

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted minors
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Mini splinter; fit showing by passed hand
 Jump shifts after major opening Mini splinter; fit showing by passed hand
 Responses to strong 2 suit opening Positive = A + K
 Responses to 2NT opening 3♥♠=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: _____
 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: Minorwood
 4♣ Gerber when? Over 1NT
 Other Conventions

Unassuming cue bids	Fit showing jumps by passed hand
Support doubles	
Lebensohl	
Inverted minors	
4th suit GF	



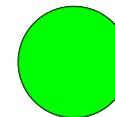
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STANDARD SYSTEM CARD

Names: Paula Schroor Rena Kaplan
 ABF Nos: 146757 31968
 Basic System: Standard 2/1 Game Force Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3, 11+ pts 1♦ 3, 11+ pts 1♥ 5, 11+ pts 1♠ 5, 11+ pts
 1 NT 14-17 may contain 5 card major
 2♣ Stayman: simple extended Other: 5/4 stayman
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣
 2 NT ♦ Other: _____
 2♣ Weak major OR any Acoll 2 OR 20-22 balanced OR solid minor with outside A
 2♦ Game Force or 23-24 balanced
 2♥ 5+♥ + 5+ another, less than opening hand
 2♠ 5+♠ + 5+ minor, less than opening hand
 2 NT 5+ both minors, less than opening hand
 3 NT Gambling

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

Inverted minors	4th suit forcing to game
Fit showing jumps by passed hand	2 over 1 forcing to game
Cue raises	Minor suit keycard

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls 2 suited Unusual NT Minors
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor 2 suiter non touching suits
 Immed cue of major 2 suiter non touching suits
 Over opponent's 1NT (weak) x = penalties; 2♣=majors; 2♦,♥,♠=transfer; nat in 4th seat
 Over opponent's 1NT (strong) as above
 Over weak twos Double with lebensohl
 Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+♦, 6+ hcp	2NT 12-14 natural
	1♥/♠	4+♥, 6+ hcp	3♣ weak
	1NT	6-11 hcp	3♦ splinter
	2♣	natural, forcing to 2NT	3♥ splinter
	2♦	mini splinter	3♠ splinter
	2♥	splinter; fit showing by PH	3NT 15-16 hcp
	2♠	splinter; fit showing by PH	4 bids pre-emptive
1♦	1♥/♠	4+♥/♠, 6+ hcp	3♣ splinter
	1NT	6-11 hcp	3♦ weak
	2♣	Natural GF	3♥ splinter
	2♦	natural; forcing to 2NT	3♠ splinter
	2♥	mini splinter; fit showing by PH	3NT 15-16 HCP
	2♠	mini splinter; fit showing by PH	4♦ pre-emptive
	2NT	12-14 natural	4 Other splinter
1♥/♠	1NT	1 round force	3♣ splinter; fit showing by PH
	2♣	natural; GF	3♦ splinter
	2♦	natural; GF	3♥/♠ forcing; slam try
	2♥/♠	6-9 hcp	3NT 12-14 HCP; 4+♥/♠
	2NT	natural; 10-12 hcp	4♠/♦ splinter
2♣	2♦	strong enquiry	2♥/♠ pass or correct
	other	2NT= game invitation in either major	
2♦	2♥	negative or waiting	3♠/♦ natural; promises A + K
	2♠	natural; promises A + K	3♥/♠ self supporting suit
	2NT	natural	3NT
2♥/♠	2NT	strong inquiry	3NT to play
	3♠/♦	pass or correct	4♠/♦ pass or correct
	3♥/♠	pre-emptive	4♥/♠ to play
2NT	3♣	to play	4♣ keycard
	3♦	to play	4♦ keycard
	3♥	natural; forcing	4♥ to play
	3♠	natural; forcing	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ slam try in ♣ or ♦

3♥/3♠ slam try in ♥ or ♠

4♣ keycard for ♣

4♦ keycard for ♦

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

double

Defence to opening Two's: Multi 2♦ double shows bid suit

RCO style 2-s

double shows bid suit

Other 2-s

Defence to strong ♣

natural

Lebensohl

Over NT interference

Other uses

used with take-out doubles

Take out of 4 level pre-empts

4♠/4♦ double

4♥ to play

4♣ to play

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: preemptive
 Jump raises - majors limit forcing Other: preemptive
 Jump shifts after minor opening fit showing
 Jump shifts after major opening fit showing
 Responses to strong 2 suit opening 2C- 2D = neg. or waiting
 Responses to 2NT opening Baron, Transfers, 3S = minor 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
 Discards McKenney high encourage low encourage
 odd/even Other:
 Count natural reverse

CONVENTIONS

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

Other Conventions

short suit trials
 4th suit game force



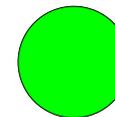
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STANDARD SYSTEM CARD

Names: Janina Fleiszig Tammy Bloom
 ABF Nos: 360392 131512
 Basic System: STANDARD AMERICAN
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 2 11+ HCP 1♦ 4 11+ HCP 1♥ 5 11+ HCP 1♠ 5 11+ HCP
 1 NT 15-17 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♣ game force or 23+ balanced
 2♦ weak 2 in major or 20-22 balanced
 2♥ 5 hearts + 5 other less than opening
 2♠ 5 spades + 5 minor less than opening
 2 NT 5 minors less than opening
 3 NT gambling minor

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

COMPETITIVE BIDDING

Negative doubles through 4 S Responsive doubles through 4 S
 Jump overcalls weak Unusual NT minors or lower unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor majors
 Immed cue of major Michaels (other major + minor)
 Over opponent's 1NT (weak) aspro
 Over opponent's 1NT (strong) aspro
 Over weak twos X = T/O
 Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4 card 6+ HCP	2NT 11- 13 HCP (no 4 card major)
	1♥/♠	4 card 6+HCP	3♣ preemptive
	1NT	6-10 HCP (no 4 card major)	3♦ splinter
	2♣	5 card 6-10 HCP	3♥ splinter
	2♦	fit showing jump	3♠ splinter
	2♥	fit showing jump	3NT to play
	2♠	fit showing jump	4 bids H/S to play; C/D invitational
<hr/>			
1♦	1♥/♠	4 card 6+ HCP	3♣ fit showing jump
	1NT	6-10 HCP (no 4 card major)	3♦ preemptive
	2♣	4 card 11+ HCP	3♥ splinter
	2♦	3 card 6-10 HCP	3♠ splinter
	2♥	fit showing jump	3NT 13-15 HCP with support
	2♠	fit showing jump	4♦ preemptive
	2NT	11- 12 bal or 16+ (with support)	4 Other to play
<hr/>			
1♥/♠	1NT	6- 10 HCP	3♣ fit showing jump
	2♣	4 card 11+ HCP	3♦ fit showing jump
	2♦	5 card 11+ HCP	3♥/♠ preemptive
	2♥/♠	3 card 5-10 HCP	3NT 13-15 HCP with support
	2NT	11-12 bal or 16+ (with support)	4♣/♦ splinters
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2♣	2♦	negative or waiting	2♥/♠ positive with 5 card suit
	other	2NT 6-9 HCP; 3H/S 6 card suit; 4 any 7 card suit	
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2♦	2♥	pass or correct	3♣/♦
	2♠	pass or correct	3♥/♠ play or correct
	2NT	enquiry	3NT 4H + 4S (5-8HCP)
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2♥/♠	2NT	enquiry	3NT to play
	3♣/♦	pass or correct	4♣/♦ pass or correct
	3♥/♠	invitational	4♥/♠ to play
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2NT	3♣	to play	4♣ to play
	3♦	to play	4♦ to play
	3♥	natural and forcing	4♥ to play
	3♠	natural and forcing	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	natural slam try
3♥/3♠	singleton in other major, game values
4♣	Gerber
4♦	Stayman for 3 card major
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

X = T/O

Defence to opening Two's: Multi 2♦ X= 15+; 2NT= 15-17; 2H/S= limit T/O of other major

RCO style 2-s

Other 2-s

Defence to strong ♣

aspro

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empt

4♣/4♦ X= T/O

4♥ X=T/O; 4NTmin 4♠ X=T/O; 4NT= 2 suiter

OTHER NOTES

aspro over 1C (strong)

BASIC RESPONSES

Jump raises - minors limit forcing Other: Pre-emptive
 Jump raises - majors limit forcing Other: Pre-emptive
 Jump shifts after minor opening Splinter
 Jump shifts after major opening Splinter
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening 3C = Stayman, Others = 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: natural count
 Signal on declarer's lead natural count
 Discards McKenney high encourage low encourage
 odd/even Other:
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 30-41
 4♣ Gerber when? Over 1NT and 2NT openings only

Other Conventions

No-trump raises Weak Jump Shift Responses
 Super accepts over transfers Splinters
 Crowhurst enquiry after 1NT and 2NT rebid



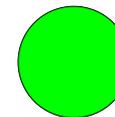
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STANDARD SYSTEM CARD

Names: Cathie Lachman Helen Snashall
 ABF Nos: 140856 132055
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4, 11-19 1♦ 4, 11-19 1♥ 4, 11-19 1♠ 4, 11-19
 1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended Other:
 Transfers 2♦ Hearts 2♥ Spades 2♠ C (3C likes)
 2 NT D (3D likes) Other:
 2♣ Game Force
 2♦ Weak 6-10
 2♥ Weak 6-10
 2♠ Weak 6-10
 2 NT 20-22 Balanced
 3 NT Gambling, any long suit, no outside card

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

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT Lowest unbid suits
 1NT overcall (immediate) 15-18 + System(re-opening) 10-14 + system on
 Immed cue of minor Michaels cue bid
 Immed cue of major Michaels cue bid
 Over opponent's 1NT (weak) Landy = 2C = Majors
 Over opponent's 1NT (strong) Landy = 2C = Majors
 Over weak twos X + Lebensohl
 Over opening threes X = take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+, 6+	2NT 10-12 or 16+ club raise
	1♥/♠	4+, 6+	3♣ Distributional 10-12
	1NT	8-10	3♦ splinter
	2♣	4, 6-9	3♥ splinter
	2♦	WJS	3♠ splinter
	2♥	WJS	3NT 13-15 balanced club raise
	2♠	WJS	4 bids 4C = raise 4D to 4S splinter
1♦	1♥/♠	4+, 6+	3♣ WJS
	1NT	6-9	3♦ Distributional 10-12
	2♣	10+ F1	3♥ splinter
	2♦	4+, 6-9	3♠ splinter
	2♥	WJS	3NT 13-15 balanced diamond raise
	2♠	WJS	4♦ D raise
	2NT	10-12 or 16+ diamond raise	4 Other splinter
1♥/♠	1NT	6-9	3♣ WJS
	2♣	10+, F1	3♦ WJS
	2♦	10+, F1	3♥/♠ Distributional 10-12
	2♥/♠	6-9	3NT 13-15 balanced H/S raise
	2NT	10-12 or 16+ H/S raise	4♣/♦ splinter
2♣	2♦	Less than A&K	2♥/♠ 1.5 controls, 5+
	other	Natural with 1.5 controls	
2♦	2♥	F1	3♣/♦ 3C = F, 3D preemptive
	2♠	F1	3♥/♠ splinter
	2NT	Feature ask	3NT To play
2♥/♠	2NT	Feature ask	3NT To play
	3♣/♦	F	4♣/♦ Splinter
	3♥/♠	preemptive	4♥/♠ To play
2NT	3♣	Stayman	4♣ Gerber
	3♦	Tfx to H	4♦ Slam invite
	3♥	Tfx to S	4♥ To play
	3♠	Tfx to C or D	4♠ To play
	3NT	To play	other 4NT = invitational

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam Invite

3♥/3♠ Slam Invite

4♣ Gerber

4♦ Sets suit, invites q bidding

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

Shape and strength

Defence to 3NT opening

4C = take out

Defence to opening Two's: Multi 2♦ X = take out of 1 of the majors

2NT = 15-19 with system on

RCO style 2-s

2NT = 15-19 with system on, natural bidding

Other 2-s

2NT = 15-19 with system on, natural bidding

Defence to strong ♣

1D = Majors, 1NT = Minors, natural bidding

Lebensohl

Over NT interference

Other uses _____

Take out of 4 level pre-empt

4♣/4♦ x = takeout

4♥ x = takeout

4♠ X = values; 4NT = 2 suited takeout

OTHER NOTES
