

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 Splinter

Responses to strong 2 suit opening Control showing

Responses to 2NT opening 3♣ asks, otherwise pass or correct

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

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Crowhurst 4th suit game force

Lebensohl Support doubles and redoubles

Swine

Puppet Stayman

Jacoby 2NT



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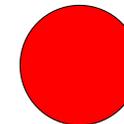
STANDARD SYSTEM CARD

Names: Janet Kahler Pat Back

ABF Nos: 155020 094838

Basic System: Modified ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 11 - 14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦♥ 2♥♠ 2♠♣

2 NT ♦ other

2♣ Game force or 21-22 balanced

2♦ Acol 2♦, Weak 2♥, 5/5 ♣♠, or 23-24 bal

2♥ Acol 2♥, weak 2♠, 5/5 ♣♠♦, or 25-26 bal

2♠ Acol 2♠, 5/5 ♣♥♦ or ♠♠, or 27+ bal

2 NT Weak 5/5 ♦♥ or ♥♠

3 NT Gambling

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

2 level openings (Myxo 2s)

COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦

Jump overcalls weak Unusual NT 2 lower unbid

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

Immed cue of minor ♠ & another 5/5

Immed cue of major Other major & minor 5/5

Over opponent's 1NT (weak) Toxic, X = penalties

Over opponent's 1NT (strong) Toxic

Over weak twos Optional X & Lebensohl

Over opening threes Optional X

BASIC RESPONSES

Jump raises - minors limit forcing other weak

Jump raises - majors limit forcing other Truscott

Jump shifts after minor opening if major = weak if minor = strong

Jump shifts after major opening strong, showing 16+ and 5- or 6-card suit

Responses to strong 2 suit opening 2♦ over 2♣ is waiting bid

Responses to 2NT opening 3C = general 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 low asks for obvious switch J or 10 asks for non-obvious switch

Signal on declarer's lead suit preference

Discards McKenney high encourage low encourage
odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? after 1NT opening

Other Conventions

Crowhurst Inverted minors

4th suit forcing Ogust

Puppet Stayman after strong 2 bal. opener Swiss raises of majors

Truscott raises of major suits Grand slam force

Lebensohl



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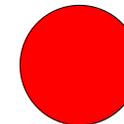
STANDARD SYSTEM CARD

Names: Alison Farthing Beverley Carmichael

ABF Nos: 158720 155411

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10 - 20 4 (3) 1♦ 10 - 20 4 1♥ 10 - 20 4 1♠ 10 - 20 5

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣

2 NT to ♦ other

2♣ 25+ balanced or unbalanced

2♦ weak 2♥ or 5-5 in ♣ and ♠ or 8 PTs in ♦ or 21-22 balanced

2♥ weak 2♠ or 5-5 in minors or 8 PTs in ♥ or 23-24 balanced

2♠ two non-touching 5-card suits or 8 PTs in ♠

2 NT 5-5 in red suits or majors

3 NT Kabel Ace Ask

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

Myxo Twos

Toxic Takeouts over opps 1NT

Swiss Raises in major suits

COMPETITIVE BIDDING

Negative doubles through 2♠ Responsive doubles through 3♠

Jump overcalls 6 1/2 - 7 PTs Unusual NT Michaels

1NT overcall (immediate) 15 - 18 (re-opening) 9 - 14

Immed cue of minor 5 cards in other minor + 5 cards in a major

Immed cue of major 5 cards in other major + 5 cards in a minor

Over opponent's 1NT (weak) Toxic takeouts

Over opponent's 1NT (strong) Toxic takeouts

Over weak twos double (then Lebensohl)

Over opening threes Fishbein over, optional double under

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4-card suit	2NT 10-12 with no higher suit
	1♥/♠	5+, 4-card suit	3♣ <9 HCP and 5 cards
	1NT	5-9, no higher suit	3♦ splinter
	2♣	10+, forcing for one round	3♥ splinter
	2♦	16+, 5- or 6-card suit	3♠ splinter
	2♥	less than 6 HCP, 6-card suit	3NT 13+, no higher suit
	2♠	less than 6 HCP, 6-card suit	4 bids 4♣ forces to game, slam interest
1♦	1♥/♠	5+, 4-card suit	3♣ 16+, 5- or 6-card suit
	1NT	5-9, no higher suit	3♦ <9 HCP, 4-card suit
	2♣	9+, 4-card suit	3♥ splinter
	2♦	10+, forcing for one round	3♠ splinter
	2♥	less than 6 HCP, 6-card suit	3NT 13+, to play
	2♠	less than 6 HCP, 6-card suit	4♦ forcing, possible slam interest
	2NT	10-12, no 4-card major	4 Other to play
1♥/♠	1NT	5-9	3♣ 16+, 5- or 6-card suit
	2♣	10+, 4-card suit	3♦ 16+, 5- or 6-card suit
	2♦	10+, 4-card suit	3♥/♠ 8-9 (8 losers)
	2♥/♠	5-8	3NT super swiss (see Notes)
	2NT	10-12, agrees suit	4♣/♦ super swiss (see Notes)
2♣	2♦	waiting	2♥/♠ -----
	other		
2♦	2♥	pass or correct	3♣/♦ -----
	2♠	pref for ♠ and able to play 3♥	3♥/♠ -----
	2NT	strong enquiry	3NT -----
2♥/♠	2NT	enquiry	3NT
	3♣/♦		4♣/♦
	3♥/♠		4♥/♠
2NT	3♣	enquiry	4♣
	3♦	pass or correct	4♦
	3♥	to play	4♥
	3♠		4♠
	3NT		other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5+ suit with interest in slam
3♥/3♠	5+ suit with interest in slam
4♣	gerber
4♦	sets suit
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other Over major, 2NT = 5-5 in minors

Over minor, 2NT = 5-5 in majors

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 = 16-18 balanced with stops in likely suits

X = 16+ without stops, may be unbalanced, then Lebensohl applies

RCO style 2-s 2NT = 16-18 balanced with stops in likely suits

X = 16+ without stops, then Lebensohl applies

Other 2-s Myxo 2s: as above

Defence to strong ♣ double = majors 1NT = minors

Lebensohl Over NT interference

Other uses after partner doubles weak 2 or multi/myxo 2

Take out of 4 level pre-empts 4♣/4♦ double and 4NT

4♥ double and 4NT 4♠ 4NT

OTHER NOTES

Super Swiss: After 1♣, 3NT = 13-15 with fit in ♠ and a void. 4♣ = 13-15 with fit in ♠.

4♦ = 13-15 with fit in ♠ and at least 2 Aces. 4♥ = 13-15 with fit in spades and < 2 Aces.

After 1♥ opening: 3♠ - 13-15 with fit in ♥ and a void. 3NT = 13-15 with fit in ♥ and a singleton

4♣ = 13-15. 4♦ = 13-15 with fit in ♥ and less than 2 Aces.

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other SPINE (see below)
 Jump shifts after minor opening Weak
 Jump shifts after major opening SPINE (see below)
 Responses to strong 2 suit opening see Responses page
 Responses to 2NT opening see Responses page

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other Journalist against NT
 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 but mostly natural count
 Signal on declarer's lead Natural Count
 Discards McKenney high encourage low encourage
 odd/even other but mostly natural count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? after 1NT & deferred 2NT when no suit has been shown/promised
 Other Conventions

(1) SPINE raises of 1♥/1♠ show 4+ support (2) SWINE when our 1NT is doubled.
 Step 6 (ie. 1H-2S/1S-2NT) = unspec. splinte (3) Constructive raises to 4♣/♦ are RKCB.
 invitational+; Steps 7-9=no splinter and 13+ (4) Puppet Stayman after 2♣/♦-any-2NT.
 10-12, 7-9 respectively; Step 10=0-6, any.



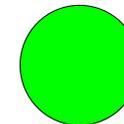
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STANDARD SYSTEM CARD

Names: Len DIXON George RISZKO
 ABF Nos: 156248 159980
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 11+ HCP, 3+C 1♦ 11+ HCP, 4+D 1♥ 11+ HCP, 4+H 1♣ 11+ HCP, 4+S
 1 NT 12-14 HCP may contain 5 card major
 2♣ Stayman: simple extended other Puppet
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to 3♣
 2 NT to 3♦ other
 2♣ GF or 21-22 balanced
 2♦ 6-9 HCP with 6-card major, or strong and balanced (23-24 or 27-28)
 2♥ 8+ PT in ♥ or 5-5 in ♠ and ♣ or 5-5 in ♠ and ♦ (weak or strong)
 2♠ 8+ PT in ♠ or 5-5 in ♣ and ♦ or 5-5 in ♣ and ♥ (weak or strong)
 2 NT 5-5 in ♦ and ♥ or 5-5 in ♥ and ♠ (weak or strong)
 3 NT 4♣ or 4♦ pre-empt (not solid)

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

4♣/4♦ = 4♥/4♠ plus about an Ace

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠
 Jump overcalls weak Unusual NT see Conventions page
 1NT overcall (immediate) 15 - 18 (re-opening) 11 - 14
 Immed cue of minor Both majors (weak or strong)
 Immed cue of major Other major and a minor (weak or strong)
 Over opponent's 1NT (weak) Pottage (slightly modified)
 Over opponent's 1NT (strong) Pottage (slightly modified)
 Over weak twos X for t/o
 Over opening threes X for t/o

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	5+ HCP, 4+ ♦	2NT 10-12 HCP, balanced
	1♥/♠	5+ HCP, 4+ ♥/♠	3♣ <10 HCP, 4+ ♣
	1NT	8-10 HCP, bal'd, no 4-card major	0-1 ♦, 4+ ♣, 12+ HCP
	2♣	10+ HCP, 4+ ♣, no 4-card major	0-1 ♥, 4+ ♣, 12+ HCP
	2♦	weak, 6+ useful ♦	0-1 ♠, 4+ ♣, 12+ HCP
	2♥	weak, 6+ useful ♥	3NT 13-15, balanced, no 4-card major
	2♠	weak, 6+ useful ♠	4 bids 4♣ = pre-emptive raise
1♦	1♥/♠	5+ HCP, 4+ ♥/♠	3♣ GF, 5+ ♣
	1NT	5-9 HCP, bal'd, no 4-card major	3♦ <10 HCP, 4+ ♦
	2♣	10+ HCP, 5+ ♣	3♥ 0-1 ♥, 4+ ♦, 12+ HCP
	2♦	10+ HCP, 4+ ♦, no 4-card major	3♠ 0-1 ♠, 4+ ♦, 12+ HCP
	2♥	weak, 6+ useful ♥	3NT 13-15, balanced, no 4-card major
	2♠	weak, 6+ useful ♠	4♦ pre-emptive raise
	2NT	10-12 HCP, balanced	4 Other 4♣ = 0-1 ♣, 4+ ♦, 12+ HCP
1♥/♠	1NT	5-9 HCP, <4 ♥/♠	3♣ SPINE (see Conventions)
	2♣	10+ HCP, 4+ ♣	3♦ SPINE (see Conventions)
	2♦	10+ HCP, 4+ ♦	3♥/♠ SPINE (except 1♥:3♠)
	2♥/♠	See notes (next page)	3NT 13-15 HCP, 4+ ♥/♠, no splinter
	2NT	SPINE (see Conventions)	4♣/♦ 0-1 ♣/♦, 4+ ♥/♠, 11-13 HCP
2♣	2♦	Negative or waiting	2♥/♠ Positive with goodish suit
	other	2NT = positive, balanced	3♥/♠ = negative, 1-loser suit
2♦	2♥	Pass or correct	3♣/♦ 3♣ = 4+♥, 3+♠; 3♦ = 3♣, 4+♥
	2♠	Pass or correct	3♥/♠ 3♥, 3+♠
	2NT	Forcing enquiry	3NT To play
2♥/♠	2NT	Forcing enquiry	3NT To play
	3♣/♦) Pass or correct or to play --	4♣/♦) Pass or correct or to play --
	3♥/♠) as appropriate	4♥/♠) as appropriate
2NT	3♣	Forcing enquiry	4♣
	3♦	Pass or correct	4♦ Pass or correct
	3♥	To play	4♥ To play
	3♠	Pass or correct	4♠ Pass or correct
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	0-1 ♣/♦, 4 cards in each major and game forcing
3♥/3♠	0-1 ♥/♠, 4 cards in other major and game forcing
4♣	Gerber
4♦	Pick a major - no slam interest
4♥	To play - no slam interest
4♠	To play - no slam interest

Unusual NT: minors other suits lower 2 unbid suits

other Over 1♥/♠: 5-5 in minors, weak (< opening points) or strong (8+ PTs)

Over 1♣/♦: 5-5 in other minor and a major, weak (< opening) or Strong (8+ PTs)

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Cheapest descriptive bid

Defence to 3NT opening X (with ♥ = ♠); 4♣ (with ♥ > ♠); 4♦ (with ♠ > ♥).

Defence to opening Two's: Multi 2♦ X = any 16+ (but not 19-24 balanced).

2NT = 19-21 bal'd. 3NT - 22-24 bal'd. Suits: natural, <16 HCP.

RCO style 2-s) If no anchor suit, as over multi 2♦ above.

) Otherwise: overcalls are natural and strongish, with good suit.

Other 2-s) 2NT = 16 -18 balanced; 3NT = 21 - 22 balanced.

) Double = shapely and/or strong t/o

Defence to strong ♣ Double = ♣ and another. 1NT = ♦ and a major or both majors.

Jump overcalls weak; non-jump overcalls constructive.

Lebensohl Over NT interference

Other uses After t/o double of their weak or multi 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X & 4NT 4♠ X & 4NT

OTHER NOTES

(1) Single raise of major suit opening: 5-9 HCP, 3-card support or very weak and flat with 4-cards

1♣:2♥ = 10+ HCP, 5+ ♥. 1♥:3♣ = 0-1♠, 4+♥, 11-13 HCP. 1♥:2♠ = SPINE

(see Other Conventions Note 1).

(2) Where openings are shown as "weak or strong", this means either <opening points or 8+ playing tricks.