

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump shifts after minor opening	2♦:10- ,4+♣; 2♥,♠:0-7,6suit; 3♣:10- ,4+♦		
Jump shifts after major opening	3♣:8-11,4support; 3♦:6-7,4support		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	5 card puppet stayman		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/> <b>S</b>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: NT: A or Q for attitude/unblock, K for count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input checked="" type="checkbox"/>
<b>Signal</b> on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: <input style="width: 50px;" type="text"/>	
<b>Signal</b> on declarer's lead	Rev. count <input type="checkbox"/>	
<b>Discards</b>	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
<b>Count</b>	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: R0P1 and D0P1
4♣	Gerber <input type="checkbox"/>	when? <input style="width: 50px;" type="text"/>	

### Other Conventions

Blackout	RKCB [1/4,0/3,2,2+Q]
Good/Bad 2NT	Cue firsts
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>



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## STANDARD SYSTEM CARD

Names:	Richard Brightling	David Hoffman		
ABF Nos:	6718	157627		
Basic System:	STANDARD			
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>		Red <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: Puppet				
Transfers	2♦	5+♥	2♥	5+♠	2♣	5+♣	
2 NT				Other: 3 bid: 5+suit, slammish [RKCB responses]			
2♣	23-24 balanced; or Game Force						
2♦	6-10, 6 major						
2♥	8-11, 5♥						
2♠	8-11, 5♠						
2 NT	20-22 balanced						
3 NT	Strong 4 major						

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

1♦,♥,♠,2♦ response to 1♣	2♣ response to 1♥
3♣ response to 1♦	3♥ response to 1♠
3♣,♦ response to 1♥,♠	

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Lowest suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Spades + other		
Immed cue of major	Major + minor		
Over opponent's 1NT (weak)	2♣:Single suit; 2♦:Majors; 2♥,♠:5 and 4+m		
Over opponent's 1NT (strong)	ditto [X:Clubs]		
Over weak twos	Lebensohl; Leaping michaels		
Over opening threes	Leaping michaels		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	(5)6-, 4+♥	2NT	5+♣, slam try
	1♥/♠	(5)6-, 4+♠/♦	3♣	Preemptive
	1NT	6-10, no major	3♦	13-15, splinter
	2♣	5-9, 5+♣, no major	3♥	13-15, splinter
	2♦	10-, (4)5+♣, no major	3♠	13-15, splinter
	2♥	0-7, 6+♥	3NT	13-15, no major
	2♠	0-7, 6+♠	4 bids	

1♦	1♥/♠	5-, 4	3♣	10-, 4+♦
	1NT	6-10, bal, no major	3♦	Preemptive
	2♣	Natural, forcing	3♥	13-15, splinter
	2♦	5-9, 5+♦, no major	3♠	13-15, splinter
	2♥	0-7, 6+♥	3NT	13-15, no major
	2♠	0-7, 6+♠	4♦	Preemptive
	2NT	5+♦, slam try	4 Other	

1♥/♠	1NT	(5)6-10, bal	3♣	8-11, 4+support
	2♣	10-, 4+♣	3♦	6-7, 4+support
	2♦	10-, 4+♦	3♥/♠	2-5, 4+supp
	2♥/♠	6-9, 3 support	3NT	13-15, balanced, support
	2NT	GF, 4+support	4♣/♦	11-14, splinter

2♣	2♦	0-3, or 10-	2♥/♠	4-6/7-9, no biddable suit
other	2NT, 3♣, ♦, ♥: Transfer, 2/3 honours; 3♣: 5♦4♣; 3NT: 5♠4♥			

2♦	2♥	Correctable	3♣/♦	Natural, forcing
	2♠	Correctable	3♥/♠	Correctable
	2NT	Ask	3NT	To play

2♥/♠	2NT	Ask	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	
	3♥/♠	Preemptive	4♥/♠	

2NT	3♣	5 card puppet stayman	4♣	6+♣, RKCB
	3♦	Transfer	4♦	6+♦, RKCB
	3♥	Transfer	4♥	To play
	3♠	Minors, slam interest	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	5+suit [RKCB responses]
3♥/3♠	5+suit [RKCB responses]
4♣	Transfer to 4♥
4♦	Transfer to 4♠
4♥	
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 \_\_\_\_\_

Defence to 3NT opening 4♣: Majors, better ♥; 4♦: Majors, better ♠

Defence to opening Two's: Multi 2♦ X:Major overcall; 2♥,♠:TO with suit; 2NT:15-18

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

Defence to strong ♣ X:♥+♠; 1NT:♦+♣; 2♦:weak 6M; 2♥/♠:Int

Lebensohl Over NT interference  \_\_\_\_\_

Other uses \_\_\_\_\_

Take out of 4 level pre-empts 4♣/4♦ \_\_\_\_\_ 4♥ \_\_\_\_\_ 4♠ \_\_\_\_\_

## OTHER NOTES

After 1X-1Y-1Z: 2♣:Puppet [Invitational if continuing]; 2♦:Art GF


## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: \_\_\_\_\_

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    Weak, 3-7, 6+ suit

Jump shifts after major opening    Weak, 3-7, 6+ suit

Responses to strong 2 suit opening    Next suit=Negative or Pass/correct

Responses to 2NT opening    3D=Pass or correct, 3C enquiry

## 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: REO COUNT. Odd card=Odd No, Even card= Even No

Signal on declarer's lead    REO COUNT. Odd card=Odd, Even card= Even

Discards    McKenney     high encourage     low encourage

odd/even     Other: Suit preference if low. Even for L, odd for H

Count    natural     reverse     REO COUNT (see above)

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 69 Roman

4♣    Gerber     when?    Never

### Other Conventions

15-18 NT rebids with Crowhurst 2/3C	Lavings continuations after 1NT overcall
Herbert Negatives in response to T/O X	Puppet Stayman after 2NT
DOPE	Support Xs after we have bid 2 suits
Splinters	Fit showing jumps after overcalls
McCance trump cues	



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## STANDARD SYSTEM CARD

Names:    ROSS CRICHTON    PAM CRICHTON

ABF Nos:    155837    155829

Basic System:    ACOL

Classification:    Green     Blue     Red     Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    4(3), 11+    1♦    4, 11+    1♥    4, 11+    1♠    5, 11+

1 NT    (11)12-14    may contain 5 card major

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

Transfers    2♦    Transfer to 2H    2♥    Transfer to 2S    2♠    Baron

2 NT    Transfer to 3C    Other: 3C Transfer to 3D

2♣    8+PT in any suit, or 21-22, 25-26 etc Balanced

2♦    Weak 2 in H, or 5:5 in C/S (Weak/Strong), or 23-24 etc Balanced

2♥    Weak 2 in S, or 5:5 in C/D (Weak/Strong), or any 4441, 18+

2♠    Weak/Strong 5:5 in C/H or D/S

2 NT    Weak/Strong 5:5 in D/H or H/S

3 NT    Good 4H/S preempt

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

3NT (see above)

Over opp strong C, X is transfer to D

## COMPETITIVE BIDDING

Negative doubles through    4D    Responsive doubles through    4D

Jump overcalls    Intermediate    Unusual NT    Michaels

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

Immed cue of minor    Both majors (5:5)

Immed cue of major    Other Major and Minor (5:5)

Over opponent's 1NT (weak)    Canape Transfers

Over opponent's 1NT (strong)    Canape Transfers

Over weak twos    X=T/O, with Lebensohl continuations

Over opening threes    X=T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ suit, 5+ HCP	2NT	10-12 or 16+, Club support
	1♥/♠	4+ suit, 5+HCP	3♣	8-9 HCP, 5+ (4+) Clubs
	1NT	5-9 (10), denies 4+ H/S	3♦	Splinter. Singleton (not A or K)
	2♣	4-7 (8), denies 4+ H/S	3♥	Splinter (as above)
	2♦	3-7, 6 card suit	3♠	Splinter (as above)
	2♥	3-7, 6 card suit	3NT	13-15, Club support
	2♠	3-7, 6 card suit	4 bids	H/S to play
1♦	1♥/♠	4+ suit, 5+ HCP	3♣	3-7, 6 card suit
	1NT	5-9 (10), denies 4+ H/S	3♦	8-9 HCP, 4+ D
	2♣	4+ suit, 10+ HCP	3♥	Splinter
	2♦	4-7 (8), denies 4+ H/S	3♠	Splinter
	2♥	3-7, 6 card suit	3NT	13-15, D support
	2♠	3-7, 6 card suit	4♦	Preemptive
	2NT	10-12 or 16+ D support	4 Other	To play
1♥/♠	1NT	5-9 (10), denies primary support	3♣	3-7, 6 card suit
	2♣	4+ suit, 10+ HCP	3♦	3-7, 6 card suit
	2♦	4+ suit, 10+ HCP	3♥/♠	8-9 HCP, H/S support
	2♥/♠	4-7 (8), 3+ support	3NT	13-15, primary support
	2NT	10-12 or 16+, primary support	4♣/♦	Splinter
2♣	2♦	Negative	2♥/♠	5+ suit, Positive response
	other	2NT. Positive, no 5 card suit, unlimited HCP		
2♦	2♥	Pass or correct	3♣/♦	Natural, forcing
	2♠	Forcing, 5+ S	3♥/♠	3♥ preemptive if 2♦ is weak 2♥
	2NT	Forcing clarification	3NT	To play
2♥/♠	2NT	Forcing clarification	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Not defined
	3♥/♠	3♠ preemptive if 2♥ is weak 2 in ♠	4♥/♠	4♥ To play, 4♠ P/C
2NT	3♣	Forcing clarification	4♣	Not defined
	3♦	Pass or correct	4♦	Not defined
	3♥	Pass or correct	4♥	To play
	3♠	Pass or correct	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C transfer to 3D. 3D 6 card suit with 2/3 top honours
3♥/3♠	6 card suit, 8-10HCP, 2/3 top honours
4♣	Transfer to H
4♦	Transfer to S
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits

other Michaels in conjunction with Cue

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities

Defence to 3NT opening X= T/O

Defence to opening Two's: Multi 2♦ X=T/O, 16+ unbalanced.

RCO style 2-s 2NT 15-18 balanced, 3C is puppet Stayman

X=T/O, 16+ unbalanced.

Other 2-s 2NT 15-18 balanced. 3C is puppet Stayman

X=T/O. Lebensohl continuations

Defence to strong ♣ Canape Transfers

Lebensohl Over NT interference

Other uses In response to T/O X of OPP weak 2 bids

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

4♥ T/O X oriented 4♠ T/O X oriented

## OTHER NOTES

Wide range (15-18) 1NT rebid with Crowhurst continuations

Herbert Negative (next suit <8HCP) in response to first round T/O X

Lavings continuations after 1NT overcall

Puppet Stayman continuations after 2NT rebids/overcalls

McCance Trump cues

Canape defence to OPP 1NT openings

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted

Jump raises - majors limit  forcing  Other: Weak (at most 6 HCP)

Jump shifts after minor opening Weak (4-7 HCP) 6-7 card suit

Jump shifts after major opening Bergen (if a minor), 3-card limit raise (if a major)

Responses to strong 2 suit opening 2D (<3 controls)

Responses to 2NT opening 3C enquiry; otherwise Pass or Correct

## 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? \_\_\_\_\_

### Other Conventions

Cue raises	Splinters
Puppet Stayman	DOPI
2NT checkback over 1NT rebid	Grand slam force
3C checkback over 2NT rebid	123 doubles over 1NT interference
FSF forcing to game	



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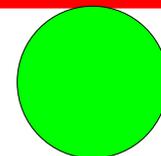
## STANDARD SYSTEM CARD

Names: Earl Dudley Anne Powell

ABF Nos: 156 302 159 786

Basic System: 2/1 GF Standard Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20, 3 1♦ 11-20, 3 1♥ 11-20, 5 1♠ 11-20, 5

1 NT 14-17 may contain 5 card major

2♣ Stayman: simple  extended  Other: Lavings

Transfers 2♦ to hearts 2♥ to spades 2♠ to clubs

2 NT to diamonds Other: \_\_\_\_\_

2♣ GF or (semi) balanced 20-21 or 24-25 or 28-29 HCP

2♦ 6-10 HCP 6 card major or (semi) balanced 22-23 or 26-27 or 30-31 HCP

2♥ 6-10 HCP, 5+5+ in majors or minors

2♠ 6-10 HCP, 5+5+ in red suits or black suits

2 NT 6-10 HCP, 5+5+ clubs/hearts or spades/diamonds

3 NT solid minor, no outside A or K

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

Support doubles and redoubles

## COMPETITIVE BIDDING

Negative doubles through 4D Responsive doubles through 4D

Jump overcalls Weak Unusual NT lower unbid suits

1NT overcall (immediate) 15-18 (re-opening) (11) 12-14

Immed cue of minor 5+5+ majors, 6-10 HCP or strong

Immed cue of major 5+5+ other major and a minor, 6-10 HCP or strong

Over opponent's 1NT (weak) Pottage

Over opponent's 1NT (strong) Pottage

Over weak twos X (+ Lebensohl)

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+HCP, 4+	2NT	16+ HCP, 5+ support
	1♥/♠	6+ HCP, 4+	3♣	4-7 HCP, 5+ support
	1NT	6-11 HCP	3♦	12+ HCP, splinter
	2♣	10+ HCP if NP, 6-9 if P, 5+suit	3♥	pre-emptive, natural
	2♦	4-7 HCP, 6-7 card suit	3♠	pre-emptive, natural
	2♥	4-7 HCP, 6-7 card suit	3NT	12-15 HCP balanced
	2♠	4-7 HCP, 6-7 card suit	4 bids	pre-emptive

1♦	1♥/♠	6+HCP, 4+	3♣	?
	1NT	6-11 HCP	3♦	4-7 HCP, 5+ support
	2♣	GF, 4+ suit	3♥	pre-emptive, natural
	2♦	10+ HCP if NP, 6-9 if P, 5+suit	3♠	pre-emptive, natural
	2♥	4-7 HCP, 6-7 card suit	3NT	12-15 HCP balanced
	2♠	4-7 HCP, 6-7 card suit	4♦	pre-emptive, natural
	2NT	16+ HCP, 5+ support	4 Other	pre-emptive, natural

1♥/♠	1NT	6-11 HCP	3♣	10-11 HCP, 4-5 card support
	2♣	GF, 4+ suit	3♦	8-9 HCP, 4-5 card support
	2♦	GF, 4+ suit	3♥/♠	<7 HCP, 4-5 card support
	2♥/♠	6-9 HCP, 3 card support or 4333	3NT	12-15 HCP balanced 3 card supp
	2NT	12+ HCP, 4-5 card support	4♣/♦	12+ HCP, splinter

2♣	2♦	<3 controls	2♥/♠	3+ controls, natural
other		3+ controls, natural		

2♦	2♥	Pass or correct	3♣/♦	Pass or correct
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Strong enquiry	3NT	To play if opener is weak

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Pass or correct	4♥/♠	Pass or correct

2NT	3♣	Strong enquiry	4♣	Pass or correct
	3♦	Pass or correct	4♦	Pass or correct
	3♥	Pass or correct	4♥	Pass or correct
	3♠	Pass or correct	4♠	Pass or correct
	3NT	Strong enquiry	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural slam interest
3♥/3♠	Natural slam interest
4♣	Not used
4♦	Not used
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                      Cheapest length feature

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦                      X = 15+ HCP, 2Major = T/O of bid suit

### RCO style 2-s

X = 15+ HCP

### Other 2-s

X = 15+ HCP,

### Defence to strong ♣

X = majors, NT = minors

### Lebensohl

Over NT interference

### Other uses

After X of weak two

### Take out of 4 level pre-empts

4♣/4♦                      4♥                      4♠

## OTHER NOTES