

## 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 Splinters

Responses to strong 2 suit opening 2♦ = negative, all else natural

Responses to 2NT opening Puppet stayman and transfers

## 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 Reverse count

Discards McKenney  high encourage  low encourage

odd/even  Other:

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other:

4♣ Gerber  when? 1NT/2NT openings

### Other Conventions

4th suit Game Force

Long suit game tries

Splinters

Jacoby 2NT

1st/2nd cues



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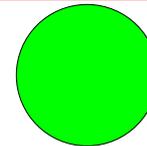
## STANDARD SYSTEM CARD

Names: Alex Lockwood Lauren Travis

ABF Nos: 531545 701815

Basic System: Standard 2/1 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 (14) 15-17 may contain 5 card major

2♣ Stayman: simple  extended  Other:

Transfers 2♦ ♥'s 2♥ ♠'s 2♠ ♣'s

2 NT ♦'s Other: Super-accepts

2♣ Game Force

2♦ 5+♦, 6-10

2♥ 5+♥, 6-10

2♠ 5+♠, 6-10

2 NT 20-22

3 NT 1st/2nd Gambling, 3rd/4th to play

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

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT LUBS

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

Immed cue of minor Majors

Immed cue of major Other major and a minor

Over opponent's 1NT (weak) 2♣ = majors

Over opponent's 1NT (strong) 2♣ = majors

Over weak twos X = take out

Over opening threes X = take out

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Suit, 6+	2NT	11-12, no major
	1♥/♠	Suit, 6+	3♣	5+♣, weak
	1NT	No major, 6-10	3♦	Splinter
	2♣	5+♣, 11+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4 bids	

1♦	1♥/♠	Suit, 6-10	3♣	Weak
	1NT	No major, 6-10	3♦	5+♦, weak
	2♣	Suit	3♥	Splinter
	2♦	5+♦, 11+	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4♦	
	2NT	No major, 11-12	4 Other	

1♥/♠	1NT	Forcing, 6-11	3♣	Splinter
	2♣	Suit, Game Force	3♦	Splinter
	2♦	Suit, Game Force	3♥/♠	4+ support, 10-12
	2♥/♠	3+ support, 6-9	3NT	4+ support, 13-15
	2NT	4+ support, Game Force	4♣/♦	Splinter

2♣	2♦	0-6	2♥/♠	5+ card suit, 7+
	other			

2♦	2♥	Natural, forcing	3♣/♦	Natural, forcing / Natural
	2♠	Natural, forcing	3♥/♠	Natural, non-forcing
	2NT	Ogust	3NT	To play

2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	Splinter
	3♥/♠	Natural	4♥/♠	Natural

2NT	3♣	Puppet stayman	4♣	Gerber
	3♦	5+♥ transfer	4♦	5+♣/5+♦
	3♥	5+♠ transfer	4♥	To play
	3♠	Minor suit slam try	4♠	To play
	3NT	To play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	Gerber
4♦	5+♣/5+♦
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 Up the line \_\_\_\_\_

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

Defence to opening Two's: Multi 2♦ X = 16+ \_\_\_\_\_

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

Defence to strong ♣ X = Majors; 1NT = minors \_\_\_\_\_

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

Other uses \_\_\_\_\_

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

4♥ X 4♠ 4NT (2/3 suits)

# OTHER NOTES

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: unused  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening natural \_\_\_\_\_  
 Jump shifts after major opening unused \_\_\_\_\_  
 Responses to strong 2 suit opening unused \_\_\_\_\_  
 Responses to 2NT opening correctable with point range \_\_\_\_\_

## 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  not used

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? after 1NT, or other suit established

Other Conventions




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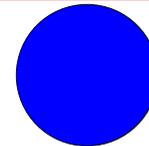


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## STANDARD SYSTEM CARD

Names: Alex Dunbar Jarrad Dunbar  
 ABF Nos: 557048 691161  
 Basic System: Precision BROWN STICKER  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 16+ HCP 1♦ 0+♦, 11-15 HCP 1♥ 5+♥ 11-15 HCP 1♠ 5+♠ 11-15 HCP  
 1NT 13-15 HCP, balanced may contain 5 card major   
 2♣ Stayman: simple  extended  Other: transfer to 2♦  
 Transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to 3♣  
 2NT 8-10 HCP, balanced Other: sign off  
 2♠ 6+ major 6-10 HCP non vol, 8-10 HCP vol, or 6+ minor 11-15 HCP  
 2♦ 5+, 5+, in majors or minors, 11-15 HCP  
 2♥ 5+♥, 5+ minor, 6-10 HCP  
 2♠ 5+♠, 5+ minor, 6-10 HCP  
 2NT 5+, 5+, in majors or minors, 6-10 HCP non vol, 8-10 HCP vol  
 3NT unused

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

2♣ unusual meaning 6+ card in any suit  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through unused Responsive doubles through 3S  
 Jump overcalls unused Unusual NT unused  
 1NT overcall (immediate) 16-18 HCP (re-opening) 16-18 HCP  
 Immed cue of minor unjused  
 Immed cue of major unused  
 Over opponent's 1NT (weak) natural overcalls  
 Over opponent's 1NT (strong) natural overcalls  
 Over weak twos natural overcalls  
 Over opening threes Fishbein

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7 HCP	2NT	unused
	1♥/♠	1♥ 8-10 HCP, 1♠ 11-13 HCP	3♣	..
	1NT	14+ HCP	3♦	..
	2♣	6+♥ 3-7 HCP, transfer to ♥	3♥	..
	2♦	6+♠ 3-7 HCP, transfer to ♠	3♠	..
	2♥	5+♥, 5+ minor, 3-7 HCP	3NT	..
	2♠	5+♠, 5+ minor, 3-7 HCP	4 bids	..

1♦	1♥/♠	4+ cards, 0-10 HCP	3♣	unused
	1NT	deny 4 cards major, 0-10 HCP	3♦	..
	2♣	11-13 HCP any hand	3♥	..
	2♦	14-15 HCP any hand	3♠	..
	2♥	5+♥, 14-15 HCP	3NT	..
	2♠	5+♠, 14-15 HCP	4♦	..
	2NT	16+ HCP	4 Other	4♣ Gerber

1♥/♠	1NT	asking bid for more info 10+ HPC	3♣	unused
	2♣	5+♣, limited natural	3♦	unused
	2♦	5+♦, limited natural	3♥/♠	3+ cards, 11+ PC
	2♥/♠	3+ cards, 8-10 PC	3NT	unused
	2NT	strong game force	4♣♦	

2♣	2♦	correctable 0-7 HCP	2♥/♠	2♥ 8-10 HCP, 2♠ 11-13 HCP
	other	2NT 14+ HCP		

2♦	2♥	correctable, 0-7 HCP	3♣♦	3♣, correctable 14+ HCP
	2♠	correctable, 8-10 HCP	3♥/♠	unused
	2NT	11-13 HCP	3NT	..

2♥/♠	2NT	2♣ over 2♥, 2NT over 2♠ asking	3NT	unused
	3♣♦	5+cards, natural limited	4♣♦	..
	3♥/♠	3+ cards, natural with support	4♥/♠	sign off

2NT	3♣	correctable, 0-12 HCP	4♣	correctable 13+ HCP
	3♦	.. ..	4♦	.. ..
	3♥	unused	4♥	
	3♠	..	4♠	
	3NT	..	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	unused
3♥/3♠	..
4♣	Gerber
4♦	transfer to ♥
4♥	transfer to ♠
4♠	unused

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round  unused                       Game force

NT Checkback                       Priorities                      unused

Defence to 3NT opening                      natural overcalls

Defence to opening Two's:                      Multi 2♦                      natural overcalls

RCO style 2-s

Other 2-s

Defence to strong ♣                      natural overcalls

Lebensohl                      Over NT interference                       natural overcalls

Other uses

Take out of 4 level pre-empts                      4♣/4♦                      Fishbain

4♥ sign off                       4♠ sign off

# OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted

Jump raises - majors limit  forcing  Other: Weak

Jump shifts after minor opening natural, weak

Jump shifts after major opening natural, inv

Responses to strong 2 suit opening 2D = forced

Responses to 2NT opening stayman, transfers

## PLAY CONVENTIONS

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

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

Underlead  Other: A = Attitude, K = 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 Count

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions




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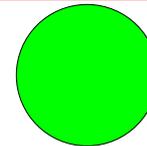
## STANDARD SYSTEM CARD

Names: Shane Harrison Samuel Schulz

ABF Nos: 711128 717975

Basic System: Two Over One Game Force Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-21, 2+ 1♦ 11-21, 4+ 1♥ 11-21, 5+ 1♠ 11-21, 5+

1 NT 14-17 may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ -->♥ 2♥ -->♠ 2♣ -->♣

2 NT -->♦ Other: Super-accepts

2♠ Game force

2♦ 3-7, (5)6M

2♥ 8-11, (5)6♥

2♠ 8-11, (5)6♠

2 NT 20-21

3 NT Gambling

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

Light 3rd seat opening with 4 card majors


## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♦

Jump overcalls weak Unusual NT LUBS

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

Immed cue of minor Michael's Cue Bid

Immed cue of major Michael's Cue Bid

Over opponent's 1NT (weak) Multi Landy

Over opponent's 1NT (strong) Multi Landy, X = 4M, 5+m

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♦	3+♦	2NT	11-12
	1♥/♠	4+♥/♠	3♣	0-6, 5+♣
	1NT	8-10	3♦	Splinter
	2♣	10+, 5+♣	3♥	Splinter
	2♦	7-9, 5+♣	3♠	Splinter
	2♥	3-7, 6♥	3NT	13-15
	2♠	3-7, 6♠	4 bids	

1♦	1♥/♠	4+♥/♠	3♣	9-11, 6♣
	1NT	6-10	3♦	6-9, 5+♦
	2♣	4+♣, GF	3♥	Splinter
	2♦	10+, 4+♦	3♠	Splinter
	2♥	3-7, 6♥	3NT	13-15
	2♠	3-7, 6♠	4♦	Pre-emptive
	2NT	11-12	4 Other	

1♥/♠	1NT	Semi-forcing	3♣	9-11, 6♣
	2♣	4+♣, GF	3♦	9-11, 6♦
	2♦	4+♦, GF	3♥/♠	6-9, 4♥/♠
	2♥/♠	6-9, 3♥/♠	3NT	Splinter
	2NT	10+, 4+♥/♠	4♣♦	Splinter

2♣	2♦	Forced	2♥/♠	
	other			

2♦	2♥	Correctible	3♣♦	Natural
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Enquiry	3NT	To Play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣♦	Natural	4♣♦	Splinters
	3♥/♠	Pass or correct	4♥/♠	Pass or correct

2NT	3♣	Stayman	4♣	Gerber
	3♦	--> ♥	4♦	--> ♥
	3♥	--> ♠	4♥	--> ♠
	3♠	Transfer to a minor	4♠	Minors
	3NT	To play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	1354/3145
3♥/3♠	4 of other major
4♣	Gerber
4♦	--> ♥
4♥	--> ♠
4♠	Minors

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♦

RCO style 2-s

Other 2-s

Defence to strong ♣                    X = Majors, NT = Minors

Lebensohl                    Over NT interference

Other uses

Take out of 4 level pre-empts                    4♣/4♦                    X = T/O

4♥                    4NT = minors                    4♠                    4NT = two-suiter

# OTHER NOTES