

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Natural, suggesting slam

Jump shifts after major opening Natural, suggesting slam

Responses to strong 2 suit opening 2♦ = waiting

Responses to 2NT opening 3♣ = Stayman, 3♦/♥ = transfer to ♥/♠

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

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?

Other Conventions



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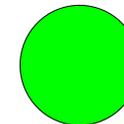
STANDARD SYSTEM CARD

Names: Marianne Bookallil Freda Park

ABF Nos: 681393 561126

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 12+ hcp 1♦ 3+, 12+ hcp 1♥ 5+, 12+ hcp 1♠ 5+, 12+ hcp

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ = ♥ 2♥ = ♠ 2♠

2 NT Invitational other 3 level bids are natural and forcing

2♣ Game forcing

2♦ weak, natural

2♥ weak, natural

2♠ weak, natural

2 NT 20-21 balanced

3 NT

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

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

Immed cue of minor

Immed cue of major

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

Over opponent's 1NT (strong) X = penalty, natural

Over weak twos X = takeout

Over opening threes X = takeout

BASIC RESPONSES

Jump raises - minors limit forcing other Preempt

Jump raises - majors limit forcing other

Jump shifts after minor opening strong

Jump shifts after major opening strong

Responses to strong 2 suit opening n/a

Responses to 2NT opening 3♥ = forcing relay, others natural, non-forcing

PLAY CONVENTIONS

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

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

Underlead other A asks for count, K asks for attitude

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

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse High = odd

CONVENTIONS

4NT: Blackwood RKCB other 0314

4♣ Gerber when? Over 1/2 NT opening/rebid & Stayman responses

Other Conventions

first 2 jump o'calls = suit + next higher 4-14 1X - 1♥/♠; 1♠/NT - 2♣ = forcing enquiry

other 3 level o'calls = int. 1 suited hands 1♣ - 1♥/♠; 2♦ = 18+ HCP & 3+ card fit

overcalls may be very light & 4 card suits 3rd suit forcing after opener rebids suit

4th suit forcing

Negative free bids at 2 level Forcing 2NT after reverse or 2/1 reply



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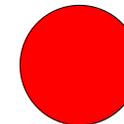
STANDARD SYSTEM CARD

Names: Stephen Fischer Jan Kostyrka

ABF Nos: 446955 99740

Basic System: Polish Club with 2/1 Game Force

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 0+ ♣, 11+ hcp 1♦ 4+ ♦, 11-17 1♥ 5+ ♥, (8)11-17 1♠ 5+ ♠, (8)11-17

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ = ♥ 2♥ = ♠ 2♠ = ♣

2 NT = ♦ other 4♦ = ♥; 4♥ = ♠

2♣ 11-14 HCP, (6+ ♣) OR (5+ ♣ & 4 of a major)

2♦ Weak 5+/5+, at least one major

2♥ Weak, 6+ ♥

2♠ Weak, 6+ ♠

2 NT Weak, 5+/5+ minors

3 NT Solid 7+ card minor suit, no side stoppers

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

1♣ opening Low card is led from small doubletons

Overcalls, esp. 1 suit - X, 1 suit - 1NT

2♦ opening

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠

Jump overcalls see over Unusual NT strong 2 suiter w/ non-touching suit

1NT overcall (immediate) 4-14 takeout (re-opening) 15-17 Balanced

Immed cue of minor suit above + suit below

Immed cue of major suit above + suit below

Over opponent's 1NT (weak) 2♣ = single suit, 2♦ = ♥+♠, 2M = Major + minor

Over opponent's 1NT (strong) 2♣ = single suit, 2♦ = ♥+♠, 2M = Major + minor

Over weak twos x = takeout

Over opening threes x = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7; 8-11 no maj; 12-15 bal	2NT 12+ balanced, no 4 card major
	1♥/♠	7+ hcp, 4+ cards	3♣ good 6-7 card suit, nothing else
	1NT	7-11, no 4 card major	3♦ good 6-7 card suit, nothing else
	2♣	5+ ♣, game force	3♥ good 7 card suit, nothing else
	2♦	5+ ♦, game force	3♠ good 7 card suit, nothing else
	2♥	strong, natural	3NT does not exist
	2♠	good suit, slamish	4 bids
1♦	1♥/♠	6+ hcp, 4+ cards	3♣ strong, natural
	1NT	8-11, no 4 card major	3♦ preemptive
	2♣	9+ hcp, 4+ ♣	3♥ splinter
	2♦	10+ hcp, 4+ ♦	3♠ splinter
	2♥	strong, natural	3NT 13-15 bal, no 4 card major
	2♠	strong, natural	4♦ To play
	2NT	11-12 bal, no 4 card major	4 Other 4♠ = splinter
1♥/♠	1NT	0-13, 1 round force	3♣ strong, natural
	2♣	Near GF - 2+♣ (or Rev. Drury)	3♦ strong, natural
	2♦	Near GF - 5+♦	3♥/♠ Invitation, 4+ card support
	2♥/♠	Constructive raise	3NT Splinter in suit below major
	2NT	Game force, 4+ card support	4♣/♦ Splinter (1♥-4♦ = bal. raise)
2♣	2♦	Artificial relay	2♥/♠ Natural, non-forcing
	other	2NT/4♣ = preemptive; 3♣ = Limit raise; 3♦/♥/♠ = 6+ cards, forcing	
2♦	2♥	To play opposite ♥ suit	3♣/♦ ♣ asks maj xfer, ♦ = maj inv.
	2♠	To play opposite ♠ suit	3♥/♠ ♥ = preempt, both majors
	2NT	Asking bid, invitational or better	3NT To play
2♥/♠	2NT	First step = singleton ask	3NT To play
	3♣/♦	2♥ - 2NT = ♠	4♣/♦ Jump shift = splinter
	3♥/♠	New suit = 1 round force	4♥/♠ To play
2NT	3♣	Natural, non-forcing	4♣ Natural, non-forcing
	3♦	Natural, non-forcing	4♦ Natural, non-forcing
	3♥	Artificial relay	4♥ Natural, non-forcing
	3♠	Natural, non-forcing	4♠ Natural, non-forcing
	3NT	Natural, non-forcing	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	
3♥/3♠	
4♣	Ace asking
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	
Unusual NT:	minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input type="checkbox"/> other Strong (max 4 1/2 AKQ losers) two suiter with non-touching suit
Other slam bidding	Cue Bids <input checked="" type="checkbox"/> Asking Bids <input checked="" type="checkbox"/>
4th Suit Forcing	One round <input checked="" type="checkbox"/> GF if above 2 of opened suit <input type="checkbox"/> Game force <input type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities weak 2 cd, weak 3 cd, strong 3 cd, strong 2 cd
Defence to 3NT opening	
Defence to opening Two's:	Multi 2♦ x = takeout of ♥, 2♥ = takeout of ♠

RCO style 2-s	x = takeout of bid suit
Other 2-s	x = takeout of bid suit
Defence to strong ♣	Treat 1♣ as natural
Lebensohl	Over NT interference <input checked="" type="checkbox"/>
Other uses	Most competitive situations
Take out of 4 level pre-empts	4♣/4♦ x = takeout 4♥ x = takeout 4♠ 4NT = takeout

OTHER NOTES

ROPI-DOPI
2♣ = Reverse Drury by passed hand (good raise of opened major with 3+ card support)
Fit showing jumps by passed hand or in competition

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted
 Jump raises - majors limit forcing other
 Jump shifts after minor opening weak 6 card suit
 Jump shifts after major opening Strong
 Responses to strong 2 suit opening see over
 Responses to 2NT opening see over

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other A=Attitude K=Count
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other Top
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other odd/even
 Signal on declarer's lead Attitude
 Discards McKenney high encourage low encourage
 odd/even other Revolving
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 41/30 & Rom. CRO
 4♣ Gerber when? over NT
 Other Conventions

ROPI DOPI In answer to partner's overcall use of
 Splinters opponents bid is LTC ask
 Super Accepts



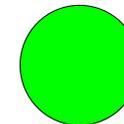
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STANDARD SYSTEM CARD

Names: Ken Miller Lee Miller
 ABF Nos: 151815 151882
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3 10+ hcp 1♦ 4 10+hcp 1♥ 4 10+hcp 1♣ 5 10+hcp
 1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ 2♥ 2♥ 2♠ 2♠ minors
 2 NT invitational other
 2♣ Game Force 21+ Unbal. / 23+ HCP Bal
 2♦ Multi - either 6 card in majors up to opening or 20-22 Balanced
 2♥ ♥ + another 5/5+ distribution 7 LTC or better <16 hcp
 2♠ ♠ + minor 5/5+ distribution 7 LTC or better <16 hcp
 2 NT minors 5/5+ distribution 7 LTC or better <16 hcp
 3 NT Gambling (no outside Ace)

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

modified michaels (cro=cue/2nt/3♣)
 2nt over major = LTC ask

COMPETITIVE BIDDING

Negative doubles through 2♠ Responsive doubles through
 Jump overcalls min 7 LTC<13 Unusual NT 2 same rank
 1NT overcall (immediate) 16-18 (re-opening) 10-14
 Immed cue of minor 2 suits same color
 Immed cue of major 2 suits same color
 Over opponent's 1NT (weak) pottage
 Over opponent's 1NT (strong) pottage
 Over weak twos X take out
 Over opening threes X take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ 6+ points	2NT 12 + balanced
	1♥/♠	4+ 6+ points	3♣ <10 hcp
	1NT	9-11	3♦ splinter
	2♣	4+ 10+ points	3♥ splinter
	2♦	weak 6 cards	3♠ splinter
	2♥	weak 6 cards	3NT to play
	2♠	weak 6 cards	4 bids
1♦	1♥/♠	4+ 6 points	3♣ weak 6+ card
	1NT	6-9	3♦ <10hcp
	2♣	10+ points	3♥ splinter
	2♦	10+ points	3♠ splinter
	2♥	weak 6 card	3NT to play
	2♠	weak 6 card	4♦ limit 7 LTC
	2NT	10-12 balanced	4 Other
1♥/♠	1NT	6-9	3♣ strong
	2♣	10+	3♦ strong
	2♦	10+	3♥/♠ limit (8 LTC)
	2♥/♠	6-9 limit	3NT to play
	2NT	support/ask	4♣/♦ splinters
2♣	2♦	less than AK or KKQ	2♥/♠ 1 1/2 quick trick; 5 card
	other	2 NT 1 1/2 quick tricks balanced	
2♦	2♥	pass or correct	3♣/♦ natural (6 card weak)
	2♠	game interest in hearts	3♥/♠ natural (6 card weak)
	2NT	asking	3NT
2♥/♠	2NT	asking	3NT To play
	3♣/♦	pass or correct	4♣/♦ invitational
	3♥/♠	invitational (LTC in comp)	4♥/♠ To Play
2NT	3♣	pass	4♣ limit
	3♦	pass	4♦ limit
	3♥	forcing	4♥ to play
	3♠	natural non forcing	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	positive & strongly invitational +suit
3♥/3♠	5 card and slam interest
4♣	Gerber
4♦	Texas
4♥	Texas
4♠	To Play

Unusual NT: minors other suits lower 2 unbid suits
 other Modified Michaels

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening Brozel style overcalls

Defence to opening Two's: Multi 2♦ X = natural suit

suit bid = shortage X @ second turn = take out

RCO style 2-s natural

Other 2-s natural

Defence to strong ♣

Lebensohl Over NT interference

Other uses

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

4♥ X = take out 4♠ x = penalty (4 NT = t/o)

OTHER NOTES

2♥-2♠ pass or correct

2♣-3♣ pass or correct

2♦ then 3♣ good weak 2♥, 3♦ good weak 2♠, 3♥ min weak 2♥, 3♠ min weak 2♠