

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening 2♦, ♥, ♠ : weak
 Jump shifts after major opening 3♣, ♦ : 11-12, 6+suit; 3♥ : 7-9, splinter
 Responses to strong 2 suit opening _____
 Responses to 2NT opening (Strong) 5 card 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 Reverse count
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 14/30, DOPI
 4♣ Gerber when? _____

Other Conventions

Negative free bids at 2 level Fit showing at 3 level in competition
 Good/bad 2NT in competition Blackout
 Cue raises DOPI
 Splinters



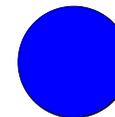
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STANDARD SYSTEM CARD

Names: David Wawn David Hoffman
 ABF Nos: 343341 157627
 Basic System: POLISH CLUB
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ (0)5, 11 1♦ 2, 11 1♥ 5, 11 1♠ 5, 11
 1 NT 15-18 may contain 5 card major
 2♣ Stayman: simple extended Other: Transfer
 Transfers 2♦ Hearts 2♥ Spades 2♠ Range probe
 2 NT Clubs Other: 3 bids : See inside
 2♣ 6-10, 4+♥ 4+♠; or 8 playing tricks in minor
 2♦ 6-10, 6+ major
 2♥ 6-10, 5+♥, (4)5+minor
 2♠ 6-10, 5+♠, (4)5+minor
 2 NT 6-10, 5+♣, 5+♦
 3 NT Good major preempt

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

1♣ 1♦ 1♥ : may be ART 1M 2♣ : Artificial Game Force
 1♥ 2♦ & 1♠ 2♥ : 5-12, 3 support 1♣ : may be 0 cards
 1♠ 2♦ : 5-12, 5+♥ 1♦ : may be 2 cards

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT Lower suits
 1NT overcall (immediate) 15-18 (FOC) (re-opening) 11-14 (FOC)
 Immed cue of minor Spades + other
 Immed cue of major Other major + minor
 Over opponent's 1NT (weak) Toxic
 Over opponent's 1NT (strong) X : ♣ or reds: Toxic
 Over weak twos X + lebensohl
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-4, artificial; or 5- , 4	2NT	11-12, bal
	1♥/♠	5- , 4	3♣	11-12, 4
	1NT	5-10, bal	3♦	13-15, bal, weak ♥
	2♣	5-10, 3	3♥	13-15, bal, weak ♠
	2♦	3-8, 6	3♠	13-15, bal, weak ♦
	2♥	3-8, 6	3NT	13-15, bal
	2♠	3-8, 6	4 bids	

1♦	1♥/♠	5- , 4	3♣	13-15, bal, weak ♦
	1NT	5-10, bal	3♦	13-15, bal, weak ♥
	2♣	11- , 5, forcing to 2NT	3♥	13-15, bal, weak ♠
	2♦	11- , 5, forcing to 2NT	3♠	13-15, bal, weak ♣
	2♥	3-8, 6	3NT	13-15, bal
	2♠	3-8, 6	4♦	
	2NT	11-12, bal	4 Other	

1♥/♠	1NT	5-10, non forcing	3♣	11-12, 6 ♣
	2♣	Artificial Game Force	3♦	11-12, 6 ♦
	2♦	See prealerts	3♥/♠	9-10, 4 support
	2♥/♠	5-8, 4+ support	3NT	11-12, 4 support
	2NT	11-12, bal	4♣/♦	9-12, 4 support, splinter

2♣	2♦	About equal majors	2♥/♠	To play
	other	2NT: Ask		

2♦	2♥	Correctable	3♣/♦	Invitational
	2♠	Correctable	3♥/♠	Preemptive
	2NT	Ask	3NT	To play

2♥/♠	2NT	Ask	3NT	To play
	3♣/♦	Correctable	4♣/♦	Correctable
	3♥/♠	Preemptive	4♥/♠	To play

2NT	3♣	To play	4♣	Invitational
	3♦	To play	4♦	Invitational
	3♥	FG, 5+ suit	4♥	To play
	3♠	FG, 5+ suit	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 3♣: 5♣,4♦,slam interest; 3♦:5♠,3+♥, gf

3♥/3♠ 13/31 majors, gf

4♣ 6 card major to 3/3 honours (may have outside card)

4♦ 7 card major to 3/3 honours, nothing outside

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

2♦ : Artificial Minimum

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X: with lebensohl

2NT: 16-19 (5 card puppet stayman)

RCO style 2-s X: with lebensohl

2NT: 16-19 (5 card puppet stayman)

Other 2-s (transfer) Cue:classic, X:not classic

Defence to strong ♣

Wonder bids, and Toxic

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ X (values)

4♥ X (values)

4♠ X (values)

OTHER NOTES

1♣ 1♦ 1♥ : Either 5♣ 4♥ or Artificial Game force. Then 1♠ : 2nd neg.

1M 2♣ 2♦ : Artificial minimum

BASIC RESPONSES

Jump raises - minors limit forcing Other: Pre-emptive
 Jump raises - majors limit forcing Other: Pre-emptive
 Jump shifts after minor opening Weak if Major, limit raise if minor
 Jump shifts after major opening Bergen raise
 Responses to strong 2 suit opening 2D=positive, 2H=negative, rest semi-positive
 Responses to 2NT opening Pass or correct

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: Odd Encourage
 Signal on declarer's lead Odd/Even Count
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse Odd/Even

CONVENTIONS

4NT: Blackwood RKCB Other: 1430
 4♣ Gerber when? _____

Other Conventions

Swine _____
 Mini Splinters _____
 Good/Bad 2NT _____



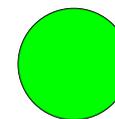
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STANDARD SYSTEM CARD

Names: Andy Creet Kim Magann
 ABF Nos: 284270 158690
 Basic System: Two Over One Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+♣, 11-20 pts 1♦ 3+♦, 11-20 pts 1♥ 5+♥, 11-20 pts 1♠ 5+♠, 11-20 pts
 1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ to Hearts 2♥ to Spades 2♠ to Clubs
 2 NT to Diamonds Other: _____
 2♣ Any Game Force OR 23+ balanced
 2♦ 6-10 pts, 6 cards in either major OR 21-22 balanced
 2♥ 6-10 pts, two suits of the same rank (clubs + diamonds or hearts + spades)
 2♠ 6-10 pts, two suits of the same colour (clubs + spades or diamonds + hearts)
 2 NT 6-10 pts, two odd suits (clubs + hearts or diamonds + spades)
 3 NT Minor Pre-empt

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

Namyats _____ Actions over opponent strong 1C opening
 RCO Twos _____
 Bergen Raises _____

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT Minors, weak or game force
 1NT overcall (immediate) 15-18 (re-opening) 10-12
 Immed cue of minor Both Majors, weak or game force
 Immed cue of major Other Major + a minor, weak or game force
 Over opponent's 1NT (weak) Toxic (X=penalties)
 Over opponent's 1NT (strong) Toxic (X=clubs)
 Over weak twos X=16+, 2NT=2 suiter, rest natural
 Over opening threes X=take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+♦, 5+ pts	2NT 11-12 bal, no 4 card major
	1♥/♠	4+♥, 5+ pts	3♣ pre-emptive
	1NT	6-10 pts, no 4 card major	3♦ Splinter
	2♣	Game force agreeing clubs	3♥ Splinter
	2♦	Limit raise in clubs	3♠ Splinter
	2♥	6+♥, 0-7 pts	3NT 13-15 bal, no 4 card major
	2♠	6+♠, 0-7 pts	4 bids 4♣=RKC, 4♥/♠=to play
1♦	1♥/♠	4+♥/♠, 5+ pts	3♣ Limit raise in diamonds
	1NT	6-10 pts, no 4 card major	3♦ Pre-emptive
	2♣	5+♣, forcing	3♥ Splinter
	2♦	Game force agreeing diamonds	3♠ Splinter
	2♥	6+♥, 0-7 pts	3NT 13-15 bal, no 4 card major
	2♠	6+♠, 0-7 pts	4♦ Pre-emptive
	2NT	11-12 bal, no 4 card major	4 Other 4♣=RKC, 4♥/♠=to play
1♥/♠	1NT	Forcing for one round	3♣ 7-9 pts, 4 card support
	2♣	4+♣, forcing	3♦ 10-11 pts, 4 card support
	2♦	5+♦, forcing	3♥/♠ Pre-emptive
	2♥/♠	8-10 pts, 3 card support	3NT 13-15 pts, 3 card support
	2NT	Game force, 4 card support	4♣/♦ 4♣=18+ pts bal, 3 card support
2♣	2♦	Positive, 0+♦	2♥/♠ 2♥=Neg 0+♥, 2♠=semi pos 5+♠
	other	2NT=5-8 bal with no ace; 3♣/♦=5+♣/♦ semi pos; 3NT=9-11 bal with no ace	
2♦	2♥	Pass or correct	3♣/♦ Natural, non-forcing
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	Enquiry	3NT To Play
2♥/♠	2NT	Enquiry	3NT To Play
	3♣/♦	Pass or correct	4♣/♦ Pass or correct
	3♥/♠	Pass or correct	4♥/♠ Pass or correct
2NT	3♣	Enquiry	4♣ Pass or correct
	3♦	Pass or correct	4♦ Pass or correct
	3♥	Pass or correct	4♥ Pass or correct
	3♠	Pass or correct	4♠ Pass or correct
	3NT	To Play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 5+♣/♦, balanced, slam interest

3♥/3♠ 5+♥/♠, balanced, slam interest

4♣ Transfer to ♥

4♦ Transfer to ♠

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♦ X=13+ pts, 2NT=15-18 pts balanced

RCO style 2-s

X=16+ pts, 2NT= Strong two suiter

Other 2-s

X=16+ pts, 2NT= Strong two suiter

Defence to strong ♣

X=take out of ♣, 1 suit = take out of that suit, 1NT onwards = toxic

Lebensohl

Over NT interference

Other uses

Over weak twos

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT (X=penalties)

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: 8 losers
 Jump raises - majors limit forcing Other: 8 losers
 Jump shifts after minor opening Fit showing
 Jump shifts after major opening Fit showing
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3 of a major = natural & forcing, others to play

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: Vs NT, A or Q = attitude, K = unblock or 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: Natural count
Signal on declarer's lead Natural count
Discards McKenney high encourage low encourage
 odd/even Other: Natural count
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? _____

Other Conventions

Swine	1-2-3 doubles
Blackout	Puppet Stayman
Namyats	Cue raises
Dopi & Ropi	Mini splinters by opener



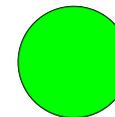
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STANDARD SYSTEM CARD

Names: Arjuna de Livera Ian Robinson
 ABF Nos: 0196134 160008
 Basic System: Acol Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4+♣ 1♦ 4+♦ 1♥ 4+♥ 1♠ 4+♠
 1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣
 2 NT to ♦ Other: 2♦-2♥-2♠ = Baron
 2♣ 21-22 Bal OR Acol 2 in any suit OR any Game Force
 2♦ Weak, 6 cards in ♥ or ♠
 2♥ Weak, ♥ & ♠, 4+/4+
 2♠ Weak, ♠ & minor 5/4+, or 6+ ♠
 2 NT Weak, ♣ & ♦, 5+/5+
 3 NT Pre-empt in either minor

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

2♥ openings
 Toxic

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT Lower suits 5+/5+
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Majors 5+/5+
 Immed cue of major Other major & a minor 5+/5+
 Over opponent's 1NT (weak) X = penalties, Toxic otherwise to 2NT inclusive
 Over opponent's 1NT (strong) X = penalties, Toxic otherwise to 2NT inclusive
 Over weak twos X = Takeout
 Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+ ♦	2NT 10-12 or 16+ balanced raise
	1♥/♠	6+ HCP, 4+ ♥/♠	3♣ 8 losers
	1NT	6-9 HCP	3♦ 13-15 fit showing
	2♣	9 losers	3♥ 13-15 fit showing
	2♦	10-12 or 16+ fit showing	3♠ 13-15 fit showing
	2♥	10-12 or 16+ fit showing	3NT 13-15 balanced raise
	2♠	10-12 or 16+ fit showing	4 bids N/A
1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♣ 10-12 or 16+ fit showing
	1NT	6-9 HCP	3♦ 8 losers
	2♣	9+ HCP, 4+ ♣	3♥ 13-15 fit showing
	2♦	9+ HCP, 4+ ♦	3♠ 13-15 fit showing
	2♥	10-12 or 16+ fit showing	3NT 13-15 balanced raise
	2♠	10-12 or 16+ fit showing	4♦ Pre-emptive
	2NT	10-12 or 16+ balanced raise	4 Other 4♣ 13-15 fit showing
1♥/♠	1NT	6-9 HCP	3♣ 10-12 or 16+ fit showing
	2♣	9+ HCP, 4+ ♣	3♦ 10-12 or 16+ fit showing
	2♦	9+ HCP, 4+ ♦	3♥/♠ 8 losers
	2♥/♠	9 losers	3NT 13-15 balanced raise
	2NT	10-12 or 16+ balanced raise	4♣/♦ 13-15 fit showing
2♣	2♦	0-3 or 10+ HCP any shape	2♥/♠ 2♥4-6 HCP any shape, 2♠ other
	other	2♠, 2NT, 3♣, 3♦, 3♥, 3♠, 3NT = 7-9 HCP transfers	
2♦	2♥	Correctable	3♣/♦ To play
	2♠	Correctable	3♥/♠ Correctable
	2NT	Enquiry	3NT To play
2♥/♠	2NT	Enquiry	3NT To play
	3♣/♦	To play	4♣/♦ To play
	3♥/♠	To play	4♥/♠ To play
2NT	3♣	To play	4♣ To play
	3♦	To play	4♦ To play
	3♥	Natural, 1 round force	4♥ To play
	3♠	Natural, 1 round force	4♠ To play
	3NT	To play	other N/A

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, slam interest, requests cue
3♥/3♠	Natural, slam interest, requests cue
4♣	Transfer to ♥
4♦	Transfer to ♠
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

(modified 2-way checkback)

Defence to 3NT opening

4♣/4♦ = both majors

Defence to opening Two's:

Multi 2♦ 1-2-3 dbls

RCO style 2-s

1-2-3 dbls

Other 2-s

Dbl = takeout

Defence to strong ♣

1NT=odd suits, 2♦=majors, 2♥=♥& minor,

2♣=♣& minor, 2NT=minors

Lebensohl

Over NT interference

Other uses

After weak 2s

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

OTHER NOTES

Many doubles in competition have special meanings, eg raises or various 15+ hands

Invisible cue bids used

Minor suit RKC in some situations