0/3 1/4

4♣ Gerber  when?

### Other Conventions




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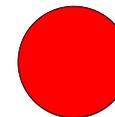
## STANDARD SYSTEM CARD

Names: Marc Deaton Freya Wilson

ABF Nos:

Basic System: acol

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 1♦ 4 1♥ 4 1♠ 4

1 NT 11-14 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ ♥ 2♥ ♠ 2♠ Baron

2 NT ♣ or ♦ other

2♣ Strong

2♦ Weak either major or Weak with both minors 5+/5+

2♥ ♥ + another weak 5/4

2♠ ♠ + another weak 5/4

2 NT 21-22

3 NT Gambling no better than a Q

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


## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Opp Rank

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

Immed cue of minor Other minor + major

Immed cue of major Other Major + minor

Over opponent's 1NT (weak) Mod capp

Over opponent's 1NT (strong) Mod capp

Over weak twos X

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ 5/6+HCP	2NT 16+ fit
	1♥/♠	4+ 5/6+HCP	3♣ 10-12
	1NT	6-10	3♦ Void + fit
	2♣	5-9	3♥ Void + fit
	2♦	Singleton + fit	3♠ Void + fit
	2♥	Singleton + fit	3NT 13-15 balanced
	2♠	Singleton + fit	4 bids
1♦	1♥/♠	4+ 5/6+HCP	3♣ Singleton + fit
	1NT	6-9	3♦ 10-12
	2♣	9/10+HCP 4+♣	3♥ Void + fit
	2♦	5/6-9	3♠ Void + fit
	2♥	Singleton + fit	3NT 13-15 balanced
	2♠	Singleton + fit	4♦
	2NT	16+ fit	4 Other 4♣ = Void + fit
1♥/♠	1NT	6-9	3♣ Singleton + fit
	2♣	9/10+HCP 4+♣	3♦ Singleton + fit
	2♦	9/10+HCP 4+♦	3♥/♠ 10-12
	2♥/♠	5/6-9	3NT 13-15 balanced
	2NT	16+ fit	4♠/♦ Void + fit
2♣	2♦	0/1 controls	2♥/♠ 2♥ = 2 ctrls 2♠ = 3 Ctrls
	other	2NT = 0/1 controls 7+hcp	
2♦	2♥	pass or correct	3♠/♦ pass or correct
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	Enquiry	3NT To play
2♥/♠	2NT	Enquiry	3NT To play
	3♠/♦	pass or correct	4♠/♦ pass or correct
	3♥/♠	pass or correct	4♥/♠ pass or correct
2NT	3♣	Puppet Staymen	4♣
	3♦	♥	4♦
	3♥	♠	4♥ To play
	3♠	Baron	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♠/3♦ Slam Try in suit

3♥/3♠ Slam try in suit

4♣ Gerber

4♦

4♥ To play

4♠ To play

Unusual NT:    minors     other suits     lower 2 unbid suits

other opp rank

Other slam bidding    Cue Bids     Asking Bids

4th Suit Forcing    One round     Game force

NT Checkback     Priorities    Values

Defence to 3NT opening    X

Defence to opening Two's: Multi 2♦ X

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl    Over NT interference

Other uses

Take out of 4 level pre-empts    4♠/4♦

4♥    4♠

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other see inside  
 Jump raises - majors limit  forcing  other TNT (Pre-emptive)  
 Jump shifts after minor opening see inside  
 Jump shifts after major opening Fit-showing  
 Responses to strong 2 suit opening N/A  
 Responses to 2NT opening new suits forcing

## 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 Reverse Count  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other Dentist (14:30)  
 4♣ Gerber  when? Over NT  
 Other Conventions

Super Gerber



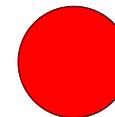
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## STANDARD SYSTEM CARD

Names: Mike Will  
 ABF Nos:    
 Basic System: Minsk  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 16+, any shape 1♦ 2+, 10 - 15 1♥ 4+, 10 - 15 1♠ 4+, 10 - 15  
 1 NT 10-12 13 - 15 (3rd and 4th) may contain 5 card major   
 2♣ Stayman: simple  extended  other does not promise 4M  
 transfers 2♦ to Hearts 2♥ to Spades 2♠ to Clubs  
 2 NT to Diamonds other 4-way Super Accepts  
 2♣ 4+C/4+S <10 HCP (3rd and 4th) Weak 2  
 2♦ 4+D/4+S <10 HCP (3rd and 4th) Weak 2  
 2♥ 4+H/4+S <10 HCP (3rd and 4th) Weak 2  
 2♠ 5+C 10-15, no four card major (3rd and 4th) Weak 2  
 2 NT 5+H/(4)5+ a minor <10HCP  
 3 NT Good minor pre-empt (3rd and 4th) To Play

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

3C: 5+C/(4)5+D <10HCP

Openings vary based on seat

## COMPETITIVE BIDDING

Negative doubles through 4S-ish Responsive doubles through 4S-ish  
 Jump overcalls Weak Unusual NT LUBS  
 1NT overcall (immediate) 15-18 (re-opening) (10)11-14  
 Immed cue of minor Forcing  
 Immed cue of major Forcing  
 Over opponent's 1NT (weak) Landy Natural by a passed hand  
 Over opponent's 1NT (strong) DONT Natural by a passed hand  
 Over weak twos X=T/O and Lebensohl  
 Over opening threes

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	GF (8+HCP or 1 Ace and 1 King)	2NT 7 card suit Semi-positive
	1♥/♠	SuperNegative / Semi-positive	3♣
	1NT	2 Suited Semi-Positive	3♦
	2♣	5+H Semi-positive	3♥
	2♦	5+S Semi-positive	3♠
	2♥	6+C Semi-positive	3NT
	2♠	6+D Semi-positive	4 bids
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1♦	1♥/♠	(5)6+, 4+H/S	3♣ Weak, 6+C
	1NT	(5-6)7-9(10) no 4M	3♦ Weak, 6+D
	2♣	10+, 4+C	3♥
	2♦	10+, 4+D forcing	3♠
	2♥	Weak, 6+H	3NT
	2♠	Weak, 6+S	4♦
	2NT		4 Other
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1♥/♠	1NT	(5-6)7-9(10) no 4M	3♣ Fit-showing jump
	2♣	10+, 4+C	3♦ Fit-showing jump
	2♦	10+, 4+D	3♥/♠ TNT raise
	2♥/♠	limit raise (may be 3 cards)	3NT 12-15, no fit
	2NT	16+, 4+H/S	4♣/♦
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2♣	2♦	see below	2♥/♠
	other		
<hr/>			
2♦	2♥	see below	3♣/♦
	2♠		3♥/♠
	2NT		3NT
<hr/>			
2♥/♠	2NT	see below	3NT **Over 2S opening
	3♣/♦		4♣/♦ ** (clubs, 10 - 15)
	3♥/♠		4♥/♠ ** 2NT is range probe
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2NT	3♣	Garbage	4♣ <These are responses to
	3♦	Good, Lower suit longer	4♦ <the 2NT enquiry over
	3♥	Good, 4/4	4♥ <the specific 2 openings
	3♠	Good, Higher suit longer	4♠
	3NT	Good, 5/5	other <over specific 2's X is penalties

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Suit Setting Slam try
3♥/3♠	Suit Setting Slam try
4♣	Gerber
4♦	5+/5+ Majors, no slam interest
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♦ 2NT is T/O    <for all 2 suited opening 2's>

	X is strong
RCO style 2-s	_____
Other 2-s	_____

Defence to strong ♣ over 1C, or 1C/:1D, DONT at the 2-level

over 2C, DONT at the 3-level

Lebensohl    Over NT interference  \_\_\_\_\_

Other uses \_\_\_\_\_

Take out of 4 level pre-empts    4♣/4♦ \_\_\_\_\_

4♥    4♠ \_\_\_\_\_

## OTHER NOTES

General style is pre-emptive / aggressive

Opening 1M is canape (may have a longer minor)
