

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak <10 (inverted)

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening 16+ (Soloway)

Jump shifts after major opening 16+ (Soloway)

Responses to strong 2 suit opening Control-showing over 2♣; conventional over other

Responses to 2NT opening 3♣ inquiry; 3♦, 3♥ - pass or correct; 3♠ to play.

PLAY CONVENTIONS

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

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

Underlead Other: lead of K asks for count

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 where required

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? over NT opening

Other Conventions

Forcing 1NT to Mjr opening Drury

Inverted minor raises Unassuming cue bids

Walsh ♦ Modified Michaels/ Unusual NT

Splinters - strong Support Doubles

Lebensohl



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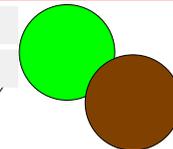
STANDARD SYSTEM CARD

Names: Rex Hanson Judy Herring

ABF Nos: 61344 173568

Basic System: Standard 2/1 Game Force Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3; 12+ hcp 1♦ 3; 12+ hcp 1♥ 5; 12+ hcp 1♠ 5; 12+ hcp

1 NT 16-18 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to 3♣

2 NT 7pts Other: 3♣ to 3♦

2♠ Game force, within a trick of game.

2♦ Weak 2 in hearts; OR, at least 5/5 wk or G-F in Spades & Clubs; OR 19-20 Balanced

2♥ Weak 2 in Spades; OR, at least 5/5 wk or G-F in Clubs & Diamonds; OR 21-22 Bal.

2♠ At least 5/5 wk or Game-force in Hearts & a minor; OR 23-24 Bal.

2 NT At least 5/5 wk or Game-force in Spades & red suit; OR 25-26 Bal.

3 NT Gambling, no outside honour

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

1NT resp. to Mjr suit opening: fcg, one round. Inverted mnr raises, incl over overcalls.

1♦ response to 1♣ - denies 4cd Mjr if weak 2♦ & 2♥ no initial anchor suit (hence X of 1NT, or any artificial opening. Brown sticker)

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠

Jump overcalls 11-16 Unusual NT Minors, or minor + Major

1NT overcall (immediate) 16-18 (re-opening) 10-12

Immed cue of minor Michaels: Both majors (<10 or Game-force)

Immed cue of major Other Major + minor (<10 or Game force)

Over opponent's 1NT (weak) X = penalty; all other bids = TWERB

Over opponent's 1NT (strong) TWERB

Over weak twos X= 13+; 2NT = 16-18

Over opening threes X for takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	denies 4 cd Mjr, unless strong	2NT	13-15, doesn't deny 4cd Mjrs
	1♥/♠	5+ hcp, 4+ suit	3♣	5-9 pts, 5+ cd suit
	1NT	9-11 hcp, denies 4cd Mjr	3♦	Slam interest splinter
	2♣	11+ hcp, 4cd suit, poss. 4cd Mjr	3♥	Slam interest splinter
	2♦	16+ hcp, Soloway	3♠	Slam interest splinter
	2♥	16+ hcp, Soloway	3NT	16-18 hcp, denies 4cd Mjr
	2♠	16+ hcp, Soloway	4 bids	Natural
1♦	1♥/♠	5+ hcp, 4+ suit	3♣	16+ hcp, Soloway
	1NT	5-9 hcp, denies 4cd Mjr	3♦	5-9 pts, 5+ cd suit
	2♣	G/f, 5+ suit, generally	3♥	Slam interest splinter
	2♦	11+ hcp, 4cd suit, poss. 4cd Mjr	3♠	Slam interest splinter
	2♥	16+ hcp, Soloway	3NT	16-18 hcp, denies 4cd Mjr
	2♠	16+ hcp, Soloway	4♦	preemptive
	2NT	13-15, doesn't deny 4cd Mjrs	4 Other	4♣ Slam interest splinter
1♥/♠	1NT	Fcg, denies 4cd spt, 5-12 usually	3♣	16+ hcp, Soloway
	2♣	G/f, 5+ suit,	3♦	16+ hcp, Soloway
	2♦	G/f, 5+ suit,	3♥/♠	limit raise
	2♥/♠	6-9 hcp, 3+ spt	3NT	13-15 hcp, 3 cd spt
	2NT	2 or 4cd spt, 13+	4♣♦	Slam interest splinter
2♣	2♦	0-1 controls	2♥/♠	2♥= 2ctrls; 2♠= 3ctrls in 2suits
	other	2NT= 3ctrls(3 Ks); 3♣= 4 ctrl; 3♦ = 5 ctrl		
2♦	2♥	pass or correct	3♣♦	Exclusion
	2♠	Exclusion	3♥/♠	3♠= Exclusion
	2NT	13+ hcp, fcg inquiry	3NT	
2♥/♠	2NT	11+ hcp, fcg inquiry/ 9+, fcg inquiry	3NT	
	3♣♦	See notes	4♣♦	See notes
	3♥/♠	See notes	4♥/♠	See notes
2NT	3♣	7+ hcp, fcg inquiry	4♣	
	3♦	pass or correct	4♦	pass or correct
	3♥	pass or correct	4♥	pass or correct
	3♠	Preference, < 7pts	4♠	To play
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣=transfer to ♦; 3♦ = 6+ pts, singleton or void in ♦
3♥/3♠	6+ pts, 6+ pts, singleton or void in bid suit
4♣	N/A
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	N/A

Unusual NT: minors other suits lower 2 unbid suits

other or minor + Major

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♦ Two Way Exclusion Relay Bids (TWERB)

RCO style 2-s

TWERB

Other 2-s

Natural or TWERB depending if there is an anchor suit.

Defence to strong ♣

TWERB

Lebensohl

Over NT interference

Other uses

After takeout X of Opp's wk2; after 2-level reverse by partner

Take out of 4 level pre-empts

4♣/4♦

4♥ 4♠

OTHER NOTES

♣ response to 2♥ opening = pass or correct; 3♣ or 3♦ response to 2♥ = exclusion.

3♦ response to 2♣ opening = to play; 3♣ or ♦ to 2♠ = pass or correct (to ♥).

BASIC RESPONSES

Jump raises - minors limit forcing Other: 16+

Jump raises - majors limit forcing Other: 16+

Jump shifts after minor opening splinters

Jump shifts after major opening " "

Responses to strong 2 suit opening

Responses to 2NT opening

PLAY CONVENTIONS

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

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

Underlead Other: k from a/k doubleton

Four or more with an honour 4th highest attitude

3rd/5th Other:

From 4 small 2nd highest Other: small

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:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? direct over nt opening

Other Conventions

swine	splinters - mini,maxi, mega	crowhurst	truscott responses to X
support Xs and XXs		nt raises	fit showing jumps



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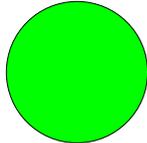
STANDARD SYSTEM CARD

Names: Betty MILL Bill TUTTY

ABF Nos:

Basic System: Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 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♦ h 2♥ s 2♠ c

2 NT d Other:

2♣ game force or 23+ bal

2♦ 5-9 6 card suit

2♥ 5-9 " "

2♠ 5-9 " "

2 NT 20-22 bal

3 NT gambling no outside entry

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

COMPETITIVE BIDDING

Negative doubles through 4h Responsive doubles through 4h

Jump overcalls weak Unusual NT Michaels

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) " "

Over weak twos x take out 2nt 16-18

Over opening threes x take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+	6+	2NT	10-12 4+c
	1♥/♠	4+	6+	3♣	16+
	1NT	8-10		3♦	splinter
	2♣	6-9		3♥	"
	2♦	splinter		3♠	"
	2♥	"		3NT	13-15 4+c
	2♠	"		4 bids	

1♦	1♥/♠	4+	6+	3♣	splinter
	1NT	6-9		3♦	16+ 4+d
	2♣	4+ 10+		3♥	splinter
	2♦	6-9		3♠	"
	2♥	splinter		3NT	13-15 4+d
	2♠	"		4♦	
	2NT	10-12 4+d		4 Other	

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

2♣	2♦	less than 3 controls		2♥/♠	good 5 card with 3 controlc
	other	2nt bal with 3controls			

2♦	2♥	natural and force		3♣♦	
	2♠	" " "		3♥/♠	
	2NT	ogust		3NT	

2♥/♠	2NT	ogust		3NT	
	3♣♦			4♣♦	
	3♥/♠			4♥/♠	

2NT	3♣			4♣	
	3♦			4♦	
	3♥			4♥	
	3♠			4♠	
	3NT			other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	force
3♥/3♠	force
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 crowhurst _____

Defence to 3NT opening

Multi 2♦ _____

Defence to opening Two's:

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣

Lebensohl

Over NT interference _____

Other uses _____

Take out of 4 level pre-empts

4♣/4♦ x
4♥ x
4♠ 4nt

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: inverted

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening weak _____

Jump shifts after major opening weak _____

Responses to strong 2 suit opening _____

Responses to 2NT opening 3C stayman, 3D transfer to H, 3H transfer to S

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 reverse in trump suit

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions

Nilslander Slinginkol	Jacoby
Lightner doubles	cue bids
unassuming cue bids	checkback
4th suit forcing	Lebensohl
drury	



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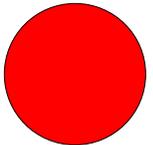
STANDARD SYSTEM CARD

Names: Stephen Hughes Tim Haubrick

ABF Nos: 14362 330159

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 11+ hcp 1♦ 3+, 11+ hcp 1♥ 5+, 11+ hcp 1♠ 5+, 11+ hcp

1 NT 10-12 or 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: puppet

Transfers 2♦ H 2♥ S 2♠ C or D

2 NT _____ Other: _____

2♣ game force or 23-24 bal

2♦ weak 2 in H or S or 20-22 bal

2♥ 5/5 in H & another, 6-10 hcp

2♠ 5/5 in S & C or D, 6-10 hcp

2 NT 5/5 in C & D

3 NT gambling

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

1NT: 10-12 1st & 2nd seats

10-12 3rd seat not vulnerable

15-17 otherwise

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls weak Unusual NT 2 of unbid suits

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) capelletti

Over opponent's 1NT (strong) capelletti

Over weak twos 2NT = 16-18

Over opening threes _____

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+ hcp	2NT	10-12 hcp, not 4 H/S
	1♥/♠	4+, 6+ hcp	3♣	6-9 hcp, not 4 H/S, 5+ C
	1NT	6-9 hcp, not 4 H/S	3♦	
	2♣	10+ hcp, 5+ C, not 4 H/S	3♥	
	2♦	6+ D, 0-5 hcp, no support for C	3♠	
	2♥	6+ H, 0-5 hcp, no support for C	3NT	to play
	2♠	6+ S, 0-5 hcp, no support for C	4 bids	

1♦	1♥/♠	4+, 6+ hcp	3♣	0-5 hcp, 6+ C, no support for D
	1NT	6-9 hcp, not 4 H/S	3♦	6-9 hcp, not 4 H/S, 5+ D
	2♣	10+ hcp, 4+ C	3♥	
	2♦	10+ hcp, 5+ D, not 4 H/S	3♠	
	2♥	6+ H, 0-5 hcp, no support for D	3NT	to play
	2♠	6+ S, 0-5 hcp, no support for D	4♦	
	2NT	10-12 hcp, not 4 H/S	4 Other	

1♥/♠	1NT	6-9 hcp, not 3 H/S	3♣	0-5 hcp, 6+ C, no support for H/S
	2♣	10+ hcp, 4+ C	3♦	0-5 hcp, 6+ D, no support for H/S
	2♦	10+ hcp, 4+ D	3♥/♠	10-12 hcp, 3+ H/S
	2♥/♠	6-9 hcp, 3+ H/S	3NT	to play
	2NT	Jacoby	4♣/♦	

2♣	2♦	negative	2♥/♠	8+ hcp (or A & K), 5+ H/S
	other			

2♦	2♥	pass or correct	3♣/♦	
	2♠	pass or correct, game interest in H	3♥/♠	game invitation in H/S
	2NT	enquiry	3NT	

2♥/♠	2NT	enquiry	3NT	
	3♣/♦	3C = pass or correct after 2S	4♣/♦	
	3♥/♠		4♥/♠	

2NT	3♣	(2NT equivalent) stayman	4♣	
	3♦	transfer to H	4♦	
	3♥	transfer to S	4♥	
	3♠		4♠	
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	slam interest
3♥/3♠	slam interest
4♣	
4♦	
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other 2 of unid suits

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♦ x = take out, 2NT = 16-18

RCO style 2-s x = take out, 2NT = 16-18

Other 2-s x = take out, 2NT = 16-18

Defence to strong ♣ reverse disco

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ x = take out

4♥ 4♠

OTHER NOTES

Blank area for other notes.