

BASIC RESPONSES

Jump raises - minors limit forcing Other: 0 - 6, 5 card suit

Jump raises - majors limit forcing Other: Bergen

Jump shifts after minor opening Weak Major 2 -5 hcp 6 card suit (2NT - Ask

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♦ Negative, lowest minor = 2nd -ve

Responses to 2NT opening Transfers, puppet stayman (4♦ = both Majors)

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

Discards McKenney high encourage low encourage

odd/even Other: (odd=encourage even = suit preference)

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 41/30

4♣ Gerber when?

Other Conventions

Kokish long & short suit trials Bromad (Bergen raises of M after X)

splinters dopi & ropi

Cue Raises



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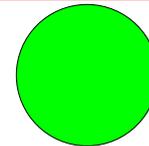
STANDARD SYSTEM CARD

Names: Shizue Futaesaku Wendy Driscoll

ABF Nos: 353401 170331

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

1 NT 15 - 17, may contain 5 card major

2♣ Stayman: simple extended Other: Lavings style

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: super accepts 4♥/♠, A/K/Qxx ♣/♦

2♣ game force of 23+balanced

2♦ 6card♥or♠ 6/10 hcp OR 20/22 flat hand

2♥ 5♥ and another 6-10 hcp

2♠ 5♠ and another 6-10 hcp

2 NT 5/5 Minors 6-10 hcp

3 NT Specific Ace Ask

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

Multi Two's Michaels - 2 way Drury

Support Doubles to 2♥ - Crisscross 2/1 Game Force - Bergen Raises

Inverted Minors except after Opp.interfer Forcing 1NT over M (except passed hand)

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower 2 suits

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) (Dont(2♣ = ♣&Higher, 2♦ = ♦&Higher 2♥ = ♥&♠

Over opponent's 1NT (strong) (X=single suited hand, 2♠ = ♠& strong hand)

Over weak twos X takeout - Lebensohl

Over opening threes X takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+	4+♦	2NT	10-12	no 4cd Major
	1♥/♠	6+	4+♥/♠	3♣	0 -6	5+♣
	1NT	8 - 10	no 4cd Major	3♦	Splinter	
	2♣	12+	5+♣ game force	3♥	Splinter	
	2♦	10-12	5+♣ invitational	3♠	Splinter	
	2♥	2-5	6+♥	3NT	13-15	no 4cd Major
	2♠	2-5	6+♠	4 bids	4♣	preempt

1♦	1♥/♠	6+	4+♥/♠	3♣	10-12	4+♦ invitational
	1NT			3♦	0-6	5+♦ weak
	2♣	12+	4+♣ game force	3♥	Splinter	
	2♦	12+	4+♦ game force	3♠	Splinter	
	2♥	2-5	6+♥	3NT	13-15	no 4cd Major
	2♠	2-5	6+♠	4♦	preemptive	
	2NT	10-12	no 4 cd Major	4 Other	to play	

1♥/♠	1NT	Forcing for 1rd, except after pass		3♣	Bergen 7-9hcp 4 card fit	
	2♣	Game Force		3♦	Bergen 10-12hcp 4 card fit	
	2♦	Game Force		3♥/♠	Bergen 0-6hcp 4 card fit	
	2♥/♠	3 cd support 6-9 hcp		3NT	12-15 3card fit flat hand	
	2NT	Jacoby - 16+ 4 card support		4♣♦	Splinter	

2♣	2♦	Less than Ace or 2 Kings		2♥/♠	8+hcp, 5 card suit	
	other	2nd minor - double negative				

2♦	2♥	pass or correct		3♣♦	to play	
	2♠	pass or correct		3♥/♠	3/3 in both Majors	
	2NT	Forcing enquiry		3NT	to play	

2♥/♠	2NT	Forcing enquiry		3NT	to play	
	3♣♦	constructive		4♣♦		
	3♥/♠	to play		4♥/♠		

2NT	3♣	to play		4♣	keycard (14/30)	
	3♦	to play		4♦	keycard (14/30)	
	3♥	Asks for singleton		4♥	to play	
	3♠	Forcing		4♠	to play	
	3NT	to play		other		

CONVENTIONS

Additional responses to 1NT

3♣/3♦	slam interest	
3♥/3♠	slam interest	
4♣	Gerber (14/30)	
4♦	Texas Transfer in ♥	
4♥	Texas Transfer in ♠	
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 2♣ Inv, 2♦ Game force

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X - showing strong hand

RCO style 2-s X = 2 suits with ♣

3♣ = 2 suits without ♣

Other 2-s X = takeout

Defence to strong ♣ DONT (1nt = takeout - partner to bid 2♣)

Lebensohl Over NT interference slow shows

Other uses over partners X of weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT takeout

OTHER NOTES

1/06/09

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: Bergen

Jump shifts after minor opening weak _____

Jump shifts after major opening Bergen _____

Responses to strong 2 suit opening 2♦ weak _____

Responses to 2NT opening puppet staymen (5 card 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: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

 Other: _____

Signal on declarer's lead count if appropriate _____

Discards McKenney high encourage low encourage

 odd/even Other: _____

Count natural reverse If necessary _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions

Lebensohl _____

Minor suit RKCB _____

DOPI/ROPI _____



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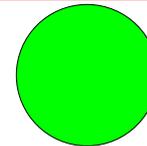
STANDARD SYSTEM CARD

Names: Chris INGHAM Val BILTOFT

ABF Nos: 120863 122122

Basic System: Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+clubs 1♦ 3+ 1♥ 5+ 1♠ 5+

1 NT 15 to 17 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings(5 card ask)

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: _____

2♣ Game Force or 23+ Balanced

2♦ 6♥ or 5/5♣/♦ or ♣/♠ all weak

2♥ 6♠ or 5/5♥/♣ or ♥/♦ all weak

2♠ 6+♠(2 of top honours) or 5/5♠/♦ or ♠/♥

2 NT 20 to 22 balanced

3 NT specific ace ask

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

Namyats 1st/2nd seat _____

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠

Jump overcalls weak 6 Unusual NT minors or lowest

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

Immed cue of minor michaels

Immed cue of major michaels

Over opponent's 1NT (weak) cappelletti

Over opponent's 1NT (strong) modified cappelletti

Over weak twos double

Over opening threes double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ pts 4+ ♦	2NT	10 to 12pts bal <4♥/♠
	1♥/♠	6+ pts 4+♥/♠	3♣	10 to 12pts 5♣
	1NT	8 to 10 pts < 4♥/♠	3♦	splinter
	2♣	6 to 9 pts 5♣	3♥	splinter
	2♦	weak 6♦	3♠	splinter
	2♥	weak 6♥	3NT	to play
	2♠	weak 6♠	4 bids	

1♦	1♥/♠	6+pts 4+♥/♠	3♣	weak 6+♣
	1NT	6 to 9pts, 4♥/♠	3♦	10 to 12pts 5+♦
	2♣	10+ pts	3♥	
	2♦	weak 5+diamonds<4♥/♠	3♠	
	2♥	weak 6♥	3NT	to play
	2♠	weak 6♠	4♦	MSKC
	2NT	10 to 12 balanced <4♥/♠	4 Other	

1♥/♠	1NT	6 to 9pts	3♣	6 to 9pts 4♥/♠
	2♣	10+pts	3♦	10 to 12pts 4♥/♠
	2♦	10+pts	3♥/♠	0 to 5pts 4♥/♠
	2♥/♠	6 to 9pts 3♥/♠	3NT	Direct Ace Ask
	2NT	GF 4♥/♠	4♣♦	splinter

2♣	2♦	0 to 7pts	2♥/♠	8+pts 5♥/♠
	other			

2♦	2♥	play or correct	3♣♦	play or correct
	2♠	play or correct	3♥/♠	play or crrect
	2NT	Usually GF	3NT	To Play

2♥/♠	2NT	Usually GF	3NT	To Play
	3♣♦	play or correct	4♣♦	
	3♥/♠	play or correct	4♥/♠	

2NT	3♣	5 card major ask	4♣	MSKC
	3♦	transfer	4♦	MSKC
	3♥	transfer	4♥	to play
	3♠	5♠/4♥	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+♣♦ slam try
3♥/3♠	6+♥♠ slam try
4♣	MSKC
4♦	MSKC
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other micheals

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities checkback only after 2NT rebid

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ double=♥,2♥=♠

RCO style 2-s x= 2suiter with ♣, 3♣=2 suiter without♣

Other 2-s double=takeout

Defence to strong ♣ x= majors 1NT= minors 2♣=♠

Lebensohl Over NT interference

Other uses x of weak two

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

4♥ x=t/o 4♠ 4NT= t/o

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Preemptive

Jump shifts after minor opening to 2S = 11-12 balanced, other strong + natural

Jump shifts after major opening Natural strong Jump shift

Responses to strong 2 suit opening N/A

Responses to 2NT opening Transfers + Puppet Stayman

PLAY CONVENTIONS

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

Sequence leads: Overlead all All except AK x (x)
Underlead Other: A,Q ask for attitude, 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 Reverse Count, smith echo in NT

Discards McKenney high encourage low encourage
odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when? 1NT, 2NT opening

Other Conventions

Kokish over 2c

Reverse Drury

Smith Echo in NT

Dopi, Ropi

Jump fit in competition



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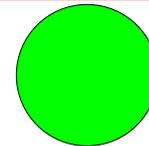
STANDARD SYSTEM CARD

Names: Gerry Daly Karol Miller

ABF Nos: 250384 327395

Basic System: Standard American Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3, 11-20 1♦ 3, 11-20 1♥ 5(4*), 11-20* 1♠ 5(4*), 11-20*

1 NT 15-17 (alert 3rd seat green vs red) may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ =hearts 2♥ =spades 2♠ =diamonds

2 NT Nat Other: 3C=D, 3D= 5/4 minors GF, 3M 1(2/3)(54/5)

2♣ 23+ bal or near GF

2♦ 4-11HCP, 6 card Hearts or 6 card Spades

2♥ 6-11 HCP, 5+/5+ reds or blacks

2♠ 6-11 HCP, 5+/5+ majors or minors

2 NT 20-22

3 NT Gambling, no outside King

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

2D,2H,2S openings, 1M-2c, 1M-2nt, Inverted minors, neg free bids

transfers in comp, rubens transfers tactical style 3rd hand opening (1M,1NT)

Peter signal in NT, possible o/c on 4 card

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls weak Unusual NT Lowers 5/5 full range

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

Immed cue of minor Spades + other 5/5, full range

Immed cue of major other major + minor, 5/5 full range

Over opponent's 1NT (weak) X =pen, 2C single suit, other suit + above

Over opponent's 1NT (strong) DONT X= single suit, other =suit + suit above

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♦	4+, 6+HCP	2NT	11-12HCP, No 4 card Major
	1♥/♠	4+, 6+HCP	3♣	6-9 HCP, 5+ cards
	1NT	6-10, no 4cM	3♦	Splinter
	2♣	10+HCP 5(4)+ support	3♥	Splinter
	2♦	Strong jump shift, (5)6+, 15+	3♠	13-15HCP, No 4 card M
	2♥	as above	3NT	13-15HCP, No 4 card M
	2♠	11-12HCP, No 4 card Major	4 bids	
1♦	1♥/♠	4+, 6+HCP	3♣	Strong jump shift, (5)6+, 15+
	1NT	6-10HCP, No 4 card Major	3♦	6-9 HCP, 5+ cards
	2♣	5+, GF unless clubs rebid	3♥	Splinter
	2♦	10+HCP 5(4)+ support	3♠	13-15HCP, No 4 card M
	2♥	Strong jump shift, (5)6+, 15+	3NT	13-15HCP, No 4 card M
	2♠	11-12HCP, No 4 card Major	4♦	Tactical/preempt
	2NT	11-12HCP, No 4 card Major	4 Other	
1♥/♠	1NT	6-11 s/f or 3-6hcp mini raise	3♣	Natural strong jump shift
	2♣	Maj, C or bal GF or to play3C	3♦	Natural strong jump shift
	2♦	5♦+, GF unless suit rebid	3♥/♠	Preempt
	2♥/♠	3(4) card supp, 7-10HCP	3NT	1h-3S or 1S-3n, mini splinter
	2NT	Major invitational, various	4♣♦	Splinter (12-15hcp)
2♣	2♦	0,1 or 4+ controls	2♥/♠	2H Balanced +ve (2/3 con)
	other	2nt = hearts +ve, 2S,3C,3D natural 2/3 controls		
2♦	2♥	P/C	3♣♦	Nat, lead direct, 1 rnd Force
	2♠	P/C	3♥/♠	P/C
	2NT	Artificial Enquiry	3NT	To Play
2♥/♠	2NT	Artificial Enquiry	3NT	To Play
	3♣♦	P/C	4♣♦	P/C
	3♥/♠	P/C	4♥/♠	P/C
2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	hearts	4♦	6+hearts, no slam ambition
	3♥	spades	4♥	6+ spades, no slam ambition
	3♠	5 spades, 4 hearts	4♠	wild minors, no slam ambition
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3D= 5/4 in minors either way, 22 maj
3♥/3♠	5431, 5521, singleton in suit bid, length in minors
4♣	Gerber 1430, 2, 2+K
4♦	6+hearts, no ambition for slam
4♥	6+ spades, no ambition for slam
4♠	wild minors with no slam ambition

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round depends on sequence Game force

NT Checkback

Priorities Up the line, includes range info

Defence to 3NT opening

X = t/o of diamonds

Defence to opening Two's:

Multi 2♦ X = T/O spades

RCO style 2-s

Other 2-s

x = t/o of weak option or higher suit if two known
over 2nt (minors) X = flattish values/t/o, 3C to (longer h), 3d (better spades)

Defence to strong ♣

1Nt =5/4 any, opening twos as card, 2nt odd suits, x= clubs

Lebensohl

Over NT interference

Other uses

resp to TOX weak twos, resp X 1M-2M

Take out of 4 level pre-empts

4♣/4♦ X = 70%T/O, 30% pen

4♥ X=70%t/o

4♠ X= 70% penalty, 30% T/O, 4NT =t/o

OTHER NOTES

RKCB 1430

Cue first or second round control

Auto Splinter

Long suit trial (may be deceptive)