

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Splinters (fit showing in competition)

Jump shifts after major opening Splinters (fit showing in competition)

Responses to strong 2 suit opening 2D=waiting

Responses to 2NT opening Puppet Staymen, Transfers, 3S is a puppet to 3NT

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 A+Q= attitude ask, K= Count ask

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314

4♣ Gerber when? 1NT/2NT

Other Conventions

Crohurst _____

Swine _____

Cue bids _____

Cue raises _____

Fourth suit forcing _____



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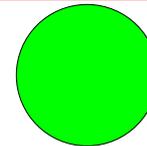
STANDARD SYSTEM CARD

Names: Justin HOWARD Nathan HOWARD

ABF Nos: _____

Basic System: Acol _____ Brown Sticker

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 11-14 _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts _____ 2♥ Spades _____ 2♣ Clubs _____

2 NT Diamonds _____ Other: Super Accepts

2♠ Game force _____

2♦ 4/4 spades and diamonds

2♥ 4/4 hearts and spades

2♠ 4/4 clubs and spades

2 NT 20-22 Balanced

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

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

1nt= 11-14 may be semi balanced _____

denies 4/4 in the majors _____

COMPETITIVE BIDDING

Negative doubles through 7S _____ Responsive doubles through 7S _____

Jump overcalls Intermediate _____ Unusual NT _____ As many minors as possible

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Canapae transfers X=pen

Over opponent's 1NT (strong) Canapae transfers X=Clubs

Over weak twos X=T/O Leb

Over opening threes X=T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦ 6+ points	2NT	10-12 support
	1♥/♠	4+M 6+ points	3♣	15+ raise
	1NT	6-10 hcp	3♦	Splinter
	2♣	6-9 raise	3♥	Splinter
	2♦	Splinter	3♠	Splinter
	2♥	Splinter	3NT	12-15 raise
	2♠	Splinter	4 bids	to play

1♦	1♥/♠	4+M 6+ points	3♣	Splinter
	1NT	6-10 hcp	3♦	15+ raise
	2♣	10+pts 4+clubs	3♥	Splinter
	2♦	6-9 raise	3♠	Splinter
	2♥	Splinter	3NT	12-15 raise
	2♠	Splinter	4♦	pre-emptive
	2NT	10-12 support	4 Other	to play

1♥/♠	1NT	6-10 hcp	3♣	Splinter
	2♣	10+pts 4+clubs	3♦	Splinter
	2♦	10+pts 4+diamonds	3♥/♠	15+ raise
	2♥/♠	6-9 raise	3NT	12-15 raise
	2NT	10-12 support	4♣/♦	splinter

2♣	2♦	Waiting	2♥/♠	6+suit semi solid
other	2nt= 10+ balanced			

2♦	2♥	To play	3♣/♦	to play
	2♠	To play	3♥/♠	to play
	2NT	Inquiry	3NT	to play

2♥/♠	2NT	Inquiry	3NT	to play
	3♣/♦	to play	4♣/♦	to play
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	Puppet staymen	4♣	key card setting clubs
	3♦	Transfer	4♦	key card setting diamonds
	3♥	Transfer	4♥	to play
	3♠	Puppet to 3NT	4♠	to play
	3NT	Minor suits slam try	other	to play/quantative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try, Sets suit
3♥/3♠	Slam try, Sets suit
4♣	Nemyats
4♦	Nemyats
4♥	To play, stronger way
4♠	To play, stronger way

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♦ X= values, Natural, Lebensol

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ 1x= that suit or a t/o x of that suit

Lebensohl Over NT interference _____

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ t/o

4♥ t/o 4♠ t/o

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: inverted

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening splinters

Jump shifts after major opening splinters

Responses to strong 2 suit opening 2d = neg/waiting,

Responses to 2NT opening mod puppet, transfers, pivots

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 S bottom

Signal on partner's lead: high encourage low encourage

Other: High enc only on Aces, nat count other times

Signal on declarer's lead nat count or smith peters

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

SWINE	Blackout
Lebensohl	exclusion keycard
fit showing jumps	crowhurst
splinters	
low level transfer responses	



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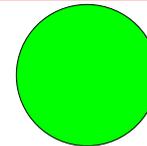
STANDARD SYSTEM CARD

Names: Peter Hollands Justin Howard

ABF Nos: 656658

Basic System: Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+ (3) 1♦ 4+ 1♥ 4+ 1♠ 4+

1 NT 11-14 can be semi bal, denies 4-4 M may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Pivot 2♥ Nat invitational 2♠ Nat invitational

2 NT pivot Other: _____

2♣ Gameforce

2♦ 4+D, 4+S weak 1st/2nd, 4+D 4+H 3rd, intermediate 6 card suit 4th

2♥ 4+H, 4+S weak 1st/2nd, weak single suiter 3rd, intermediate 6 card suit 4th

2♠ weak (can be 4 at fave)

2 NT 20-22 bal

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

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

Comic NT (very aggressive)	1NT may contain singleton
low level transfer responses	2 level openings vary in seat
Pivots (structure over 1nt)	

COMPETITIVE BIDDING

Negative doubles through 7s Responsive doubles through 7s

Jump overcalls weak Unusual NT LUBS

1NT overcall (immediate) Comic (re-opening) 11-14

Immed cue of minor micheals

Immed cue of major micheals

Over opponent's 1NT (weak) 2c=majors, 2d=good single suiter major, 2h/s bad major

Over opponent's 1NT (strong) same as weak but X=4M 5m

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+ hearts	2NT	10-12 bal
	1♥/♠	4+spades, 4+diamonds	3♣	6-9 hcp 4+C
1NT		6-10	3♦	splinter
2♣		4+C, 10+	3♥	splinter
2♦		splinter	3♠	splinter
2♥		splinter	3NT	13-15 bal
2♠		splinter	4 bids	exclusion keycard

1♦	1♥/♠	4+h, 4+S 6+	3♣	splinter
1NT		6-10	3♦	6-9 hcp 4+D
2♣		4+C 10+	3♥	splinters
2♦		4+D,10+	3♠	splinter
2♥		splinter	3NT	13-15 bal
2♠		splinter	4♦	preemptive
2NT		10-12	4 Other	exclusion keycard

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

2♣	2♦	waiting/negative	2♥/♠	6+ with 2 of the top three honours
other		after 2c-2d-2h= forces 2s, 2nt=25+,		

2♦	2♥	natural non forcing	3♣♦	natural non forcing
	2♠	to play	3♥/♠	to play
	2NT	inquiry	3NT	to play

2♥/♠	2NT	inquiry	3NT	to play
	3♣♦	nat nonforcing	4♣♦	nat nonforcing
	3♥/♠	to play	4♥/♠	to play

2NT	3♣	modified puppet stayman	4♣	5/5 majors
	3♦	transfer to hearts	4♦	transfer to hearts
	3♥	transfer to spades	4♥	transfer to spades
	3♠	pivot to 3nt	4♠	to play
	3NT	both minors slam invite	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5/5 minors weak, 5/5 minors slam try
3♥/3♠	slam try in suit
4♣	to play
4♦	to play
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 lowest feature

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X = values, pass then double is t/o

RCO style 2-s X = values, pass then double is t/o

Other 2-s x=t/o

Defence to strong ♣ x=majors, 1nt=minors

Lebensohl Over NT interference _____

Other uses over weak twos

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

4♥ x=t/o 4♠ x=t/o

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: 0-6 pre-empt

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening weak in a major, or weak raise

Jump shifts after major opening splinters

Responses to strong 2 suit opening _____

Responses to 2NT opening mod puppet stayman, 3S=pivot, 3nt minors salm interest

PLAY CONVENTIONS

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

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

Underlead Other: king for count, ace for signal

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: nat count

Signal on declarer's lead nat count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

Crowhurst, Swine, Cue bids, Cue raises supper accepts

Long and Short Suit Trials, inverted minors

Wonder bids over unnatural openings and response

4nt Specific Ace Ask 1M-1nt-txf's

Fourth suit game forcing intermediate jumps (pls ask when)



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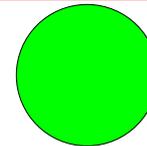
STANDARD SYSTEM CARD

Names: Max HENBEST Pete HOLLANDS

ABF Nos: _____

Basic System: ACOL Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+(3) 1♦ 4+ 1♥ 4+ 1♠ 5+

1 NT 10-14 (semi-balanced) may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ hearts 2♥ spades 2♣ clubs

2 NT diamonds Other: supper accept of minors bid the suit

2♣ g/f

2♦ weak

2♥ weak

2♠ weak

2 NT 20-22

3 NT gambling 1st and 2nd, to play 3rd 4th

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

COMPETITIVE BIDDING

Negative doubles through 7H Responsive doubles through 7S

Jump overcalls weak/intermediate Unusual NT 2 suiter 5/5

1NT overcall (immediate) 15-18 (re-opening) 10-12

Immed cue of minor majors 5/5

Immed cue of major the other major and a minor

Over opponent's 1NT (weak) quiblet, mod rubensohl

Over opponent's 1NT (strong) quiblet, mod rubensohl

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♦	diamond suit	2NT	10-12 balanced
	1♥/♠	suit	3♣	0-6 club raise
	1NT	6-9	3♦	splinter
	2♣	inverted	3♥	splinter
	2♦	6-9 club raise	3♠	splinter
	2♥	weak	3NT	to play
	2♠	weak	4 bids	splinter

1♦	1♥/♠	suit	3♣	6-9 diamond raise
	1NT	6-9	3♦	0-6 diamond raise
	2♣	suit	3♥	splinter
	2♦	inverted 10+	3♠	splinter
	2♥	weak	3NT	to play
	2♠	weak	4♦	preempt
	2NT	10-12 invite to 3nt	4 Other	splinter

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

2♣	2♦	less than an ace and a king	2♥/♠	suit
	other			

2♦	2♥	suit	3♣/♦	suit/raise
	2♠	suit	3♥/♠	stopper ask
	2NT	inquiry	3NT	to play

2♥/♠	2NT	inquiry	3NT	to play
	3♣/♦	suit	4♣/♦	splinter
	3♥/♠	preempt	4♥/♠	to play

2NT	3♣	mod puppet stayman	4♣	majors 5/5
	3♦	hearts	4♦	hearts
	3♥	spades	4♥	spades
	3♠	pivot to 3nt	4♠	quant with either minor 5332
	3NT	minors 4/4(5) slam invite	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	slam try
3♥/3♠	slam try
4♣	
4♦	
4♥	
4♠	

Unusual NT: minors other suits lower 2 unbid suits

other 2 suiter

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening X=

Defence to opening Two's: Multi 2♦ rubensohl

RCO style 2-s rubensohl

Other 2-s rubensohl

Defence to strong ♣ wonder bids (also on after unnatural response)

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

OTHER NOTES

Blank area for other notes.

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Splinters _____

Jump shifts after major opening Splinters _____

Responses to strong 2 suit opening 2D = Waiting _____

Responses to 2NT opening 3C = Puppet Stayman, 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: Nat Count _____

Signal on declarer's lead Nat Count _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? 1NT - 4C & 2NT - 4C

Other Conventions

Swine _____

Crowhurst _____



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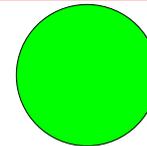
STANDARD SYSTEM CARD

Names: Angus Jeremy Max & Nathan

ABF Nos: _____

Basic System: Acol _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+(4) 1♦ 4+ 1♥ 4+ 1♠ 5+(4)

1 NT 11-14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ H 2♥ S 2♠ C

2 NT D Other: Super Accepts

2♣ Game Force

2♦ Weak 2 (maybe 5 cards)

2♥ Weak 2 (maybe 5 cards)

2♠ Weak 2 (maybe 5 cards)

2 NT 20-22 maybe semi balanced

3 NT Gambling 1st/2nd, To Play 3rd/4th

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

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Weak Unusual NT LUBS

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Landy

Over opponent's 1NT (strong) Landy

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♦	Nat 4+	2NT	9-12 Fit
	1♥/♠	Nat 4+	3♣	15+ Fit
	1NT	5-10	3♦	Splinter
	2♣	6-9 Fit	3♥	Splinter
	2♦	Splinter	3♠	Splinter
	2♥	Splinter	3NT	12-16 Fit
	2♠	Splinter	4 bids	To play

1♦	1♥/♠	Nat 4+	3♣	Splinter
	1NT	5-10	3♦	15+ Fit
	2♣	10+ HCP 4+	3♥	Splinter
	2♦	6-9 Fit	3♠	Splinter
	2♥	Splinter	3NT	12-16 Fit
	2♠	Splinter	4♦	To Play
	2NT	9-12 Fit	4 Other	To Play

1♥/♠	1NT	5-10	3♣	Splinter
	2♣	10+ HCP 4+	3♦	Splinter
	2♦	10+ HCP 4+	3♥/♠	15+ Fit
	2♥/♠	6-9 Fit	3NT	12-16 Fit
	2NT	9-12 Fit	4♣/♦	Splinter

2♣	2♦	Waiting	2♥/♠	8+ good 5+ suit
	other			

2♦	2♥	Natural Forcing	3♣/♦	Pre-emptive
	2♠	Natural Forcing	3♥/♠	Pre-emptive
	2NT	Asking	3NT	To Play

2♥/♠	2NT	Asking	3NT	To Play
	3♣/♦	Natural Forcing	4♣/♦	Pre-emptive
	3♥/♠	Pre-emptive	4♥/♠	Pre-emptive

2NT	3♣	Puppet Staymen	4♣	Ace Ask
	3♦	Hearts	4♦	Majors 5-5
	3♥	Spades	4♥	To Play
	3♠		4♠	To Play
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam Try
3♥/3♠	Slam Try
4♣	Ace Ask
4♦	Both Majors 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 X = Values

Defence to opening Two's: Multi 2♦ X = Values

RCO style 2-s 123 doubles

Other 2-s 123 doubles

Defence to strong ♣ X = majors, 1NT = minors

Lebensohl Over NT interference

Other uses

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

4♥ X/4NT 4♠ 4NT

OTHER NOTES