

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening 5-9 pts, 6+ suit at 2-level, splinter at 3-level

Jump shifts after major opening 5-9 pts, 6+ suit at 2-level, splinter at 3-level

Responses to strong 2 suit opening N/A

Responses to 2NT opening Stayman and transfers. 2NT-3S shows both minors.

## 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 Reverse count

Discards McKenney  high encourage  low encourage

odd/even  other Reverse count

Count natural  reverse  Reverse attitude in cash-outs

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when?

Other Conventions



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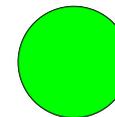
## STANDARD SYSTEM CARD

Names: David Smith Bob Gallus

ABF Nos: 147680 136298

Basic System: ACOL

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4♣, 11+ pts 1♦ 4♦, 11+ pts 1♥ 4♥, 11+ pts 1♠ 4♠, 11+ pts

1 NT 12-14 pts may contain 5 card major

2♣ Stayman: simple  extended  other See "other notes"

transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣

2 NT to ♦ other 1NT-2♦-2♥-2♠ is Baron, promising 18+ Pts

2♣ Strong

2♦ Weak, 6+♦, with modified Ogust enquiry. Bob will often have 5-suit non vul.

2♥ Weak, 6+♥, with modified Ogust enquiry. Bob will often have 5-suit non vul.

2♠ Weak, 6+♠, with modified Ogust enquiry. Bob will often have 5-suit non vul.

2 NT 21-22 pts

3 NT Gambling, no A or K outside

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

Nil

## COMPETITIVE BIDDING

Negative doubles through 3♥ Responsive doubles through 3♥

Jump overcalls Intermediate Unusual NT Lower 2 unbid suits

1NT overcall (immediate) 15-19 pts (re-opening) 11-14 pts

Immed cue of minor Both majors 5+-5+

Immed cue of major Other major and a minor 5+-5+

Over opponent's 1NT (weak) Natural, 2NT 2-suiter

Over opponent's 1NT (strong) Natural, 2NT 2-suiter

Over weak twos Double for takeout

Over opening threes Double for takeout

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+♦, 6+pts	2NT 4+♣, 10-14 or 18+ pts, bal
	1♥/♠	4+♥/♠, 6+pts	3♣ Distributional limit raise
	1NT	8-10 pts	3♦ Splinter
	2♣	3+♣, 5-9 pts	3♥ Splinter
	2♦	6+♦, 5-9 pts	3♠ Splinter
	2♥	6+♥, 5-9 pts	3NT 4+♣, 15-17 pts, balanced
	2♠	6+♠, 5-9 pts	4 bids Natural
1♦	1♥/♠	4+♥/♠, 6+pts	3♣ Splinter
	1NT	6-9 pts	3♦ Distributional limit raise
	2♣	Natural, 10+ pts	3♥ Splinter
	2♦	3+♦, 5-9 pts	3♠ Splinter
	2♥	6+♥, 5-9 pts	3NT 4+♦, 15-17 pts, balanced
	2♠	6+♠, 5-9 pts	4♦ Preemptive
	2NT	4+♦, 10-14 or 18+ pts, bal	4 Other Natural
1♥/♠	1NT	6-9 pts	3♣ Splinter
	2♣	Natural, 10+ pts	3♦ Splinter
	2♦	Natural, 10+ pts	3♥/♠ Distributional limit raise
	2♥/♠	3+♥/♠, 5-9 pts	3NT 4+♥/♠, 15-17 pts, balanced
	2NT	4+♥/♠, 10-14 or 18+ pts, bal	4♣/♦ Natural
2♣	2♦	Negative or waiting	2♥/♠ Positive, game force
other	2♣-2♦-2♥/♠ not forcing. 3♥/♠ raise also not forcing		
2♦	2♥	Natural and forcing	3♣/♦ 3♣ forcing, 3♦ not forcing
	2♠	Natural and forcing	3♥/♠ Splinter
	2NT	Enquiry (modified Ogust)	3NT To play
2♥/♠	2NT	Enquiry (modified Ogust)	3NT To play
	3♣/♦	Natural and forcing	4♣/♦ Splinter
	3♥/♠	Weak raise	4♥/♠ To play
2NT	3♣	Stayman	4♣ Natural slam try
	3♦	Transfer to ♥	4♦ Natural slam try
	3♥	Transfer to ♠	4♥ To play
	3♠	Minors	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Natural, slam try

3♥/3♠ Natural, slam try

4♣ not used

4♦ not used

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 Major suit fits first

Defence to 3NT opening 4♣ is 2-suiter, others natural

Defence to opening Two's: Multi 2♦ Double shows values, one partnership takeout

double thereafter.

RCO style 2-s Double shows values, one partnership takeout

double thereafter.

Other 2-s If anchored, double is takeout of the anchored suit.

Else as above.

Defence to strong ♣ Double shows majors, 1NT shows minors. Same after

1♣(P) 1♦. 1NT is a "cue raise" of an overcall.

Lebensohl Over NT interference

Other uses After we double a weak 2-bid

Take out of 4 level pre-empts 4♣/4♦ Double takeout

4♥ Double takeout 4♠ Double is card-showing

## OTHER NOTES

Extended Stayman: 1NT - 2♣ - ?

2♦ no major

2♥/♠ natural, denying the other major

2NT = Both majors, minimum

3C = Both majors, maximum

## BASIC RESPONSES

Jump raises - minors limit  forcing  other \_\_\_\_\_  
 Jump raises - majors limit  forcing  other 6-9 4 card support  
 Jump shifts after minor opening Fit Showing \_\_\_\_\_  
 Jump shifts after major opening Fit Showing \_\_\_\_\_  
 Responses to strong 2 suit opening \_\_\_\_\_  
 Responses to 2NT opening 5 Card 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 against NT A or Q asks for unblock or count, K asks for attitude  
 From 4 small 2nd highest  other \_\_\_\_\_  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other Nat. Count \_\_\_\_\_  
 Signal on declarer's lead Nat. Count \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  other \_\_\_\_\_  
 Count natural  reverse  \_\_\_\_\_

## CONVENTIONS

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

Blackout \_\_\_\_\_  
 Crowhurst \_\_\_\_\_  
 Lebensohl \_\_\_\_\_  
 Dopi, Ropi \_\_\_\_\_  
 Fit Showing Jumps \_\_\_\_\_



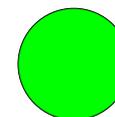
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## STANDARD SYSTEM CARD

Names: Charlie Snashall Grant Kilvington  
 ABF Nos: 147818 140147  
 Basic System: Acol  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 10-22, 4+ (occ 3) 1♦ 10-22, 4+ 1♥ 10-22, 4+ 1♠ 10-22, 4+  
 1 NT 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other \_\_\_\_\_  
 transfers 2♦ ♥ or Baron 2♥ ♠ 2♠ various  
 2 NT ♣ or ♦ wk. or str. other 3♥, ♠-5, 4 minors, sing. in other major  
 2♣ GF or 9 Playing Tricks or 23-24 Flattish  
 2♦ weak  
 2♥ weak  
 2♠ weak  
 2 NT 20-22 Flattish  
 3 NT Gambling Minor

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Roman Unusual NT Roman  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor Roman  
 Immed cue of major Roman  
 Over opponent's 1NT (weak) Transfers & various 2 suiters  
 Over opponent's 1NT (strong) Transfers & various 2 suiters  
 Over weak twos x  
 Over opening threes x

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4	2NT 16+, 4
	1♥/♠	5+, 4	3♣ 10-11, 4
	1NT	7-9, 4	3♦ Fit show, no interest above game
	2♣	5+, 4	3♥ Fit show, no interest above game
	2♦	Fit show, limit raise or slamish	3♠ Fit show, no interest above game
	2♥	Fit show, limit raise or slamish	3NT 13-15, 4
	2♠	Fit show, limit raise or slamish	4 bids Natural, to play
<hr/>			
1♦	1♥/♠	5+, 4	3♣ Fit show, limit raise or slamish
	1NT	6-9, 0	3♦ Fit show, limit raise or slamish
	2♣	10+, 4	3♥ Fit show, no interest above game
	2♦	6-9, 3 or 4	3♠ Fit show, no interest above game
	2♥	Fit show, limit raise or slamish	3NT 13-15, 4
	2♠	Fit show, limit raise or slamish	4♦ preemptive
	2NT	16+, 4	4 Other to play
<hr/>			
1♥/♠	1NT	6-9, 0	3♣ Fit show, limit raise or slamish
	2♣	10+, 4	3♦ Fit show, limit raise or slamish
	2♦	10+, 4	3♥/♠ 6-9, 4
	2♥/♠	6-9, 4	3NT 13-15, 4
	2NT	10-12 or 16+, 4	4♣/♦ Fit show, no interest above game
<hr/>			
2♣	2♦	neg, or waiting	2♥/♠ A & K, 5
other	2NT-6-8 flat, 3C/D-A & K, 5, Jumps = solid suit		
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2♦	2♥	Natural & Forcing	3♣/♦ Natural & Forcing
	2♠	Natural & Forcing	3♥/♠ Nat. Very good suit
	2NT	Ogust	3NT To play
<hr/>			
2♥/♠	2NT	Ogust	3NT To play
	3♣/♦	Natural & Forcing	4♣/♦ Natural, very good suit
	3♥/♠	Preemptive	4♥/♠ To play
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2NT	3♣	puppet	4♣ Gerber
	3♦	transfer to H	4♦ Natural, sets suit, requests cue
	3♥	transfer to S	4♥ To play
	3♠	Baron	4♠ To play
	3NT	To play	other To play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Nat, invitational

3♥/3♠ Forcing,

4♣ Gerber

4♦ Nat, forces cue

4♥ To play

4♠ To play

Unusual NT: minors  other suits  lower 2 unbid suits

other Roman

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities Strength, features

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = 15+, 2NT = strong NT, Bid = Nat.

RCO style 2-s

Other 2-s

Defence to strong ♣ Aspro

Lebensohl Over NT interference

Other uses weak 2's, Ater opps single raise when pd has X.

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other <10CP, 8 LT

Jump raises - majors limit  forcing  other "

Jump shifts after minor opening GF, usually single-suiter (asking bid)

Jump shifts after major opening "

Responses to strong 2 suit opening 2C: 2D/2H/2S = 0-2/3/4+ controls

Responses to 2NT opening See page 2

## PLAY CONVENTIONS

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

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

Underlead  other 9 or 10 = top or third highest

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 Ace against NT requires count

Signal on declarer's lead Count

Discards McKenney  high encourage  low encourage

odd/even  other Count (original), except the first discard

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other also 4m/4C for m/M

4♣ Gerber  when? Not used

### Other Conventions

Direct splinters (1x - double jump shift) Cappolletti against 1NT (weak/strong):

Fit showing minisplinters (1x - 1y, jump shift) 2C/Dbl = single-suiter

1NT/2NT rebids by opener = 15-18/19-20 2D = majors (5/5 cards when Vul)

2NT rebid over two/one = 15-20 2H/S = H/S + minor

Long suit trials 2NT/2C = minors



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## STANDARD SYSTEM CARD

Names: Vic MUNTZ John Stretton

ABF Nos: 143510 148288

Basic System: ACOL

Classification: Green  Blue  Red  Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ (10)11-20 4 1♦ (10)11-20 4 1♥ (10)11-20 4 1♠ (10)11-20 4

1NT 12-14 may contain 5 card major

2♣ Stayman: simple  extended  other Weak/invitational

transfers 2♦ to H 2♥ to S 2♠ to C\*

2NT to D\* other \* Bid of 2NT/3C shows Kx+ fit, 13-14CP

2♠ Near GF or 24-26/27+ (near) balanced

2♦ Weak 6card major or 21-23 (near) balanced

2♥ O C + H or D + S, 5/5+, 15+ opening points, below opening strength

2♠ C C + S or D + H, "

2NT R C + D or H + S "

3NT Gambling, 7+ card solid minor, no side Ace or King

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

OCR Weak Twos

4C/4D openings - strong transfers to 4H/4S

4NT opening: ACOL Ace ask

## COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 4D

Jump overcalls Int'e (vul)/Weak Unusual NT Two lowest unbid suits

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

Immed cue of minor S + H or other minor, 5/5 cards or better

Immed cue of major Other major + minor "

Over opponent's 1NT (weak) Cappolletti (double = penalty)

Over opponent's 1NT (strong) as above, but double = single suiter, 2C = minors

Over weak twos Double = strong take-out

Over opening threes "

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning			
1♣	1♦	6+ CP 4+ cards	2NT	10-12/16+ CP raise	
	1♥/♠	"	3♣	<10 CP, < 4 controls, 8 LT raise	
	1NT	8-9 CP, no 4 card major	3♦	Splinter bid	
	2♣	Weak raise (9 LT), no 4 c. major	3♥	"	
	2♦	GF, asking bid	3♠	"	
	2♥	"	3NT	13-15 CP raise, side stoppers	
	2♠	"	4 bids	4C - preempt, 4H/S - to play	
1♦	1♥/♠	6+ CP 4+ cards	3♣	GF, asking bid	
	1NT	6-9 CP, no 4 card major	3♦	<10 CP, <4 controls. 8 LT raise	
	2♣	10+ CP, (3)4+ card suit	3♥	Splinter bid	
	2♦	Weak raise (9 LT), no 4 c. major	3♠	"	
	2♥	GF, asking bid	3NT	13-15 CP raise, side stoppers	
	2♠	"	4♦	Preemptive raise	
	2NT	10-12/16+ CP raise	4 Other	4C - splinter, 4H/S - to play	
1♥/♠	1NT	6-9 CP (no 4 card S)	3♣	GF, asking bid	
	2♣	10+ CP, (3)4+ card suit	3♦	"	
	2♦	"	3♥/♠	<10 CP, <4 controls, 8 LT raise	
	2♥/♠	Weak raise, 9 LT	3NT	13-15 CP raise	
	2NT	10-12/16+ CP raise	4♣/♦	Splinter bid	
2♣	2♦	0-2 controls (any shape)	2♥/♠	3/4+ controls (any shape)	
	other	Not used			
2♦	2♥	Pass/correct (S interest possible)	3♣/♦	Natural, forcing	
	2♠	" (interest in H game)	3♥/♠	Preemptive/ditto, forces to game	
	2NT	Strong enquiry	3NT	To play	
2♥/♠	2NT	Enquiry	3NT	To play	
	3♣/♦	Pass/correct	4♣/♦	Pass/correct	
	3♥/♠	"	4♥/♠	"	
2NT	3♣	Pass/correct	4♣	Pass/correct	
	3♦	"	4♦	"	
	3♥	Strong enquiry	4♥	"	
	3♠	Pass/correct	4♠	"	
	3NT	To play	other		

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	GF, single-suiter (asking bid)
3♥/3♠	"
4♣	Direct RKCB setting Clubs
4♦	" 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    Major suits

Defence to 3NT opening    Minor = both majors (4D = better Spades), Major = natural

Defence to opening Two's:    Multi 2♦ 2H = Takeout of Hearts, Dbl = Takeout of Spades

2NT - 16-19 CP bal'd, Suit/Jump suit - Natural/Strong

RCO style 2-s    Dbl = 16-20 bal'd, Suit - Strong hand, good 6+ card suit

2NT - 21+ CP, usually bal'd

Other 2-s    Dbl = Strong takeout    2NT = 16-19 CP (near) bal'd

Cue bid - Undeclared 2-suiter    Suit/Jump suit - Natural

Defence to strong ♣    Dbl (also Dbl of neg'e1D) = majors, 1D/H/S - Natural, 4+cards

1NT = single-suiter    2C to 2NT - Cappolletti vs strong NT

Lebensohl    Over NT interference

Other uses    When we double Weak Two or a single raise by the opponents

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

4♥ 4NT    4♠ 4NT (usually strong 2-suiter)

## OTHER NOTES

Obligatory reopening on (1)2-level when short in their suit - Double or bid.

New suit by responder not forcing after opponents double our opening bid, also after c on 2-level only (forcing on 3-level).

Obligatory pause over preempts/skip bids.