

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: inverted criss cross  
 Jump raises - majors limit  forcing  Other: pre-emptive  
 Jump shifts after minor opening weak  
 Jump shifts after major opening raise (3 card limit) or splinter  
 Responses to strong 2 suit opening kokish relay  
 Responses to 2NT opening modified puppet stayman

## 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 natural count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: odd encourage  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Sweedish defence to multi 2D unspecified splinters  
 Lebensohl cue raises  
 Cap 1mx



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## STANDARD SYSTEM CARD

Names: Laura Ginnan Stephen Williams  
 ABF Nos: 586358 695673  
 Basic System: \_\_\_\_\_ 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 14-17 bal/semi bal may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ hearts 2♥ spades 2♠ clubs/range probe  
 2 NT diamonds Other: \_\_\_\_\_  
 2♣ game force  
 2♦ weak (5) 6 Diamonds  
 2♥ weak 4+ hearts and 4+spades  
 2♠ Weak (5) 6 Spades  
 2 NT 20-21 bal/ semi bal  
 3 NT gambling

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

transfers over 1M-X

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S  
 Jump overcalls weak Unusual NT Lowest unbid 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) x=penalties, modified cap  
 Over opponent's 1NT (strong) x=5minor and 4major, modified cap  
 Over weak twos X=t/o followed by lebensohl  
 Over opening threes X=t/o

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4+	2NT	10-12 no 4 card major
	1♥/♠	5+, 4+	3♣	0-6, 5+ clubs, no 4cM
	1NT	6-9, 4333(clubs) most of the time	3♦	g/f splinter
	2♣	10+, 5+ clubs	3♥	g/f splinter
	2♦	7-9, 5+ clubs no 4cM	3♠	g/f splinter
	2♥	0-4, 6 hearts	3NT	to play
	2♠	0-4, 6 hearts	4 bids	exclusion key card, 4c=minorwood
1♦	1♥/♠	5+, 4+	3♣	7-9
	1NT	6-9 no 4cM	3♦	0-6, 5+ diamonds
	2♣	10+, 4+	3♥	g/f splinter
	2♦	10+ 5 + diamonds, no 4cM	3♠	g/f splinter
	2♥	0-4, 6 hearts	3NT	to play
	2♠	0-4, 6 spades	4♦	keycard on diamonds
	2NT	10-12 no 4cM	4 Other	exclusion keycard
1♥/♠	1NT	6-9 balanced	3♣	4+major 6-9hcp
	2♣	10+hcp, 4+	3♦	unspecified g/f splinter
	2♦	10+, 4+	3♥/♠	preemptive raise
	2♥/♠	6-9 3(4) card raise	3NT	12-15 bal 4 card g/f raise
	2NT	10-12 or 16+ 4card bal raise	4♣/♦	slam interest splinter
2♣	2♦	neg/waiting	2♥/♠	see below
	other	8+ HCP with 6+ of a suit with at least 2 of the top 3 honours		
2♦	2♥	nat non forcing	3♣/♦	pre-emptive raise
	2♠	nat non forcing	3♥/♠	forcing 5+
	2NT	ogust	3NT	to play
2♥/♠	2NT	strength/length enquiry	3NT	to play
	3♣/♦	nat non forcing	4♣/♦	preemptive
	3♥/♠	preemptive raise	4♥/♠	preemptive raise
2NT	3♣	mod puppet stayman	4♣	trans to hearts slam interest
	3♦	transfer to hearts	4♦	trans to spades slam interest
	3♥	transfer to spades	4♥	to play
	3♠	puppet to 3nt	4♠	to play
	3NT	5/5 minors choice of game	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	natural slam tries
3♥/3♠	natural slam tries
4♣	transfer to hearts
4♦	transfer to spades
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 two way

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦ sweedish

RCO style 2-s

Other 2-s

### Defence to strong ♣

### Lebensohl

Over NT interference

Other uses OVER 2 level opening X

### Take out of 4 level pre-empts

4♣/4♦ x= t/o

4♥ x=to

4♠ x=to

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump shifts after minor opening	See inside		
Jump shifts after major opening	See inside		
Responses to strong 2 suit opening	2♥ waiting, 2♠ very bad		
Responses to 2NT opening	Mod. Muppet Stayman, M xfers, 3♠ = minor ask		

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when? Hell freezes over	

### Other Conventions

2NT often a M raise in competition	
Transfers after 1M-(X)	
Drury-like system after 3rd/4th-seat 1M	



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## STANDARD SYSTEM CARD

Names:	Sebastian Yuen	James Higgins		
ABF Nos:	696481	574661		
Basic System:	Strong NT, 5cM, transfer responses to 1♣			
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♣	2+	1♦	4+	1♥	5+	1♠	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: Keri (puppet to 2♦)				
Transfers	2♦	♥	2♥	♠	2♠	Range probe*	
2 NT	♣	Other: * includes single-suited slam tries					
2♣	18-19 bal. or semi-bal.						
2♦	GF						
2♥	Weak 4+♥/4+♠						
2♠	Weak (5)6+♠						
2 NT	20-22 bal. or semi-bal.						
3 NT							

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

Transfer responses to 1♣	Many low-level transfers, including
1♦ opening never balanced	some doubles and redoubles
1♦ opening could have longer ♣	

## COMPETITIVE BIDDING

Negative doubles through	Lots	Responsive doubles through	Some
Jump overcalls	Weak	Unusual NT	Lowest unbid, 5+/5+, weak/strong
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Majors, 5+/5+, weak or strong		
Immed cue of major	Other major + ♣, 5+/5+, weak or strong		
Over opponent's 1NT (weak)	} 2♣=majors		
Over opponent's 1NT (strong)	}		
Over weak twos	X + Lebensohl		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+♥	2NT	Inv ♣
	1♥/♠	4+♠/*	3♣	Weak ♣
	1NT	11-12 bal., usually no M	3♦	}
	2♣	GF ♦	3♥	} Splinter for ♣
	2♦	Inv ♦	3♠	}
	2♥	Weak ♥	3NT	Natural (rare)
	2♠	Weak ♠	4 bids	
1♦	1♥/♠	Natural	3♣	Inv ♣
	1NT	5+♣	3♦	Weak ♦
	2♣	Inv+ ♦	3♥	Splinter
	2♦	Weak ♦	3♠	Splinter
	2♥	Weak ♥	3NT	Natural
	2♠	5+♠/4+♥ inv	4♦	
	2NT	Natural	4 Other	
1♥/♠	1NT	Natural	3♣	**
	2♣	**	3♦	**
	2♦	**	3♥/♠	Weak
	2♥/♠	Natural raise	3NT	**
	2NT	**	4♣/♦	**
2♣	2♦	Transfer to ♥	2♥/♠	Transfer to ♠/Puppet to 2NT
	other	3♣ = puppet to ♦, 3♦ = 4♥4♠, 3♥ = 4♠, 3♠ = 4♥, 3NT = 5/5 ♥/♠		
2♦	2♥	Waiting	3♣/♦	
	2♠	Very bad, < about a king	3♥/♠	
	2NT		3NT	
2♥/♠	2NT	Inquiry	3NT	To play
	3♣/♦	***	4♣/♦	
	3♥/♠		4♥/♠	
2NT	3♣	Mod. Muppet Stayman	4♣	Transfer to ♥
	3♦	Transfer to ♥	4♦	Transfer to ♠
	3♥	Transfer to ♠	4♥	To play
	3♠	Minor suit inquiry	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Transfer splinter
3♥/3♠	Transfer splinter
4♣	5/5 ♥/♠, slam inv
4♦	5/5 ♥/♠, GF or slam force
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                      2♣ puppet to 2♦; other 2-lvl bids transfers

Defence to 3NT opening                      Preferably accurate

Defence to opening Two's:                      Multi 2♦                      2♥ = 15-18 bal., 2♠/NT = good ♣/♦ o/c

3♣/♦ = bad ♣/♦ o/c

RCO style 2-s                      X of initial bid: 16+; first subsequent X or first X by partnership

otherwise = T/O

Other 2-s                      Similar

Defence to strong ♣

Lebensohl                      Over NT interference

Other uses                      Some competitive auctions, particularly starting (weak 2)-X-(P)

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

4♥ X                      4♠ X/4NT

## OTHER NOTES

\* Weak no M OR GF ♣ OR GF bal.

\*\* Over 1♥: 2♣ = inv+ 3♥ OR GF ♣ OR GF bal., 2♦ = natural GF

\*\* Over 1♠: 2♣ = inv+ ♥, 2♦ = inv+ 3♠ OR GF ♣ OR GF bal., 2♥ = GF ♦

\*\* Most other jumps show various raises and splinters

\*\* 3M-2 shows inv in that minor, 6+m, <3M

\*\*\* NF over 2♥; constructive NF over 2♠ (hands with fit generally act)

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted

Jump raises - majors limit  forcing  Other: Preemptive

Jump shifts after minor opening Criss-cross minors, WJS in majors

Jump shifts after major opening Single jump = NAT INV; double jump = SPL

Responses to strong 2 suit opening 2♦ = negative/waiting; other = NAT

Responses to 2NT opening 3♣ = modified puppet staymen, 3♦/♥ = xfers, 3♠ = minors

## PLAY CONVENTIONS

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

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

Underlead  Other: K for reverse attitude, A/Q for reverse count

Four or more with an honour 4th highest  attitude  NT

3rd/5th  S Other: \_\_\_\_\_

From 4 small 2nd highest  NT Other: 3rd vs suit

From 3 cards (no honour) top  NT middle  NT bottom  S

Signal on partner's lead: high encourage  low encourage

Other: OR reverse count as appropriate

Signal on declarer's lead Reverse count, suit preference or none, as appropriate

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Inverted Kokish \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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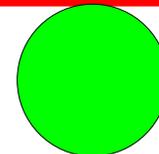
## STANDARD SYSTEM CARD

Names: Lucy Stevenson Robin Stevenson

ABF Nos: 444189 574643

Basic System: 2/1 Game Forcing Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+♣ 1♦ 4+♦ 1♥ 5+♥ 1♠ 5+♠

1 NT 14-16 BAL may contain 5 card major

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

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: 3-suit = slam try setting suit

2♣ Strong, GF or 21+ BAL (5M OK)

2♦ Natural, weak

2♥ Natural, weak

2♠ Natural, weak

2 NT 19-20 BAL (5M OK)

3 NT \_\_\_\_\_

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

1♣ includes all 17-18 BAL 1M - 2♣ = INV M raise, GF BAL or GF 5+ ♣

(♦ can be longer if 17-18 BAL, but no 5M)

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT 5+/5+ LUBS

1NT overcall (immediate) 15-18 (re-opening) 11-14(/1m); 12-16(/1M)

Immed cue of minor 1m - 2♣ = NAT; 1m - 2♦ = 5+/5+ M

Immed cue of major 5+/5+ other M & a minor

Over opponent's 1NT (weak) 2♣ = both M; other = NAT

Over opponent's 1NT (strong) 2♣ = both M; other = NAT

Over weak twos X = T/O, with LEB

Over opening threes X = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	NAT	2NT	11-12 no M
	1♥/♠	NAT	3♣	Preemptive
	1NT	6-10(11) no M	3♦	NAT preemptive
	2♣	10+, 4+♣	3♥	31(54) min GF
	2♦	7-9, 5+♣	3♠	13(54) min GF
	2♥	3-7, 6+♥	3NT	13-15 no M
	2♠	3-7, 6+♠	4 bids	4M = to play

1♦	1♥/♠	NAT	3♣	NAT INV, 6+♣
	1NT	6-10(11) no M	3♦	Preemptive
	2♣	(4)5+♣, GF	3♥	SPL
	2♦	10+, 4+♦	3♠	SPL
	2♥	3-7, 6+♥	3NT	13-15 no M
	2♠	3-7, 6+♠	4♦	Preemptive
	2NT	11-12 no M	4 Other	4♣ = SPL; 4M = to play

1♥/♠	1NT	Up to 11; implies 0-3♣ over 1♥	3♣	NAT INV, 6+♣
	2♣	INV raise or GF BAL or GF 5+♣	3♦	NAT INV, 6+♦
	2♦	NAT GF 5+♦	3♥/♠	Preemptive
	2♥/♠	3+M, 5-9ish	3NT	Slam INV ♠ SPL / Misc GF SPL
	2NT	GF, 4+M	4♣/♦	Slam INV SPL

2♣	2♦	Negative/waiting	2♥/♠	NAT
other		NAT		

2♦	2♥	NNF	3♣/♦	NNF / preemptive
	2♠	NNF	3♥/♠	NAT, forcing
	2NT	Ogust	3NT	To play

2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	NNF	4♣/♦	NAT, forcing
	3♥/♠	Preemptive	4♥/♠	To play

2NT	3♣	Modified puppet Stayman	4♣	Slam try in ♥
	3♦	Transfer to ♥	4♦	Slam try in ♠
	3♥	Transfer to ♠	4♥	To play
	3♠	Both minors	4♠	To play
	3NT	To play	other	4NT = quant

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	NAT slam try
3♥/3♠	NAT slam try
4♣	
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 2♣ = PUP to 2♦; 2-other = transfers

Defence to 3NT opening \_\_\_\_\_

Defence to opening Two's: Multi 2♦ First dbl values, next dbl T/O, next dbl penalties

RCO style 2-s First dbl values, next dbl T/O, next dbl penalties

Other 2-s T/O dbl over NAT bids, with LEB

Defence to strong ♣ \_\_\_\_\_

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

Other uses After T/O dbl of weak 2

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

4♥ Dbl 4♠ 4NT

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_