

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak 0 - 6  
 Jump raises - majors limit  forcing  Other: Weak 0 - 6  
 Jump shifts after minor opening Bergen if a minor else 2♥/♠ weak < 5 hcp  
 Jump shifts after major opening Bergen Raises  
 Responses to strong 2 suit opening 2♦♥ are negative  
 Responses to 2NT opening Lavings and 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 Natural Count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? After 1NT/2NT openings  
 Other Conventions

DOPI and ROPI



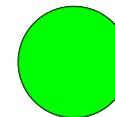
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## STANDARD SYSTEM CARD

Names: Les Calcraft Tony Lusk  
 ABF Nos: 194018 303356  
 Basic System: Acol  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 8+, 3+ 1♦ 8+, 4+ 1♥ 8+, 4+ 1♠ 8+, 4+  
 1 NT 12 - 14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣  
 2 NT to ♦ Other: \_\_\_\_\_  
 2♣ Acol 8 playing tricks or 21-22 flat  
 2♦ Game force  
 2♥ 6 - 10, 6 card suit  
 2♠ 6 - 10, 6 card suit  
 2 NT 22 -23 may contain a 5 card Major  
 3 NT Pre-empt in minors 1st, 2nd seat. Good hand in 3rd,4th seat

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

Namyats in 1st or 2nd seat only. Good M sl  
 with outside Ace or King

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠  
 Jump overcalls Weak Unusual NT 2 lowest 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) 2♣ = Majors  
 Over opponent's 1NT (strong) 2♣ = Majors  
 Over weak twos X = TO  
 Over opening threes X = TO

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4+	2NT	13+, 5+ ♣
	1♥/♠	5+, 4+	3♣	0 - 6, 4+ ♣
	1NT	8 - 10, 4♣	3♦	Splinter
	2♣	7 - 10, 5+ ♣	3♥	Splinter
	2♦	11 - 12, 5+ ♣	3♠	Splinter
	2♥	< 5, 6+ ♥	3NT	13 - 15 flat
	2♠	< 5, 6+ ♠	4 bids	Pre-emptive

1♦	1♥/♠	5+, 4+	3♣	11 - 12, 4+ ♦
	1NT	6 - 8, 4+ ♦	3♦	0 - 6, 4+ ♦
	2♣	9+, 4+	3♥	Splinter
	2♦	7 - 10, 4+ ♦	3♠	Splinter
	2♥	< 5, 6+ suit	3NT	13+, 4+ ♦
	2♠	as above	4♦	Pre-emptive
	2NT	13+, 4♦	4 Other	

1♥/♠	1NT	6 - 8	3♣	7 - 9, 4 card support
	2♣	9+, 4+	3♦	10 - 11, 4 card support
	2♦	9+, 4+	3♥/♠	0 - 6, 4 card support
	2♥/♠	6 - 9, 3 card support	3NT	13+, 4 card support
	2NT	13+, 4+ support	4♣/♦	Splinter

2♣	2♦	0 - 9 hcp	2♥/♠	8+, 5+ suit
other	2NT = 8+ no 5 card suit			

2♦	2♥	0 - 9 relay	3♣/♦	8+, 5+ suit
	2♠	8+, 5+ suit	3♥/♠	2♣/3♥ = 8+, 5+ suit
	2NT	8+, no 5 card suit	3NT	-

2♥/♠	2NT	Forcing	3NT	To play
	3♣/♦	To play	4♣/♦	Splinter
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	5 - card Major ask	4♣	Gerber
	3♦	Transfer to ♥	4♦	-
	3♥	Transfer to ♠	4♥	To play
	3♠	5/4 ♠/♥	4♠	To play
	3NT	To play	other	4NT Quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Forcing, 5+ suit, 16+ hcp

3♥/3♠ as above

4♣ Gerber

4♦ na

4♥ To play

4♠ To play

Unusual NT: minors  other suits  lower 2 unbid suits

other Michaels

### Other slam bidding

Cue Bids

Asking Bids

### 4th Suit Forcing

One round

Game force

### NT Checkback

Priorities

Fit then other Major

### Defence to 3NT opening

4♣ = TO; 4♦ = stronger TO

### Defence to opening Two's: Multi 2♦ Double = TO; 2NT = 15 - 18 (Lavings and Transfers)

Over 2NT 3♣ = TO and 3♦ = stronger TO

### RCO style 2-s

Double = TO

### Other 2-s

Double = TO

### Defence to strong ♣

X = Majors 4+/4+; 1NT = minors 4+/4+; 1 of a suit natural; 2♣ = ♣

2♦/♥/♠ = pre-emptive

### Lebensohl

Over NT interference  not used

### Other uses

### Take out of 4 level pre-empts

4♣/4♦ X = TO

4♥ X = TO

4♠ X = penalty

## OTHER NOTES

After 1 suit/1NT is doubled for TO then system is ON. After 1NT X (penalty) then suits natural

After 2NT - 3♣ - 3♦ then responder bids 4 card Major held

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 15 -17 with 4+ fit  
 Jump raises - majors limit  forcing  Other: 15 - 17 with 4+ fit  
 Jump shifts after minor opening Game force; 4+ suit  
 Jump shifts after major opening Game force; 4+ suit  
 Responses to strong 2 suit opening na  
 Responses to 2NT opening Lavings and 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 Count  
 Discards McKenny  high encourage  low encourage   
 odd/even  Other: McKenny when obvious  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? Directly after 1NT/2NT openings  
 Other Conventions

McNeil escape over 1NT doubled	DOPI
Long suit trials	4NT specific Ace ask
Lebensohl	5NT specific K ask
Truscott raises	Blue Club overcalls
Cue raises	



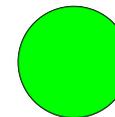
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## STANDARD SYSTEM CARD

Names: Toby Manford Susan Clements  
 ABF Nos: 127558 128546  
 Basic System: Acol  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 4 (3) 11+ 1♦ 4 11+ 1♥ 4 11+ 1♠ 4 11+  
 1 NT 12 - 14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ => ♥ 2♥ => ♠ 2♠ => ♣  
 2 NT => ♦ Other: Super accept in minors (M's rarely)  
 2♣ 8/9 playing tricks or 23 - 24 balanced  
 2♦ Game Force  
 2♥ 6 card ♥ suit, 6 - 10 non-vul, 8 - 10 vul  
 2♠ 6 card ♠ suit, 6 - 10 non-vul, 8 - 10 vul  
 2 NT 21 - 22 no singleton  
 3 NT Gambling, long minor, no outside Ace

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

Defence to Multi 2♦ \_\_\_\_\_  
 Defence to strong ♣ \_\_\_\_\_  
 4♣/♦ = solid suit transfer to ♥/♠ \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠  
 Jump overcalls Weak Unusual NT 2 Lower suits (Blue Club)  
 1NT overcall (immediate) 15 - 18 (re-opening) 9 - 12  
 Immed cue of minor Extremes (Blue Club)  
 Immed cue of major Extremes (Blue Club)  
 Over opponent's 1NT (weak) LANDY  
 Over opponent's 1NT (strong) LANDY  
 Over weak twos Double = TO (Optional)  
 Over opening threes Double = TO (Optional)

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4+	2NT	4+ ♣, 10 -12 or 18+
	1♥/♠	ditto	3♣	4+ ♣, 15-17
	1NT	8-10, 4+ ♣	3♦	Splinter
	2♣	5 - 7, 4+ ♣	3♥	Splinter
	2♦	Game force, 4+ suit	3♠	Splinter
	2♥	ditto	3NT	13-15, 4+ ♣
	2♠	ditto	4 bids	4♣=RKCB
1♦	1♥/♠	5+, 4+	3♣	Game force, 4+ suit
	1NT	5 - 8 balanced	3♦	15-17, 4+ ♦
	2♣	9+, 4+ ♣	3♥	Splinter
	2♦	5+, 4+ ♦	3♠	Splinter
	2♥	Game force, 4+ suit	3NT	12-14, 4+ ♦
	2♠	ditto	4♦	RKCB
	2NT	10-12 or 18+, 4+ ♦	4 Other	
1♥/♠	1NT	5 - 8 balanced	3♣	Game force, 4+ suit
	2♣	9+, 4+ ♣	3♦	ditto
	2♦	ditto	3♥/♠	15-17, 4+ fit
	2♥/♠	5 - 9, 4+ fit	3NT	12-14, 4+ fit
	2NT	10 -11 or 18+, 4+ fit	4♣/♦	Splinter
2♣	2♦	Negative	2♥/♠	7+, 5+ suit
other	2NT 8 - 10 balanced; 3♣,♦ 7+, 5+ suit			
2♦	2♥	Negative	3♣/♦	7+, 5+ suit
	2♠	7+, 5+ suit	3♥/♠	7+, 5+ suit
	2NT	8 -10 flat	3NT	11+ flat
2♥/♠	2NT	OGUST	3NT	To play
	3♣/♦	Forcing	4♣/♦	na
	3♥/♠	Competitive	4♥/♠	To play
2NT	3♣	5 card Major ask	4♣	Ace ask
	3♦	Transfer to ♥	4♦	Slam interest in ♦
	3♥	Transfer to ♠	4♥	Long ♥ no Ace
	3♠	5♠ and 4♥	4♠	Long ♠ no Ace
	3NT	To Play	other	4NT Quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Slam Interest 6+ suit, invites cues

3♥/3♠ ditto

4♣ Gerber

4♦ na

4♥ To Play

4♠ To Play

Unusual NT: minors  other suits  lower 2 unbid suits

other Blue Club Overcalls

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities Major fit

Defence to 3NT opening 4♣ = Majors

Defence to opening Two's: Multi 2♦ Double shows ♥, 2♥ shows ♠,

2NT = strong balanced (then natural)

RCO style 2-s Suits natural, 2NT as above

Other 2-s Suits natural, 2NT as above

Defence to strong ♣ DISCO: X = ♣; 1 suit natural; 1NT = 5/5 M's; 2♣ = 5/5 ♣/♠;

2♦ = 5/5 ♦/♥; 2♥ = 5/5 ♣/♥; 2♠ = 5/5 ♦/♠; 2NT = minors

Lebensohl Over NT interference

Other uses After opponents weak two, and partners double

Take out of 4 level pre-empts 4♣/4♦ X = TO for Majors

4♥ Bus. with ♠ 4♠ X = Business, 4NT = minors

## OTHER NOTES

McNeil after penalty X of 1NT: 2♣ = minors; 2♦ = Majors; 2♥/♠ = natural;

XX = forces opener to bid ♣

After 1M - 2NT (10 - 12 or 18+) then 3M is minimum, 3 another suit is a cue and 4M is to play

3NT is balanced with stoppers.

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening Strong, sets suit  
 Jump shifts after major opening Jump to minors is a cue Ace or void  
 Responses to strong 2 suit opening n/a  
 Responses to 2NT opening See inside else Other Notes

## 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: In NT second highest  
 Signal on declarer's lead Count where necessary  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

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

### Other Conventions

Blue Club overcalls	Cue Raises
Drury	Truscott
5NT Grand Slam Ask	
DOPI & ROPI	
Trial Bids	



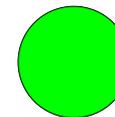
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## STANDARD SYSTEM CARD

Names: Joan Touyz Shira Shilbury  
 ABF Nos: 94900 129429  
 Basic System: Standard  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 11+ 1♦ 3 11+ 1♥ 5 11+ 1♠ 5 11+  
 1 NT 15 - 17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: Lavings  
 Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to ♣  
 2 NT to ♦ Other: Super accepts  
 2♣ Game Force  
 2♦ Weak 6 card Major or 20 - 22 balanced  
 2♥ Weak 5+/5+ ♥ & a minor  
 2♠ Weak 5+/5+ ♠ & another  
 2 NT Both Minors, weak  
 3 NT Gambling

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

Multi 2♦ \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♠  
 Jump overcalls Intermediate Unusual NT Lower Suits  
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 12  
 Immed cue of minor Extremes  
 Immed cue of major Extremes  
 Over opponent's 1NT (weak) Cappelletti; 2NT = minors or strong 2 suiter  
 Over opponent's 1NT (strong) Cappelletti; 2NT = minors or strong 2 suiter  
 Over weak twos Double is takeout  
 Over opening threes Double is optional

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4 card 6+ pts	2NT 11 hcp flat
	1♥/♠	as above	3♣ 9 - 11 4+♣
	1NT	8 - 10 no major	3♦ Splinter
	2♣	Weak	3♥ Splinter
	2♦	Strong sets the suit	3♠ Splinter
	2♥	as above	3NT 12 - 15 flat
	2♠	as above	4 bids 4♣ = RKCB
1♦	1♥/♠	4 card 6+ pts	3♣ Strong
	1NT	8 - 10 no major	3♦ 9 - 11 4♦
	2♣	11+	3♥ Splinter
	2♦	Weak	3♠ Splinter
	2♥	Strong sets the suit	3NT 12 - 15 flat
	2♠	as above	4♦ RKCB
	2NT	11 hcp flat	4 Other 4♣ = Splinter
1♥/♠	1NT	6 - 9	3♣ Ace ♣ or Void
	2♣	10+	3♦ Ace ♦ or Void
	2♦	10+	3♥/♠ 9 - 11
	2♥/♠	Weak	3NT na
	2NT	12 - 15 & 4 card support, flat	4♣/♦ Splinter
2♣	2♦	0 - 7	2♥/♠ 5 card 8+
	other	2NT flat 8+ no 5 card suit	
2♦	2♥	Weak relay	3♣/♦ Natural
	2♠	Prefer ♥	3♥/♠ Natural
	2NT	Forcing	3NT n/a
2♥/♠	2NT	Relay	3NT To Play
	3♣/♦	N/A	4♣/♦ N/A
	3♥/♠	Weak Raise	4♥/♠ To Play
2NT	3♣	To play	4♣ RKCB
	3♦	To play	4♦ RKCB
	3♥	Good suit N/F	4♥ To play
	3♠	Good suit N/F	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Slam invitation

3♥/3♠ as above

4♣ RKCB rarely

4♦ as above

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 strength

Defence to 3NT opening

Double for takeout

Defence to opening Two's: Multi 2♦ Double = 16+, 2NT = 15 - 18 then Lavings

and transfers

RCO style 2-s as above

Other 2-s as above

Defence to strong ♣

Disco 1NT = majors, 2NT = minors, 2♦ = reds,

2♣ = blacks, 2♥ = ♥&♣, 2♠ = ♠&♦

Lebensohl

Over NT interference

Other uses Over opponents' weak 2's

Take out of 4 level pre-empts

4♣/4♦ Optional Double

4♥ X Optional

4♠ 4NT = Takeout

## OTHER NOTES

After 2♦ opening and 2NT rebid then Lavings and Transfers apply (after 3♦ by opener showing a 4 -card Major then responder bids Major held)

After 1♥/♠ - 2NT then 3NT direct rebid is Keycard in the Major opened. Other suit bids are cues or splinters.

After 1NT - 2♣ (Lavings) - 2NT then 3♣ is Baron