

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Strong

Jump shifts after major opening Strong

Responses to strong 2 suit opening 2D = Waiting/Neg, 2NT=2nd neg

Responses to 2NT opening Puppet stayman

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 Suit preference when not attitude

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? Only over NT

Other Conventions

Splinters	TOM
4th Suit Forcing	Lebensohl
Truscott	Blackout
Jacoby	
Support X & XX	



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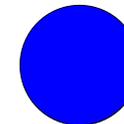
STANDARD SYSTEM CARD

Names: Toni Bardon Sandy Johnson

ABF Nos: QLD WOMEN QLD WOMEN

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 - 12+ 1♦ 3 - 12+ 1♥ 5 - 12+ 5 - 12+

1 NT 15-17 may contain

2♣ Stayman: simple extended other Pseudo

transfers 2♦ -> ♥ 2♥ -> ♠ 2♠ -> ♣

2 NT -> ♦ Super accepts

2♣ Game Force unless rebid 2NT

2♦ Flannery 5/6♥, 4♠, 11-15pts

2♥ 6♥ & 6-10pts with Ogust

2♠ 6♠ & 6-10pts with Ogust

2 NT 20-22

3 NT Gambling

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

Super accept in another suit after transfer to major shows no values in that suit. NT response shows 4 of major but no top honour.

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠

Jump overcalls Weak Unusual NT Minors or majors

1NT overcall (immediate) 15-18 (re-opening) 9-12

Immed cue of minor Other minor & a major

Immed cue of major Other major & a minor

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) Pottage

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	Natural, 5+pts	2NT	Jacoby
	1♥/♠	"	3♣	Limit
	1NT	8-10	3♦	Splinter
	2♣	6-10, 5 cards	3♥	"
	2♦	Strong	3♠	"
	2♥	"	3NT	to play
	2♠	"	4 bids	4♦ = Splinter
1♦	1♥/♠	Natural, 5+pts	3♣	Strong
	1NT	6-10	3♦	Limit
	2♣	10+	3♥	Splinter
	2♦	6-10	3♠	"
	2♥	Strong	3NT	to play
	2♠	"	4♦	Pre-emptive
	2NT	Jacoby	4 Other	4♣ = Splinter
1♥/♠	1NT	6-10	3♣	Strong
	2♣	Natural, 10+	3♦	"
	2♦	" 10+	3♥/♠	Limit
	2♥/♠	" 6-10	3NT	to play
	2NT	Jacoby	4♣/♦	Splinter
2♣	2♦	Waiting / Negative	2♥/♠	5+cards, 2 tricks, A+K
	other			
2♦	2♥	to play	3♣/♦	to play
	2♠	to play	3♥/♠	Invitational
	2NT	Asking	3NT	to play
2♥/♠	2NT	Oquist	3NT	to play
	3♣/♦	to play	4♣/♦	Splinter
	3♥/♠	Invitational	4♥/♠	to play
2NT	3♣	Puppet stayman	4♣	Natural, slam interest
	3♦	transfer	4♦	"
	3♥	"	4♥	"
	3♠	5♠ & 4♥	4♠	"
	3NT	to play	other	"

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam interest
3♥/3♠	"
4♣	
4♦	
4♥	to play
4♠	to play
Unusual NT:	minors <input checked="" type="checkbox"/> other suits <input checked="" type="checkbox"/> lower 2 unbid suits <input type="checkbox"/>
other	Minors after major suit opening <input type="checkbox"/> Majors after minor suit opening <input type="checkbox"/>
Other slam bidding	Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/>
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	Priorities <input type="checkbox"/>
Defence to 3NT opening	
Defence to opening Two's:	Multi 2♦ X = 16+pts 2NT = 16-18 with good stops in majors
RCO style 2-s	X
Other 2-s	X
Defence to strong ♣	X = Majors 1NT = Minors <input checked="" type="checkbox"/>
Lebensohl	Over NT interference <input checked="" type="checkbox"/>
Other uses	Over partners X of a pre-empt
Take out of 4 level pre-empts	4♣/4♦ X 4♥ opt X 4♠ 4NT

OTHER NOTES

Jump to game in major - to play
Over 2NT for minors: 3♣ = Major t/o ♥ pref
3♦ = Major t/o ♠ pref

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 2 Diamonds - Relay

Responses to 2NT opening Arriving at 2NT - Puppet Stayman

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 Natural count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Blackout

Lebensohl

Jacoby



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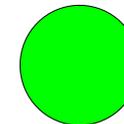
STANDARD SYSTEM CARD

Names: Greer Tucker Margaret Millar

ABF Nos: 107735 and 106135

Basic System: 2/1 Game Force

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11+ 3 1♦ 11+ 3 1♥ 11+ 5 1♣ 11+ 5

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended other Range & shape ask

transfers 2♦ 2 Hearts 2♥ 2 Spades 2♠ 3 Clubs

2 NT 3 Diamonds other Super accepts

2♠ Game Force

2♦ Multi--Weak Major, Strong Minor, Balanced 20-22

2♥ 5 Hearts & 4+ another--Less than opening hand

2♠ 5 Spades & 4+ Minor --less than opening hand

2 NT 5/5 Minors -- less than opening hand

3 NT Specific Ace Ask

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

2/1 Game Force Support Doubles & Redoubles

Multi 2's Splinters

Jacoby over Major & Minor !NT Forcing

COMPETITIVE BIDDING

Negative doubles through 4 Hearts Responsive doubles through 4 Hearts

Jump overcalls Weak Unusual NT 2 Lowest

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Splash

Over opponent's 1NT (strong) Dont

Over weak twos Double

Over opening threes Double

BASIC RESPONSES

Jump raises - minors limit forcing other 5+ card support
 Jump raises - majors limit forcing other 3+ card support
 Jump shifts after minor opening = <5HCP - to play at 2 level; 3♣ over 1♦ = mini splinter
 Jump shifts after major opening mini splinter
 Responses to strong 2 suit opening change of suit forcing
 Responses to 2NT opening 3♣♦ to play; 3♥/♠ 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 lead of trump suit = McKenny
 Signal on declarer's lead count if appropriate (McKenny style at times)
 Discards McKenny high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 3041; DOPI, ROPI
 4♣ Gerber when? 4♣ and 4♦ can be RKCB 3041

Other Conventions

Lebensohl (direct denies stopper) Super Accepts to transfers of 1NT opening:
 Help suit trials (Not necessarily 2 losers) Major S/accept : 2NT = max, 4+ no A or K;
 After 4th suit, jump shows better hand NS = max, 3+ with A or K, no values in suit
 With 4/4 in minors, open 1♦ 3M = max, 3+ with A or K, values in all suits
 Unusual 1NT=5/4 Take out, weaker than X Minor S/accept : 3+ with A or K



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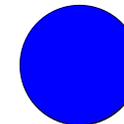


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STANDARD SYSTEM CARD

Names: Pele Rankin Rosa Lachman
 ABF Nos: 264997 (746) 99759
 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 LAVINGS
 transfers 2♦ to H 2♥ to S 2♠ to C
 2 NT to D other Super Accepts
 2♣ GF or 21-22 and Flat (23+ Flat - rebid 3NT; 4♣/♦=RKCB; 4♥/♠=to play; 4NT=B/wood)
 2♦ 4♠ and 5♥ 11-15 (Flannery)
 2♥ 6♥, 6-10 good suit in first and second seat with => 5HCP in suit
 2♠ 6♠, 6-10 good suit in first and second seat with => 5HCP in suit
 2 NT 5+/5+ ♣♦, 6-10
 3 NT Solid ♣ or ♦ with no outside A or K

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

2♦ opening = 4♠ and 5♥ 11-15 2 level weak jump shift to 1♣/♦ opening
 2NT opening ♣♦ 6-10; 4♣ or ♦ = RKCB TOM checkback to 1NT/2NT rebid
 Pottage defence of strong 1♣ opening Western Qbid = 3 Lvl Cue asking for stopper

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠
 Jump overcalls 6-10 Unusual NT 5+/5+ ♣♦, 6-10
 1NT overcall (immediate) 15-18 (re-opening) 11-14 (no stopper necessary)
 Immed cue of minor 5+/5+ ♥/♠, 6-10
 Immed cue of major 5+/5+ other major + a minor, 6-10
 Over opponent's 1NT (weak) Pottage; X immediately = 15+; X in pass out seat = ♣
 Over opponent's 1NT (strong) Pottage; X immediately = 15+; X in pass out seat = ♣
 Over weak twos X for take out, Lebensohl 2NT response =<8hcp
 Over opening threes X = take out

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+, 6+ HCP	2NT 5+, 12+; 3 lvl = fragmnt; 4 lvl=cue
	1♥/♠	4+, 6+ HCP	3♣ 5+, 10-11
	1NT	7-10 HCP	3♦ splinter
	2♣	5+, 6-10	3♥ splinter
	2♦	6+ non forcing	3♠ splinter
	2♥	6+ non forcing	3NT to play
	2♠	6+ non forcing	4 bids 4♣ RKCB, 4♥ 4♠ to play
1♦	1♥/♠	4+, 6+ HCP	3♣ splinter
	1NT	7-10 HCP	3♦ 5+, 10-11
	2♣	5+, 10+ HCP	3♥ splinter
	2♦	5+, 6-10	3♠ splinter
	2♥	6+ non forcing	3NT to play
	2♠	6+ non forcing	4♦ RKCB
	2NT	5+, 12+; 3 lvl = fragmnt; 4 lvl=cue	4 Other 4♥ 4♠ to play
1♥/♠	1NT	6-10, over 1♥ may hve 4♠s	3♣ splinter (singleton or void)
	2♣	5+, 10+ HCP (may have support)	3♦ splinter (singleton or void)
	2♦	5+, 10+ HCP(may have support)	3♥ 3+, 10-12 (other major = splinter)
	2♥/♠	3+, 6-10 (2♣over1♥ = splinter)	3NT 2, 13-15 HCP flat with stoppers
	2NT	4+, Game Force (A or K in M)	4♣♦ splinter (void); slam interest
2♣	2♦	relay (< 3 controls A=2 K=1)	2♥/♠ 3♣/3♦ 4+ and 3 or more controls
	other	2NT is 8-12 with stoppers, but denies 3 controls; NT is 2nd negative	
2♦	2♥	to play	3♣♦ 6 tricks in suit (3NT try)
	2♠	to play	3♥/♠ invitational
	2NT	relay; natural in 1st & 2nd seat	3NT to play
2♥/♠	2NT	feature ask(natural in 1st/2nd seat)	3NT to play
	3♣♦	1 round force by non passed hand	4♣♦
	3♥/♠	Invitational	4♥/♠ to play
2NT	3♣	to play	4♣ RKCB
	3♦	to play	4♦ RKCB
	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♦	6 card suit, 2 of top 3, or 5 card suit with all three top honours - slam interest
3♥/3♠	6 card suit, 2 of top 3, or 5 card suit with all three top honours - slam interest
4♣	RKCB
4♦	RKCB
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other or major + other minor

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round by passed hand Game force

NT Checkback Priorities shape up the line

Defence to 3NT opening X=good hand; X later=TO

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

RCO style 2-s	Response to 2NT: 2♣=4 or 5 card ♥/♠ enquiry; 2♦/2♥ transfers
	natural overcalls; X shows bid suit if not one of known suits X later = TO
Other 2-s	natural overcalls; X shows bid suit if not one of known suits

Defence to strong ♣ X=single suit; 1♦=Majors; 1♥/1♠ 5 card suit and 4+ in minor
 X later = TO

Lebensohl Over NT interference

Other uses after we X weak two bid, 2NT <=8hcp

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

4♥ X = good hand 4♠ X=good hand; 4NT=2 suited

OTHER NOTES

Truscott for Majors (only) 4-6, 7-8, 9-10

Continuations after 2NT - 3♥/3♠: 0 or 1 = 3NT; 2 = 4M; 3 = Other Major (eg. 3♠ or 4♥)

Continuations after 2♥/2♠ - 2NT: with an outside King bid that suit, else rebid major.

Penalty X of out 1NT opening/overcall - natural. System on if no interference or if X=sgl suit

1♠ over 1♥ promises 5

X of 2♥ following X of 1NT opening by opponents = TO; Support X at 1 level only