

BASIC RESPONSES

Jump raises - minors limit forcing Other: inverted
 Jump raises - majors limit forcing Other:
 Jump shifts after minor opening forcing and slam try
 Jump shifts after major opening forcing and slam try
 Responses to strong 2 suit opening -----
 Responses to 2NT opening stayman and 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: small in suit contracts
 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 McKenney high encourage low encourage
 odd/even Other: first discard only
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: Blkwood=NT, RKCB=suit
 4♣ Gerber when?
 Other Conventions



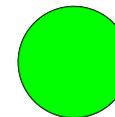
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AUSTRALIAN BRIDGE FEDERATION
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STANDARD SYSTEM CARD

Names: Renee Cooper Kirstyn Fuller
 ABF Nos: 726249 726273
 Basic System: ACOL Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4+ 12+ pt 1♦ 4+ 12+ pt 1♥ 4+ 12+ pt 1♠ 4+ 12+ pt
 1 NT 12-14 pts flat may contain 5 card major
 2♣ Stayman: simple extended Other:
 Transfers 2♦ 2H 2♥ 2S 2♠ 3C
 2 NT 3D Other:
 2♣ Game Force 21+
 2♦ 6+ 6-9pts
 2♥ 6+ 6-9pts
 2♠ 6+ 6-9pts
 2 NT 20-22 flat
 3 NT 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
 1NT overcall (immediate) 16-18 pts (re-opening) 16-18 pts
 Immed cue of minor 12+ pts with a long and stong suit
 Immed cue of major 12+ pts with a long and stong suit
 Over opponent's 1NT (weak) natural
 Over opponent's 1NT (strong) natural
 Over weak twos x = takeout suit = strong 6+ suit
 Over opening threes x = takeout suit = strong 6+ suit

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+, 6+pts	2NT 12-14 pts and Game Force
	1♥/♠	4+, 6+pts	3♣ 4+ support and 6-9 pts
	1NT	6-9 and flat	3♦ 6-11 pts, 6+ Diamonds, good suit
	2♣	4+ support and 10-12 pts	3♥ 6-11 pts, 6+ Hearts, good suit
	2♦	16+pts and 5+ Diamonds	3♠ 6-11 pts, 6+ Spades, good suit
	2♥	16+pts and 5+ Hearts	3NT 15+ and flat
	2♠	16+pts and 5+ Spades	4 bids 12 + pts and setting the suit
1♦	1♥/♠	4+, 6+pts	3♣ 6-11 pts, 6+ Clubs, good suit
	1NT	6-9 and flat	3♦ 4+ support and 6-9 pts
	2♣	10+ and 5+ Clubs	3♥ 6-11 pts, 6+ Hearts, good suit
	2♦	4+ support and 10-12 pts	3♠ 6-11 pts, 6+ Spades, good suit
	2♥	16+pts and 5+ Hearts	3NT 15+ and flat
	2♠	16+pts and 5+ Spades	4♦ slam try in Diamonds
	2NT	12-14 pts and Game Force	4 Other 12 + pts and setting the suit
1♥/♠	1NT	6-9 and flat	3♣ 6-11 pts, 6+ Clubs, good suit
	2♣	10+ and 4+ Clubs	3♦ 6-11 pts, 6+ Diamonds, good suit
	2♦	10+ and 4+ Diamonds	3♥/♠ invitational
	2♥/♠	4+ support and 6-9 Pts	3NT 15+ and flat
	2NT	12-14 pts and Game Force	4♣/♦ 12 + pts and setting the suit
2♣	2♦	negative	2♥/♠ 4+, 8+ pts
	other	3C and 3D 4+, *+ pts and 2NT 8+ pts flat	
2♦	2♥	Natural	3♣/♦ Natural
	2♠	Natural	3♥/♠ 6+, 16+ pts
	2NT	Game Force	3NT To Play
2♥/♠	2NT	Game Force	3NT To Play
	3♣/♦	Natural	4♣/♦ 16+ and setting the suit
	3♥/♠	Natural	4♥/♠ To Play
2NT	3♣	Stayman	4♣ Natural, forcing
	3♦	Transfer to Hearts	4♦ Natural, forcing
	3♥	Transfer to Spades	4♥ -----
	3♠	5-5 in the minors	4♠ -----
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Game forcing and pick either NT or my suit

3♥/3♠ -----

4♣ Setting the suit and slam try

4♦ Setting the suit and slam try

4♥ Setting the suit and slam try

4♠ Setting the suit and slam try

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♦ double = takeout

RCO style 2-s double = takeout

Other 2-s double = takeout

Defence to strong ♣ weak bids at 2 level

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empt

4♣/4♦ X= TO

4♥ X= TO

4♠ X= penalties, 4NT = TO

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening wk 0-5pts and 6 card suit
 Jump shifts after major opening wk 0-5pts and 6 card suit
 Responses to strong 2 suit opening 2♦ = 0-6pts
 Responses to 2NT opening puppet, transfers to majors, 3♠ minor suit staymen

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: 3041
 4♣ Gerber when? _____

Other Conventions

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 jackoby _____



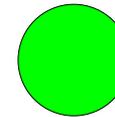
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STANDARD SYSTEM CARD

Names: Jane Reynolds Jess Tearne
 ABF Nos: 666701 726291
 Basic System: Acol Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4+♣, 11+pts 1♦ 4+♦, 11+pts 1♥ 4+♥, 11+pts 1♠ 4+♠, 11+pts
 1 NT 12(11)-14pts may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ to♥ 2♥ to♠ 2♠ to♣
 2 NT to♦ Other: _____
 2♣ Game forcing, 23=pts and flat or 18+ with long suit, or anything partner thinks is strong
 2♦ 6-10pts and 6+♦
 2♥ 6-10pts and 6+♥
 2♠ 6-10pts and 6+♠
 2 NT 20 to 22 pts and flat
 3 NT _____

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 wk Unusual NT LUBS 5/5
 1NT overcall (immediate) 15-17pts (re-opening) 12-14pts
 Immed cue of minor micheals = both majors 5/5
 Immed cue of major micheals = other major + undisclosed minor 5/5
 Over opponent's 1NT (weak) cappellitti
 Over opponent's 1NT (strong) don't
 Over weak twos X= takeout
 Over opening threes X= takeout

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted
 Jump raises - majors limit forcing Other: weak
 Jump shifts after minor opening 0-5
 Jump shifts after major opening Bergen
 Responses to strong 2 suit opening
 Responses to 2NT opening Puppet 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?

Other Conventions

Splinters
 Bergen Raises
 Cue Raises
 Inverted Minors



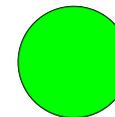
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STANDARD SYSTEM CARD

Names: Jon Michael
 ABF Nos:
 Basic System: Weak NT 5 card majors Brown Sticker
 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 11-14 may contain 5 card major
 2♣ Stayman: simple extended Other:
 Transfers 2♦ 2H 2♥ 2S 2♠ 3C
 2 NT 3D Other:
 2♣ Game Force
 2♦ 6-10 Weak H or 5/5 c & d or c & s
 2♥ 6-10 Weak S or 5/5 H and minor
 2♠ 6-10 Weak C or 5/5 S and red
 2 NT 20-22 Flat
 3 NT

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

Bergen Raises
 Inverted Minors

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S
 Jump overcalls weak Unusual NT LUBS
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor Michaels 5/5 Majors weak or strong
 Immed cue of major Michaels 5/5 Other Major and minor
 Over opponent's 1NT (weak) Cap
 Over opponent's 1NT (strong) DONT
 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+ 6+	2NT	10-12 Flat No major
	1♥/♠	4+ 6+	3♣	0-5 5+
	1NT	6-9 Flat	3♦	Splinter
	2♣	5+ 10+	3♥	Splinter
	2♦	0-5 6+	3♠	Splinter
	2♥	0-5 6+	3NT	to Play
	2♠	0-5 6+	4 bids	
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1♦	1♥/♠	4+ 6+	3♣	splinter
	1NT	6-9 Flat	3♦	5+ 0-5
	2♣	5+ 10+	3♥	splinter
	2♦	5+10+	3♠	splinter
	2♥	6+ 0-5	3NT	to play
	2♠	6+ 0-5	4♦	Key card
	2NT	10-12 Flat No major	4 Other	
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1♥/♠	1NT	6-9 Flat	3♣	6-9 4 card support
	2♣	5+ 10+	3♦	10-11 4 card support
	2♦	5+ 10+	3♥/♠	4 card support 0-5
	2♥/♠	6-9 3 card support	3NT	3 card support 12-14 Flat
	2NT	Game force 4 card support	4♣/♦	splinters
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2♣	2♦	less than A + K / relay	2♥/♠	A + K positive
	other			
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2♦	2♥	pass / correct	3♣/♦	pass / correct
	2♠	pass / correct	3♥/♠	pass / correct
	2NT	forcing	3NT	to play
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2♥/♠	2NT	Forcing	3NT	to play
	3♣/♦	pass / correct	4♣/♦	pass / correct
	3♥/♠	pass / correct	4♥/♠	pass / correct
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2NT	3♣	Puppet Stayman	4♣	Key Card
	3♦	Transfer to H	4♦	Key Card
	3♥	Transfer to S	4♥	to play
	3♠	5S and 4H	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ slam try in Minor

3♥/3♠ slam try in major

4♣ Transfer to H

4♦ Transfer to S

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

Fits

Defence to 3NT opening

Defence to opening Two's: Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empt

4♣/4♦ X= t/o

4♥ X= Cards

4♠ 4NT = t/o X = penalties / cards

OTHER NOTES