

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Weak

Jump raises - majors limit  forcing  other Bergen (Weak)

Jump shifts after minor opening Weak - 6 card suit

Jump shifts after major opening 1♠ - 3♥, 1♥-2♠ Limit Raise (3trumps)

Responses to strong 2 suit opening 2♥ Negative or Waiting

Responses to 2NT opening ♣/♦ Natural and non-forcing, ♥/♠ 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

4♣ Gerber  when?

Other Conventions

Splinters	Lebensohl
Cue Bids	Leaping Michaels
RKCB 4-1-3-0	Minorwood



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Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
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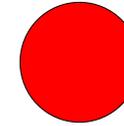
## STANDARD SYSTEM CARD

Names: Berenice Folkard Marlene Watts

ABF Nos: 20303 270350

Basic System: ACOL

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

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

2♣ Stayman: simple  extended  other

transfers 2♦ ♥, 5+ 2♥ ♠, 5+ 2♠ ♣, 5+

2 NT ♦, 5+ other

2♣ Weak 2 in ♥ or ♠, or ACOL 2 in any suit, or 20-22, or 25-26 bal

2♦ Game Force Un bal or 23-24 bal, or 27-28 bal

2♥ 5♥+ / 4+ Another - weak

2♠ 5♠+ / 4+ Minor - weak

2 NT 5+♣ and 5+♦, weak or strong

3 NT Gambling in Minor with no outside control

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

Bergen Raises

Inverted Minor Raises

Multi 2♣

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower Unbid Suits, 5/5, wk or str

1NT overcall (immediate) 15-18 pts (re-opening) (10) 11-14 pts

Immed cue of minor Majors, 5+ / 5+ weak or strong

Immed cue of major Other Major and a Minor, 5+ / 5+, weak or strong

Over opponent's 1NT (weak) X=♠, 2♣=SS, 2♦=♥+♠, 2M=5M+4m

Over opponent's 1NT (strong) X=♣+♦, 2♣=SS, 2♦=♥+♠, 2M=5M+4+m

Over weak twos X = takeout, Opening Hand

Over opening threes X = takeout, Opening Hand

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+♦, 5+ hcp	2NT 10 - 12 balanced
	1♥/♠	4+♥/♠, 5+ hcp	3♣ 5+♣, 0 - 7 hcp
	1NT	6 - 9, no 4 card major	3♦ 3 - 7 seven ♦
	2♣	4+♣, 10+ hcp	3♥ 3 - 7 seven ♥
	2♦	6+♦, 3 - 7 hcp	3♠ 3 - 7 seven ♠
	2♥	6+♥, 3 - 7 hcp	3NT 13 - 15 balanced
	2♠	6+♠, 3 - 7 hcp	4 bids 4♣RKCB others natural, NF
1♦	1♥/♠	4+♥/♠, 5+ hcp	3♣ 6+♣ 3 - 7 hcp
	1NT	6 - 9, no 4 card major	3♦ 4+♦, 0 - 7 hcp
	2♣	4+♣, 8+ hcp	3♥ Splinter, 11+ hcp
	2♦	4+♦, 10+ hcp	3♠ Splinter, 11+ hcp
	2♥	6+♥, 3 - 7 hcp	3NT 13 - 15 balanced
	2♠	6+♠, 3 - 7 hcp	4♦ RCKB
	2NT	10 - 12 balanced	4 Other Natural and Non Forcing
1♥/♠	1NT	6 - 10 hcp	3♣ 6 - 9 hcp, 4 card support
	2♣	4+♣, 10+hcp	3♦ Limit raise
	2♦	4+♦, 10+hcp	3♥/♠ 0 - 6 hcp, 4 card support
	2♥/♠	6 - 9 hcp, 3 card support	3NT 13 - 15 bal with 3 card support
	2NT	Game Force raise, 4 card supp	4♣/♦ Splinter, 8 - 11, 4 card support
2♣	2♦	Relay	2♥/♠ Pass or Correct
	other	2NT asking range and definition	
2♦	2♥	Negative, 0 - 7	3♣/♦ Natural, (6+ card), Positive
	2♠	Natural (5+ card), Positive	3♥/♠ Natural, (5+ card), Positive
	2NT	8+ balanced	3NT
2♥/♠	2NT	Asking	3NT To Play
	3♣/♦	Pass or Correct	4♣/♦ Correctible
	3♥/♠	To Play	4♥/♠ To Play
2NT	3♣	To Play	4♣ Natural and Invitational
	3♦	To Play	4♦ Natural and Invitational
	3♥	Natural and Forcing	4♥ To Play
	3♠	Natural and Forcing	4♠ To Play
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam Try, Suit must be solid
3♥/3♠	Singleton ♥/♠, interest in Minor Slam, 3 of other Major
4♣	Pre-emptive
4♦	Pre-emptive
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      Two-way Checkback

Defence to 3NT opening      X = Pen, 4♣=♥+♠, 4♦=♥+ better ♠, 4♥/♠ natural

Defence to opening Two's:      Multi 2♦ X = Suit Bid

RCO style 2-s      X = Suit Bid

Other 2-s

Defence to strong ♣      Hamilton

Lebensohl      Over NT interference

Other uses      Over opponents' two level bids

Take out of 4 level pre-empts      4♣/4♦ X = Takeout

4♥ X = Takeout      4♠ X = Penalty, 4NT = 2 suited Takeout

## OTHER NOTES

1♥/♠ - 2NT.... 3 level bid = shortage, 3 Major -> Cue, 3NT flat 15 - 19, 4 level Natural

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Inverted  
 Jump raises - majors limit  forcing  other Bergen  
 Jump shifts after minor opening Weak, long suit  
 Jump shifts after major opening Bergen or limit raise  
 Responses to strong 2 suit opening n/a  
 Responses to 2NT opening 3♣=Puppet Stayman, 3♦/♥=txfrs, 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   
 Signal on declarer's lead   
 Discards McKenney  high encourage  low encourage   
 odd/even  other   
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when? After 1NT opening and strong 2NT

### Other Conventions

4th suit forcing (to game) Lebensohl (when overcall after 1NT opening, or partner X opps' weak 2)  
 Long suit trials  
 Bergen  
 Checkback TWERB (after opps open strong 2♣♦ or strong 1♠)  
 DOPI, ROPI, DEPO



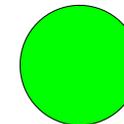
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## STANDARD SYSTEM CARD

Names: Nevena Djurovic Carolyn Molloy  
 ABF Nos: 497916 43656  
 Basic System: Standard American  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+ pts, 3+ 1♦ 11+ pts, 3+ 1♥ 11+ pts, 5+ 1♠ 11+ pts, 5+  
 1 NT 15-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings  
 transfers 2♦ txfr to ♥ 2♥ txfr to ♠ 2♠ txfr to ♣  
 2 NT txfr to ♦ other super accept  
 2♣ GF or bal 23-24 or bal 25-26  
 2♦ weak major or bal 21-22 or any Acol 2  
 2♥ weak, 5+5+ same RANK  
 2♠ weak, 5+5+ same COLOR  
 2 NT weak, 5+5+, ODD suits  
 3 NT minor pre-empt

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

4♣♦ = 8-8.5 playing tricks in ♥/♠ Jump overcalls = intermediate if partner is a passed hand, otherwise weak  
 Bergen raises  
 Inverted minors

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠  
 Jump overcalls weak/interm Unusual NT 1♣♦-2NT=majors, 1♥♠-2NT=minors  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor another minor + a major (weak or strong)  
 Immed cue of major another major + a minor (weak or strong)  
 Over opponent's 1NT (weak) 2♣=Rank, 2♦=Color, 2NT=Odd, X=14+  
 Over opponent's 1NT (strong) 2♣=Rank, 2♦=Color, 2NT, X=Odd  
 Over weak twos X  
 Over opening threes X



## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other  bergen or CUE (strong)  
 Jump shifts after minor opening  game force, cue  
 Jump shifts after major opening  bergen or CUE (strong)  
 Responses to strong 2 suit opening  2N forcing, other pass or correct  
 Responses to 2NT opening  major: 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 including 10  
 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 McKenney sometimes  
 Count natural  reverse  sometimes, on A lead against NT

## CONVENTIONS

4NT: Blackwood  RKCB  other 3041,Q ask,MKCB,GSF  
 4♣ Gerber  when? denial cues(6lv),exclusion cues,mod DOPI&ROPI  
 Other Conventions

4SF check back  
 negative free bids lebensohl  
 long suit trials cue raises of overcalls  
 DAB (2nd cue) balancing X  
 michaels (not 1 level) baron (not 1 level NT bid/overcall)



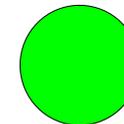
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## STANDARD SYSTEM CARD

Names: Rasma Liepins Nafi Bashar  
 ABF Nos: 29092  
 Basic System: standard  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3, 11+ HCP 1♦ 3, 11+ HCP 1♥ 5,11+ HCP 1♠ 5,11+ HCP  
 1 NT 15-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ to H 2♥ to S 2♠ to C  
 2 NT to D other TEXAS, superaccept (suit: 4 card, NT: 3 card)  
 2♣ GAME FORCE (23+ HCP or 4 LOSERS) (positive NT or 5+ suit: A+A, A+K)  
 2♦ 6+S or 6+H, 5-11 or 20-22 HCP  
 2♥ H+other, 5-11 HCP  
 2♠ S+minor, 5-11 HCP  
 2 NT minors (weak or strong)  
 3 NT KABEL (ace ask)

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

KABEL defence to multi 2D  
 2 suited overcalls  
 Bergen with CUES and 2N shortage ask

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through  
 Jump overcalls weak or 2 suited Unusual NT 2 suited (weak or strong)  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor 2 suited (weak or strong)  
 Immed cue of major 2 suited (weak or strong)  
 Over opponent's 1NT (weak) Hamilton (modified: 2N minors or strong 2 suiter)  
 Over opponent's 1NT (strong) Hamilton (modified: 2N minors or strong 2 suiter)  
 Over weak twos X, michaels  
 Over opening threes X, cue of minor is majors

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+D, 5+ HCP	2NT 11-12, denies 4 card major
	1♥/♠	4+H, 5+ HCP	3♣ limit raise 9-11
	1NT	5-9 denies 4H	3♦
	2♣	4+C, 5-8 HCP	3♥
	2♦	C game force, D cue	3♠
	2♥	C game force, H cue	3NT to play
	2♠	C game force, S cue	4 bids natural
1♦	1♥/♠	4+H/S, 5+ HCP	3♣ D game force, C cue
	1NT	5-9 denies 4H	3♦ limit raise 9-11
	2♣	4+C, 10+ HCP	3♥
	2♦	4+, 5-8 HCP	3♠
	2♥	D game force, H cue	3NT to play
	2♠	D game force, S cue	4♦ natural, limit
	2NT	11-12, denies 4 card major	4 Other natural
1♥/♠	1NT	5-9 HCP	3♣ bergen(4+ H/S,5-8) or CUE
	2♣	4+C, 10+ HCP	3♦ bergen(4+ H/S,9-11)or CUE
	2♦	4+D, 10+ HCP	3♥/♠ bergen
	2♥/♠	5-8raise,oth:3c limit raise or CUE	2NT to play
	2NT	GF, shortage ask	4♣/♦
2♣	2♦	negative (no A+A, A+K)	2♥/♠ 5+H/S, positive (A+A, A+K)
	other	2N/3C/3D positive (suit bid is 5+cards)	3N scattered values
2♦	2♥	pass/correct (may be strong in S)	3♣/♦ 3C/D=natural
	2♠	pass/correct (may be strong in H)	3♥/♠ 4+4+H,S
	2NT	strong, ask	3NT to play
2♥/♠	2NT	strong, ask	3NT to play
	3♣/♦	pass or correct (also 2S to 2H)	4♣/♦ pass or correct
	3♥/♠	10-11 raise	4♥/♠ to play
2NT	3♣	to play	4♣ limit
	3♦	to play	4♦ limit
	3♥	5+H, forcing	4♥ to play
	3♠	5+S, forcing	4♠ to play
	3NT	to play	other opener bids shortage if strong

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam try
3♥/3♠	slam try
4♣	texas=H
4♦	texas=S
4♥	to play
4♠	to play

Unusual NT: minors  other suits  lower 2 unbid suits   
 other 2 suiter (weak or strong): cue: 2 up, NT: 2 down, JS: 2 around

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities 1.fit,2.other major,3.strength

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ H=5+S,S=5+H

RCO style 2-s

Other 2-s over 2N minors:C=good H, D=good S

Defence to strong ♣ over 2C: X=clubs, 2N=minors,3C=majors

Lebensohl Over NT interference  X neg if suit, shows artificial, p/c suit

Other uses over weak 2 opener

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X,4N=two suiter

## OTHER NOTES

- without interference: change of suit forcing (opener or responder)
- minor suit slam tries (D=either,H=C,S=D) after extended stayman response
- 1N overcall (no 5c major) or opps 2c overcall: system on (also opps x, but simple stayman)
- 2D opening cannot have 5 card major, has all suits stopped if minimum
- 2N+: baron, transfers D/H/S/C
- NT rebid does not deny 4 card major