

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: Inverted

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    Fit showing F1

Jump shifts after major opening    Fit showing F1

Responses to strong 2 suit opening    2♦: Neg or waiting -> 3♣: 2nd neg

Responses to 2NT opening    5 card stayman; 3♦,♥: Transfer; 3S: 5♠ 4♥

## PLAY CONVENTIONS

'NT' Versus Notrump    'S' Versus Suit     = Both

Sequence leads:    Overlead all     All except AK x (x)

Underlead     Other: vs NT: K=count or unblock, A or Q=attitude

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: DOPI and ROPI

4♣    Gerber  when?    over 1NT opening and 20+ 2NT

Other Conventions

Cue bidding: 1st or 2nd	1NT(X)XX: Any 4/4 weak
Change of suit forcing	
Blackout	



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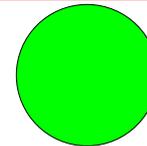
## STANDARD SYSTEM CARD

Names: Margaret Bourke    David Hoffman

ABF Nos: 131792    157627

Basic System: ACOL

Classification: Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 12-,3+♣    1♦ 12-,4+♦    1♥ 12-,4+♥    1♠ 12-,5+♠

1 NT (11+)12-14 : 15-17 in 3rd seat (5 card M)    may contain 5 card major

2♣ Stayman: simple     extended     Other: Extended over 15-17NT

Transfers    2♦ to ♥    2♥ to ♠    2♣ to ♣

2 NT to ♦    Other: \_\_\_\_\_

2♣ Game force; or 23-24 bal

2♦ 5-9, Weak 6+major

2♥ 5-9, Weak 5♥, 4+minor

2♠ 5-9, Weak 5♠, 4+minor

2 NT 20-22 bal - may have 5 card M

3 NT Gambling

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

Cue raises: Limit raise or better

Fit showing jumps

## COMPETITIVE BIDDING

Negative doubles through 4♥    Responsive doubles through 4♥

Jump overcalls    Weak (Int 4th)    Unusual NT    Lowest suits

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

Immed cue of minor    Majors

Immed cue of major    Major + minor

Over opponent's 1NT (weak)    2♣: One suiter; 2♦: Majors; 2♥,♠: 5suit, 4+minor

Over opponent's 1NT (strong)    X: Clubs; 2♣: One suiter; 2♦: Majors; 2♥,♠: 5suit, 4+minor

Over weak twos    X + lebensohl

Over opening threes    X

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5-, 4+♦	2NT	Raise, 15+, denies major
	1♥/♠	5-, 4+♥,♠	3♣	4-8, 4+♣, 8 losers
	1NT	5-9	3♦	Splinter, 9-13 or 18-
	2♣	Inverted 9-11	3♥	Splinter, 9-13 or 18-
	2♦	Fit showing, 9+	3♠	Splinter, 9-13 or 18-
	2♥	Fit showing, 9+	3NT	Raise, 12-14, denies major
	2♠	Fit showing, 9+	4 bids	

1♦	1♥/♠	5-, 4+♥,♠	3♣	Fit showing, 9+
	1NT	5-9	3♦	4-8, 4+♦, 8 losers
	2♣	9-, 4+♣	3♥	Splinter, 9-13 or 18-
	2♦	Inverted 9-11	3♠	Splinter, 9-13 or 18-
	2♥	Fit showing, 9+	3NT	Raise, 12-14, denies major
	2♠	Fit showing, 9+	4♦	
	2NT	Raise, 15+, denies major	4 Other	

1♥/♠	1NT	5-9	3♣	Fit showing, 9+
	2♣	9-, 4+♣	3♦	Fit showing, 9+
	2♦	9-, 4+♦	3♥/♠	4-8, 4+support, 8 losers
	2♥/♠	6-9, 3+ support	3NT	Bal raise, 12-14
	2NT	B raise, 10-11 or 15-; 14-17 spl.	4♣/♦	Splinter, 9-13 or 18-

2♣	2♦	Neg or waiting	2♥/♠	Nat, 3+ controls
other		3♣: Second negative after 2♥,♠		

2♦	2♥	Correctable	3♣/♦	To play
	2♠	Correctable	3♥/♠	Correctable
	2NT	Ogust	3NT	4-8, 44majors

2♥/♠	2NT	Ask	3NT	To play
	3♣/♦	3♣: Correctable; 3♦: To play	4♣/♦	
	3♥/♠	Other M: F1	4♥/♠	

2NT	3♣	5 card stayman	4♣	Gerber
	3♦	♥	4♦	♥
	3♥	♠	4♥	♠
	3♠	Transfer to 3NT -> 4m:RKCB	4♠	Pick a minor
	3NT	To play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	Nat slam try	[5 suit, 43 in majors]
3♥/3♠	Nat slam try	[Singleton, 54 in minors]
4♣	Gerber	
4♦	55 majors, no slam interest	
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 Major fit

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ [2♦] X: TO, 15+

RCO style 2-s X: TO

Other 2-s

Defence to strong ♣ TWERB (Next suit; or 2 suiter in next two; ♠: Non touching)-to 3♣

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦

4♥  4♠

# OTHER NOTES

Cue: 1st or 2nd

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted

Jump raises - majors limit  forcing  Other: Weak (at most 6 HCP)

Jump shifts after minor opening Weak (4-7 HCP) 6-7 card suit

Jump shifts after major opening Bergen (if a minor), 3-card limit raise (if a major)

Responses to strong 2 suit opening 2D (<3 controls)

Responses to 2NT opening 3C enquiry; otherwise Pass or Correct

## 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

Cue raises	Splinters
Puppet Stayman	DOPI
2NT checkback over 1NT rebid	Grand slam force
3C checkback over 2NT rebid	123 doubles over 1NT interference
FSF forcing to game	



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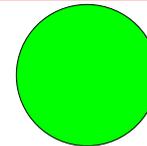
## STANDARD SYSTEM CARD

Names: Earl Dudley Anne Powell

ABF Nos: 156 302 159 786

Basic System: 2/1 GF Standard Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20, 3 1♦ 11-20, 3 1♥ 11-20, 5 1♠ 11-20, 5

1 NT 14-17 may contain 5 card major

2♣ Stayman: simple  extended  Other: Lavings

Transfers 2♦ to hearts 2♥ to spades 2♠ to clubs

2 NT to diamonds Other: \_\_\_\_\_

2♣ GF or (semi) balanced 20-21 or 24-25 or 28-29 HCP

2♦ 6-10 HCP 6 card major or (semi) balanced 22-23 or 26-27 or 30-31 HCP

2♥ 6-10 HCP, 5+5+ in majors or minors

2♠ 6-10 HCP, 5+5+ in red suits or black suits

2 NT 6-10 HCP, 5+5+ clubs/hearts or spades/diamonds

3 NT \_\_\_\_\_

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

Support doubles and redoubles

## COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 4D

Jump overcalls Weak Unusual NT lower unbid suits

1NT overcall (immediate) 15-18 (re-opening) (11) 12-14

Immed cue of minor 5+5+ majors, 6-10 HCP or strong

Immed cue of major 5+5+ other major and a minor, 6-10 HCP or strong

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) Pottage

Over weak twos X (+ Lebensohl)

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+HCP, 4+	2NT	16+ HCP, 5+ support
	1♥/♠	6+ HCP, 4+	3♣	4-7 HCP, 5+ support
	1NT	6-11 HCP	3♦	12+ HCP, splinter
	2♣	10+ HCP if NP, 6-9 if P, 5+suit	3♥	pre-emptive, natural
	2♦	4-7 HCP, 6-7 card suit	3♠	pre-emptive, natural
	2♥	4-7 HCP, 6-7 card suit	3NT	12-15 HCP balanced
	2♠	4-7 HCP, 6-7 card suit	4 bids	pre-emptive

1♦	1♥/♠	6+HCP, 4+	3♣	?
	1NT	6-11 HCP	3♦	4-7 HCP, 5+ support
	2♣	GF, 4+ suit	3♥	pre-emptive, natural
	2♦	10+ HCP if NP, 6-9 if P, 5+suit	3♠	pre-emptive, natural
	2♥	4-7 HCP, 6-7 card suit	3NT	12-15 HCP balanced
	2♠	4-7 HCP, 6-7 card suit	4♦	pre-emptive, natural
	2NT	16+ HCP, 5+ support	4 Other	pre-emptive, natural

1♥/♠	1NT	6-11 HCP	3♣	10-11 HCP, 4-5 card support
	2♣	GF, 4+ suit	3♦	8-9 HCP, 4-5 card support
	2♦	GF, 4+ suit	3♥/♠	<7 HCP, 4-5 card support
	2♥/♠	6-9 HCP, 3 card support or 4333	3NT	12-15 HCP balanced 3 card supp
	2NT	12+ HCP, 4-5 card support	4♣/♦	12+ HCP, splinter

2♣	2♦	<3 controls	2♥/♠	3+ controls, natural
	other	3+ controls, natural		

2♦	2♥	Pass or correct	3♣/♦	Pass or correct
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Strong enquiry	3NT	To play if opener is weak

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Pass or correct	4♥/♠	Pass or correct

2NT	3♣	Strong enquiry	4♣	Pass or correct
	3♦	Pass or correct	4♦	Pass or correct
	3♥	Pass or correct	4♥	Pass or correct
	3♠	Pass or correct	4♠	Pass or correct
	3NT	Strong enquiry	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural slam interest
3♥/3♠	Natural slam interest
4♣	Not used
4♦	Not used
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                      Cheapest length feature

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

Defence to opening Two's:                      Multi 2♦                      X = 15+ HCP, 2Major = T/O of bid suit

RCO style 2-s                      X = 15+ HCP

Other 2-s                      X = 15+ HCP,

Defence to strong ♣                      X = majors, NT =minors

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

Other uses                      After X of weak two

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

4♥ \_\_\_\_\_                      4♠ \_\_\_\_\_

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak, preemptive  
 Jump raises - majors limit  forcing  Other: weak, preemptive  
 Jump shifts after minor opening Weak, 3-7, 6+ cards. Jump to 3 level = splinter  
 Jump shifts after major opening 1♥:2♠ = weak, 6+ cards. 3 of minor: Bergen raise  
 Responses to strong 2 suit opening not applicable  
 Responses to 2NT opening 3♣: forcing enquiry. 3♠: nat, forcing. Other = pass/correct

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: 2nd-highest honour at trick 1  
 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: low encourage on first discard only  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430  
 4♣ Gerber  when? Never. Minor suit RKC Blackwood in some situations

### Other Conventions

4th suit game force (excl. 1♠ and Blackout) xx of suit contract below game: for rescue  
 Lebensohl (many situations) Swine over 1NTx  
 Baron over 2NT rebid or overcall Opening 4NT: Specific Ace ask  
 Inverted minors Long suit trial bids  
 Bergen raises Blackout response to 2/1 reverse



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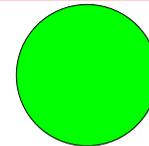


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## STANDARD SYSTEM CARD

Names: Peter Grant Tony Marinos  
 ABF Nos: 156957 255793  
 Basic System: Weak No Trump, 5-card majors Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+, 3 1♦ 11+, 3 1♥ 11+, 5 1♠ 11+, 5  
 1 NT (11) 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: Inv to game via 2♣ only  
 Transfers 2♦ >> hearts 2♥ >> spades 2♠ GF shape inquiry  
 2 NT >> clubs Other: 3C >> diamonds  
 2♠ GF in suit or 21-22 balanced  
 2♦ European multi: weak 2 in major or 23+ balanced  
 2♥ 2-suiter, spades and red suit (< opening values) OR any 4-4-4-1, 18+  
 2♠ 2-suiter, clubs and a major (< opening values)  
 2 NT 2-suiter, diamonds and adjacent suit (< opening values)  
 3 NT Gambling (in any suit): solid 7+ card suit with at most a king outside

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

2-level openings (as above) Herbert responses to t/o x at one level  
 Bergen raises of major openings Specific trump cues  
 Toxic over 1NT, strong 1C and strong 2C

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠  
 Jump overcalls weak Unusual NT 2 lowest unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor Spades and another, 5-5 or better, weak (usually) or strong  
 Immed cue of major Other major and a minor, 5-5 or better, weak (usually) or strong  
 Over opponent's 1NT (weak) Toxic (Double = penalties)  
 Over opponent's 1NT (strong) Toxic (Double shows clubs or reds)  
 Over weak twos Double for takeout. Where no anchor suit, X = 16+  
 Over opening threes Double for takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ points, 4+ cards	2NT	11-12 balanced, 4+ clubs (no M)
	1♥/♠	6+ points, 4+ cards	3♣	4+ clubs, weak
1NT		6-10 points (rarely 11)	3♦	splinter
2♣		10+, 5+ cards, forcing to 2NT	3♥	splinter
2♦		3-7 points, 6+ cards	3♠	splinter
2♥		3-7 points, 6+ cards	3NT	13-15 balanced, 4+ clubs (no M)
2♠		3-7 points, 6+ cards	4 bids	4C = RKC; 4H, 4S: to play

1♦	1♥/♠	6+ points, 4+ cards	3♣	splinter
1NT		6-10 points (rarely 11)	3♦	4+ diamonds, weak
2♣		10+, 4+ clubs	3♥	splinter
2♦		10+, 5+ cards, forcing to 2NT	3♠	splinter
2♥		3-7 points, 6+ cards	3NT	13-15 bal, 4+ diamonds (no M)
2♠		3-7 points, 6+ cards	4♦	RKC Blackwood
2NT		11-12 bal, 4+ diamonds (no M)	4 Other	4H, 4S to play

1♥/♠	1NT	6-10 points (rarely 11)	3♣	10-12, 4-card support
	2♣	10+, 4+ clubs	3♦	8-10, 4-card support
	2♦	10+, 4+ diamonds	3♥/♠	<8, 4-card support
	2♥/♠	6-9, 3-card support	3NT	13-15 balanced, 3-card support
	2NT	12+, 4-card support (GF)	4♣/♦	splinter

2♣	2♦	negative or waiting	2♥/♠	2H = 3 controls; 2S = 4 controls
other		2NT = 9+ balanced; 3 of suit = 10+, 5+ cards inc. 2/3 top honours		

2♦	2♥	pass or correct	3♣/♦	natural, forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	forcing inquiry	3NT	to play (rare)

2♥/♠	2NT	forcing inquiry	3NT	to play (rare)
	3♣/♦	(p/c if partner may hold the suit ....	4♣/♦	As for 3C/3D
	3♥/♠	(..... otherwise natural, forcing	4♥/♠	4H = pass/correx. 4S: to play

2NT	3♣	forcing inquiry	4♣	pass or correct
	3♦	to play	4♦	to play
	3♥	pass or correct	4♥	pass or correct
	3♠	natural, forcing	4♠	to play
	3NT	to play (rare)	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C = transfer to diamonds. 3D = good suit (6+), slam try, invites cues
3♥/3♠	Natural and forcing: good suit (6+), slam try, invites cues
4♣	Natural, not forcing
4♦	Natural, not forcing
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  1S forces for 1 round, else: GF                      Game force

### NT Checkback

Priorities                      2C asks re strength and shape (up the line)

### Defence to 3NT opening

Double shows values

### Defence to opening Two's:

Multi 2♦                      2NT = 16-18, bal.                      Double = 16+ (if no anchor suit shown)

Delayed double = takeout, <16.                      Lebensohl responses to Xs.

### RCO style 2-s

As above.                      Any suit bid is natural, competitive

### Other 2-s

As above

### Defence to strong ♣

Toxic: X = Ds or majors; 1D = Hs or blacks; 1H = Ss or minors;

1S = odd suits; 1NT = clubs or reds

### Lebensohl

Over NT interference

### Other uses

In responding to takeout Xs over weak/multi 2s, etc.

### Take out of 4 level pre-empts

4♣/4♦                      Double

4♥                      Double

4♠                      Double

## OTHER NOTES

Raise of 4th suit promises 16+ (not necessarily 4 cards in suit).

'Up-the-line' responses to 2NT/3C inquiry over opening 2 bid (higher bids show better hand), except after 2D opening (where 3C/3D show a better hand than 3H/3S).

Cue bids are 'up the line' (first-round controls before second), except that responder to 2C opening may show second-round controls first in a co-operative sequence.