

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening

Jump shifts after major opening

Responses to strong 2 suit opening

Responses to 2NT opening

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? assumed NT contract

Other Conventions

Italian asking bids after positive response to 1C



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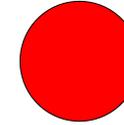
STANDARD SYSTEM CARD

Names: Easley Lupini

ABF Nos: 189057 202207

Basic System: Precision

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+ nil 1♦ 11-15 4 1♥ 11-15 5(4) 1♠ 11-15 5

1 NT 12-15 bal may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ H 2♥ S 2♠ Baron

2 NT minors other

2♣ 11-15 5+4 major or 6

2♦ 6-10 6-card major

2♥ 6-9 5+H and 5+ another

2♠ 6-9 5+S and 5+minor

2 NT 6-9 both minors

3 NT specific ace ask

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

3NT

COMPETITIVE BIDDING

Negative doubles through 2NT Responsive doubles through 2NT

Jump overcalls weak Unusual NT majors or minors

1NT overcall (immediate) 15-18 (re-opening) 10-12

Immed cue of minor other minor and a major

Immed cue of major other major and a minor

Over opponent's 1NT (weak)) 2C - majors

Over opponent's 1NT (strong)) other natural

Over weak twos double = take-out

Over opening threes double = take-out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7 nil	2NT 14+ bal
	1♥/♠	8+ 5	3♣ 8+ 4-4-1-4 shape
	1NT	8-13 bal	3♦ 8+ 4-1-4-4 shape
	2♣	8+ 5	3♥ 5-7 7
	2♦	8+ 5	3♠ 5-7 7
	2♥	8+ 1-4-4-4 shape	3NT
	2♠	8+ 4-4-4-1 shape	4 bids
1♦	1♥/♠	6+ 4	3♣ 16+ 5
	1NT	6-10 bal no 4-card major	3♦ pre-emptive
	2♣	11+ 4	3♥ pre-emptive
	2♦	11+ 4	3♠ pre-emptive
	2♥	16+ 5	3NT 13-15 bal
	2♠	16+ 5	4♦ pre-emptive
	2NT	16+ asking bid	4 Other
1♥/♠	1NT	6-9 bal	3♣ 16+ slam try
	2♣	10+ 5	3♦ 16+ slam try
	2♦	10+ 5	3♥/♠ 10-12 3
	2♥/♠	6-9 3	3NT 13-15 bal
	2NT	16+ asks suit quality	4♣/♦ splinter
2♣	2♦	asking bid	2♥/♠ non-forcing
	other		
2♦	2♥	correctable	3♣/♦ to play
	2♠	super accept if hearts	3♥/♠ correctable
	2NT	asks suit/strength	3NT to play
2♥/♠	2NT	asks other suit	3NT to play
	3♣/♦	correctable	4♣/♦ correctable
	3♥/♠	non-forcing	4♥/♠ to play
2NT	3♣	to play	4♣ to play
	3♦	to play	4♦ to play
	3♥	enquiry	4♥ to play
	3♠	to play	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6 with 2 of top 3 honours - invite
3♥/3♠	----- ditto -----
4♣	ace ask
4♦
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other minors or 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 = 15-18: jump overcall = strong

RCO style 2-s

Other 2-s

2NT (minors): double = 15-18
 3C = take-out: 3D = strong take-out

Defence to strong ♣

see notes

Lebensohl

Over NT interference

Other uses after take-out double of weak 2's

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

4♥ double 4♠ 4NT = 2-suiter

OTHER NOTES

Defence to strong 1C: double = 4H/longer minor:

1D = H: 1H = S: 1S = 4S/longer minor: 1NT = C:

2C = D: 2D = a weak major: 2H = H and another

2S = S and minor: 2NT = minors

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening strong, natural

Jump shifts after major opening strong, natural

Responses to strong 2 suit opening 2♦ negative or 8-10 balanced

Responses to 2NT opening natural

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 count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? over 1NT

Other Conventions

After 4NT-5♣/♦, next suit asks for QT 2♣-2♦-2nt:3♣ puppet stayman

5NT GSF: 6♣,6T,7T (natural responses). Same 2♦-2♥/♠-2nt

Dopi, Ropi jump raise of minor to 4♣/♦ is RKCB

1x-(1y)-3x preemptive, 2y good raise, after 1/1 & reverse, lower of 4th suit & 2nt

3y splinter. (same 1x-(2y) if non jump) is weak



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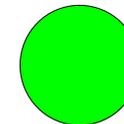
STANDARD SYSTEM CARD

Names: Bob Clarke Peter Colmer

ABF Nos: 195871 195962

Basic System:

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20, 3+ 1♦ 11-20, 4+ 1♥ 11-20, 4+ 1♠ 11-20,5+

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ ♥ 2♥ ♠ 2♠ ♣

2 NT ♦ other

2♣ 23+ or game force or 8 playing trick major

2♦ weak 6 cd major or 20-22 semi balanced or 9 playing trick minor

2♥ weak 5♥ + 5 other

2♠ weak 5♠ + 5 minor

2 NT weak 5-5 minors

3 NT gambling

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 majors or minors

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

Immed cue of minor other minor + major

Immed cue of major other major + minor

Over opponent's 1NT (weak) 2♣ majors (partner shows 4 cd major, 2♦ denies)

Over opponent's 1NT (strong) as above

Over weak twos double take out

Over opening threes double take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ pts, 4+♦	2NT 16+, 3+♣
	1♥/♠	6+, 4+♥/♠	3♣ 10-12, 4+♣
	1NT	6-9	3♦ splinter
	2♣	6-9, 4+♣	3♥ splinter
	2♦	16+, 5+♦	3♠ splinter
	2♥	16+, 5+♥	3NT 13-15, 3+♣
	2♠	16+, 5+♠	4 bids 4♣ RKCB
	1♦	1♥/♠	6+ pts, 4+♥/♠
1NT		6-9	3♦ 10-12, 4+♦
2♣		9+, 4+♣	3♥ splinter
2♦		6-9, 4+♦	3♠ splinter
2♥		16+, 5+♥	3NT 13-15, 3♦
2♠		16+, 5+♠	4♦ RKCB
2NT		16+, 3+♦	4 Other 4♣ splinter
1♥/♠		1NT	6-9
	2♣	9+, 4+♣	3♦ 16+, 5+♦
	2♦	9+, 4+♦	3♥/♠ 10-12, 4+♥/♠
	2♥/♠	6-9, 4+♥/♠	3NT 13-15, 3♥/♠
	2NT	16+, 3+♥/♠	4♣/♦ splinter
2♣	2♦	0-7 or 8-10 balanced	2♥/♠ 7+, 5♥/♠
	other	2nt 11-12 balanced	
2♦	2♥	correctible	3♣/♦ to play
	2♠	correctible	3♥/♠ correctible
	2NT	asking	3NT to play
2♥/♠	2NT	asking	3NT to play
	3♣/♦	2♣-3♣ correctible	4♣/♦
	3♥/♠	to play	4♥/♠ to play
2NT	3♣	to play	4♣ to play
	3♦	to play	4♦ to play
	3♥	forcing, natural	4♥ to play
	3♠	forcing, natural	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	natural slam try
3♥/3♠	natural slam try
4♣	gerber
4♦	
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other minors or majors

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round almost game force Game force

NT Checkback Priorities strength, major suit length (1nt rebid 15-17)

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ double take out, 2NT strong balanced

RCO style 2-s as above

Other 2-s as above

Defence to strong ♣ double majors, 1nt minors

Lebensohl Over NT interference 1nt-(2c)-2nt is Stayman

Other uses after double of weak 2

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

4♥ 4nt 4♠ 4nt

OTHER NOTES

(1x)-1nt: systems on

intervention over our 2♦/♥/♠: double is penalties at 2nt or higher

intervention over our 1nt: double is take-out under, penalties over

(2x)-2nt: strong balanced, simple stayman & transfers on

after 2♣/♦ and 2NT rebid, 3♣ is puppet stayman, 3♦/♥ transfers, 3♠ minors

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 Mini/Mega/Maxi Splinters

Responses to strong 2 suit opening

Responses to 2NT opening Major = Forcing. 2NT equiv = Stayman/transfers

PLAY CONVENTIONS

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

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

Underlead other A=Attitude, K = Count, reversed vs NT //1st & 3rds

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? Over 1NT

Other Conventions

Crowhurst after 1NT rebid (15-18) System 'on' for NT overcalls

Modified Capelliti 2♣ = Majors Truscott after 1<suit>: X

2♦ = Single suited Mjr

2<M> = Major/Minor

Splinters: Mini/Mega/Maxi



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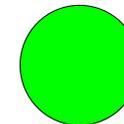
STANDARD SYSTEM CARD

Names: Roger Januszke David Lusk

ABF Nos: 197904

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11-20 pts, 3+ 1♦ 11-20, 4+ 1♥ 11-20, 4+/5+ 1♣ 11-20, 5+

1 NT 11-14 (Usually 12-14, Vul) may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ Baron

2 NT to 3♣♦ other Using Stayman does not guarantee a Mjr

2♣ Strong: Acol 2 or GF but 21-22 Balanced or 25-26 Balanced

2♦ Multi: Weak 2M or 23-24 Balanced

2♥ (55) Hearts & another 6-10 HCP (May be 5-4 at favourable vuln'bility)

2♠ (55) Spades & a minor 6-10 HCP (May be 5-4 at favourable vuln'bility)

2 NT Both minors (55) 6-10 HCP

3 NT Gambling (Minor), to play in 3rd or 4th seat

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

Multi 2s 2♥ Hearts and another Most jump shifts are splinters

2♠ Spades and a minor

2NT Both minors

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Minors / Majors (opposite rank)

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

Immed cue of minor Other minor + a major (less than opening st) or (17+)

Immed cue of major Other major + a minor (less than opening st) or (17+)

Over opponent's 1NT (weak) Capelliti (Modified)

Over opponent's 1NT (strong) Capelliti (Modified)

Over weak twos X = T/O

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4+ ♦	2NT 16+, Bal, 3-4 card support
	1♥/♠	5+, 4+ ♥, ♠	3♣ Limit raise
	1NT	8-10, Balanced	3♦ }
	2♣	Limit raise	3♥ } Splinters, GF
	2♦	}	3♠ }
	2♥	} Splinters, Inv+	3NT Balanced, 12-15 no 4 card Mjr
	2♠	}	4 bids 4♣ = RKC
1♦	1♥/♠	5+, 4+ ♥, ♠	3♠ } Splinter, Inv+
	1NT	5-8, no 4 card Mjr	3♦ Limit raise
	2♣	9+, 4+ ♣	3♥ }
	2♦	Limit raise	3♠ } Splinters, GF
	2♥	}	3NT Balanced, 12-15 no 4 card Mjr
	2♠	} Splinters, Inv+	4♦ RKC
	2NT	16+, Bal, 3-4 card support	4 Other 4♣ = Splinter, GF
1♥/♠	1NT	5-8, denies 4 ♠ over 1♥	3♠ }
	2♣	9+, 4+ ♣	3♦ } Mini/Maxi splinter
	2♦	9+, 4+ ♦	3♥/♠ Limit raise, 3♥ over 1♠ = Spl
	2♥/♠	Limit raise, 2♣ over 1♥ = Spl	3NT 13-15, Balanced raise --> 4<M>
	2NT	16+, Bal, 3-4 card support	4♣/♦ Splinter raise
2♣	2♦	Positive, 7+	2♥/♠ 2♥ = negative
other		Natural, 5-7	
2♦	2♥	Pass/correct	3♣/♦ Constructive
	2♠	Pass/correct, 3+ ♥	3♥/♠ Pass/Correct
	2NT	Forcing enquiry	3NT To play
2♥/♠	2NT	Forcing enquiry	3NT To Play
	3♣/♦	Pass/Correct	4♣/♦ Pass/Correct -- preemptive
	3♥/♠	Preemptive, usually 4+ Cards	4♥/♠ To Play
2NT	3♣	Preference	4♣ Preemptive
	3♦	Preference	4♦ Preemptive
	3♥	Forcing, natural	4♥ To play
	3♠	Forcing, natural	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitational to 3NT based on broken 6 card minor
3♥/3♠	Strong, natural, slam try
4♣	Gerber
4♦	Natural, slam interest
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Minors over major, majors over minor

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force at 3 level Game force

NT Checkback Priorities Secondary major, 3 card support for responder's

Defence to 3NT opening X = values

Defence to opening Two's: Multi 2♦ X = T/O, 2NT = 15-18, at least one major stop

1,2,3 Doubles

RCO style 2-s 2NT = 15-18, bal

1,2,3 Doubles

Other 2-s 2NT = 15-18, bal

1,2,3 Doubles

Defence to strong ♣ 1NT = Minors, X = Majors

Can pass strong 1♣ with goodish hands

Lebensohl Over NT interference

Other uses

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

4♥ X = values 4♠ X = values

OTHER NOTES

DOPI applies in step situations

After 2 level response, 3NT = 15-16, 2NT is stronger

Responsive and competitive doubles apply in competitive auctions over opps raises

Penalty oriented doubles apply over new suits

Cue Raises after overcalls