

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening 16+ Natural 6 card suit

Jump shifts after major opening 16+ Natural 6 card suit

Responses to strong 2 suit opening Next suit up Negative, Two suits up Positive

Responses to 2NT opening Simple Stayman, Transfers, Baron

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? Clear NT sequence

Other Conventions



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FAX: 02 6239 1816
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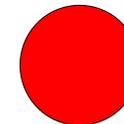
STANDARD SYSTEM CARD

Names: Chris Lorimer Joff Middleton

ABF Nos:

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 11-19 1♦ 4+ 11-19 1♥ 4+ 11-19 1♠ 5+ 11-19

1 NT 12-14 not vul. 15-17 vul may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ H 2♥ S 2♠ Baron

2 NT C or D other

2♣ ACOL 2 in Clubs or 23-24 NT or Exactly 5D, H or S with 20+ (D hand not balanced)

2♦ Weak 2H or Weak 5+S/5+any or ACOL 2D or Very Strong 5+S/5+any

2♥ Weak 2S or Weak 5/5+Minors or ACOL 2H or Very Strong 5/5+Minors

2♠ Weak 5+H/5+Minor or ACOL 2S or Very Strong 5+H/5+Minor

2 NT 20-22 Flat

3 NT Gambling

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

2D, 2H, 2S

COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 4S

Jump overcalls Weak Unusual NT Minors or Majors

1NT overcall (immediate) 15-19 (re-opening)

Immed cue of minor Other Minor + Major

Immed cue of major Other Major + Minor

Over opponent's 1NT (weak) Transfer overcalls

Over opponent's 1NT (strong) Transfer overcalls

Over weak twos X for takeout

Over opening threes X for takeout

BASIC RESPONSES

Jump raises - minors limit forcing other 4-8 pts,4+cards
 Jump raises - majors limit forcing other
 Jump shifts after minor opening NSW Asking Bid
 Jump shifts after major opening NSW Asking Bid
 Responses to strong 2 suit opening Steps: 2D=0,2H=1...3D=5controls
 Responses to 2NT opening 3C= mod.Baron,3D=mod.Flint,3H,3S= natural

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other First and Third
 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 Foster echo in NT contracts
 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? Over 1NT,2NT openings
 Other Conventions

Key-card showing bids by opener
 DOP1;R0P1
 Walsh over non-vul minor pre-empts



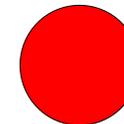
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STANDARD SYSTEM CARD

Names: John Horowitz David Cherry
 ABF Nos: 138843 195804
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 10-21pts;3+ 1♦ 10-21 pts;4+ 1♥ 10-21 pts; 4+ 1♣ 10-21 pts;4+
 1 NT (11)12-14(15): varies with vulnerability may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ to H; then 2S=Baron?♥ to S 2♠ to C
 2 NT -(natural) other 2C, then 3C to transfer to D
 2♣ Strong: game force except sequence 2C-2D;2NT
 2♦ Two-way: Acol 2, any suit OR 5-5 shape, 5-11 pts, any 2 suits
 2♥ Weak: usually 6 card suit, about 5-10 pts
 2♠ Weak: usually 6-card suit: 5-10 pts
 2 NT 20-22pts: can have 5-card major: flattish
 3 NT Gambling: may have 1 king outside solid minor

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

All bids after opponent's take-out double
 All bids after 1x-X-XX ?

COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 3S
 Jump overcalls Intermediate Unusual NT Minors (or othe minor plus major)
 1NT overcall (immediate) 15-19 (re-opening) 10-14
 Immed cue of minor majors; 5-5
 Immed cue of major other major plus minor
 Over opponent's 1NT (weak) Transfers: 2C-2D;2H shows majors
 Over opponent's 1NT (strong) Same, plus X shows 5-4 shape in any minor/major comb.
 Over weak twos X=T/O
 Over opening threes X=T/O

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Splinters
 Jump shifts after major opening Splinters
 Responses to strong 2 suit opening Controls (bypassing 2NT)
 Responses to 2NT opening Minors are 'To Play'

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
 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 03/14
 4♣ Gerber when? Over 1NT opening
 Other Conventions

After we open, all jump shifts are splinters
 Fast / Slow Arrival



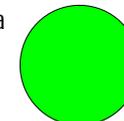
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STANDARD SYSTEM CARD

Names: G Fallon - W Jenner-O'Shea G Fallon - W Jenner-O'Shea
 ABF Nos:
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3+ 11 - 20 1♦ 4+ 11 - 20 1♥ 4+ 11-20 1♣ 5+ 11 - 20
 1 NT (11) 12 - 14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ Hearts 2♥ Spades 2♠ Baron
 2 NT a minor other
 2♣ GF with control responses
 2♦ Multi 20-22 Balanced, or a Weak 2 in a Major
 2♥ Multi 5/5 Hearts and Another, less than an opening
 2♠ Multi 5/5 Spades and a Minor, less than an opening
 2 NT 5/5 Minors, less than an opening hand
 3 NT Gambling in a minor suit

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

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT Lowest unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor 5/5 Spades and Another
 Immed cue of major 5/5 Other Major and Another
 Over opponent's 1NT (weak) Modified Cappelletti (2C = Majors, 2D = Single
 Over opponent's 1NT (strong) Modified Cappelletti (2H/S = H/S and a Minor
 Over weak twos X = T/O, Lebensohl
 Over opening threes X = T/O

hand
hand

Major

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6 - 9, 4+	2NT
	1♥/♠	6 - 9, 4+	3♣
	1NT	6 - 9	3♦ Splinter
	2♣	10+, 4+	3♥ Splinter
	2♦	Splinter	3♠ Splinter
	2♥	Splinter	3NT To Play
	2♠	Splinter	4 bids
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1♦	1♥/♠	6 - 9, 4+	3♣ Splinter
	1NT	6 - 9	3♦ 10 - 12, 4+
	2♣	10+, 4+	3♥ Splinter
	2♦	6 - 9, 4+	3♠ Splinter
	2♥	Splinter	3NT
	2♠	Splinter	4♦
	2NT		4 Other
<hr/>			
1♥/♠	1NT	6 - 9	3♣ Splinter
	2♣	10+, 4+	3♦ Splinter
	2♦	10+, 4+	3♥/♠ 10 - 12, 4+
	2♥/♠	6 - 9, 4+	3NT
	2NT	GF Raise, probably no Splinter	4♣/♦ Splinter
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2♣	2♦	0 or 1 Control	2♥/♠ 2 / 3 Controls
	other	2NT = 0 or 1 Control, but some points (7+)	
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2♦	2♥	Pass or Correct	3♣/♦ Natural and Forcing
	2♠	Pass or Correct	3♥/♠
	2NT	Forcing Enquiry	3NT
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2♥/♠	2NT	Forcing Enquiry	3NT To Play
	3♣/♦	Pass or Correct	4♣/♦
	3♥/♠		4♥/♠ To Play
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2NT	3♣	To Play	4♣ To Play
	3♦	To Play	4♦ To Play
	3♥	Natural and Forcing	4♥ To Play
	3♠	Natural and Forcing	4♠ To Play
	3NT	To Play	other To Play

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Suit Setting Slam Try

3♥/3♠ Suit Setting Slam Try

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 1NT rebid = 15 - 18 / Lowest Feature

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣ Modified Cappelletti, X = Majors, 1D = Single Suited

1H/1S = H/S and a Minor, 1NT = Minors

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

1NT : (X) : Bid = Lower of 2 suits, XX = Single

Major

suited