

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening 16+ 6 CARD SUIT  
 Jump shifts after major opening 16+ 6 CARD SUIT  
 Responses to strong 2 suit opening 2♦ 0-7  
 Responses to 2NT opening 3♣ 3♦ TO PLAY

## 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: ODDS AND EVENS  
 Signal on declarer's lead ODDS AND EVENS  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: NEXT UNBID SUIT KINGS  
 4♣ Gerber  when? OVER NT  
 Other Conventions

CROWHURST	UNASSUMING CUE
PUPPET STAYMAN	
SPECIFIC ACE ASK	



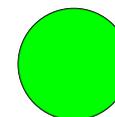
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## STANDARD SYSTEM CARD

Names: WENDY ANDREWS HEATHER MOTTERAM  
 ABF Nos: 1309 357634  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11-19 4 1♦ 11-19 4 1♥ 11-19 4 1♠ 11-19 4  
 1 NT 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ 2♥ 2♥ 2♠ 2♠ BARON  
 2 NT TSF TO MINOR Other: \_\_\_\_\_  
 2♣ 20+ OR 8 TRICKS 20-22 NT 25-26  
 2♦ WEAK MAJOR OR 23-24 FLAT OR 27+  
 2♥ 5♥ AND 5 OF ANY OTHER (6-10)  
 2♠ 5♠ AND 5 OF MINOR (6-10)  
 2 NT BOTH 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 OTHER RANK  
 1NT overcall (immediate) 15-18 (re-opening) 10-12  
 Immed cue of minor OTHER MINOR AND A MAJOR 5/5  
 Immed cue of major OTHER MAJOR AND A MINOR 5/5  
 Over opponent's 1NT (weak) MOD CAPPELLETTI  
 Over opponent's 1NT (strong) MOD CAPPALLETTI  
 Over weak twos X = 16+  
 Over opening threes X OPTIONAL

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ 4	2NT	16+
	1♥/♠	6+ 4	3♣	11-12
1NT	8-10	NO 4 CARD MAJOR	3♦	SPINTER
2♣	6-9	4	3♥	SPLINTER
2♦	16 +	5+	3♠	SPLINTER
2♥	16+	6+	3NT	13- 15
2♠	16+	6+	4 bids	TO PLAY 4NT RKCB

1♦	1♥/♠	6+ 4	3♣	16+ 6+
1NT	6-9		3♦	11-12
2♣	6-9	5	3♥	SPLINTER
2♦	6-9	4	3♠	SPLINTER
2♥	16 +	6+	3NT	13-15
2♠	16+	6+	4♦	INVITING TO GAME
2NT	16+		4 Other	TO PLAY

1♥/♠	1NT	6-9	3♣	16+
	2♣	10+	3♦	16+
	2♦	10 +	3♥/♠	11-12
	2♥/♠	6-9	3NT	13-14
	2NT	16+	4♠/♦	SPLINTER

2♣	2♦	0-7	2♥/♠	8+ 5CARD SUIT
	other	2NT 8+ FLAT		

2♦	2♥	RELAY	3♠/♦	TO PLAY
	2♠	PASS ♠CORRECT♥	3♥/♠	NATURAL AND INVITES
	2NT	ENQUIRY	3NT	TO PLAY

2♥/♠	2NT	ENQUIRY	3NT	TO PLAY
	3♠/♦	PASS OR CORRECT	4♠/♦	INVITES TO GAME
	3♥/♠	TO PLAY	4♥/♠	TO PLAY

2NT	3♣	BETTER MINOR	4♣	INVITES
	3♦	BETTER MINOR	4♦	INVITES
	3♥	NATURAL FORCING	4♥	TO PLAY
	3♠	NATURAL FORCING	4♠	TO PLAY
	3NT	TO PLAY	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ 6 CARD SUIT 2 TOP HONOURS

3♥/3♠ 6 CARD SUIT SLAM INTEREST

4♣ GERBER

4♦

4♥ TO PLAY

4♠

Unusual NT: minors  other suits  lower 2 unbid suits

other BOTH MINORS OR BOTH MAJORS

### Other slam bidding

Cue Bids

Asking Bids

### 4th Suit Forcing

One round

Game force

### NT Checkback

Priorities

### Defence to 3NT opening

4♣ - ♥/♠ BETTER ♥ 4♦ BETTER ♠

### Defence to opening Two's:

Multi 2♦ X=16+ OVERCALL 10-15 JUMP 16+

RCO style 2-s

Other 2-s

### Defence to strong ♣

X=MAJORS 1NT =MINORS 1♦ = SINGLE SUIT

### Lebensohl

Over NT interference

Other uses

OVER OPENING TWOS

### Take out of 4 level pre-empts

4♠/4♦ X=T.O.

4♥ OPTIONAL

4♣ X=PENALTIES 4NT T.O.

## OTHER NOTES

2♣ 2♦

2♥=22 THEN 2♠ 0-3 2NT4-7 BID IS 5 CARD SUIT 4-7 POINTS

## 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 Controls \_\_\_\_\_  
 Responses to 2NT opening Systems on \_\_\_\_\_

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Roman leads \_\_\_\_\_  
 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? Over NT bid \_\_\_\_\_  
 Other Conventions

Over our 1NT doubled: \_\_\_\_\_  
 redouble shows a 5card suit - forces 2C bid \_\_\_\_\_  
 pass forces redouble then bid lower of 2 \_\_\_\_\_  
 non-touching suits \_\_\_\_\_  
 bid = lower of 2 touching suits \_\_\_\_\_



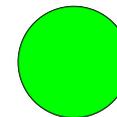
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## STANDARD SYSTEM CARD

Names: Linda Babiszewski Ann Clarke  
 ABF Nos: 188980 188999  
 Basic System: Acol \_\_\_\_\_ Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+♣ 10-19 1♦ 4+♦ 10-19 1♥ 4+♥ 10-19 1♠ 5+♠ 10-19  
 1 NT 12-14 \_\_\_\_\_ may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ Tsf to ♥ 2♥ Tsf to ♠ 2♠ Baron  
 2 NT Tsf to ♣ or ♦ Other: \_\_\_\_\_  
 2♣ Game Force, 8 playing tricks or 20-22 balanced, or 25+ balanced  
 2♦ Weak 2 in a major, or 23-24 balanced  
 2♥ 5+♥ and 5+ minor - 6-9  
 2♠ 5+♠ and 5 another - 6-9  
 2 NT 5+♣5+♦ 6-9  
 3 NT Solid major; 4C = bid suit, 4D = strong

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

DONT over 1NT and Strong 1♣ openings \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠  
 Jump overcalls W.I.S. \_\_\_\_\_ Unusual NT Other rank \_\_\_\_\_  
 1NT overcall (immediate) 15-18 (re-opening) 10-12  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) DONT  
 Over opponent's 1NT (strong) DONT  
 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+	2NT	4+♣, 16+
	1♥/♠	4+♥/♠, 6+	3♣	Limit raise
	1NT	6-10	3♦	Void
	2♣	4+♣, 6+	3♥	Void
	2♦	Splinter	3♠	Void
	2♥	Splinter	3NT	13-15 to play
	2♠	Splinter	4 bids	

1♦	1♥/♠	4♥/♠, 6+	3♣	Splinter
	1NT	6-9	3♦	Limit raise
	2♣	4+♣, 10+	3♥	Void
	2♦	4+♦, 6-9	3♠	Void
	2♥	Splinter	3NT	13-15 to play
	2♠	Splinter	4♦	
	2NT	4+♦, 16+	4 Other	

1♥/♠	1NT	6-9	3♣	Splinter
	2♣	4+♣, 10+	3♦	Splinter
	2♦	4+♦, 10+	3♥/♠	Limit raise
	2♥/♠	4+♥/♠, 6-9	3NT	13-15 balanced
	2NT	4+♥/3+♠, 16+	4♠/♦	Void

2♣	2♦	0 or 1 control	2♥/♠	2♥ = 2 controls
other	2♠ = 3 controls		2NT	6-9 <2 controls

2♦	2♥	Pass or correct	3♠/♦	Natural, forcing
	2♠	Pass/correct interest in ♥game	3♥/♠	Pre-emptive
	2NT	Reverse Ogust ask	3NT	To play

2♥/♠	2NT	Ask	3NT	To play
	3♠/♦	Correctable	4♠/♦	
	3♥/♠	Pre-emptive	4♥/♠	To play

2NT	3♣	To play	4♣	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	Natural	4♥	To play
	3♠	Natural	4♠	To play
	3NT	To play	other	4NT = Ace ask

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6-10 2/3 top honours 6 card suit
3♥/3♠	Strong in major
4♣	Ace ask
4♦	
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits

other Rank \_\_\_\_\_

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities 2♦ = any minimum

Defence to 3NT opening \_\_\_\_\_

Defence to opening Two's: Multi 2♦ X = take out, other bids natural

RCO style 2-s X = take out, other bids natural

Other 2-s X = take out, other bids natural

Defence to strong ♣ DONT - X = ♣s and a higher; 1♦ = ♦s and a major; 1♥ = ♥s and ♠s

1♠ = any single suiter; 1NT = ♣s and ♦s

Lebensohl Over NT interferenc

Other uses \_\_\_\_\_

Take out of 4 level pre-empts 4♠/4♦ \_\_\_\_\_

4♥ \_\_\_\_\_ 4♣ \_\_\_\_\_

## OTHER NOTES

1NT rebid = 15-17

2NT rebid = 18-19

1♣/1♦/1NT/2♣ = checkback/2♦ = any minimum

Cue raises

DONT over 1NT - X = single suiter; 2♣s = ♣s and a higher suit; 2♦s = ♦s and a higher suit;

2♥s = ♥s and ♠s.

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening Weak \_\_\_\_\_  
 Jump shifts after major opening \_\_\_\_\_  
 Responses to strong 2 suit opening 2D = negative, others natural  
 Responses to 2NT opening Stayman, 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: \_\_\_\_\_  
 Signal on declarer's lead Reverse count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430  
 4♣ Gerber  when? 1NT

### Other Conventions

Fourth suit GF 1NT rebid = 15-17 (2C checkback)  
 Long suit game tries Lebensohl  
 Splinters Drury  
 Jacoby 2NT 1st/2nd cuebids  
 Ogust



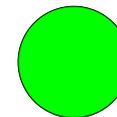
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## STANDARD SYSTEM CARD

Names: Barbara Travis Lauren Travis  
 ABF Nos: \_\_\_\_\_  
 Basic System: Acol \_\_\_\_\_ Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+ HCP, 4+ 1♦ 11+ HCP, 4+ 1♥ 11+ HCP, 4+ 1♠ 11+ HCP, 4+  
 1 NT 12-14 HCP \_\_\_\_\_ may contain 5 card major   
 2♣ Stayman: simple  extended  Other: 3C = repeat ask  
 Transfers 2♦ hearts 2♥ spades 2♠ clubs  
 2 NT diamonds Other: \_\_\_\_\_  
 2♣ Strong (21+ HCP, unbal or 23+ HCP, bal)  
 2♦ 6-10 HCP, 6 diamonds  
 2♥ 6-10 HCP, 6 hearts  
 2♠ 6-10 HCP, 6 spades  
 2 NT 21-22 HCP, bal  
 3 NT 1st/2nd = Gambling, 3rd/4th = to play

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S  
 Jump overcalls Weak \_\_\_\_\_ Unusual NT Lower 2 unbid suits  
 1NT overcall (immediate) 15-18 HCP (re-opening) 11-14 HCP  
 Immed cue of minor Majors  
 Immed cue of major Other major + minor  
 Over opponent's 1NT (weak) 2C = both majors  
 Over opponent's 1NT (strong) 2C = both majors  
 Over weak twos X  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦		2NT	11-12 HCP, no major
	1♥/♠		3♣	10-12 HCP
	1NT	6-9 HCP, no major	3♦	splinter
	2♣	6-9 HCP	3♥	splinter
	2♦		3♠	splinter
	2♥	weak	3NT	13-15 HCP, no major
	2♠	weak	4 bids	4M = to play
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1♦	1♥/♠		3♣	
	1NT	6-9 HCP, no major	3♦	10-12 HCP
	2♣		3♥	splinter
	2♦	6-9 HCP	3♠	splinter
	2♥	weak	3NT	13-15 HCP, no major
	2♠	weak	4♦	
	2NT	11-12 HCP, no major	4 Other	4M = to play
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1♥/♠	1NT	6-9 HCP, no other major	3♣	
	2♣		3♦	
	2♦		3♥/♠	10-12 HCP
	2♥/♠	6-9 HCP	3NT	13-15 HCP, no other major
	2NT	Jacoby (GF raise)	4♣/♦	splinter
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2♣	2♦	0-6 HCP, any	2♥/♠	7+ HCP, 5+ cards
	other	3M = 6 cards to 2 top honours (nothing outside)		
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2♦	2♥	natural, forcing	3♣/♦	
	2♠	natural, forcing	3♥/♠	
	2NT	Ogust	3NT	to play
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2♥/♠	2NT	Ogust	3NT	to play
	3♣/♦	natural, forcing	4♣/♦	splinter
	3♥/♠	pre-emptive raise	4♥/♠	
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2NT	3♣	Stayman	4♣	Gerber
	3♦	hearts	4♦	
	3♥	spades	4♥	to play
	3♠	minor suit Stayman	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam try
3♥/3♠	slam try
4♣	Gerber
4♦	
4♥	
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 \_\_\_\_\_

Defence to opening Two's: Multi 2♦ X = 16+ HCP

RCO style 2-s X = 16+ HCP

Other 2-s X = takeout

Defence to strong ♣ X = majors

1NT = minors

Lebensohl Over NT interference  \_\_\_\_\_

Other uses after X of 2-level bids

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT = 2 or 3 suited

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_