

BASIC RESPONSES

Jump raises - minors limit forcing Other: pre-emptive if non-passed
 Jump raises - majors limit forcing Other: pre-emptive
 Jump shifts after minor opening splinter or limit raise
 Jump shifts after major opening splinter or Bergen raise
 Responses to strong 2 suit opening not applicable
 Responses to 2NT opening Puppet Stayman / transfers to majors / minors 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: Small from 3 if partner's suit not supported
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: natural present count
 Signal on declarer's lead natural present count
 Discards McKenney high encourage low encourage
 odd/even Other: 1st discard odd/even = encourage/McKenny
 Count natural reverse initial count

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? if jump over our NT

Other Conventions

Cues	Baron
Artificial enquiries for key cards	Trump probes
Support showing doubles	5NT grand slam try
Cue raises	Leaping Michaels
Balanced responsive doubles	Double of strong 1NT = 5+♦s



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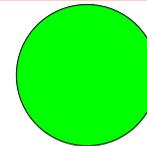


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: David Anderson George Smolanko
 ABF Nos: 195197 199291
 Basic System: Standard
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3, 11+ 1♦ 4 (3 if 4432), 11+ 1♥ 5, 11+ 1♠ 5, 11+
 1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ => ♥ 2♥ => ♠ 2♣ range enquiry
 2 NT => ♣ or ♦ Other: 3♣♦ = natural, invitational
 2♣ Game Force or (22)23+ balanced
 2♦ 6 card ♦ suit, weak 2, < 12 HCP
 2♥ 4+/4+ majors, < 12 HCP
 2♠ 6 card ♠ suit, weak 2, < 12 HCP
 2 NT 20-21 (22) balanced
 3 NT To play, no strict rules, consistent with long running suit.

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

2♦ = weak 2 in diamonds Aggressive overcalls if non-passed partner.
 2♥ = 4+/4+ majors, < 12 HCP Artificial raises of 1-level suit openings.
 Inverted minor raise by non-passed hand

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠
 Jump overcalls Weak Unusual NT Lowest suits
 1NT overcall (immediate) 15-18 (re-opening) 15-18
 Immed cue of minor majors 5+/5+
 Immed cue of major other major + minor 5+/5+
 Over opponent's 1NT (weak) 2♣ = ♥ + another; 2♦ = ♠ + minor; 2NT = minors
 Over opponent's 1NT (strong) as above
 Over weak twos Double = T/O
 Over opening threes Double = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ cards 5+ hcp	2NT	4 cards, balanced, 11-12 hcp
	1♥/♠	4+ cards 5+ hcp	3♣	5+ card support, 5-8 hcp
1NT		no major 6-10	3♦	splinter 12-14 hcp
2♣		4+cards, 13+hcp	3♥	splinter 12-14 hcp
2♦		5+ card support, 9-11 hcp	3♠	splinter 12-14 hcp
2♥		splinter 9-12 hcp	3NT	4 card support, bal, 13-14 hcp
2♠		splinter 9-12 hcp	4 bids	4♣ = key card enquiry

1♦	1♥/♠	4+ cards 5+ hcp	3♣	5+ card support, 9-11 hcp
	1NT	no major 6-10	3♦	5+ card support, 5-8 hcp
2♣		10+ natural	3♥	splinter 12-14 hcp
2♦		4+ cards, 13+ hcp	3♠	splinter 12-14 hcp
2♥		splinter 9-12 hcp	3NT	4 card support, bal, 13-14 hcp
2♠		splinter 9-12 hcp	4♦	pre-emptive
2NT		4 cards, balanced, 11-12 hcp	4 Other	4♦ = key card enquiry

1♥/♠	1NT	6-10	3♣	4 card support, 6-9 hcp
	2♣	10+ natural	3♦	4 card support, 9-11 hcp
	2♦	10+ natural	3♥/♠	weak: 2♣/3♥ = 3 card sup 11-12
	2♥/♠	5-10 with 3 card support	3NT	Bal 12-14 with 4+ card support
	2NT	15+ with 4+ card support	4♣♦	splinter 11-13 hcp

2♣	2♦	artificial positive, say 8+ HCP	2♥/♠	2♥ artificial negative, say < 8 HCP
other		2♣ and up = nat, 5+ cards to Q or better, say 4-7 HCP. 2NT = ♥ suit		

2♦	2♥	enquiry, game interest	3♣♦	natural, NF
	2♠	natural, NF	3♥/♠	natural, GF
	2NT	5+ ♥, F1	3NT	to play

2♥/♠	2NT	enquiry, game interest	3NT	to play
	3♣♦	Natural NF	4♣♦	Natural GF
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	puppet Stayman	4♣	Gerber
	3♦	=> ♥	4♦	natural, sets suit, slam try
	3♥	=> ♠	4♥	natural, sets suit, slammish
	3♠	minor suit Stayman	4♠	natural, sets suit, slammish
	3NT	to play	other	4NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural invitational
3♥/3♠	Natural GF
4♣	Gerber
4♦	Natural GF
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other unlimited

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

Priorities 2♣ GT, forces 2♦: 2♦ GF

Defence to 3NT opening

4♣ for majors

Defence to opening Two's:

Multi 2♦ X = 15+

RCO style 2-s

X = 15+ whenever there is no anchor suit, or if the bid is a transfer etc. even though suit known

Other 2-s

X = TO only over natural bids

Defence to strong ♣

X = hearts & another, 1♦ = spades & minor, 1NT = minors

Lebensohl

Over NT interference Not used

Other uses

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ X

OTHER NOTES

Support doubles & redoubles

Following suit support (except 9 card M fit), new suits at the 3 level show features for NT.

Raise with honour xx of partner's 1 Major response, unless 4-3-3-3

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Strong _____

Jump shifts after major opening Mini/Maxi Splinters _____

Responses to strong 2 suit opening Controls, 2♦ = no more than one king _____

Responses to 2NT opening Major = Forcing _____

PLAY CONVENTIONS

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

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

Underlead Other: A=Attitude, K = Count + Roman _____

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? Over 1NT _____

Other Conventions

Crowhurst after 1NT rebid (15-18) System 'on' for NT overcalls _____

Modified Capelliti 2♣ = Majors _____

2♦ = Single suited Mjr _____

2<M> = Major/Minor _____

Splinters: Mini/Mega/Maxi _____



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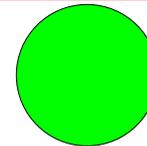
STANDARD SYSTEM CARD

Names: David Lusk Attilio De Luca

ABF Nos: 197904

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ pts, 3+ 1♦ 11+, 4+ 1♥ 11+, 4+ 1♠ 11+, 5+

1 NT 11-14 (Usually 12-14, Vul) may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ Baron

2 NT to 3♣,♦ Other: Using Stayman does not guarantee a Mjr

2♣ Strong: Acol 2 or GF but 21-22 Balanced or 25-26 Balanced

2♦ Multi: Weak 2M or 23-24 Balanced

2♥ (55) Hearts & another 6-10 HCP (May be 5-4 at favourable vuln'bility)

2♠ (55) Spades & a minor 6-10 HCP (May be 5-4 at favourable vuln'bility)

2 NT Both minors (55) 6-10 HCP

3 NT Gambling (Minor)

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

Multi 2s 2♥ Hearts and another TWERB over Strong 1♣

2♠ Spades and a minor Single suited in suit above

2NT Both minors or: the other two suits.

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Minors / Majors (opposite rank)

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

Immed cue of minor Other minor + a major

Immed cue of major Other major + a major

Over opponent's 1NT (weak) Capelliti (Modified)

Over opponent's 1NT (strong) Capelliti (Modified)

Over weak twos X = T/O (Lebensohl)

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4+	2NT	16+ Bal, 3+ card support
	1♥/♠	5+, 4+	3♣	10-11, 5+
	1NT	8-10 and balanced	3♦	---
	2♣	5-9, 4/5+	3♥	---
	2♦	16+, 6+	3♠	---
	2♥	16+, 6+	3NT	3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4 bids	
1♦	1♥/♠	5+, 4+	3♣	16+, 6+
	1NT	5-9, no four card Mjr	3♦	10-11, 4+
	2♣	9+, 4+	3♥	---
	2♦	6-9, 4+	3♠	---
	2♥	16+, 6+	3NT	3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4♦	
	2NT	16+ Bal, 3+ card support	4 Other	
1♥/♠	1NT	5-9	3♣	Mini/Maxi Splinter
	2♣	9+, 4+	3♦	Mini/Maxi Splinter
	2♦	9+, 4+	3♥/♠	10-11, no shortage, 4+,3+
	2♥/♠	5-9, 4+ (3+) (2♠ over 1♥ Spl)	3NT	Value raise to 4<Mjr>
	2NT	16+ Bal, 3+ card support	4♣/♦	Splinter Raise
2♣	2♦	Negative, 0-1 Control	2♥/♠	Steps (2♥= 2 kings or 1 A)
other				
2♦	2♥	Pass/Correct	3♣/♦	Natural, forcing
	2♠	Pass/Correct, 3+ ♥	3♥/♠	Pass/Correct
	2NT	Forcing enquiry	3NT	To play
2♥/♠	2NT	Forcing enquiry	3NT	To play
	3♣/♦	Pass/Correct	4♣/♦	Pass/Correct, preemptive
	3♥/♠	Preemptive	4♥/♠	To play.
2NT	3♣	Stayman over natural 2NT	4♣	Gerber over natural 2NT
	3♦	Transfer --> ♥ over nat 2NT	4♦	Preemptive over direct 2NT
	3♥	Transfer --> ♠ over nat 2NT	4♥	To play
	3♠	5-4 in ♠ & ♥ over nat 2NT	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitational to 3NT, based on broken 6 card minor
3♥/3♠	Strong Slam Try
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Minors over a major; Majors over a minor

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force at 3 level Game force

NT Checkback

 Priorities Secondary major, 3 card support, max/min

Defence to 3NT opening

X = Penalties

Defence to opening Two's:

Multi 2♦ X = T/O; 2NT = 15-18 at least one major stop

RCO style 2-s

First 2 Xs = T/O; 2NT = 15=18

All subsequent doubles are penalties

Other 2-s

First 2 Xs = T/O; 2NT = 15=18

All subsequent doubles are penalties

Defence to strong ♣

Twerb

up to but not including 3NT

Lebensohl

Over NT interference

Other uses

After a weak two opening is doubled by our side for take-out

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X/4NT

4♠ 4NT

OTHER NOTES

DOPI applies in step situations

After 2 level response, 3NT = 15-16, 2NT is stronger

Responsive and competitive doubles apply in competitive auctions over opponents' raises and

Penalty oriented doubles apply over new-suit bids

Cue Raises after overcalls

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: weak

Jump shifts after minor opening G/F splinter

Jump shifts after major opening G/F splinter

Responses to strong 2 suit opening

Responses to 2NT opening 3C = stayman, 3♦, 3♥ transfers, 3♠ Baron

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 when obvious & vs NT (excl op hnr lead)

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? never

Other Conventions

RKC, 5♣ = 0 or 3 key cards	5NT = trump ask
5♦ = 1 or 4 key cards	response 6♣ = 0 top honours
5♥ = 2 key cards no queen of trumps	6♦ = 1 top honours
5♠ = 2 key cards & queen of trumps	6♥ = 2 top honours
5NT = 2 key cards & a void	6♠ = 3 top honours



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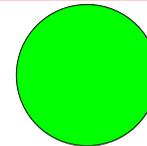
STANDARD SYSTEM CARD

Names: Judy Hocking Kevin Lange

ABF Nos: 197165 197688

Basic System: Modified Grasshopper

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ ♣ 10+ pts 1♦ 4+ ♦ 10+ pts 1♥ 4+ ♥ 10+ pts 1♠ 5+ ♠ 10+ pts

1 NT 14 - 16 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ Baron

2 NT tx to 3♣ Other: 3♣/3♦ = 6 card suit to 2 of the top 3 honours

2♠ 23+bal or 19+ unbalanced

2♦ 8-11: 4+ ♥ 4+ ♠

2♥ 8-11: 5+ ♥ can be 5332 shape or may hold 4+ card minor

2♠ 8-11: 5+ ♠ can be 5332 shape or may hold 4+ card minor

2 NT bal 21-22

3 NT gambling

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

Please refer 2 level openings

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls weak Unusual NT majors or minors

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

Immed cue of minor 5-5 other minor + major

Immed cue of major 5-5 other major + minor

Over opponent's 1NT (weak) 2♣ = single suiter, 2♦ = ♥ & ♠, 2♥♠ = 5+ suit 4+ minor

Over opponent's 1NT (strong) 2nt = both minors; 3♣♦♥♠ = pre-empt

Over weak twos X = takeout 2nt = 15-18

Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+pts 4+ ♦	2NT	10+pts 4+♣ no void
	1♥/♠	6+pts 4+ suit	3♣	4+♣ weak & distrubutional
1NT		6-9 no 4 card major	3♦	G/F splinter void ♦
2♣		6-9 4+ clubs	3♥	G/F splinter void ♥
2♦		G/F splinter	3♠	G/F splinter void ♠
2♥		G/F splinter	3NT	to play
2♠		G/F splinter	4 bids	

1♦	1♥/♠	6+ 4+suit	3♣	G/F splinter
1NT		6-9 no 4 card major	3♦	4+♦ weak & distrubutional
2♣		10+ [8+] pts 5+ suit	3♥	G/F splinter void ♥
2♦		6-9 4+♦	3♠	G/F splinter void ♠
2♥		G/F splinter	3NT	to play
2♠		G/F splinter	4♦	no interference, demands cues
2NT		10+pts 4+♦ no void	4 Other	

1♥/♠	1NT	6-9	3♣	G/F splinter
	2♣	10+ [8+] pts 4+suit	3♦	G/F splinter
	2♦	10+ [8+] pts 4+ suit	3♥/♠	weak
	2♥/♠	6-9 3+ support	3NT	to play
	2NT	10+pts 4+ supp, no single or void	4♣♦	G/F splinter void

2♣	2♦	< 2 controls	2♥/♠	natural 5+, 2+ controls
other		2NT=5+♣, 3♣=5+♦; 3♦=5-8 with 4 cd major; 3♥= 5-8 no major, 3♠=9+ bal		

2♦	2♥	to play	3♣♦	natural to play
	2♠	to play	3♥/♠	to play
	2NT	ask	3NT	to play

2♥/♠	2NT	ask	3NT	to play
	3♣♦	to play	4♣♦	splinter slam try
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	stayman	4♣	natural sets suit & demands cues
	3♦	transfer to ♥	4♦	natural sets suit & demands cues
	3♥	transfer to ♠	4♥	to play
	3♠	baron	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ suit with 2 of the top 3 honours, invite to 3NT if opener has other honour
3♥/3♠	6+ suit slam try, if opener has 3 card support he should cue
4♣	6+ suit ask opener to cue
4♦	6+ suit ask opener to cue
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other majors or minors

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round at 1 level only Game force

NT Checkback

Priorities

Defence to 3NT opening

x - values

Defence to opening Two's:

Multi 2♦ x = 16+ unbalanced, 2nt = 15 -18 bal.

RCO style 2-s

as above

Other 2-s

X = take out

defence to specific 2s; X =t/o of highest rank, all suit bids are natural

Defence to strong ♣

1 level, suit = that suit & another, 2 level = that suit & higher suit,

1NT = single suited hand, 3 level bids, weak jump o/calls

Lebensohl

Over NT interference

Other uses

after t/o x of opponents weak 2 opening

Take out of 4 level pre-empts

4♣/4♦ x

4♥ x

4♠ x; & 4NT for 2 suited takeout

OTHER NOTES

2♦ 2nt; 3♣ = min 4-4 2♥♠ 2nt 3♣ = 4 card suit

3♦ = max 4-4 3♦ = 4 card suit

3♥ = 5+ ♥ 4♠ 3♥ = 5332

3♠ = 5+ ♠ 4♥ 3♠ = 6+ major

3NT = 5+ ♥, 5+ ♠

note if opposition overcall our 2♦♥♠ opening - x = penalties, new suit = natural & forcing