

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Preemptive

Jump raises - majors limit  forcing  Other: Preemptive

Jump shifts after minor opening 16+ solid suit

Jump shifts after major opening Mini or maxi splinters

Responses to strong 2 suit opening Via 1C opening: 3c is Baron + transfers.

Responses to 2NT opening 3C is an ask

## 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: Could lead 4th

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

Other: Count at NT

Signal on declarer's lead Count

Discards McKenney  high encourage  low encourage

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

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 14 30

4♣ Gerber  when? Over 1NT only

### Other Conventions

Over our Gambling 3NT 4D asks for shortage and 4NT asks for length. After 1C opening and weak response (X, XX, pass) and 2 level interference 2NT is Lebensohl style.

After 1C opening and positive response X is penalty.



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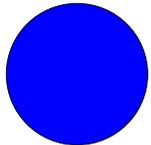
## STANDARD SYSTEM CARD

Names: Gary Ridgway Arthur Robbins

ABF Nos: \_\_\_\_\_

Basic System: Precision

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16hcp 0 1♦ 11-15 4 1♥ 11-15 5(4) 1♠ 11-15 5

1 NT 12-15 may contain 5 card major

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

Transfers 2♦ > H 2♥ > S 2♠ > C

2 NT > D Other: \_\_\_\_\_

2♣ 10-15, 5 clubs + 4 major or 6+clubs

2♦ 6-10, 4+ H, 4+S

2♥ 6-10, 5 or 6 H

2♠ 6-10, 5 or 6 S

2 NT 6-10, 5/5 C/D

3 NT Gambling, long solid minor with no outside A or K

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

Big Heart after 1C - 1D shows 19+ unbal. Jump shift over 1H/S openings are mini or 20+ balanced. or maxi splinters.

2D opening shows both majors.

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Wk NV/Int Vul Unusual NT Minors over M. Other m +M over m.

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

Immed cue of minor Both Majors 5/4 6-11 or 17+

Immed cue of major Other M + m 5/5 6-11 or 17+

Over opponent's 1NT (weak) X=15+, 2C=C+any, 2D=D+M, 2H=H+S, 5/4 shape.

Over opponent's 1NT (strong) X=single suiter, others as above.

Over weak twos X=takeout. Lebensohl.

Over opening threes X=takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Negative 0-8 (0)	2NT	13-14 balanced
	1♥/♠	9+ (5)	3♣	9+ 4414 dist.
	1NT	9-12 or 15+ balanced	3♦	9+ 4144 dist.
	2♣	9+ (5)	3♥	9+ 1444 dist.
	2♦	9+ (5)	3♠	9+ 4441 dist.
	2♥	5-8 (6)	3NT	
	2♠	5-8 (6)	4 bids	

1♦	1♥/♠	7+ (4)	3♣	16+ (6)
	1NT	7-10	3♦	<11 (4) preemptive
	2♣	11+ (4)	3♥	12+ splinter
	2♦	6-10 (4)	3♠	12+ splinter
	2♥	16+ (6)	3NT	RKC Step1 response is weak
	2♠	16+ (6)	4♦	<11 (5)
	2NT	11+ (4) & no 4 card M	4 Other	4C = 12+ splinter

1♥/♠	1NT	7-10	3♣	Splinter. Mini or maxi.
	2♣	11+ (4)	3♦	Splinter. Mini or maxi.
	2♦	11+ (4)	3♥/♠	<10 (4) preemptive.
	2♥/♠	6-9 (10) (3)	3NT	RKC Step1 response is weak
	2NT	10-15 raise	4♣/♦	12+ splinter with 6 LTC.

2♣	2♦	Ask. Usually 12+	2♥/♠	One round force (5)
other		3NT is RKC Step1 response is weak		

2♦	2♥	To play.	3♣/♦	Forcing & natural
	2♠	To play.	3♥/♠	Preemptive.
	2NT	Ask. Usually 13+	3NT	5/5 minors 17+.

2♥/♠	2NT	Ask. Usually 13+	3NT	To play.
	3♣/♦	16+ and natural.	4♣/♦	Splinters.
	3♥/♠	Preemptive.	4♥/♠	To play.

2NT	3♣	To play.	4♣	Preemptive
	3♦	To play.	4♦	Preemptive
	3♥	Forcing & natural	4♥	RKC for clubs
	3♠	Forcing & natural	4♠	RKC for diamonds
	3NT	To play.	other	

## CONVENTIONS

Additional responses to 1NT

3♣/3♦ 16+ (6)

3♥/3♠ 16+ (6)

4♣ Gerber - normal

4♦ To play

4♥ To play

4♠ To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other Both minors over a major. Other minor and a major over a minor.

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities

Defence to 3NT opening

4C=H> or =S, 4D=S>H

Defence to opening Two's:

Multi 2♦ X=16+ 2H,S show only 4 with 12-15.

Lebensohl after X

RCO style 2-s

X=16+ Lebensohl

Other 2-s

Defence to strong ♣

X= good 1/2 suiter. 1NT=C/H or D/S. 1D,H,S & 2C natural

Jumps show that suit and the suit above 5/4. 2NT=minors.

Lebensohl

Over NT interference

After interference over our 1C and

Other uses

weak response. Over weak 2s inc multi and RCOs. (1S) X (2S)

Take out of 4 level pre-empts

4♣/4♦

X=TO Cue =2 suiter

4♥ X=TO 4NT=m

4♠

X=Pts 4NT=2 suiter

## OTHER NOTES

Vs 2NT (minors) opening - 3C is stronger than 3D - both are T/O for majors.

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: inverted

Jump raises - majors limit  forcing  Other: 4+ card, preemptive

Jump shifts after minor opening weak 6 card

Jump shifts after major opening weak 6 card

Responses to strong 2 suit opening 2D waiting, 2NT an A&K, 2H/S 5card 11/2 tricks

Responses to 2NT opening best minor

## 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? NT agreement \_\_\_\_\_

Other Conventions




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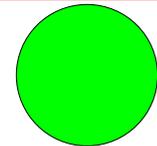
## STANDARD SYSTEM CARD

Names: Dina Drury Colin Manley

ABF Nos: 364584 683851

Basic System: ACOL with multis Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11 - 4 1♦ 11 - 4 1♥ 11 - 4 1♠ 11 - 4

1 NT 12-14 may contain 5 card major

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

Transfers 2♦ 2H 2♥ 2S 2♣ range ask 11hcp or weak

2 NT 12hcp invite Other: \_\_\_\_\_ or weak m

2♠ 8 1/2 pt or 23+ balanced

2♦ multi. weak 6 c/M less than opening points or 21/22 balanced

2♥ 5/5 in Hs + another suit, less than opening

2♠ 5/5 in Ss and a minor, less than opening

2 NT 5/5 in ms, less than opening

3 NT gambling minor

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

splinters 3C/D are M raises -1H 3C forcing (3D invit)

1NT, 2NT and cues are 2-suiters weak or

strong

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls weak Unusual NT highest and lowest unbid suits 5/4

1NT overcall (immediate) 2 lowest suits (re-opening) 11-14

Immed cue of minor 2 highest unbid suits 5/4 weak or strong

Immed cue of major 2 highest unbid suits 5/4 weak or strong

Over opponent's 1NT (weak) cappelletti

Over opponent's 1NT (strong) capelletti

Over weak twos X = T/O, bids natural

Over opening threes X = T/O, bids natural

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6 hcp	4c/s	2NT	11/12
	1♥/♠	6	4	3♣	weak 5 (inv min.)
	1NT	8-10		3♦	weak 7
	2♣	11	4 (inv.min)	3♥	weak 7
	2♦	weak	6	3♠	weak 7
	2♥	weak	6	3NT	13-15
	2♠	weak	6	4 bids	to play

1♦	1♥/♠	6 hcp	4 c/s	3♣	weak 6
	1NT	7-9		3♦	weak 5
	2♣	10	4 c/s	3♥	weak 7
	2♦	11	4	3♠	weak 7
	2♥	weak	6	3NT	13-15
	2♠	weak	6	4♦	invit. preemptive
	2NT	11/12		4 Other	to play

1♥/♠	1NT	6-9		3♣	GF 4+ Hs
	2♣	10	4	3♦	Invit. 4+ Hs
	2♦	10	4	3♥/♠	9-10 4
	2♥/♠	6-9	4	3NT	to play
	2NT	11/12		4♣♦	splinter

2♣	2♦	waiting		2♥/♠	1 1/2 tricks, 5 c/s
	other	2NT 1K 1A			

2♦	2♥	pass/correct, not pref. for Hs		3♣♦	to play
	2♠	prefer Hs		3♥/♠	N/A
	2NT	strong enquiry		3NT	to play

2♥/♠	2NT	strong enquiry		3NT	to play
	3♣♦	over 2S relay to other suit NF.		4♣♦	splinter
	3♥/♠	competing		4♥/♠	to play

2NT	3♣	preferred minor		4♣	invite to game in either minor
	3♦	preferred minor		4♦	N/A
	3♥	to play		4♥	to play
	3♠	to play		4♠	to play
	3NT	to play		other	4NT GF longer minor

## CONVENTIONS

Additional responses to 1NT

3♣/3♦	slam suggestion
3♥/3♠	slam suggestion
4♣	gerber
4♦	
4♥	to play
4♠	to play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other    highest and lowest unbid suits weak or strong 5 - 4

Other slam bidding

Cue Bids                       Asking Bids

4th Suit Forcing

One round                       Game force

NT Checkback

Priorities    Crowhurst. Own 4c/s, 3 c/s for Ps suit.

Defence to 3NT opening

X pen, 4C= both Ms, 4D=a long M, 4S/H=S/H+ a minor

Defence to opening Two's:

Multi 2♦    X = 16+.P then 3D=16+ with Ds.3D=Ds.NF.

2N = 16+ stoppers both Ms.Bal. hand can bid with a little less.

RCO style 2-s

will prob. use the suggested defence.

Other 2-s

X = T/O, bids natural

Defence to strong ♣

X = T/O    Bids natural

Lebensohl

Over NT interference

Other uses

2H/S X P 2NT(weak)

Take out of 4 level pre-empts

4♣/4♦    o/c nat,X t/o - see notes below

4♥    bids to play,Xt/o    4♠    4N= both m,X optional t/o

## OTHER NOTES

also over 4H opening 4N = both minors

over 4S X P .....P can bid 4N asking overcaller to pick the suit, bid at the 5 level with a good suit. 4S X P 4N is a 2-suited hand, C&D, C&H or D&H - Pd bids C or D

over 4C/D opening, overcalls show a good suit, X t/o with shortage in bid suit. If P bids 4D

over 4C and o/caller corrects to 4H, he is showing both Ms. Similarly a correction of 4H to 4S

also shows unbid m. If P bids 4S a correction to 4N shows Hs and unbid m.

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: preemptive

Jump raises - majors    limit     forcing     Other: preemptive

Jump shifts after minor opening    Fit Showing Jump

Jump shifts after major opening    Fit Showing Jump

Responses to strong 2 suit opening    N/A

Responses to 2NT opening    Puppet Stayman; transfers; 3♠ = Minor Stayman

## PLAY CONVENTIONS

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

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

Underlead     Other: except A asks for count, K asks for attitude

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

From 4 small    2nd highest     Other: 4th highest - NT

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: DOPI

4♣    Gerber  when?    4C after some NT bids (03/14/2)

### Other Conventions

Cue bid raises    "Donkey style" 2♦

Splinter bids    Multi Landy

Crowhurst    Competitive doubles

Puppet Stayman    Roman Jump Overcalls over 1 level

Minor Stayman over 2NT    Baron



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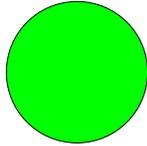
## STANDARD SYSTEM CARD

Names:    Ken Pearson    Richard Greenfield

ABF Nos:    144436    137431

Basic System:    Acol

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 4    1♦ 4    1♥ 4    1♠ 4

1 NT    12-14    may contain 5 card major

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

Transfers    2♦ to 2♥    2♥ to 2♠    2♣ 2NT(min)/Baron

2 NT    to 3♣    Other: 3♣ to 3♦

2♠    Game force or 23-24 flat

2♦    weak; 4+♥ and 4+♠

2♥    weak; 6+♥ (may be 5 at favourable vul)

2♠    weak; 6+♠ (may be 5 at favourable vul)

2 NT    20-22

3 NT    Gambling

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

Most doubles are takeout    "Donkey style" 2D

Fit Showing Jumps (FSJ)    Multi Landy/Cappelletti

Negative double of 1♥ denies 4♠    Roman jump o'calls of one level openings

## COMPETITIVE BIDDING

Negative doubles through    4♥    Responsive doubles through    4♥

Jump overcalls    Roman/Int/Weak    Unusual NT    Strong 2 suiter

1NT overcall (immediate)    15-18    (re-opening)    10-13

Immed cue of minor    At 2 level 5:5 in adjacent suits; higher = strong takeout

Immed cue of major    At 2 level 5:5 in adjacent suits; higher = strong takeout

Over opponent's 1NT (weak)    Multi Landy; 2nd and 4th position

Over opponent's 1NT (strong)    Multi Landy; 2nd and 4th position

Over weak twos    Takeout double

Over opening threes    Takeout double

