

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: 4-8 hcp, 8 losers

Jump raises - majors      limit       forcing       Other: 4-8 hcp, 8 losers

Jump shifts after minor opening      Fit showing F1

Jump shifts after major opening      Fit showing F1

Responses to strong 2 suit opening      2♦ negative or waiting, 3♣ = second negative

Responses to 2NT opening      4/5 stayman, 3♦/3♥ = transfers, 3♠ = 5♠/4♥

## PLAY CONVENTIONS

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

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

Underlead       Other: vs NT Ace/Q = attitude, K = count or unblock

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: Natural count with some natural attitude

Signal on declarer's lead      Natural count

Discards      McKenney       high encourage       low encourage

odd/even       Other: \_\_\_\_\_

Count      natural       reverse

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: \_\_\_\_\_

4♣      Gerber       when? over 1NT opening and 20+ 2NT

### Other Conventions

4th suit forcing	Blackout
3rd suit forcing after weak rebid by opener	1-2-3 Doubles
Lebensohl	
DOPI and ROPI	



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## STANDARD SYSTEM CARD

Names: Margaret Bourke      Elizabeth Havas

ABF Nos: 131792      157351

Basic System: ACOL

Classification: Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 3      1♦ 4      1♥ 4      1♠ 5

1 NT (11+)12-14 - 15-17 in 3rd seat (5 card M)      may contain 5 card major

2♣ Stayman: simple       extended       Other: extended over 15-17NT

Transfers 2♦ ♥      2♥ ♠      2♠ ♣

2 NT ♦      Other: \_\_\_\_\_

2♣ Game Force or 23-24 bal or (8+)/9 PT hands

2♦ weak Major 5-9

2♥ weak - 5♥ and 4+ minor

2♠ weak - 5♠ and 4+ minor

2 NT 20-22 bal - may have 5 card Major

3 NT Gambling

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

Most competitive cues = limit raise or better      15-17NT in 3rd seat may have any 5 card suit

2NT = limit raise after T/O X of our suit openin

Fit showing jumps

## COMPETITIVE BIDDING

Negative doubles through 4♥      Responsive doubles through 4♥

Jump overcalls weak/(Int 4th)      Unusual NT      Lower suits

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

Immed cue of minor Both Majors

Immed cue of major Other Major + minor

Over opponent's 1NT (weak) 2♣ = any single suiter, 2♦ = Ms, 2♥/♠ = suit + minor

Over opponent's 1NT (strong) X = ♣, then as for weak NT

Over weak twos X = t/out, 2NT = natural, strong

Over opening threes X = t/out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ hcp, 4+ ♦	2NT	15+, 4+ ♣ denies Major
	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	4-8 hcp, 4+ ♣, 8 losers
	1NT	5-9 hcp	3♦	Splinter 9-13 or 18+
	2♣	inverted 9-11, 4+ ♣	3♥	Splinter 9-13 or 18+
	2♦	9+ hcp, fit-showing	3♠	Splinter 9-13 or 18+
	2♥	9+ hcp fit-showing	3NT	12-14 hcp 4+ ♣, denies Major
	2♠	9+ hcp fit-showing	4 bids	
1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	9+ hcp, fit-showing
	1NT	5-9 hcp	3♦	4-8 hcp 8 losers
	2♣	9+ hcp, 4+ ♣	3♥	Splinter 9-13 or 18+
	2♦	inverted 9-11 hcp, 4+ ♦	3♠	Splinter 9-13 or 18+
	2♥	9+ hcp, fit-showing	3NT	12-14 hcp 4+ ♦, denies Major
	2♠	9+ hcp, fit-showing	4♦	
	2NT	15+, 4+ ♦, denies Major	4 Other	
1♥/♠	1NT	5-9 hcp	3♣	9+ hcp, fit-showing
	2♣	9+ hcp, 4+ cards	3♦	9+ hcp, fit-showing
	2♦	9+ hcp, 4+ cards	3♥/♠	4-8 hcp 8 losers
	2♥/♠	6-9 hcp, 3+ ♥/♠	3NT	12-14 hcp 4 ♥/♠
	2NT	limit or 15+ bal raise or spl 14-17	4♣/♦	splinter 9-13 or 18+
2♣	2♦	0-3 or 10+	2♥/♠	4-6 any, 2♠= 7-9 bal
	other	2NT, 3♣, 3♦, 3♥ = 7-9 and transfer to next suit		
2♦	2♥	Pass/correct	3♣/♦	Nat F1
	2♠	Pass/correct	3♥/♠	Pass/correct
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	F1	4♣/♦	Splinters
	3♥/♠	F1 (change of suit)	4♥/♠	To play
2NT	3♣	4/5 Stayman	4♣	Slam try in ♣
	3♦	Transfer to ♥	4♦	Slam try in ♦
	3♥	Transfer to ♠	4♥	Transfer to ♣
	3♠	both minors	4♠	Transfer to ♦
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural - slam try - Invites cue
3♥/3♠	Natural - slam try - Invites cue
4♣	Gerber
4♦	
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                      Major fit

Defence to 3NT opening                      Natural bidding

Defence to opening Two's:                      Multi 2♦                      X = 15+, overcalls natural

RCO style 2-s                      X = 15+ overcalls natural

Other 2-s                      X = t/out

Defence to strong ♣                      TWERB (single suiter in next suit, or 2 suited in the next 2 suits,  
Spades = non-touching suits) - up to 3 ♠

Lebensohl                      Over NT interference

Other uses                      over t/out X of opponents weak 2s

Take out of 4 level pre-empts                      4♣/4♦                      X  
4♥                      X                      4♠                      X = values

## OTHER NOTES

Cue bids = 1st or 2nd round control

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: PRE
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: PRE
Jump shifts after minor opening	1♣ -> 2♦ INV; 2M WK. 1♦ -> 2♥ 55M; 2♠ WK; 3♣♦		
Jump shifts after major opening	1M -> 3m NAT INV; other = various raises / SPLs		
Responses to strong 2 suit opening	TRFs/ART over 2♣; 2♥ wait, 2♠ very neg over 2♦		
Responses to 2NT opening	3♣ = mod. PUP Stayman; 3♦/3♥ = TRFs; 3♠ = both m		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/> <b>NT</b>
	Underlead <input type="checkbox"/> <b>S</b>	Other: (Ovl. in p's suit) vs NT: T = int seq; A&Q ask for UB
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/> <b>NT</b>
	3rd/5th <input type="checkbox"/> <b>S</b>	Other: (vs S at t1: 3rd from E, low from O. Later tricks: ATT)
From 4 small	2nd highest <input type="checkbox"/>	Other: 3rd vs S, ATT vs NT
From 3 cards (no honour)	top <input type="checkbox"/> <b>NT</b>	middle <input type="checkbox"/> <b>NT</b>
	bottom <input type="checkbox"/> <b>S</b>	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: HI = ENC obv. shift, or simple LO ENC if Bath Coup possible	
Signal on declarer's lead	Count (Reverse Smith Peters initially vs NT)	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: then S/P or Count as appropriate
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/> Original

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430 Kickback (R)DOP1
4♣	Gerber <input type="checkbox"/>	when? HFO	

### Other Conventions

Very aggressive O/Cs over 1m @ NV v VUL,	0314 EKCB
incl (1m)-1NT T/O bid; 1NT NAT at other vuls	Good/Bad 2NT
@ NV v VUL: (1m) - DBL shows 15+	Support and Maximal DBLs
Multi Defence to Multi 2♦	FSJs & Cue Raises in COMP
Lower minor trump ask RESP to 3x	2[M-2] Drury; P-1♥-2♦ & P-1♠-2♥ = NAT WK



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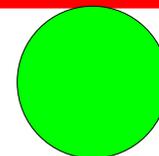


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## STANDARD SYSTEM CARD

Names:	Mark Abraham	Griff Ware
ABF Nos:	459161	476791
Basic System:	Short ♣ / Natural Openings with Transfer-style Responses	
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♣	2+♣, (10)11+     1♦
1NT	4+♦ unbal, (10)11+     1♥
2♣ Stayman:	5+♥, (9)11+     1♠
Transfers	5+♠, (9)11+     2♦
2NT	2♥ to ♠     2♠
2♠	R.P. or to ♣
2♦	2♥ to ♠     2♠
2♥	Other: 3♣ = (13)(xx); 3♦ = (43)(xx); 3M = 4oM; 4m = to M
2♠	18-19, (semi-) BAL, may contain 5M
2♦	GF (includes 23+ BAL)
2♥	Weak 4+♥ and 4+♠, range varies with position and vulnerability (9-12, 6+♥ in 4th)
2♠	Weak 5-6♠, range varies with position and vulnerability (9-12, 6+♠ in 4th)
2NT	20-22, (semi-) BAL, may contain 5M
3NT	Burgess: intermediate 6+♥ and 5+♠ (9-13ish)

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

1♣ = NAT OR any weak NT (no 5M) -> TRFs	1♥ -> 1♠ = 0-4♠ or WK 6+♠; 1NT = 5+♠ F1
1♦ -> 1M = 4+ in other M; 1NT = ♣; 2♣ = ♦	Other RESP to 1M (see Other Notes inside)
Various TRF RESP in COMP incl. X and XX	@ NV vs V: (1m) - 1NT = 6-14 T/O w/ 4+om

## COMPETITIVE BIDDING

Negative doubles through	4♠ (mostly)	Responsive doubles through	4♠
Jump overcalls	WK, varies @ NVvV	Unusual NT	LUBS, WK/STR, varies @ NVvV
1NT overcall (immediate)	15-18, but TO/1m@NVvV	(re-opening)	11-14 (/1m) 12-16 (/1M)
Immed cue of minor	@ NVvV: 5+om & 4+oM, 6+ HCP; @other: 5+5+Ms, WK/STR		
Immed cue of major	5+oM & 5+♠, WK/STR		
Over opponent's 1NT (weak)	X = STR/PEN; 2♣ = ♥+other; 2♦ = ♠+other		
Over opponent's 1NT (strong)	X = STR/PEN; 2♣ = ♥+other; 2♦ = ♠+other		
Over weak twos	T/O X w/ LEB; Leaping Michaels		
Over opening threes	T/O X; Non-leaping Michaels		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+♥	2NT	INV 6+♣, no M
	1♥/♠	1♥=4+♠; 1♠=no M or GF 5+♣	3♣	PRE (5)6+♣
	1NT	NAT INV, occasionally with 4M	3♦	PRE 7+♦
	2♣	GF 5+♦	3♥	GF 31(54)
	2♦	INV 6+♦, NF	3♠	GF 13(54)
	2♥	3-7 HCP 6+♥	3NT	Minimum GF, BAL no M
	2♠	3-7 HCP 6+♠	4 bids	4♦ = RKCB for ♣; 4M = to play
1♦	1♥/♠	1♥=4+♠; 1♠=4+♥	3♣	~7-9 HCP 5+♦
	1NT	Shows ♣, F1	3♦	4+♦ PRE
	2♣	INV+ 4+♦	3♥	SPL
	2♦	WK 3+♦	3♠	SPL
	2♥	WK 5+♥ and 5+♠	3NT	Minimum GF, BAL no M
	2♠	3-7 HCP 6+♠	4♦	PRE
	2NT	BAL INV no M	4 Other	4♣=SPL; 4M = to play
1♥/♠	1NT	See Other Notes at bottom right	3♣	INV 6+♣, NF
	2♣	See Other Notes at bottom right	3♦	INV 6+♦, NF
	2♦	See Other Notes at bottom right	3♥/♠	PRE; 1♠-3♥ = Min GF BAL 4+♠
	2♥/♠	3-4 card raise, WK	3NT	♠ SPL / Misc min GF SPL
	2NT	GF BAL 4+♥ / Misc MM SPL	4♣/♦	~12-14 HCP singleton SPL
2♣	2♦	TRF to ♥	2♥/♠	2♥ = TRF to ♠; 2♠ = PUP 2NT
	other	Various		
2♦	2♥	At least about a king	3♣/♦	TRF to ♦/♥, good suit
	2♠	Less than about a king	3♥/♠	TRF to ♠/♣, good suit
	2NT	TRF to ♣, good suit	3NT	Unspecified solid suit
2♥/♠	2NT	Forcing INV+ inquiry	3NT	To play
	3♣/♦	NAT NF	4♣/♦	Natural and forcing over 2♥
	3♥/♠	PRE	4♥/♠	To play
2NT	3♣	Asking for 4- or 5-card majors	4♣	S/T setting ♥
	3♦	TRF to ♥	4♦	S/T setting ♠
	3♥	TRF to ♠	4♥	To play
	3♠	Both m	4♠	To play
	3NT	To play	other	4NT = QUANT

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣ = (13) in M GF; 3♦ = (43) in M GF
3♥/3♠	3M = 40M GF, no interest in a 5-3 M fit
4♣	TRF to 4♥
4♦	TRF to 4♠
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other      When NV vs VUL: over 1♣/1♦ shows a strong 2-suiter anchored in ♥/♠

Over 1♥/1♠ shows 5+♣5+♦ WK or STR at all vulnerabilities

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities      After 1♣-1R-1NT: 2♣ PUP 2♦; 2 other = TRF

Defence to 3NT opening                      If minor suited, 4♣/4♦ show both M with ♥/♠ emphasis

Defence to opening Two's:                      Multi 2♦      X=19+ or 2M overcall; 2♥=15-18 bal; 2♠/2NT=

good ♣/♦ O/C; 3♣/3♦ = COMP O/C; 3♥/♠=(15)16-18 6+♥/♠

RCO style 2-s                      X=STR then next X T/O unless PEN pass has been made, w/ LEB where appropriate

Other 2-s                      X = T/O over any 2 anchored in the suit bid, w/ LEB

After a Myxo-type 2, we often play X = T/O of the single-suit option

Defence to strong ♣                      X = ♥ + ♠; 1♦ = ♣ + ♦; 1M = NAT; 1NT = ♠ + m

2♣ = ♣ + ♥; 2♦ = ♦ + ♥; 2NT = big 2-suiter; other = PRE

Lebensohl                      Over NT interference       also after X of WK 2 type auctions

Other uses                      Good/Bad 2NT applies in many auctions

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

4♥      X                      4♠      X

## OTHER NOTES

1♥ -> 1♠ = 4-12 HCP 0-4♠, or WK 6+♠, or any 4144; 1NT = 5+♠, F1; 1♠/NT = NAT by PH

1♥ - 2♣ = INV ♥ raise, or GF 5+♠, or GF BAL.      1♠ - 1NT = semi-forcing, up to 12 HCP

1♠ - 2♣ = INV 5+♥, or GF BAL; 1♠ - 2♦ = INV or min GF ♠ raise, or GF 5+♣; 2♥ = GF 5+♦

After a 1-red TRF RESP to 1♣, accepting the TRF = 3-card raise or an INV 4-card raise with complex ART continuations. Many ART rebids after opening 1x. After 1♣ - (X) system is on.

After other low-level O/C or X of our 1x openings, we often have TRF continuations incl X/XX.

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening strong, natural \_\_\_\_\_  
 Jump shifts after major opening strong, natural \_\_\_\_\_  
 Responses to strong 2 suit opening 2♦ = negative \_\_\_\_\_  
 Responses to 2NT opening 3♣ = Puppet Stayman; 3♦/♥ = transfers; 3♠ = minors \_\_\_\_\_

## 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: natural count \_\_\_\_\_  
 Signal on declarer's lead \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: natural count \_\_\_\_\_  
 Count natural  reverse  \_\_\_\_\_

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? over 1NT opening \_\_\_\_\_

### Other Conventions

Lebensohl (many situations) \_\_\_\_\_  
 Exclusion Blackwood \_\_\_\_\_  
 Swine if doubled in 1NT \_\_\_\_\_  
 DOP1 and ROP1 over Blackwood interference \_\_\_\_\_



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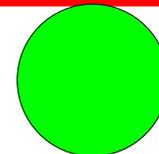


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## STANDARD SYSTEM CARD

Names: Bernie Waters Roy Nixon  
 ABF Nos: 161217 159379  
 Basic System: ACOL Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 10-21, 4♣ 1♦ 10-21, 4♦ 1♥ 10-21, 4♥ 1♠ 10-21, 4♠  
 1 NT 12-14 balanced may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣  
 2 NT to ♦ Other: \_\_\_\_\_  
 2♣ 23+ balanced or game force  
 2♦ 5-9, 6♥; or 5-9, 6♠; or 19-20, balanced  
 2♥ 5-9, 5+♥ and 4+♣♦  
 2♠ 5-9, 5+♠ and 4+♣♦  
 2 NT 21-22, balanced  
 3 NT broken minor pre-empt

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

2♦ European Multi opening \_\_\_\_\_  
 Defence to 1NT \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT 6/5 distribution in unbid suits  
 1NT overcall (immediate) 16-18 (re-opening) 16-18  
 Immed cue of minor ♥+♠  
 Immed cue of major other major + minor  
 Over opponent's 1NT (weak) X=penalty; 2♣=any suit; 2♦=♥+♣♦ OR ♠+♣♦; 2♥=♥+♠  
 Over opponent's 1NT (strong) X=any suit; 2♣=♣+another; 2♦=♦+major; 2♥=♥+♠  
 Over weak twos X  
 Over opening threes X

