

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted  
 Jump raises - majors limit  forcing  Other: Bergen  
 Jump shifts after minor opening Weak jump responses in majors.  
 Jump shifts after major opening Mini splinters  
 Responses to strong 2 suit opening ---  
 Responses to 2NT opening (Equiv) Stayman, transfers

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Aces for Att, King for 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: First discard only  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 3014  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

|  |  |
|--|--|
|  |  |
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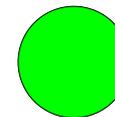
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## STANDARD SYSTEM CARD

Names: Peter Chan David Lusk  
 ABF Nos: \_\_\_\_\_  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 2 11-20 1♦ 4 11-20 1♥ 5 11-20 1♠ 5 11-20  
 1 NT (11) 12-14 Rarely -> may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ --> H 2♥ --> S 2♠ Baron  
 2 NT --> Minor Other: 3<minor> 6 cards and invitational  
 2♣ Strong 21-22 Bal or GF Step responses (Controls)  
 2♦ Multi: 23-24 Balanced or undisclosed (5)6 card major, 6-9 HCP.  
 2♥ Multi: Hearts and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.  
 2♠ Multi: Spades and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.  
 2 NT Weak 5-5+ in minors, 6-9 HCP  
 3 NT Gambling, running minor, little outside.

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

Mini/mega/maxi splinters over major op'ngs  
 TWERB over strong 1C  
 BERGEN Raises

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Weak style Unusual NT Lower unbid suits  
 1NT overcall (immediate) 15-18 sys'm on (re-opening) 11-14 system on  
 Immed cue of minor Majors <opening or 17+  
 Immed cue of major Major/Minor <opening or 17+  
 Over opponent's 1NT (weak) Cappelletti  
 Over opponent's 1NT (strong) Cappelletti  
 Over weak twos X  
 Over opening threes X

## RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning |       |                                    |                                    |
|---|-------|------------------------------------|------------------------------------|
| 1♣  | 1♦    | Natural, 5+ HCP                    | 2NT 16+, 3+ clubs                  |
|   | 1♥/♠  | Natural. 5+ HCP                    | 3♣ Weak Raise 6-9, 5+              |
|   | 1NT   | 8-10 Bal, no four card Major       | 3♦ GF Splinter                     |
|   | 2♣    | Inverted, 11+                      | 3♥ GF Splinter                     |
|   | 2♦    | WJS                                | 3♠ GF Splinter                     |
|   | 2♥    | WJS                                | 3NT To play, natural               |
|   | 2♠    | WJS                                | 4 bids 4C = strong raise           |
| 1♦  | 1♥/♠  | Natural, 5+ HCP                    | 3♣ GF Splinter                     |
|   | 1NT   | 5-8 no four card Major             | 3♦ Weak Raise 6-9, 5+              |
|   | 2♣    | Natural, 9+                        | 3♥ GF Splinter                     |
|   | 2♦    | Inverted 11+                       | 3♠ GF Splinter                     |
|   | 2♥    | WJS                                | 3NT To play, natural               |
|   | 2♠    | WJS                                | 4♦ Strong raise                    |
|   | 2NT   | 16+, 3+ diamonds                   | 4 Other 4C = Maxi, 4H, S to play   |
| 1♥/♠  | 1NT   | 5-8 No major                       | 3♣ Mini Splinter                   |
|   | 2♣    | Natural, 9+                        | 3♦ Mini Splinter                   |
|   | 2♦    | Natural, 9+                        | 3♥/♠ Limit raise 10-12 or splinter |
|   | 2♥/♠  | Limit, 6-9, 1H: 2S = WJS           | 3NT Balanced raise to game, 13-15  |
|   | 2NT   | Jacoby, GF raise                   | 4♣/♦ Splinter                      |
| 2♣  | 2♦    | Maximum of one cont (A = 2, K = 2) | ♥/♠ Controls                       |
|   | other | Steps                              |                                    |
| 2♦  | 2♥    | P/C                                | 3♣/♦ Natural, forcing              |
|   | 2♠    | P/C, normally better hearts        | 3♥/♠ 3 card raises                 |
|   | 2NT   | Modified Ogust                     | 3NT To play                        |
| 2♥/♠  | 2NT   | Enquiry                            | 3NT To play                        |
|   | 3♣/♦  | PC                                 | 4♣/♦ P/C                           |
|   | 3♥/♠  | 4 card support, not inv.           | 4♥/♠ To play                       |
| 2NT   | 3♣    | Preference                         | 4♣ Natural, pre-emptive            |
|   | 3♦    | Preference                         | 4♦ Natural, pre-emptive            |
|   | 3♥    | Forcing, Natural                   | 4♥ To play                         |
|   | 3♠    | Forcing, Natural                   | 4♠ To play                         |
|   | 3NT   | To play                            | other                              |

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Invitations with broken 6 card suit

3♥/3♠ Slam interest, forcing

4♣ Gerber

4♦ Strong, natural

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

Major fit/other major

Defence to 3NT opening

X = cards

Defence to opening Two's: Multi 2♦ 1, 2, 3 doubles

RCO style 2-s 1, 2, 3 doubles

Other 2-s 1, 2, 3 doubles

Defence to strong ♣

Twerb (up to 3NT)

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ X = major t/o

4♥ X = T/o

4♠ X = cards

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak (~ 4 to 8 HCP)  
 Jump raises - majors limit  forcing  Other: weak (~ 4 - 7 HCP, 9 -10 losers)  
 Jump shifts after minor opening 2H, 2S are weak, jump in other minor = limit raise  
 Jump shifts after major opening 1H - 2S = heart support. Otherwise a mini-splinter  
 Responses to strong 2 suit opening 2D = negaitve, otherwise natural  
 Responses to 2NT opening 3H = ask, 3C, 3D, 3S = 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: \_\_\_\_\_  
 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? after 1NT opening

### Other Conventions

4m may be RKCB \_\_\_\_\_  
 Lebensohl \_\_\_\_\_  
 Crowhurst \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



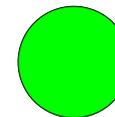
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## STANDARD SYSTEM CARD

Names: Bob Bignall Roger Januszke  
 ABF Nos: 200182 197394  
 Basic System: Acol  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 4+, 11 to 19 HCP 1♦ 4+, 11 to 19 HCP 1♥ 4+, 11 to 19 HCP 1♠ 4+ 11 ro 19 HCP  
 1 NT 12 to 14 HCP may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ Transfer to hearts 2♥ Transfer to spades 2♠ Transfer to clubs  
 2 NT Transfer to diamond Other: Jump to 3C, 3D, 3H, 3S = shortage, game forcing  
 2♣ Strong hand, 20+ HCP  
 2♦ Multi - weak 2 with either hearts or spades  
 2♥ 5 card suit, less than an opening bid. Will also have a 5 card minor if vulnerable  
 2♠ 5 card suit, less than an opening bid. Will also have a 5 card minor if vulnerable  
 2 NT 5/5 or longer in either the minors or the majors, less than an opening bid  
 3 NT Gambling, with a solid minor, normally no outside K

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

Inverted raises of all one-level openings 2NT = either majors or minors (5/5or longer)  
 1H - 2S = heart support 4+ cards, 11+ HCP  
 1H - 2NT = spade shortage, 8 losers (8+ HC)

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S  
 Jump overcalls Weak Unusual NT Lower two unbid suits  
 1NT overcall (immediate) 15 to 18 HCP (re-opening) 11 to 14 HCP  
 Immed cue of minor Both majors  
 Immed cue of major Other major + a minor  
 Over opponent's 1NT (weak) Transfer style, 2C, 2D, 2H have multiple meanings  
 Over opponent's 1NT (strong) Same as for weak NT  
 Over weak twos Double = takeout  
 Over opening threes Double = takeout



## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening Splinter \_\_\_\_\_  
 Jump shifts after major opening Splinter \_\_\_\_\_  
 Responses to strong 2 suit opening \_\_\_\_\_  
 Responses to 2NT opening 3C/D to play, 3H/S forcing, \_\_\_\_\_

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Roman \_\_\_\_\_  
 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: Rev Count \_\_\_\_\_  
 Signal on declarer's lead Reverse count \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: 1st discard only \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 5NT K ask \_\_\_\_\_  
 4♣ Gerber  when? Agreed NT \_\_\_\_\_

### Other Conventions

|                                      |  |
|--------------------------------------|--|
| Truscott raises over X + suit        | Modified SWINE                             |
| Crowhurst                            | Cue raises with 3 small,                   |
| Baron over 1NT (relay)               | PODI & PORI over any intrev. of asking seq |
| Puppet stayman over any 21+ NT rebid | RKCB - next unbid suit = Q ask             |
| Reverse Ogust (3C/D strong H/S)      |  |



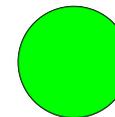
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## STANDARD SYSTEM CARD

Names: Alison Fallon Gordon Fallon  
 ABF Nos: \_\_\_\_\_  
 Basic System: ACOL 5 card majors  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+, 3 1♦ 11+, 3 1♥ 11+, 5 1♠ 11+, 5  
 1 NT 12 - 14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ 2H 2♥ 2S 2♠ Baron  
 2 NT Trans minor str or wk Other: Super Accept  
 2♣ 8PT or 20-22 or 25-26 or any 4/5 loser hand  
 2♦ Wk 6 card major or 23 -24 or 27+  
 2♥ 5/5 H & another < opening pts  
 2♠ 5/5 S & minor < opening pts  
 2 NT 5/5 minors < opening pts  
 3 NT Gambling 1st or 2nd, 3rd & 4th to play

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

Over prec 1C - X = majors

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through \_\_\_\_\_  
 Jump overcalls Wk Unusual NT 2 lowest suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14, systems ON  
 Immed cue of minor Highest & another  
 Immed cue of major Highest & another  
 Over opponent's 1NT (weak) Modified Cappelletti\*  
 Over opponent's 1NT (strong) Modified Cappelletti\*  
 Over weak twos X T/O 16+  
 Over opening threes X T/O 16+

## RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning |       |  |                               |
|---|-------|--|-------------------------------|
| 1♣  | 1♦    | 6+, 4  | 2NT 16+ & fit, no major       |
|   | 1♥/♠  | 5+, 4  | 3♣ 9-11 no major              |
|   | 1NT   | 8-10 no major                                    | 3♦                            |
|   | 2♣    | 6-9, 4, no major                                 | 3♥                            |
|   | 2♦    | Splinter   | 3♠                            |
|   | 2♥    | Splinter   | 3NT 12-15 + fit, no major     |
|   | 2♠    | Splinter   | 4 bids 4C start cue           |
| 1♦  | 1♥/♠  | 5+, 4  | 3♣ Splinter                   |
|   | 1NT   | 6-9 no major                                     | 3♦ 9-11, no major             |
|   | 2♣    | 9+, 4  | 3♥                            |
|   | 2♦    | 6-9 no major                                     | 3♠                            |
|   | 2♥    | Splinter   | 3NT 12-15 & fit no major      |
|   | 2♠    | Splinter   | 4♦ Start cue                  |
|   | 2NT   | 16+ & fit no major                               | 4 Other 4H/S to play          |
| 1♥/♠  | 1NT   | 6-9 denies 3 card support                        | 3♣ Splinter                   |
|   | 2♣    | 9+, 4  | 3♦ Splinter                   |
|   | 2♦    | 9+, 4  | 3♥/♠ 10-11 or 8 losers        |
|   | 2♥/♠  | 6-9, 3   | 3NT 12-15 agrees suit         |
|   | 2NT   | 16+ agrees suit                                  | 4♣/♦                          |
| 2♣  | 2♦    | Neg (less A & K)                                 | 2♥/♠ Nat                      |
|   | other | 2H rebid after 2D resp = game force (2S=2nd neg) |                               |
| 2♦  | 2♥    | Correctable                                      | 3♣/♦ Natural & NON forcing    |
|   | 2♠    | Pass if S, invit if H                            | 3♥/♠ Correctable & preemptive |
|   | 2NT   | Forcing, Ogust                                   | 3NT To play                   |
| 2♥/♠  | 2NT   | Forcing, asks for 2nd suit                       | 3NT To play                   |
|   | 3♣/♦  | NON forcing over 2H, correct over 2S             |                               |
|   | 3♥/♠  | Pre empt   | 4♥/♠ To play                  |
| 2NT   | 3♣    | To play  | 4♣ Slam try                   |
|   | 3♦    | To play  | 4♦ Slam try                   |
|   | 3♥    | Natural & forcing                                | 4♥ To play                    |
|   | 3♠    | Natural & forcing                                | 4♠ To play                    |
|   | 3NT   | To play  | other                         |

## CONVENTIONS

### Additional responses to 1NT

|       |  |
|-------|--|
| 3♣/3♦ | 5-10, 6 card suit + 2 hon, invit to 3NT with fit |
| 3♥/3♠ | 16+, 6, slam interest                            |
| 4♣    | Gerber   |
| 4♦    |  |
| 4♥    | To play  |
| 4♠    | To play  |

Unusual NT: minors  other suits  lower 2 unbid suits   
 other 2 lowest unbid suits

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities Lowest feature at approp. level

Defence to 3NT opening X gen values, suit natural

Defence to opening Two's: Multi 2♦ X gen T/O, suit 10-15, 2NT 15-18, majors stopped -

systems ON

RCO style 2-s X gen T/O, 2NT 15-18 - systems ON

Other 2-s X gen T/O, 2NT 15-18 - systems ON, suit natural

Defence to strong ♣ Modified Cappelletti\*\*

Lebensohl Over NT interference

Other uses Over T/O X of wk 2 or multi 2

Take out of 4 level pre-empts 4♣/4♦ X major orientated

4♥ X=4S + values 4♠ X values, 4NT T/O, usually with shape

## OTHER NOTES

2C/D followed by 2NT - 3S = Baron, 2C/D followed by 3NT - 4C = stayman, + transfers

1NT rebid = 15-18, 2NT rebid = 19/bad 20

\* Mod Capp. over 1NT: 2C majors, 2D single suit major, rest normal Capp

\*\* Mod Capp over strong 1C: X majors, 1D single suit major, rest normal Capp

After 2D (suit) X = penalties

Systems On after our 1NT o/call; X opp 3rd bid suit = penalties