

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 Strong

Responses to strong 2 suit opening

Responses to 2NT opening 3♣ = F1, rest 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

other count, high encourage on K only

Signal on declarer's lead count

Discards McKenney high encourage low encourage

odd/even other count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? NT sequences

Other Conventions

Swine	
Lebensohl	
4th suit forcing	
Truscott	



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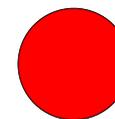
STANDARD SYSTEM CARD

Names: Steve Quinn David Robinson

ABF Nos: 154075

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3, 12 + hcp 1♦ 4, 12 + hcp 1♥ 4, 12 + hcp 1♠ 5 (4), 12 + hcp

1NT 12 - 14 hcp may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♠ transfer to ♣

2NT other 3♣ transfer to ♦

2♣ GAME FORCE or 23/24 bal

2♦ ACOL 2♦, or weak 2♥ (6-9), or weak ♠ + ♣

2♥ ACOL 2♥, or weak 2♠ (6-9), or weak ♣ + ♦

2♠ ACOL 2♠, or ACOL 2♣, or weak ♦ + ♥ or weak ♥ + ♠

2NT weak ♠ + ♥, or weak ♦ + ♠

3NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠

Jump overcalls Weak Unusual NT lower

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) Brozel

Over weak twos Double + Lebensohl

Over opening threes Optional Double

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+ ♦, 6+ hcp	2NT 10-12 hcp
	1♥/♠	4+ suit, 6+ hcp	3♣ 10-12 hcp
	1NT	6 - 9 hcp	3♦ splinter
	2♣	4+ ♣, 6-9 hcp	3♥ splinter
	2♦	strong	3♠ splinter
	2♥	strong	3NT to play
	2♠	strong	4 bids 4♣ is cue demand
1♦	1♥/♠	4+ suit, 6+ hcp	3♣ strong
	1NT	6 - 9 hcp	3♦ 10-12 hcp
	2♣	4+ ♣, 10+ hcp	3♥ splinter
	2♦	4+ ♦, 6-9 hcp	3♠ splinter
	2♥	strong	3NT to play
	2♠	strong	4♦ cue demand
	2NT	10-12 hcp	4 Other to play
1♥/♠	1NT	6 - 9 hcp	3♣ strong
	2♣	4+ ♣, 10+ hcp	3♦ strong
	2♦	4+ ♦, 10 + hcp	3♥/♠ 10-12 hcp
	2♥/♠	6-9 hcp	3NT to play
	2NT	10-12 hcp	4♣/♦ splinter
2♣	2♦	negative	2♥/♠ positive - at least A, K
	other		
2♦	2♥	pass or correct	3♣/♦ pass or correct
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	Forcing	3NT to play
2♥/♠	2NT	Forcing	3NT to play
	3♣/♦	pass or correct	4♣/♦ pass or correct
	3♥/♠	pass or correct	4♥/♠ pass or correct
2NT	3♣	Forcing	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	to play	other 4NT = blackwood

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 3♣ = transfer to ♦, 3♦ = slam interest

3♥/3♠ slam interest

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 Double = values

Defence to opening Two's: Multi 2♦ X = takeout of ♠, 2♥ = takeout of ♥

RCO style 2-s X = 15+ hcp plus lebensohl

suit = natural

Other 2-s X plus lebensohl

Defence to strong ♣ Brozel style

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

Jump raises - majors limit forcing other

Jump shifts after minor opening 2M weak splinters

Jump shifts after major opening Bergen/splinters/Jacoby

Responses to strong 2 suit opening

Responses to 2NT opening 3♣ enquiry

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 suit preference on ace leads

Signal on declarer's lead

Discards McKenney NT high encourage low encourage S

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? NT & NT rebids

Other Conventions

Lebensohl	Bergen (also over any)
Swine	
Jacoby 2NT	
Transfers	
Kokish Relay	



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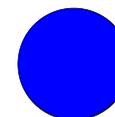
STANDARD SYSTEM CARD

Names: John Bailey Ann Paton

ABF Nos: 213640 493708

Basic System: Weak NT Multi Twos

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 11+ 1♦ 4 11+ 1♥ 4 11+ 1♠ 5 11+

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

2♣ Stayman: simple extended other also to 3 minor

transfers 2♦ ♥ 2♥ ♠ 2♠ Probe

2 NT Both minors other

2♣ Strong GF or near GF

2♦ Multi Weak Maj / Bal 21-22 (maybe 5 cd maj)

2♥ Weak Hearts plus minor - maybe 5/4 nv

2♠ Weak Spades plus minor - maybe 5/4 nv

2 NT Weak both majors

3 NT Specific Ace ask

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

* Neg X but not in all sequences

1 level overcalls maybe 4 cards

COMPETITIVE BIDDING

Negative doubles through 4H * Responsive doubles through

Jump overcalls Weak Unusual NT Lower 2 unbid suits

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

Immed cue of minor Majors (either weak or strong)

Immed cue of major Other Maj + Minor (either weak or strong)

Over opponent's 1NT (weak) X pen 2C maj 2D s/s Maj+min

Over opponent's 1NT (strong) X s/s 2C min 2D maj Maj+min

Over weak twos X

Over opening threes X

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Fit showing Jump

Jump shifts after major opening Fit showing Jump

Responses to strong 2 suit opening Relay

Responses to 2NT opening 3 ♠ 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 Reverse Count

Signal on declarer's lead

Discards McKenney high encourage low encourage

odd/even other Reverse Count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

SWINE	Lebensohl
Minor agreed, then 4 other minor = ask	Ace ask
DEFENCE TO MYXO's	
Double shows suit bid 12+	New other suit = natural 12 +
Next suit up = Take-out	2NT = 15 - 18



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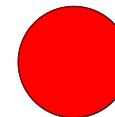
STANDARD SYSTEM CARD

Names: Gavin & Kirsten Kirsten & Gavin

ABF Nos: 120227 162248

Basic System: ACOL - Variable NT May 2004

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ min 3 & 12+ 1♦ min 4 & 12+ 1♥ min 4 & 12+ 1♠ min 4 & 12+

1 NT 12-14 (1st 2nd); 15-17 (3rd 4th) may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ 2♥ 2♥ 2♠ 2♠ Enquiry

2 NT tfr to 3♣ other 3♣ tfr to 3♦

2♣ STRONG - Single suit or 21-22

2♦ Strong ♦ OR weak ♥ OR weak 5/5 in blacks OR 23+

2♥ Strong ♥ OR weak ♠ OR weak 5/5 in minors

2♠ Strong ♠ OR weak ♣ OR weak 5/5 in reds

2 NT Weak with 5/5 other suits

3 NT Minor - long suit

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

3♣ = Strong ♣ OR weak ♦ OR weak 5/5 in majors

4♣ / 4♦ = 7 card minor with a four card major

1♦ o'call = ♦ suit with a 4 card major or

COMPETITIVE BIDDING

Negative doubles through 3S Support Doubles : 2S

Jump overcalls Variable U : 2 unbid suits

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

Immed cue of minor Michael's

Immed cue of major Michael's

Over opponent's 1NT (weak) TWERB (X = penalty)

Over opponent's 1NT (strong) TWERB (X = t/o)

Over weak twos Optional X and 2NT = 15 - 18

Over opening threes Cmobdor

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	6+ natural	2NT 12+ with ♣
	1♥/♠	6+ natural	3♣ 10-11 natural
	1NT	8-10 natural	3♦ Asking bid - Agrees ♣
	2♣	6-9 natural	3♥ Asking bid - Agrees ♣
	2♦	Fit showing Jump	3♠ Asking bid - Agrees ♣
	2♥	Fit showing Jump	3NT 13-15
	2♠	Fit showing Jump	4 bids natural
1♦	1♥/♠	6+ natural	3♣ Fit showing Jump
	1NT	6-9 natural	3♦ 10-11 natural
	2♣	10+ natural	3♥ Asking bid - Agrees ♦
	2♦	10-11 natural	3♠ Asking bid - Agrees ♦
	2♥	Fit showing Jump	3NT 13-15
	2♠	Fit showing Jump	4♦ natural
	2NT	12+ agrees ♦	4 Other
1♥/♠	1NT	6-9 natural	3♣ Fit showing Jump
	2♣	10+ natural	3♦ Fit showing Jump
	2♦	10+ natural	3♥/♠ Limit / Fit showing Jump
	2♥/♠	10-11 natural	3NT 13-15
	2NT	12+ agrees ♥ / ♠	4♣/♦ Asking bid - Agrees ♥ ♠
2♣	2♦	= no aces	2♥/♠ = Relay - non forcing
	other	= Relay - non forcing	
2♦	2♥	= Relay - non forcing	3♣/♦ = Relay - non forcing
	2♠	= Relay - non forcing	3♥/♠ = Relay - non forcing
	2NT	= Enquiry	3NT = To play 15+
2♥/♠	2NT	= Enquiry	3NT = To play 15+
	3♣/♦	= Relay - non forcing	4♣/♦ = Relay - non forcing
	3♥/♠	= Relay - non forcing	4♥/♠ = Relay - non forcing
2NT	3♣	= forcing enquiry	4♣ = Relay - non forcing
	3♦	= Relay - non forcing	4♦ = Relay - non forcing
	3♥	= Relay - non forcing	4♥ = Relay - non forcing
	3♠	= Relay - non forcing	4♠ = Relay - non forcing
	3NT	= To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♦ = solid suit - no outside aces
3♥/3♠	3♥ / ♠ = solid suit - no outside aces
4♣	= solid suit with at least two Aces
4♦	= solid suit with at least two Aces
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 bid suits up the line

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ x = t / o of ♠ ; 2♥ = t / o of ♥

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ TWERB with x = ♣ & ♥ and 1NT = ♦ & ♠

Lebensohl Over NT interference _____

Other uses After Double of opponents weak 2's

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

4♥ 4♠

OTHER NOTES

MXYO Defence :

* Double = opening values and holding the bid suit

* Next suit up = Take-out of that suit 14+

* Another suit = Natural 12+

* 2 NT = 15-18 (flat)