

BASIC RESPONSES

Jump raises - minors limit forcing Other: inverted

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening splinters _____

Jump shifts after major opening splinters _____

Responses to strong 2 suit opening 2d = neg/waiting, _____

Responses to 2NT opening mod puppet, transfers, pivots _____

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: High enc only on Aces, nat count other times

Signal on declarer's lead nat count or smith peters

Discards McKenney high encourage low encourage
odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

SWINE	Blackout
Lebensohl	exclusion keycard
fit showing jumps	crowhurst
splinters	
low level transfer responses	



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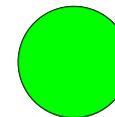
STANDARD SYSTEM CARD

Names: Peter Hollands Justin Howard

ABF Nos: 656658 _____

Basic System: Acol _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+ (3) 1♦ 4+ 1♥ 4+ 1♠ 4+

1 NT 11-14 can be semi bal, denies 4-4 M may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Pivot 2♥ Nat invitational 2♠ Nat invitational

2 NT pivot Other: _____

2♣ Gameforce

2♦ 4+D, 4+S weak 1st/2nd, 4+D 4+H 3rd, intermediate 6 card suit 4th

2♥ 4+H, 4+S weak 1st/2nd, weak single suiter 3rd, intermediate 6 card suit 4th

2♠ weak (can be 4 at fave)

2 NT 20-22 bal

3 NT gambling 1st/2nd to play 3rd/4th

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

Comic NT (very aggressive) 1NT may contain singleton

low level transfer responses 2 level openings vary in seat

Pivots (structure over 1nt) _____

COMPETITIVE BIDDING

Negative doubles through 7s Responsive doubles through 7s

Jump overcalls weak Unusual NT LUBS

1NT overcall (immediate) Comic (re-opening) 11-14

Immed cue of minor micheals

Immed cue of major micheals

Over opponent's 1NT (weak) 2c=majors, 2d=good single suiter major, 2h/s bad major

Over opponent's 1NT (strong) same as weak but X=4M 5m

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+ hearts	2NT	10-12 bal
	1♥/♠	4+spades, 4+diamonds	3♣	6-9 hcp 4+C
	1NT	6-10	3♦	splinter
	2♣	4+C, 10+	3♥	splinter
	2♦	splinter	3♠	splinter
	2♥	splinter	3NT	13-15 bal
	2♠	splinter	4 bids	exclusion keycard

1♦	1♥/♠	4+h, 4+S 6+	3♣	splinter
	1NT	6-10	3♦	6-9 hcp 4+D
	2♣	4+C 10+	3♥	splinters
	2♦	4+D,10+	3♠	splinter
	2♥	splinter	3NT	13-15 bal
	2♠	splinter	4♦	preemptive
	2NT	10-12	4 Other	exclusion keycard

1♥/♠	1NT	6-10	3♣	splinter
	2♣	4+c 10+	3♦	splinter
	2♦	4+d 10+	3♥/♠	16+ with support
	2♥/♠	6-9 with support	3NT	13-15 with support
	2NT	10-12 with support	4♣/♦	splinters

2♣	2♦	waiting/negative	2♥/♠	6+ with 2 of the top three honours
other		after 2c-2d-2h= forces 2s, 2nt=25+,		

2♦	2♥	natural non forcing	3♣/♦	natural non forcing
	2♠	to play	3♥/♠	to play
	2NT	inquiry	3NT	to play

2♥/♠	2NT	inquiry	3NT	to play
	3♣/♦	nat nonforcing	4♣/♦	nat nonforcing
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	modified puppet stayman	4♣	5/5 majors
	3♦	transfer to hearts	4♦	transfer to hearts
	3♥	transfer to spades	4♥	transfer to spades
	3♠	pivot to 3nt	4♠	to play
	3NT	both minors slam invite	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5/5 minors weak, 5/5 minors slam try
3♥/3♠	slam try in suit
4♣	to play
4♦	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 lowest feature

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X = values, pass then double is t/o

RCO style 2-s X = values, pass then double is t/o

Other 2-s x=t/o

Defence to strong ♣ x=majors, 1nt=minors

Lebensohl Over NT interference

Other uses over weak twos

Take out of 4 level pre-empt 4♣/4♦ x=t/o

4♥ x=t/o 4♠ x=t/o

OTHER NOTES

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 2♦ = Negative or Waiting
 Responses to 2NT opening Puppet Stayman, Transfers to Majors

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 _____
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1403
 4♣ Gerber when? _____

Other Conventions

Crowhurst _____
 Swine _____
 Blackout _____



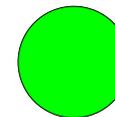
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STANDARD SYSTEM CARD

Names: Ben Kingham Angus Munro
 ABF Nos: _____
 Basic System: ACOL _____ Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 10-22, 4+♣ 1♦ 10-22, 4+♦ 1♥ 10-22, 4+♥ 1♠ 10-22, 4+♠
 1 NT 11-14 (Denies 4-4 ♥♠, Can be semi-bal) may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣
 2 NT ♦ Other: Super Accepts
 2♣ Game Force or 23+ Balanced
 2♦ 5-10, 6♦
 2♥ 5-10, 6♥
 2♠ 5-10, 6♠
 2 NT 21-22 Balanced
 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 Lowest 2 unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) Landy, X = Penalty
 Over opponent's 1NT (strong) Landy
 Over weak twos X = Take Out + Lebensohl
 Over opening threes X = Take Out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦, 5+	2NT	10-12, 4+♣
	1♥/♠	4+♥/♠, 5+	3♣	16+, 4+♣
	1NT	5-10	3♦	Splinter 10-12
	2♣	5-9, 4+♣	3♥	Splinter 10-12
	2♦	Splinter 6-9 or 13+	3♠	Splinter 10-12
	2♥	Splinter 6-9 or 13+	3NT	13-15, 4+♣
	2♠	Splinter 6-9 or 13+	4 bids	

1♦	1♥/♠	4+♥/♠, 5+	3♣	Splinter 6-9 or 13+
	1NT	5-10	3♦	16+, 4+♦
	2♣	4+♣, 10+	3♥	Splinter 10-12
	2♦	5-9, 4+♦	3♠	Splinter 10-12
	2♥	Splinter 6-9 or 13+	3NT	13-15, 4+♦
	2♠	Splinter 6-9 or 13+	4♦	Pre-emptive
	2NT	10-12, 4+♦	4 Other	

1♥/♠	1NT	5-10	3♣	Splinter 6-9 or 13+
	2♣	4+♣, 10+	3♦	Splinter 6-9 or 13+
	2♦	4+♦, 10+	3♥/♠	16+, 4+♥/♠
	2♥/♠	6-9, 4+♥/♠	3NT	13-15, 4+♥/♠
	2NT	10-12, 4+♥/♠	4♠/♦	Splinter 10-12

2♣	2♦	Negative or Waiting	2♥/♠	5+♥/♠, 8+
	other			

2♦	2♥	5+♥ forcing	3♠/♦	5+♠ forcing / Preemptive raise
	2♠	5+♠ forcing	3♥/♠	GF+ Splinter
	2NT	Feature ask, Inv+	3NT	To Play

2♥/♠	2NT	Feature ask, Inv+	3NT	To Play
	3♠/♦	5+♠/♦	4♠/♦	
	3♥/♠	Preemptive Raise ♥/♠	4♥/♠	To Play

2NT	3♣	Puppet Stayman	4♣	6+♣, 8+
	3♦	Transfer to ♥	4♦	6+♦, 8+
	3♥	Transfer to ♠	4♥	To Play
	3♠	Minor Suit Stayman	4♠	To Play
	3NT	5♣ 4♥ Non Forcing	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam Try ♣/♦
3♥/3♠	Slam Try ♥/♠
4♣	Gerber
4♦	
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 Features up the line

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ X = Majors 5/4, 1nt = Minors 5/4

Lebensohl Over NT interference _____

Other uses Over weak 2 bids and weak 2 level raises.

Take out of 4 level pre-empts 4♠/4♦ _____

4♥ _____ 4♣ _____

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening splinters and fit showing in competition

Jump shifts after major opening splinters and fit showing in competition

Responses to strong 2 suit opening 2D= waiting

Responses to 2NT opening puppet staymen + 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 _____

Discards McKenney high encourage low encourage
odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314

4♣ Gerber when? _____

Other Conventions

inverted minors when partner hasnt passed _____

fourth suit forcing _____

cue bids _____

cue raises _____

our overcalls may be weak _____



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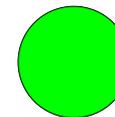
STANDARD SYSTEM CARD

Names: Nathan Howard Ivan Hu

ABF Nos: _____

Basic System: Standard American _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+cards 11+pts 1♦ 3+cards 11+pts 1♥ 5+cards 11+pts 1♠ 5+cards 11+pts

1 NT 15-17 _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds Other: super accepts

2♣ Game Force

2♦ 5+ diamonds less than opening hand

2♥ 5+ hearts less than opening hand

2♠ 5+ spades less than opening hand

2 NT 20-22 balanced

3 NT gambling

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

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls weak _____ Unusual NT as many minors as possible

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor Majors

Immed cue of major as many majors as possible

Over opponent's 1NT (weak) canapae in first seat x= penalty

Over opponent's 1NT (strong) canapae in first seat x= club canapae, except in 4th seat

Over weak twos x= take out

Over opening threes x= take out

