

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening WEAK _____

Jump shifts after major opening BARRAGE _____

Responses to strong 2 suit opening 2♦=8+, 2♥=0-3, OTHER = 4-7, & 5 CARD SUIT _____

Responses to 2NT opening LAVINGS, PUPPET STAYMAN _____

PLAY CONVENTIONS

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

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

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 Natural Count when necessary _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: RKCB IN MINORS _____

4♣ Gerber when? _____

Other Conventions

MODIFIED MICHAELS	SUPPORT x TO 2 LEVEL
4TH SUIT FORCING	
TRUSCOTT RAISES	
CUE RAISES	
DOPI	



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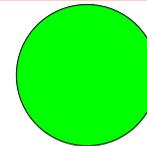
STANDARD SYSTEM CARD

Names: P.McNAMARA J BLIGHT

ABF Nos: 191949 120340

Basic System: STANDARD AMERICAN

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 2+ 1♦ 11+ 4+ 1♥ 11+ 5+ 1♠ 11+ 5+

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended Other: LAVINGS _____

Transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣

2 NT 3♦ Other: SUPER ACCEPTS IN ALL _____

2♣ GAME FORCE _____

2♦ 6-10 HCP 6♥ OR 5/5 CLUBS & DIAMONDS , CLUBS & SPADES _____

2♥ 6-10 HCP 6♠ OR 5/5 HEARTS AND CLUBS, HEARTS & DIAMONDS _____

2♠ CLUB PRE-EMPT OR 5/5 SPADES AND A RED SUIT 6-10 HCP _____

2 NT 20 - 22 _____

3 NT GAMBLING NO OUTSIDE ACE OR KING _____

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

OPTIMAL TWO BIDS _____

BERGIN RAISES _____

DRURY _____

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♥

Jump overcalls WEAK Unusual NT MODIFIED MICHAELS

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

Immed cue of minor MAJORS _____

Immed cue of major OTHER MAJOR & MINOR _____

Over opponent's 1NT (weak) SPLASH _____

Over opponent's 1NT (strong) DONT _____

Over weak twos X = TAKEOUT 2NT TO PLAY _____

Over opening threes X = TAKEOUT 3NT TO PLAY _____

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ 4+ suit	2NT	11-12 3334
	1♥/♠	5+ 4+ suit	3♣	11-12 5+ suit
	1NT	8 - 10 no 4 card suit	3♦	Splinter
	2♣	5 - 7 5+ clubs	3♥	Splinter
	2♦	0 - 4 6+ suit	3♠	Splinter
	2♥	0 - 4 6+ suit	3NT	13-15 Flat
	2♠	0 - 4 6+ suit	4 bids	4♣RKCB 4♥4♠TO PLAY
1♦	1♥/♠	5+ 4+ suit	3♣	0 - 4 6+ suit
	1NT	6 - 9 No 4 Card Major	3♦	11-12 4 + ♦
	2♣	10 + 4♣	3♥	Splinter
	2♦	6 - 9 5+♦	3♠	Splinter
	2♥	0 - 4 6 +♥	3NT	13 - 15 Flat
	2♠	0 - 4 6+♠	4♦	RCKB
	2NT	11-12 3343	4 Other	4♣Splinter 4♥4♠to play
1♥/♠	1NT	6- 9 Flat	3♣	4♥♠ & 6-9 hcp
	2♣	10+ 4+♣	3♦	4♥♠ & 10-11hcp
	2♦	10+ 4+♦	3♥/♠	Barrage
	2♥/♠	5 - 9 3card support	3NT	13-15 Flat
	2NT	13+ 4 card support	4♣♦	Splinter 11-15pts
2♣	2♦	8+hcp	2♥/♠	2♥=0-3pts, 2♠5crd 4-7pts
	other	3♥=5card 4-7hcp 2NT = 4-7 Flat		
2♦	2♥	Pass or Correct	3♣♦	Pass or Correct
	2♠	Pass or Correct	3♥/♠	Pass or Correct
	2NT	Forcing Relay	3NT	To Play
2♥/♠	2NT	Forcing Relay	3NT	To Play
	3♣♦	Pass or Correct	4♣♦	Pass or Correct
	3♥/♠	Pass or Correct	4♥/♠	Pass or Correct
2NT	3♣	Lavings/ Puppet Stayman	4♣	RKCB
	3♦	Transfer to ♥	4♦	RKCB
	3♥	Transfer to ♠	4♥	To Play
	3♠	5/4 ♠/♥	4♠	To Play
	3NT	To Play	other	4NT = Quantative

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam Try

3♥/3♠ Slam Try

4♣ MSKC

4♦ MSKC

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 3 card fit

Defence to 3NT opening

X = 16 + 4♣ longer ♥ 4♦ longer♠

Defence to opening Two's:

Multi 2♦ X = 16+, 2NT = 15-18

RCO style 2-s

X = 14+

Other 2-s

X = 14+

Defence to strong ♣

X = Majors, 1NT = Minors 1 Suit Natural , 2♣ Natural

2♦2♥2♠ = Optimal 2's

Lebensohl

Over NT interference

Other uses

After partner's double of weak 2 opening

Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ Penalty, 4NT = T/O

OTHER NOTES

After 1NT overcall then transfers and stayman

After 1NT X then system is on

After 1♥/1♠ then 3 of suit = singleton or void, 3NT = flat 12-14

3♥/3♠ no shortage, 4suit = 2nd suit, 4♥4♠ to play

Super accepts 2 of suit = 2/3 min, 2NT = 3 of suit & max, 2♦ - 3♦ = 4♥ and max

2♦ - 3♥ = 4♥min, 2♥ - 3♥ = 4♠max, 2♥ - 3♠ 4♠ min

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Strong, sets suit

Jump shifts after major opening Jump in minors is a cue Ace or void

Responses to strong 2 suit opening n/a

Responses to 2NT opening See inside else Other Notes

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: In NT second highest

Signal on declarer's lead Count where necessary

Discards McKenney **NT** high encourage **S** low encourage

 odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: Minor RKCB

4♣ Gerber when? _____

Other Conventions

Blue Club overcalls	Cue Raises
Drury	Truscott
5NT Grand Slam Ask	
DOPI & ROPI	
Trial Bids	



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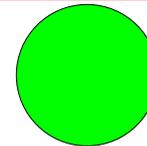
STANDARD SYSTEM CARD

Names: D. Frankel J. Touyz

ABF Nos: 128041 94900

Basic System: Standard

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 15 - 17 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to ♣

2 NT to ♦ Other: Super Accepts

2♠ Game Force

2♦ Weak 6 card Major or 20 - 22 balanced

2♥ Weak 5+/5+ ♥ & a minor

2♠ Weak 5+/5+ ♠ & another

2 NT Both Minors, weak

3 NT Gambling

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

Multi 2♦ _____

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♠

Jump overcalls Intermediate Unusual NT Lower Suits

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

Immed cue of minor Extremes

Immed cue of major Extremes

Over opponent's 1NT (weak) Cappelletti; 2NT = minors or strong 2 suiter

Over opponent's 1NT (strong) Cappelletti; 2NT = minors or strong 2 suiter

Over weak twos Double is takeout

Over opening threes Double is optional

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4 card 6+ pts	2NT	11 hcp flat
	1♥/♠	as above	3♣	9 - 11 4+♣
	1NT	8 - 10 no major	3♦	Splinter
	2♣	Weak	3♥	Splinter
	2♦	Strong sets the suit	3♠	Splinter
	2♥	as above	3NT	12 - 15 flat
	2♠	as above	4 bids	4♣ = RKCB
1♦	1♥/♠	4 card 6+ pts	3♣	Strong
	1NT	8 - 10 no major	3♦	9 - 11 and support
	2♣	11+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Strong sets the suit	3NT	12 - 15 flat
	2♠	as above	4♦	RKCB
	2NT	11 hcp flat	4 Other	4♣ = Splinter
1♥/♠	1NT	6 - 9	3♣	Ace ♣ or Void
	2♣	10+	3♦	Ace ♦ or Void
	2♦	10+	3♥/♠	9 - 11
	2♥/♠	Weak	3NT	n/a
	2NT	12 - 15 & 4 card support, flat	4♣♦	Splinter
2♣	2♦	0 - 7	2♥/♠	5 card 8+
	other	2NT flat 8+ no 5 card suit		
2♦	2♥	Weak relay	3♣♦	Natural
	2♠	Prefer ♥	3♥/♠	Natural
	2NT	Forcing	3NT	n/a
2♥/♠	2NT	Relay	3NT	To Play
	3♣♦	N/A	4♣♦	N/A
	3♥/♠	Weak Raise	4♥/♠	To Play
2NT	3♣	To play	4♣	RKCB
	3♦	To play	4♦	RKCB
	3♥	Good suit N/F	4♥	To play
	3♠	Good suit N/F	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam invitation
3♥/3♠	as above
4♣	RKCB rarely
4♦	as above
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 strength

Defence to 3NT opening

Double for takeout

Defence to opening Two's:

Multi 2♦ Double = 16+, 2NT = 15 - 18 then Lavings

and Transfers

RCO style 2-s

as above

Other 2-s

as above

Defence to strong ♣

Disco 1NT = majors, 2NT = minors, 2♦ = reds,

2♣ = blacks, 2♥ = ♥&♣, 2♠ = ♠&♦

Lebensohl

Over NT interference

Other uses

Over opponents' weak 2's

Take out of 4 level pre-empts

4♣/4♦ Optional Double

4♥ X Optional 4♠ 4NT = Takeout

OTHER NOTES

After 2♦ opening and 2NT rebid then Lavings and Transfers apply (after 3♦ by opener showing a 4 card Major then responder bids major held)

After 1♥/♠ - 2NT then 3NT direct rebid is Keycard in the Major opened. Other suit bids are cues or splinters.

After 1NT - 2♣(Lavings) - 2NT then 3♣ is Baron

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: Barrage 0 - 5, 4+ trumps
Jump shifts after minor opening	Strong, GF, 6+ suit or suit & fit		
Jump shifts after major opening	as above in other M ; minor jump is limit M raise		
Responses to strong 2 suit opening	na		
Responses to 2NT opening	Puppet Staymen, Transfers, MSKC		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A = Attitude, K = Count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other:	
Signal on declarer's lead	Reverse count where necessary	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other:	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: RKCB in minors*
4♣	Gerber <input checked="" type="checkbox"/> when?	only after 1NT;	* only after direct raise
Other Conventions			
Fast Arrival	Exclusion Key Card		
Splinters	RKCB in last bid suit if suit not agreed		
Long suit trial bids	Support doubles to 2 level		
DOPI, ROPI	After 3♣ then 4♦ = RKCB		
Cue Raises	After 3♦/♥/♠ then 4♣ = RKCB		



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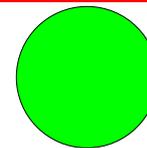


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STANDARD SYSTEM CARD

Names:	Hilary Yovich	Beata Bieganski
ABF Nos:	118192	670936
Basic System:	Standard American	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	11+ 3+	1♦	11+ 3+	1♥	11+ 5+	1♠	11+ 5+
1 NT	15 - 17			may contain 5 card major <input checked="" type="checkbox"/>			
2♣	Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings			
Transfers	2♦	to ♥	2♥	to ♠	2♣	to ♣	
2 NT	to ♦	Other: Super accepts throughout					
2♠	Game Force						
2♦	Weak 2♥ or 5+/5+ ♣ & ♦ or ♣ & ♠						
2♥	Weak 2♠ or 5+/5+ ♥ & a minor						
2♠	Weak 3♣ or 5+/5+ ♠ & ♥ or ♠ & ♦						
2 NT	20 - 22 - may contain a 5 card Major						
3 NT	Gambling						

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

2♦/♥/♠	Inverted Minors
4NT Specific Ace ask	DONT
Modified Michaels	

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Modified Michaels wk/strg 5+/5+
1NT overcall (immediate)	15 - 18	(re-opening)	11 - 14
Immed cue of minor	Majors -- Weak (8 - 11) or Strong (16+)		
Immed cue of major	Other Major & a minor -- as above		
Over opponent's 1NT (weak)	DONT		
Over opponent's 1NT (strong)	DONT		
Over weak twos	X = T/O ; 2NT 15 - 18		
Over opening threes	X = T/O, 3NT to play		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+ hcp, 4+ suit	2NT	11 - 12 hcp, 3334
	1♥/♠	as above	3♣	6 - 9 hcp, 5+ fit no 4 card M
	1NT	7 - 10 hcp no 4 card M	3♦	Splinter
	2♣	10+, 5+ fit no 4 card M	3♥	Splinter
	2♦	Strong - see over	3♠	Splinter
	2♥	as above	3NT	13 - 15 hcp, 3334
	2♠	as above	4 bids	4♣MSKC; 4♥/♠ to play
1♦	1♥/♠	5+ hcp, 4+ suit	3♣	Strong - see over
	1NT	6 - 9 hcp no 4 card M	3♦	6 - 9, 5+ fit no 4 card M
	2♣	9+ hcp, 4+ suit	3♥	Splinter
	2♦	10+, 5+ fit, no 4 card M	3♠	Splinter
	2♥	Strong - see over	3NT	13 - 15 hcp, 3343
	2♠	as above	4♦	MCKC
	2NT	11 - 12 hcp, 3343	4 Other	4♥/♠ to play
1♥/♠	1NT	6 - 9 hcp	3♣	Limit, 10 - 11 hcp, 4 card fit
	2♣	9+ hcp, 4+ suit	3♦	Limit, 10 - 11 hcp, 3 card fit
	2♦	as above	3♥/♠	Barrage 0 - 5 hcp, 4+ fit
	2♥/♠	6 - 9 hcp	3NT	13 - 15 balanced, 3 card fit
	2NT	12+, 4+ fit, see notes	4♣♦	Splinters
2♣	2♦	Relay <4 or >9 hcp*	2♥/♠	5 - 8 hcp, 5+ suit
	other	2NT 5 - 8 hcp balanced		* 2NT = 2nd negative
2♦	2♥	pass or correct	3♣♦	pass or correct
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	Forcing	3NT	To play
2♥/♠	2NT	Forcing	3NT	To play
	3♣♦	pass or correct	4♣♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct
2NT	3♣	5 - card M ask	4♣	MSKC
	3♦	Transfer to ♥	4♦	MSKC
	3♥	Transfer to ♠	4♥	To play
	3♠	5/4 ♠/♥	4♠	To play
	3NT	To play	other	4NT quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ suit slammish, invites cues
3♥/3♠	as above
4♣	Gerber
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Modified Michaels 1m - 2m = Majors, 1M - 2M = other M and a minor
 1M - 2NT = minors, 1m - 2NT = Other m and a Major - wk/strong 5+/5+

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

Priorities Fit, Other M, After 2♦ 2NT is forcing

Defence to 3NT opening

X = TO, 4♣ = ♥/♠, 4♦ = ♠/♥

Defence to opening Two's:

Multi 2♦ X = TO, 2NT = 15 - 18 (system on), suits natural

Over 2NT 3♣ = ♥/♠, 3♦ = ♠/♥

RCO style 2-s

X = TO, 2NT as above

Other 2-s

as above

Defence to strong ♣

X = good ♣, 1♦/♥/♠ natural, 1NT = single suiter, 2♣ = ♣
 and higher, 2♦ = ♦ and a M, 2♥ = Majors, 2♠ = good ♠

Lebensohl

Over NT interference Slow shows

Other uses

After TO double of weak 2♦/♥/♠

Take out of 4 level pre-empts

4♣/4♦ X = TO, 4NT = 2 suiter

4♥ ditto

4♠ X = penalties, 4NT = TO

OTHER NOTES

After 1 suit, X for TO then system is ON

After 1NT - X system is ON; after 2 suit X = TO of shown suit/suits, 2NT = Lebensohl

After 2NT - 3♣ - 3♦ sequence then responder bids M NOT held, 4♦ with both

After 1 Major - 2NT; 3 another = singleton or void, 3 of the M is good hand, 3NT is min.

(then 4 another = splinter), 4 another = second suit/very good fragment

In general low level doubles are for TO, later doubles = penalties