

## 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 Lavings and 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 Count (usually)

Discards McKenney  high encourage  low encourage

odd/even  other Natural against suit

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other CRO (not inc K trumps)

4♣ Gerber  when? over 1NT and 2NT opening

Other Conventions

Truscott (over all suits) 5♣=A♣/A♦; 5♦=A♦/A♥; 5♥=A♥/A♠;

Long Suit Trials 5♣=A♣/A♠ 5NT=2 non touching A's.

Cue Bids (1st round control) Modified Swine over 1NTx: 2♣/♥/♠=Natural

DOPI/ROPI OGUSTxx=minors; 2♦=majors. Stayman, Lebensohl

3NT: 4♣=none; 4♦/♥/♠=Ace; 4NT=A♣ and T/Fers apply to own 1NT o/call in both positions



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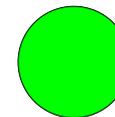
## STANDARD SYSTEM CARD

Names: Doreen Jones Heather Williams

ABF Nos: 127256 409391

Basic System: Acol

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ hcp (3/4) 1♦ 11+ hcp 4 card 1♥ 11+ hcp 4 card 1♠ 11+ hcp 4 card

1NT 12 - 14 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ => 2♥ 2♥ => 2♠ 2♠ => 3♣

2NT => 3♦ other super accepts in minors

2♣ 8 Playing Tricks

2♦ Game Force

2♥ Benjamin, 6 card suit, 6 - 10 hcp

2♠ Benjamin, 6 card suit, 6 - 10 hcp

2NT 20 - 22 hcp, balanced

3NT Specific Ace Ask

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

Wide Range (15 - 18) NT rebids with 2♣

Checkback

## COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through

Jump overcalls Weak or B/Club Unusual NT Two lowest suits

1NT overcall (immediate) 15+ hcp (re-opening) Up to 14 hcp

Immed cue of minor Blue Club

Immed cue of major Blue Club

Over opponent's 1NT (weak) SPLASH

Over opponent's 1NT (strong) DONT

Over weak twos Double = takeout

Over opening threes Double = takeout

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning		
1♣	1♦	4 card suit, 6+ hcp	2NT	11+ hcp with clubs
	1♥/♠	4 card suit, 6+ hcp	3♣	Limit raise
	1NT	8 - 9 hcp, 4 clubs	3♦	-
	2♣	5 - 8 hcp	3♥	-
	2♦	Weak	3♠	-
	2♥	Weak	3NT	To play
	2♠	Weak	4 bids	4♣=CRO, 4♥/♠ to play
1♦	1♥/♠	4 card suit, 6+ hcp	3♣	Weak
	1NT	7 - 9 hcp	3♦	Limit raise
	2♣	9+ hcp	3♥	-
	2♦	5 - 8 hcp	3♠	-
	2♥	Weak	3NT	To play
	2♠	Weak	4♦	-
	2NT	11+ hcp with diamonds	4	Other CRO or to play
1♥/♠	1NT	6 - 9 hcp	3♣	Weak
	2♣	9+ hcp	3♦	Weak
	2♦	9+ hcp	3♥/♠	Limit raise
	2♥/♠	6 - 9+ hcp	3NT	To play
	2NT	11+ hcp	4♣/♦	CRO
2♣	2♦	Negative	2♥/♠	Positive
	other	Positive		
2♦	2♥	Negative	3♣/♦	Positive
	2♠	Positive	3♥/♠	Positive
	2NT	10+ hcp or two Aces	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦		4♣/♦	CRO
	3♥/♠		4♥/♠	To play
2NT	3♣	Lavings	4♣	CRO
	3♦	Transfer to ♥	4♦	-
	3♥	Transfer to ♠	4♥	To play
	3♠	5♣ and 4♥	4♠	To play
	3NT	To play	other	-

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ 6 card suit, slam interest

3♥/3♠ 6 card suit, 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 X = takeout \_\_\_\_\_

Defence to opening Two's: Multi 2♦ Double with 15+ hcp unless balanced, then 2NT \_\_\_\_\_

RCO style 2-s Double with 15+ hcp unless balanced, then 2NT \_\_\_\_\_

Other 2-s Double with 15+ hcp unless balanced, then 2NT \_\_\_\_\_

Defence to strong ♣ X=majors; 1NT=minors, all else natural \_\_\_\_\_

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

Other uses Over double of weak two, then 2NT=0 - 6, suit=7 - 11, Cue=12+ hcp \_\_\_\_\_

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

4♥ X=T/Out 4♠ 4NT=T/Out

## OTHER NOTES

1. SPLASH (over opp. NT): shows 11 - 15 hcp (can be less in 4th seat); X=penalties;

2♣=♣ and another; 2♦=♦ and higher suit; 2♥=♥ and ♠ or only ♥; 2♠= Spades

2NT over SPLASH to play in game. New suit by responder=6 card suit; 3 level forcing

2. If partner X then bids - forcing for one round. 3. BLUE CLUB overcalls: Cue=extrem

2NT=lower; 3♣=upper except over 1♣, then 2♦=upper. 4. After 2 over 1, 2NT=17-18,

5. After 1NT rebid(15-18)2♣ range ask:2♦/♥/♠=min, 2NT=max. All else=max. S/accept

## BASIC RESPONSES

Jump raises - minors limit  forcing  other \_\_\_\_\_  
 Jump raises - majors limit  forcing  other \_\_\_\_\_  
 Jump shifts after minor opening GF \_\_\_\_\_  
 Jump shifts after major opening GF \_\_\_\_\_  
 Responses to strong 2 suit opening next suit=relay; others natural  
 Responses to 2NT opening 3 ♠ forcing, others to play (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 4th highest in NT, attitude in suit  
 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 \_\_\_\_\_  
 Count natural  reverse  if necessary

## CONVENTIONS

4NT: Blackwood  RKCB  other \_\_\_\_\_  
 4♣ Gerber  when? over direct NT only

### Other Conventions

5 card Stayman \_\_\_\_\_ Pottage (2♣=single; 2♦=maj; 2♥/♠=4M+5m)  
 Cue and Advance cues \_\_\_\_\_ SWINE (pass=non touching; bid=touching;  
 Hansen 2-suit o/calls (jump in C, D and NT)XX=single) \_\_\_\_\_  
 Lavings (after any rebid of 2NT) \_\_\_\_\_ TEXAS (4 minor = solid major, no outside AorK)  
 Lebensohl (vs 1NT(x), and x of weak two's) Trial Bids asks for help in suit



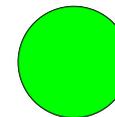
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## STANDARD SYSTEM CARD

Names: John Hansen Ruth Hansen  
 ABF Nos: 124303 182443  
 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♠ 4+ 11+ hcp  
 1 NT 12 - 14 may contain 5 card major   
 2♣ Stayman: simple  extended  other \_\_\_\_\_  
 transfers 2♦ => 2♥ 2♥ => 2♠ 2♠ => 3♣  
 2 NT => 3♦ other Super accept in minors  
 2♣ GF or 23+ hcp  
 2♦ Weak or strong major, strong minor or 19 - 22 balanced  
 2♥ 2 suits same rank, 5 - 5+, 7 - 11 hcp  
 2♠ 2 suits same colour, 5 - 5+, 7 - 11 hcp  
 2 NT 2 suits same odd rank & colour, 5 - 5+, 7 - 11 hcp  
 3 NT 2 suits same rank, 5 - 5+, 12+ hcp

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

Occasional psyches \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 2♣ Responsive doubles through 4♠  
 Jump overcalls weak/inter Unusual NT two lowest unbid suits  
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 13  
 Immed cue of minor GF  
 Immed cue of major GF  
 Over opponent's 1NT (weak) POTTAGE  
 Over opponent's 1NT (strong) POTTAGE  
 Over weak twos Double = 15+ hcp  
 Over opening threes Double = 15+ hcp

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	natural	2NT
	1♥/♠		3♣ 15 - 17, fit
	1NT	6 - 8, fit	3♦
	2♣	weak, fit	3♥
	2♦	forcing, good suit	3♠
	2♥	forcing, good suit	3NT 12 - 14, fit
	2♠	forcing, good suit	4 bids 4 clubs = RKCB
1♦	1♥/♠	natural	3♣ forcing, good suit
	1NT	6 - 8, no major	3♦ 15 - 17, fit
	2♣	natural	3♥
	2♦	weak, fit	3♠
	2♥	forcing, good suit	3NT 12 - 14, fit
	2♠	forcing, good suit	4♦ RKCB
	2NT	9 - 11, or 18+, fit	4 Other
1♥/♠	1NT	6 - 8	3♣ forcing, good suit
	2♣	natural	3♦ forcing, good suit
	2♦	natural	3♥/♠ 15 - 17, fit
	2♥/♠	weak, fit	3NT 12 - 14, fit
	2NT	9 - 11, or 18+, fit	4♣/♦ RKCB in ♥/♠
2♣	2♦	relay	2♥/♠ natural
	other	3♣/♦ long solid suit	
2♦	2♥	to play, correctable	3♣/♦ 8 playing tricks
	2♠	to play, correctable	3♥/♠ 8 playing tricks
	2NT	forcing relay	3NT to play
2♥/♠	2NT	forcing relay	3NT to play, correctable
	3♣/♦	to play, correctable	4♣/♦ to play, correctable
	3♥/♠	to play, correctable	4♥/♠ to play, correctable
2NT	3♣	to play, correctable	4♣
	3♦	to play, correctable	4♦
	3♥		4♥ to play, correctable
	3♠	forcing relay	4♠ to play, correctable
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ GF, bid 3NT or RKCB if 3+ cards in suit bid

3♥/3♠ GF, bid 3NT or RKCB if 3+ cards in suit bid

4♣

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 Natural

Defence to opening Two's: Multi 2♦ double = 15+ hcp, others natural

RCO style 2-s double = 15+ hcp, others natural

Other 2-s double = 15+ hcp, others natural

Defence to strong ♣ double = clubs, 1NT = any two suits

Lebensohl Over NT interference

Other uses after double of weak 2's

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

4♥ double = t/out 4♠ double = t/out

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening  Game force

Jump shifts after major opening  Game force

Responses to strong 2 suit opening

Responses to 2NT opening  3♣ = major ask; 3♦,♥ = transfer; 3♠ = 5♠, 4♥, GF

## 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 length

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? Only when obviously an Ace ask

### Other Conventions

Swine

Splinters

Ogust

DOPI, ROPI



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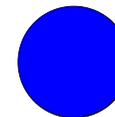
## STANDARD SYSTEM CARD

Names: John Ashworth Terry Piper

ABF Nos: 126251 127876

Basic System: ACOL

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♠ 4+, 11+

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

2♣ Stayman: simple  extended  other

transfers 2♦ ->♥ 2♥ ->♠ 2♠ ->♣

2 NT ->♦ other super accepts of ♣ & ♦ transfers

2♠ 23-24 OR 27-28 HCP balanced OR 8 playing tricks unbalanced

2♦ Game force, unbalanced OR 25-26 OR 29+ HCP balanced

2♥ 6 (7) cd suit, 6-10 HCP, Ogust responses to 2NT enquiry

2♠ 3♠ = poor suit, low HCP, 3♦ = good suit, low HCP, etc

2 NT 20-22 HCP balanced, may have 5 cd suit, lavings style 3C response

3 NT Solid minor, no other values.

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

4C opening = Solid H's

4D opening = Solid S's

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♥

Jump overcalls weak, sensible Unusual NT lower two unbid suits

1NT overcall (immediate) 15-17 (re-opening) 10-14

Immed cue of minor Michaels (both M's, weak OR strong)

Immed cue of major Michaels (other M + either m, weak OR strong)

Over opponent's 1NT (weak) {Pottage: X = pen., 2C = 1 suiter (any),

Over opponent's 1NT (strong) {2D = M's, 2H = H & m, 2S = S & m

Over weak twos Take-out double

Over opening threes Take-out double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+ cds	2NT 16+ HCP, support
	1♥/♠	6+ HCP, 4+ cds	3♣ limit raise
	1NT	9+ HCP, no good suit to bid	3♦ splinter
	2♣	6-9 HCP, 4+ cds	3♥ splinter
	2♦	16+ GF	3♠ splinter
	2♥	16+ GF	3NT 12-15 HCP, support, no M
	2♠	16+ GF	4 bids ♣ = weak supp, else to play
1♦	1♥/♠	6+ HCP, 4+ cds	3♣ 16+ GF
	1NT	6+ HCP, no M	3♦ limit raise
	2♣	9+ HCP, 4+ cds	3♥ splinter
	2♦	6-9 HCP, 4+ cds	3♠ splinter
	2♥	16+ GF	3NT 12-15 HCP, support, no M
	2♠	16+ GF	4♦ weak supp
	2NT	16+ HCP, support	4 Other ♣ = splinter; ♥/♠ to play
1♥/♠	1NT	6+ HCP	3♣ 16+ GF
	2♣	9+ HCP, 4+ cds	3♦ 16+ GF
	2♦	9+ HCP, 4+ cds	3♥/♠ limit raise
	2♥/♠	6+ HCP, 4+ cds	3NT 12-15 HCP, support
	2NT	16+ HCP, support	4♣/♦ splinter
2♣	2♦	neg, may be rather strong	2♥/♠ good values
	other	NT = A,K +, 3M = solid suit, 3C/D = good values	
2♦	2♥	neg, may be rather strong	3♣/♦ good values
	2♠	good values	3♥/♠ ♥ good values, ♠ solid suit
	2NT	A,K+	3NT Blackwood
2♥/♠	2NT	Ogust	3NT to play
	3♣/♦	F1, gd suit	4♣/♦ splinter, slam try
	3♥/♠	pre OR gd suit OR splinter	4♥/♠ to play OR splinter
2NT	3♣	M ask, lavings style	4♣ Gerber
	3♦	transfer	4♦ good suit, slam invite
	3♥	transfer	4♥ good suit, slam invite
	3♠	5S, 4H, game values	4♠ good suit, slam invite
	3NT	to play	other 4NT = INV, optional Blackwood

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Natural, slam try, invites cue bidding

3♥/3♠ Natural, slam try, invites cue bidding

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

2 lvl = min, 2NT & 3 lvl are max, 2NT by resp

### Defence to 3NT opening

TO X

### Defence to opening Two's:

Multi 2♦ X = TO of S, 2H = TO of H

RCO style 2-s

TO X

Other 2-s

TO X

### Defence to strong ♣

DISCO: 1NT = M's, 2NT = m's,

2C = blk's, 2D = red's, 2H = H/C, 2S = S/D

### Lebensohl

Over NT interference

Other uses

after Weak 2 - X - P - 2NT = lebensohl

### Take out of 4 level pre-empts

4♣/4♦ TO X

4♥ TO X

4♠ NT = TO, X = X

## OTHER NOTES

SWINE: 1NT - X - ?; P requires XX, then P OR suit = suit + suit imm. above;

XX requires 2♣, then P OR suit to play; suit = suit + another NOT imm. above.

Michaels/UNT: may be weak OR strong, never a std overcall ie 6-9 HCP OR 7+ PT

Ogust: wk 2 - 2NT then 3♣ = poor suit, min HCP; 3♦ = good suit, min HCP etc

3♥ = poor suit, max HCP, 3♠ = good suit, max HCP, 3NT = solid suit