

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Splinter & fit showing jumps

Jump shifts after major opening Splinter & fit showing jumps

Responses to strong 2 suit opening Convertable

Responses to 2NT opening Convertable

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 Natural count

with side entry declarer's lead Natural count (if any)

Discards McKenney high encourage low encourage

odd/even other Reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? Jump to 4♣ after NT opening or equivalent

Other Conventions

Swine

Cue Raises

Fourth suit forcing to game



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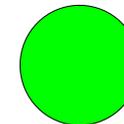
STANDARD SYSTEM CARD

Names: Justin Howard Ivan Hu

ABF Nos:

Basic System: Acol

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11 - 20 4+ ♣ 1♦ 11 - 20 4+ ♦ 1♥ 11 - 20 4+ ♥ 1♠ 11 - 20 4+ ♠

1 NT 11 - 14 Denies both majors may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ other Super accepts

2♣ Weak ♦, weak 5/5 ♥ & ♠, game force or 23 - 24

2♦ Weak ♥, weak 5/5 ♠ & ♣, acol 2♦ or 21 - 22

2♥ Weak ♠, weak 5/5 ♦ & ♣ or acol 2♠

2♠ Weak ♣, weak 5/5 ♥ & ♦, acol 2♣ or solid

2 NT Weak 5/5 ♥ & ♣ or ♠ & ♦

3 NT 4 level minor suit pre-empt

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

Transfer pre-empts 3♣, 3♦ & 3♥

3♣ any solid suit no outside entry

1NT can be semi-balanced

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Michaels Unusual NT Minors

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

Immed cue of minor Majors

Immed cue of major Major & Minor

Over opponent's 1NT (weak) Natural

Over opponent's 1NT (strong) Natural

Over weak twos Double

Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ points 4+♦	2NT 10 - 12 points balanced raise
	1♥/♠	6+ points 4+♥/♠	3♣ 16+ raise
	1NT	6 - 9 points	3♦ Splinter 13 - 15 points
	2♣	6 - 9 points 4+♣	3♥ Splinter 13 - 15 points
	2♦	Splinter 10 - 12 points	3♠ Splinter 13 - 15 points
	2♥	Splinter 10 - 12 points	3NT 12 - 15 points balanced raise
	2♠	Splinter 10 - 12 points	4 bids Fit showing 6/4
	2NT	10 - 12 points balanced raise	4 Other Fit showing 6/4
1♦	1♥/♠	6+ points 4+♥/♠	3♣ Splinter 10 - 12 points
	1NT	6 - 9 points	3♦ 16+ raise
	2♣	10+ points 4+♣	3♥ Splinter 13 - 15 points
	2♦	6 - 9 points 4+♦	3♠ Splinter 13 - 15 points
	2♥	Splinter 10 - 12 points	3NT 12 - 15 points balanced raise
	2♠	Splinter 10 - 12 points	4♦ pre-emptive
	2NT	10 - 12 points balanced raise	4 Other Fit showing 6/4
	4 Other	Fit showing 6/4	
1♥/♠	1NT	6 - 9 points	3♣ Splinter 10 - 12 points
	2♣	10+ points 4+♣	3♦ Splinter 10 - 12 points
	2♦	10+ points 4+♦	3♥/♠ 16+ raise
	2♥/♠	6 - 9 points 4+♥/♠	3NT 12 - 15 points balanced raise
	2NT	10 - 12 points balanced raise	4♣/♦ Splinter 13 - 15 points
2♣	2♦	Convertible	2♥/♠ Convertible
	other	2NT inquiry all other bids are convertible	
2♦	2♥	Convertible	3♣/♦ Convertible
	2♠	Convertible	3♥/♠ Convertible
	2NT	Inquiry	3NT To play
2♥/♠	2NT	Inquiry	3NT To play
	3♣/♦	Convertible	4♣/♦ Convertible
	3♥/♠	Convertible	4♥/♠ Convertible
2NT	3♣	Convertible	4♣ Convertible
	3♦	Convertible	4♦ Convertible
	3♥	Convertible	4♥ Convertible
	3♠	Convertible	4♠ Convertible
	3NT	To play	other Convertible

CONVENTIONS

Additional responses to 1NT

- 3♣/3♦ Slam try
- 3♥/3♠ Slam try
- 4♣ Gerber
- 4♦ To play
- 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 Features up the line

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ Lebensohl

RCO style 2-s Lebensohl

Other 2-s Lebensohl

Defence to strong ♣ Natural

Lebensohl Over NT interference

Other uses _____

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

4♥ Double 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Splinter & fit showing jumps
 Jump shifts after major opening Splinter & fit showing jumps
 Responses to strong 2 suit opening Convertable
 Responses to 2NT opening Convertable

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 Natural count
 Signal on declarer's lead Natural count (if any)
 Discards McKenney high encourage low encourage
 odd/even other Reverse count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? Jump to 4♣ after NT opening or equivalent

Other Conventions

Swine
 Cue Raises
 Fourth suit forcing to game



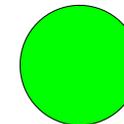
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STANDARD SYSTEM CARD

Names: Peter Hollands Angus Munroe
 ABF Nos:
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11 - 20 4+ ♣ 1♦ 11 - 20 4+ ♦ 1♥ 11 - 20 4+ ♥ 1♠ 11 - 20 4+ ♠
 1 NT 11 - 14 Denies both majors may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣
 2 NT ♦ other Super accepts
 2♣ Weak ♦, weak 5/5 ♥ & ♠, game force or 23 - 24
 2♦ Weak ♥, weak 5/5 ♠ & ♣, acol 2♦ or 21 - 22
 2♥ Weak ♠, weak 5/5 ♦ & ♣ or acol 2♠
 2♠ Weak ♣, weak 5/5 ♥ & ♦, acol 2♣ or solid
 2 NT Weak 5/5 ♥ & ♣ or ♠ & ♦
 3 NT 4 level minor suit pre-empt

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

Transfer pre-empts 3♣, 3♦ & 3♥
 3♣ any solid suit no outside entry
 1NT can be semi-balanced

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠
 Jump overcalls Michaels Unusual NT Minors
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14
 Immed cue of minor Majors
 Immed cue of major Major & Minor
 Over opponent's 1NT (weak) Natural
 Over opponent's 1NT (strong) Natural
 Over weak twos Double
 Over opening threes Double

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 2♦ = negative

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

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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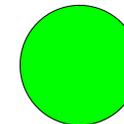
STANDARD SYSTEM CARD

Names: Ben Juzz, Peter, Angus, Ivan

ABF Nos:

Basic System: Standard

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 1♦ 3+ 1♥ 5+ 1♠ 5+

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦♥ 2♥♠ 2♠♣

2 NT ♦ other

2♣ Game Force

2♦ weak

2♥ weak

2♠ weak

2 NT 20-22 bal

3 NT Gambaling

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

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls weak Unusual NT as many minor as possible

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

Immed cue of minor 5/5 majors

Immed cue of major as many majors as possible

Over opponent's 1NT (weak) Natural

Over opponent's 1NT (strong) Natural

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
	1♥/♠	4+ ♥/♠ 6+ points	3♣
	1NT	6-9 bal	3♦
	2♣		3♥
	2♦		3♠
	2♥		3NT
	2♠		4 bids
1♦	1♥/♠	4+ ♥/♠ 6+ points	3♣ splinter
	1NT	6-9 bal	3♦ 16+ points fit
	2♣	4+ ♣ 10+ points	3♥ splinter
	2♦	6-9 points fit	3♠ splinter
	2♥	splinter	3NT 13-15 points semi-balanced
	2♠	splinter	4♦
	2NT	10-12 points semi-balanced	4 Other
1♥/♠	1NT	6-9 bal	3♣ splinter
	2♣	4+ ♣ 10+ points	3♦ splinter
	2♦	4+ ♦ 10+ points	3♥/♠ 16+ points fit
	2♥/♠	4+ ♥/♠ 10+ points	3NT 13-15 points semi-balanced
	2NT	10-12 points semi-balanced	4♣/♦ splinter
2♣	2♦	negitave	2♥/♠ poitave with 5+ suit
	other	positave	
2♦	2♥	to play	3♣/♦ to play
	2♠	to play	3♥/♠ to play
	2NT	to play	3NT to play
2♥/♠	2NT	to play	3NT to play
	3♣/♦	to play	4♣/♦ to play
	3♥/♠	to play	4♥/♠ to play
2NT	3♣	staymen	4♣
	3♦	transfer	4♦
	3♥	transfer	4♥ to play
	3♠	transfer	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	
3♥/3♠	
4♣	
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 _____

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ _____

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

OTHER NOTES
