

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening 2M = 4-7, 6-card suit; 1♣-2♦ & 1♦-3♣ Soloway
 Jump shifts after major opening 3m or 1♠-3♥ = Mini/Maxi SPL; 1♥-2♠ = WK
 Responses to strong 2 suit opening 2♦ = Neg. Others = A+K, 5+ Natural
 Responses to 2NT opening 3♣♦ = To play. 3♥/♠ = 5+ 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: Reverse count leads in part's suit
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: Reverse count if can't beat dummy's card
 Signal on declarer's lead Usually Reverse Count
 Discards McKenney high encourage low encourage
 odd/even Other: Reverse count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314 Minorwood/Voidwood
 4♣ Gerber when? 1NT opening

Other Conventions

Mini/Maxi Splinters over ♥/♠ major opening Cue raises
 Inverted minors Exclusion Key Card
 Truscott 2NT over all suits DOPI/ROPI
 Weak major jump shifts to 2 level Strong jump shift in minor over ♣♦ opening
 Minor suit keycard in some GF auctions



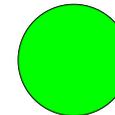
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STANDARD SYSTEM CARD

Names: Pele Rankin Therese Tully
 ABF Nos: 264997 100153
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4 1♦ 4 1♥ 4 1♠ 4
 1NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ ♥ 2♥ ♠ 2♠ Baron
 2NT to minor, WK/STR Other: super accept; new suit=5 & 3card support
 2♠ STR: Any 8+ Playing Trick Hand or Any GF or 20-22 Bal or 25-26 Bal
 2♦ MULTI: Weak 2 in a Major or 23-24 Bal or 27-28 Bal
 2♥ 5+♥ & 5+ minor, < Opening
 2♠ 5+♠ & 5+ minor, < Opening
 2NT ♣♦(5/5), either < Opening or STR in Playing Tricks, GF
 3NT Gambling - No outside A or K in 1st or 2nd seat

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

Reverse count opening leads in partner's 2 suited overcalls - strength undefined
 suit except for Hx; Support Xs/XXs Weak jump shift
 Canape Transfer Overcalls over Opp's 1NT 2♦, 2♥, 2♠, 2NT Openings

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls weakNV/InterV Unusual NT Lowest 2 unbid suits 5/5
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor ♠ & other 5/5 strength undefined
 Immed cue of major OM/minor 5/5 strength undefined
 Over opponent's 1NT (weak) X: immed = Pen; PO=12+; Canape Tfrs see Other Notes
 Over opponent's 1NT (strong) X: immed = Pen; PO=♣; Canape Tfrs see Other Notes
 Over weak twos X = TO (Leb 2NT); 4♣/♦ = Suit bid + 4 Other Major
 Over opening threes X = TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4	2NT 16+ flat, may have 1 major
	1♥/♠	4	3♣ 6-9 fit
	1NT	7-10	3♦ Splinter
	2♣	8+ fit; forcing to 2NT	3♥ Splinter
	2♦	16+ 5+	3♠ Splinter
	2♥	4-7 6+	3NT 13-15 flat
	2♠	4-7 6+	4 bids ♣ keycard
1♦	1♥/♠	4	3♣ 16+ 5+
	1NT	6-9	3♦ 6-9 fit
	2♣	natural, forcing	3♥ Splinter
	2♦	8+ fit; forcing to 2NT	3♠ Splinter
	2♥	4-7 6+	3NT 13-15 flat
	2♠	4-7 6+	4♦ keycard
	2NT	16+ flat, may have 1 major	4 Other 4♣ Splinter; 4♥/♠ to play
1♥/♠	1NT	6-9	3♣ Mini/maxi splinter
	2♣	natural, forcing	3♦ Mini/maxi splinter
	2♦	natural, forcing	3♥/♠ Limit; 3♠ over 1♥ splinter 10-14
	2♥/♠	1♥-2♥ limit; 1♥-2♠=4-7 6+	3NT 13-15 flat 3 card support, not 4♠
	2NT	Jacoby	4♠/♦ & 1♠-4♥ = splinter 10-14
2♣	2♦	Neg < A & K	2♥/♠ 5+ >= A & K
	other	5+ >= A & K. 2NT by responder following 2♦ response = 2nd negative	
2♦	2♥	Pass or correct	3♠/♦ Natural GF
	2♠	Pass or correct; invitational if ♥	3♥/♠ Pass or correct
	2NT	Game try enquiry; 3♠/♦ max	3NT 4♥/4♠=to play 4♠=tfr to your suit
2♥/♠	2NT	F to 3NT. 3♠/♦=min; 3♥/♠=max	3NT to play
	3♠/♦	Pass or correct	4♠/♦ Pass or correct; invitational
	3♥/♠	Invitational	4♥/♠ To play
2NT	3♣	To play	4♣ Sets suit; Asks for shortage
	3♦	To play	4♦ Sets suit; Asks for shortage
	3♥	5+♥ Forcing	4♥ To play
	3♠	5+♠ Forcing	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, invitational, non-solid suit
3♥/3♠	Natural, forcing - cue with support
4♣	Ace ask 0,1,2,3 then 4NT sign off; 5♣ = king ask
4♦	♣ & ♦ 5/5 slam interest; 4M sets suit now 4NT KC; 4NT or 5 minor 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 up the line, 2 level min, 2d denies M feature

Defence to 3NT opening X = Values, natural overcalls

Defence to opening Two's: Multi 2♦ X=values, 2nd X=TO, 3rd X Penalty, 2NT 16-18

natural overcalls

RCO style 2-s as above

Other 2-s X=TO of natural weak 2, lebensohl

Defence to strong ♣ X=♣&♦; 1♦=♦&♥; 1♥=♥&♠; 1♠=♠&♣; 1NT=♦&♠; 2♠=♠&♥

Lebensohl Over NT interference

Other uses over TO X of natural weak 2

Take out of 4 level pre-empts 4♠/4♦ X=TO

4♥ X=TO 4♣ X=Values; 4NT=TO

OTHER NOTES

Rubensol after interference over our 1NT ie. 2NT-3♥ = transfer; 3♣ No stop or major Bourke Relay (3rd suit forcing) after opening makes a simple rebid of suit opened.

Canape Tfrs over 1NT: 2♣=♦ or 5-5 in ♣&♦ (rebid 2NT) or 5-4 ♥&♠

2♦=♥ or 5-5 in ♦&♥ (rebid 2NT) or canapé 4♥ & longer suit

2♥=♠ or 5-5 in ♥&♠ (rebid 2NT) or canapé 4♠ & longer suit

2♠= 5-5 in ♠ & ♣/♦

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: Game raise
 Jump shifts after minor opening Weak-to play
 Jump shifts after major opening Weak-to play
 Responses to strong 2 suit opening 2♦=relay
 Responses to 2NT opening Puppet stayman and red suit transfers

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 where obvious
Signal on declarer's lead Reverse count and attitude
Discards McKenney high encourage low encourage
 odd/even Other: _____
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? CRO over NT-4♦=3/0.4♥=4/1,4♠=2same colour
 Other Conventions

4th suit forcing, DOPI & ROPI	Lebensohl (after weak 2-X-2NT, partner must
Truscott Raises	bid 3♣ & responder will pass or correct.)
Limit raise after interference	DISCO over precisions: X=♣, 2♣=blcksuits,
Jump unassuming cue is forcing	2♦=red suits, 1NT=Majors, 2NT=Minors
CRO overcalls	2♥/♠=weak, 1bids natural.



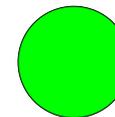
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STANDARD SYSTEM CARD

Names: Maureen Jakes Rosemary Green
 ABF Nos: 631590 89745
 Basic System: Standard American
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3 - Rule of 20 1♦ 3 1♥ 5 1♠ 5
 1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended Other: Non promissary
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣
 2 NT ♦ Other: _____
 2♣ 23+ or 81/2 P.T. Game Force
 2♦ Multi - weak major or 20-22 Balanced
 2♥ 6-9 ♥+ another suit (may be 4 card suit)
 2♠ 6-9 ♠+ minor (may be 4 card suit)
 2 NT 6-9 5/5 minor suits
 3 NT Gambling

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

Non frcg free bid over intfrnce at 2 lvl	Smith Peters
Puppet stayman	
Unassuming cue bids	

COMPETITIVE BIDDING

Negative doubles through	2♣	Responsive doubles through	2♣
Jump overcalls	weak	Unusual NT	CRO
1NT overcall (immediate)	16-18	(re-opening)	10-13
Immed cue of minor	CRO		
Immed cue of major	CRO		
Over opponent's 1NT (weak)	X=pnlty. Pottage: 2♣=single st, 2♦=mjrs, 2♥/♠=M+mnr, 2NT=minors		
Over opponent's 1NT (strong)	DONT: X=Single Suit Bid=Suit+Higher suit		
Over weak twos	Optional T/O double. 2NT=natural 16-18 HCP		
Over opening threes	" " " 3NT=To play 19+ HCP		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4	2NT	13-15 no major suit
	1♥/♠	"	3♣	limit raise - 10/11 hcp
1NT	6-9	No major	3♦	forcing
2♣	6-8, 5		3♥	"
2♦	weak (less than 6hcp), 6 card suit		3♠	"
2♥		"	3NT	16+ No major
2♠		"	4 bids	To play - long suit

1♦	1♥/♠	6+, 4	3♣	weak - up to 6hcp, 6 card suit
1NT	6-9	No major	3♦	limit raise - 10/11 hcp
2♣	10+, 4		3♥	forcing
2♦	6-8, 5		3♠	"
2♥	weak (less than 6hcp), 6 card suit		3NT	16+ No major
2♠		"	4♦	forcing - long suit
2NT	13-15, No major		4 other	to play if major suit

1♥/♠	1NT	6-9	3♣	weak - up to 6hcp, 6 card suit
	2♣	10+, 4	3♦	"
	2♦	"	3♥/♠	13-15, 3/4 card support
	2♥/♠	6-9, 3	3NT	16+ No major
	2NT	13-15, No major	4♠/♦	forcing - long suit

2♣	2♦	Relay	2♥/♠	5+ forcing
	other			

2♦	2♥	Relay	3♠/♦	
	2♠	Forcing to 3♥	3♥/♠	Invitational
	2NT	Forcing, 14+	3NT	To play

2♥/♠	2NT	Forcing, 14+	3NT	To play
	3♠/♦	Pass or correct over 2♠	4♠/♦	Forcing
	3♥/♠	Preemptive	4♥/♠	To play

2NT	3♣	To play	4♣	Invitational
	3♦	"	4♦	"
	3♥	"	4♥	To play
	3♠	"	4♠	"
	3NT	" 18+hcp	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Game force/slam interest
3♥/3♠	"
4♣	Gerber
4♦	Forcing to game
4♥	To play
4♠	"

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

Double for t/o into majors

Defence to opening Two's:

Multi 2♦ Double for t/o 16+hcp, 2NT is natural 16+

RCO style 2-s

Double for t/o, 2NT natural 16+

Other 2-s

"

Defence to strong ♣

DISCO: 2♣=black suits, 2♦=red suits, 1 bids natural 13+, 2 of a major =

weak - 6card suit, 1NT=majors, 2nt=minors, X=♣

Lebensohl

Over NT interference

Other uses

Over weak 2s

Take out of 4 level pre-empts

4♠/4♦ Double

4♥ Double

4♣ 4NT

OTHER NOTES

CRO : Cue bid = 2 suits same colour

2NT = 2 suits same rank

3♣ = 2 odd ranking suits

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 " _____
 Responses to strong 2 suit opening 2♦ waiting/neg , 2NT = 2nd neg _____
 Responses to 2NT opening Puppet staymen _____

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: 03/ 41
 4♣ Gerber when? Only over NT

Other Conventions

Splinters	T O M
4th suit forcing	Lebensol
Truscott	Blackout
Jacoby	Minor suit keycard
Support X & XX	



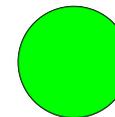
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STANDARD SYSTEM CARD

Names: Sandy Johnson Toni Bardon
 ABF Nos: 99694 11142
 Basic System: _____
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3 12+ 1♦ 3 12+ 1♥ 5 12+ 1♠ 5 12+
 1 NT 15 - 17 may contain 5 card major
 2♣ Stayman: simple extended Other: pseudo
 Transfers 2♦ -> ♥ 2♥ -> ♠ 2♠ -> ♣
 2 NT -> ♦ Other: Superaccepts
 2♣ Game force unless rebid 2NT
 2♦ Flannery 5/6 ♥, 4♠, 11 - 15 pts
 2♥ 6♥ & 6 - 10 pts with ogust
 2♠ 6♠ & 6 - 10 pts "
 2 NT 20 - 22
 3 NT Gambling

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

Superaccept in another suit after	NT response shows 4 of major
transfer to major shows no	but no top honor.
values in that suit.	

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls weak Unusual NT Minors or majors
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14
 Immed cue of minor Other minor & a major
 Immed cue of major Other major & a Minor
 Over opponent's 1NT (weak) Cappiletti
 Over opponent's 1NT (strong) "
 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♦	keycard
	2NT	Jacoby	4 Other	4♣ = splinter

1♥/♠	1NT	6 - 10	3♣	Strong
	2♣	Natural 10 +	3♦	"
	2♦	" "	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♠	"	3♥/♠	Invitational
	2NT	Asking	3NT	to play

2♥/♠	2NT	Ogust	3NT	to play
	3♣/♦	to play	4♣/♦	Splinter
	3♥/♠	Invitational	4♥/♠	to play

2NT	3♣	Puppet staymen	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 other suits lower 2 unbid suits

other Minors after a major suit opening

Majors after a minor suit opening

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 16 + pts

2 NT = 16 - 18 with good stops in majors

RCO style 2-s X

Other 2-s X

Defence to strong ♣ X = majors

1 NT = minors

Lebensohl Over NT interference

Other uses over partners X of a pre-empt

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X (optional) 4♠ 4NT

OTHER NOTES

Jump to game in major to play

Over 2NT interference for minors : 3♣ = major t/o ♥ preference

3♦ = major t/o ♠ preference

♣ ♦ ♥ ♠