

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Bergen (X = on; inter = off)

Jump shifts after minor opening Major = weak 6 card < 6HCP; Minors = Inverted

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: 1 4 / 3 0

4♣ Gerber when?

Other Conventions

4th Suit Forcing	Splinters
Cue Raises	Support Doubles and Redoubles
Asking Bids	Two-Way Checkbacks



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AUSTRALIAN BRIDGE FEDERATION

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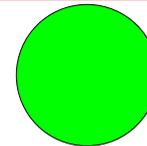
STANDARD SYSTEM CARD

Names: Berenice Folkard Helen Lowry

ABF Nos: 20303 162795

Basic System: Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 1♦ 4 1♥ 5 1♠ 5

1 NT 12 14 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other:

2♣ Game Force 23+ Balanced or 9 playing trick suit

2♦ Weak 6+ ♦

2♥ Weak 6+ ♥

2♠ Weak 6+ ♠

2 NT 20 - 22 Balanced

3 NT Gambling

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

Bergen Raises

Inverted Minors

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Minors / Lower Unbid Suits

1NT overcall (immediate) 16 - 18 (re-opening) 11 - 14

Immed cue of minor Majors

Immed cue of major Other Major + Minor

Over opponent's 1NT (weak) Hamilton X = Penalty

Over opponent's 1NT (strong) D O N T X = Single Suiter

Over weak twos X , then Lebensohl

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6 - 9 HCP 4+ ♦	2NT	10 - 11 Balanced
	1♥/♠	6 - 9 HCP 4+ ♥ / ♠	3♣	< 6 HCP, 5+ ♣
	1NT	6 - 9 HCP	3♦	Splinter
	2♣	10 - 14 HCP, 5+ ♣	3♥	Splinter
	2♦	6 - 9 HCP, 5+ ♣	3♠	Splinter
	2♥	< 6 HCP, 6 ♥	3NT	12 - 14 Balanced Raise
	2♠	< 6 HCP, 6 ♠	4 bids	4♥ / 4♠ to Play
1♦	1♥/♠	6 - 9 HCP, 4+ ♥ / ♠	3♣	6 - 9 HCP, 5+ ♦
	1NT	6 - 9 HCP	3♦	< 6 HCP, 5+ ♦
	2♣	10+ HCP, 4+ ♦	3♥	Splinter
	2♦	10 - 14 HCP, 5+ ♦	3♠	Splinter
	2♥	< 6 HCP, 6 ♥	3NT	12 14 Balanced Raise
	2♠	< 6 HCP, 6 ♠	4♦	to Play
	2NT	10 - 11 Balanced	4 Other	4♥ / 4♠ to Play
1♥/♠	1NT	6 - 9 HCP	3♣	6 - 9 HCP, 4-Card Support
	2♣	10+ HCP, 4+ ♣	3♦	10 - 11 HCP, 4-Card Support
	2♦	10+ HCP, 4+ ♣	3♥/♠	< 6 HCP, 4+ ♥ / ♠
	2♥/♠	6 - 9 HCP, 3♥ / 3♠	3NT	12 - 14 Balanced Raise
	2NT	12= HCP, 4 ♥ / ♠	4♣♦	Splinter
2♣	2♦	Negative, 0 - 7 HCP	2♥/♠	and 3♣♦, Nat, 8+, Game Force
	other	after 2♦: 2♥ = artificial 23+ Unbal or 10+ pl.trks, then 2♠ = artificial enquiry		
2♦	2♥	Forcing	3♣♦	Forcing
	2♠	Forcing	3♥/♠	Splinter
	2NT	Strong Enquiry - shows Shortage	3NT	to Play
2♥/♠	2NT	Strong Enquiry - shows Shortage	3NT	12 - 14 Balanced
	3♣♦	Forcing	4♣♦	Splinter
	3♥/♠	to Play	4♥/♠	to Play
2NT	3♣	Puppet Stayman	4♣	Slam Try
	3♦	Transfer to ♥	4♦	Slam Try
	3♥	Transfer to ♠	4♥	to Play
	3♠	Minors	4♠	to Play
	3NT	to Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam interest

3♥/3♠ Slam interest

4♣

4♦

4♥

4♠

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=Takeout; 4♣ = ♥; 4♦ = ♥ + ♠

Defence to opening Two's:

Multi 2♦ X=Takeout; 2NT= 15-18 Bal - then Puppet Stayman

RCO style 2-s

X=Takeout; 2NT = 15 - 18 Balanced, then Puppet Stayman

Other 2-s

X = Takeout; 2NT = 15 - 18 Balanced; then Puppet Stayman

Defence to strong ♣

X = Majors; 1NT = Minors

Lebensohl

Over NT interference

Other uses

after Double of their Weak Two

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

OTHER NOTES

All systems ON over DOUBLE; OFF over INTERFERENCE.

BASIC RESPONSES

Jump raises - minors limit forcing Other: Weak, inverted minor raises
 Jump raises - majors limit forcing Other:
 Jump shifts after minor opening weak in major, fit showing in minor
 Jump shifts after major opening weak in major (1S-3H=splinter), fit showing in minor
 Responses to strong 2 suit opening 2C: CAB, 3H,3S = good 6+ suit, 3NT = v good suit
 Responses to 2NT opening (equiv) 3C=4/5 Stayman, 3D,H transf, 3S 5S+4H, 3NT to play

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: J from KJ10 Overlead against slams
 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 if thought appropriate
 Discards McKenney high encourage low encourage
 odd/even Other:
 Count natural reverse

CONVENTIONS

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

Other Conventions

Splinters	POD1 and P0R1
Support x and xx	
Fit showing jumps after passing	
Fit showing jumps of overcalls	
Cue raises of overcalls	



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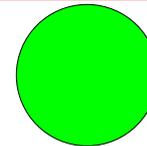


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STANDARD SYSTEM CARD

Names: Marcia Scudder Inez Glander
 ABF Nos: 55141 16721
 Basic System: Standard with 2-over-1 game force Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3 (12+) 1♦ 3 (12+) 1♥ 5 (12+) 1♠ 5 (12+)
 1 NT 14-17 may contain 5 card major
 2♣ Stayman: simple extended Other: Lavings enquiry
 Transfers 2♦ -> 2H 2♥ -> 2S 2♠ -> 3C
 2 NT -> 3D Other: 4C/D -> 4H/S
 2♣ Game force (control responses)
 2♦ Weak 2H or 2S or 20-22 bal or Acoll 2 in any suit
 2♥ 5+/5+ in H/S or C/D < opening or ~ 8 playing tricks
 2♠ 5+/5+ in C/S or H/D < opening or ~ 8 playing tricks
 2 NT 5+/5+ in D/S or C/H < opening or ~ 8 playing tricks
 3 NT Gambling = long set up minor, no more than K outside

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

Opening 2's
 1NT may contain 5 card major or 6 card minor
 Two suited jump overcalls and cues

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S
 Jump overcalls Weak in major Unusual NT Lower unbid suits
 1NT overcall (immediate) 14-18 (re-opening) 10-12
 Immed cue of minor 1C 2D (when C at least 3) = D + S, 1D 2D = C + S
 Immed cue of major 1H 2H = C + S, 1S 2S = C + H
 Over opponent's 1NT (weak) Mod DONT x = pen, 2C = single suiter, others 2 suiters
 Over opponent's 1NT (strong) DONT x = single suiter, others 2 suiters
 Over weak twos x
 Over opening threes x

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ D forcing	2NT	12-15 bal forcing
	1♥/♠	4+ H/S forcing	3♣	5-8 unless passed or in comp
	1NT	6-10 bal no 4 card major	3♦	splinter
	2♣	10+ unless passed or in comp	3♥	splinter
	2♦	fit showing jump with D	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4 bids	natural

1♦	1♥/♠	4+ H/S forcing	3♣	fit showing jump with C
	1NT	6-10 bal no 4 card major	3♦	5-8 unless passed or in comp
	2♣	natural and game force	3♥	splinter
	2♦	10+ unless passed or in comp	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4♦	weak with D
	2NT	12-15 bal forcing	4 Other	natural

1♥/♠	1NT	0-11 forcing	3♣	fit showing jump
	2♣	natural and game force	3♦	fit showing jump
	2♦	natural and game force	3♥/♠	forcing raise, asks for cue
	2♥/♠	7-9 with support	3NT	16-17 bal
	2NT	12-15 bal forcing	4♣/♦	splinters

2♣	2♦	0-1 controls (K=1 A=2)	2♥/♠	2/3 cont. etc (incl 2NT)
other		3m = reasonable suit, 3M = almost solid suit, 3NT = very solid suit		

2♦	2♥	P/C opp weak 2H, 2S	3♣/♦	
	2♠	P/C opp weak 2H, 2S, pref H	3♥/♠	
	2NT	enquiry	3NT	

2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct

2NT	3♣	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	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	game force, asks for RKCB responses with Qxx or better
3♥/3♠	game force, asks for RKCB responses with Qxx or better
4♣	-> 4H (SA Texas)
4♦	-> 4S (SA Texas)
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 one level two level Game force

NT Checkback Priorities 3 card support, 4 other major

Defence to 3NT opening natural

Defence to opening Two's: Multi 2♦ 2NT= 15-18 x = any other strong hand

RCO style 2-s as above

Other 2-s x = take out

Defence to strong ♣ CRASH (2C =colour; 2D=rank, 1NT=shape)

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Over strong 1C x = 16+

Over 1H or 1S overall of strong 1C, 1NT is forcing

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: Bergen raises

Jump shifts after minor opening weak 6 card suit

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2C's=GF a suit =8+ 5 card suit 2D's =0-7 or waiting bid 8+ no 5 card suit

Responses to 2NT opening Puppet stayman, transfers 3S's 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: odds and evens

Signal on declarer's lead odds and evens

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? 4nt-p-5nt=1 or 3 with a void 4nt-p-6suit =2 or 4 with that void

Other Conventions

4th suit forcing to game lebensohl

texas transfers namyats

2C invitational check back

2D game force check back

drury after 3rd and 4th seat opening



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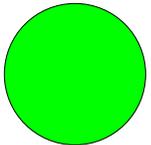
STANDARD SYSTEM CARD

Names: Judy Mott Avril Zets

ABF Nos: 44482 477958

Basic System: _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

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: 3C minor stayman-weak 3D minor stayman- strong

2♠ Game Force or Flat 23+

2♦ 0-7 weak in a major

2♥ 8-10 6 card suit

2♠ 8-10 6 card suit

2 NT 20-22

3 NT Minor pre-empt

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

support x's to 2 S's

COMPETITIVE BIDDING

Negative doubles through 4 Hearts Responsive doubles through 4 Hearts

Jump overcalls weak Unusual NT Other minor and a major

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor michaels weak or strong

Immed cue of major michaels weak or strong

Over opponent's 1NT (weak) x=Penalties 2C=both majors 2D=ss in major 2H=H's and a minor 2

Over opponent's 1NT (strong) x=Penalties 2C=both majors 2D=ss in major 2H=H's and a minor 2

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 D 6+ points	2NT	11-12 no 4 card major
	1♥/♠	4H/S 6+ points	3♣	weak
	1NT	6-10	3♦	
	2♣	5C 10+points	3♥	
	2♦		3♠	
	2♥	weak 6 card suit 0-5	3NT	to play
	2♠	weak 6 card suit 0-5	4 bids	4 C slam interest

1♦	1♥/♠	4H/S 6+points	3♣	
	1NT	6-10	3♦	weak
	2♣	4C 10+ points	3♥	
	2♦	5D 10+points	3♠	
	2♥	weak 6 card suit 0-5	3NT	to play
	2♠	weak 6 card suit 0-5	4♦	slam interest
	2NT	11-12 no 4 card major	4 Other	splinter

1♥/♠	1NT	5-10	3♣	4H 6-9 points
	2♣	4 C 10 + points	3♦	4H 10-11 points
	2♦	4D 10+ points	3♥/♠	4H weak
	2♥/♠	3H 5-9 points	3NT	3H 13-15 points
	2NT	4H 12+points	4♣♦	slinter 4H 10-14

2♣	2♦	0-8 Points or 8+ points no 5 card suit	2♥/♠	5+ and 8+ points
	other	suit = 5+ and 8+ points		

2♦	2♥	pass or correct	3♣♦	to play
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	enquiry	3NT	to play

2♥/♠	2NT	enquiry	3NT	to play
	3♣♦	GF	4♣♦	splinter
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	puppet stayman	4♣	slam interest
	3♦	transfer to H's	4♦	slam interst
	3♥	transfer to S's	4♥	to play
	3♠	minor stayman	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3 C = weak minor stayman 3D= strong minor stayman
3♥/3♠	singletonH/S with 3 cards in the other major and 5/4 either way in the minors
4♣	transfer to H's
4♦	transfer to S's
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other over a minor opening = other minor and a mjr

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

 Priorities

Defence to 3NT opening

4C's =T.O to majors with longer H's 4D's T.O to majors with longer S's

Defence to opening Two's:

Multi 2♦ X = 12+ points bid =12+ 5+ in the suit 2NT=15-18

RCO style 2-s

X=12+ points

Other 2-s

X=12+points

Defence to strong ♣

X= both majors 1NT= minors

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ 4NT X= points

OTHER NOTES

over our opening minor pre-empt when partner bids another suit raise with 3 bid 3NT with 1 and bid the m
2D opening =weak in a mojr 4C's= transfer to the major 4D's= bid your major