

## BASIC RESPONSES

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

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

Jump shifts after minor opening    Fit showing jumps, Splinters

Jump shifts after major opening    Fit showing jumps, Splinters

Responses to strong 2 suit opening    2♦=relay, Suit bid natural forcing

Responses to 2NT opening    3C=puppet stayman, 3D/H=Trf, 3S minor suit stayman

## PLAY CONVENTIONS

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

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

Underlead     Other: A=rev.attitude, K=rev.count

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

From 4 small    2nd highest     Other: 4th highest

From 3 cards (no honour)    top     middle     bottom

Signal on partner's lead:    high encourage     low encourage

Other: A=rev.attitude, K=rev.count

Signal on declarer's lead    Reverse Count

Discards    McKenney     high encourage     low encourage

odd/even     Other: Reverse Count

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 1430

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Fourth Suit GF	Fit showing jumps/Help suit trial bids
Lebensohl	NAMYATS
Jacoby 2NT	2C Checkback
Grand Slam Force, Exclusion Key Card	R1P0/D1P0
Puppet Stayman over big NT's	SWINE



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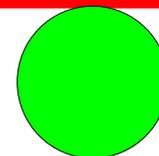
## STANDARD SYSTEM CARD

Names:    Kim Neale    Linda King

ABF Nos:    233765    278017

Basic System:    ACOL

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    3+♣, 11+ HCP    1♦    4+♦, 11+ HCP    1♥    4+♥, 11+ HCP    1♠    5+♠, 11+ HCP

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

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

Transfers    2♦    ->♥    2♥    ->♠    2♣    ->♣

2 NT    ->♦    Other: \_\_\_\_\_

2♣    GF suit(s) or strong and bal. 23+ HCP

2♦    Weak 2♥ -OR- Weak 2♠

2♥    5-10 HCP, 5♥ and 4+ in another suit

2♠    5-10 HCP, 5♠ and 4+ in a minor

2 NT    20-22 HCP balanced

3 NT    Minor suit Pre-empt

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

Fit Showing Jumps	Splinters
Opening 4♣/4♦ transfers to 4♥/4♠	

## COMPETITIVE BIDDING

Negative doubles through    4♥    Responsive doubles through    4♥

Jump overcalls    Weak    Unusual NT    Lower Unbid Suits

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

Immed cue of minor    Michaels

Immed cue of major    Michaels

Over opponent's 1NT (weak)    X=Penalty, 2C=♥+another, 2D=♠+minor, 2H/S nat.

Over opponent's 1NT (strong)    X=Single Suit, 2C=♥+another, 2D=♠+minor, 2H/S nat.

Over weak twos    X=T/O, Suit Bid non-forcing, Lebensohl

Over opening threes    X=T/O, Suit Bid non-forcing

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+ ♦, 5+ HCP	2NT	Jacoby
	1♥/♠	4+ suit, 5+ HCP	3♣	Limit, 5+♣, 10-12 HCP
	1NT	6-9 HCP	3♦	Splinter
	2♣	6-9 HCP, 5+♣, no major	3♥	Splinter
	2♦	Fit showing, 5+ ♣, good ♦	3♠	Splinter
	2♥	Fit showing, 5+ ♣, good ♥	3NT	12-14 HCP, balanced raise
	2♠	Fit showing, 5+ ♣, good ♠	4 bids	4♣=RKCB
1♦	1♥/♠	4+ suit, 5+ HCP	3♣	Fit showing, 4+ ♦, good ♣
	1NT	6-9 HCP	3♦	Limit, 4+ ♦, 10-12 HCP
	2♣	4+ ♣, 10+ HCP	3♥	Splinter
	2♦	6-9 HCP, 4+♦, no major	3♠	Splinter
	2♥	Fit showing, 4+ ♦, good ♥	3NT	12-14 HCP, balanced raise
	2♠	Fit showing, 4+ ♦, good ♠	4♦	RKCB
	2NT	Jacoby	4 Other	Splinter
1♥/♠	1NT	5-9 HCP	3♣	Fit showing, 4 card support
	2♣	4+ ♣, 10+ HCP	3♦	Fit showing, 4 card support
	2♦	4+ ♦, 10+ HCP	3♥/♠	Limit, 4 card support
	2♥/♠	6-9 HCP, 3 card support	3NT	12-14 HCP, balanced raise
	2NT	4+ card support, GF, slam try	4♣/♦	Splinter
2♣	2♦	relay	2♥/♠	natural, good suit, 8+ HCP
	other			
2♦	2♥	pass or correct	3♣/♦	Natural 6 card suits - forcing
	2♠	3 card ♥ raise, short spade	3♥/♠	3+/3+ Majors, correctable, NF
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To Play
	3♣/♦	Correctable	4♣/♦	Correctable
	3♥/♠	competitive raise, NF	4♥/♠	To Play
2NT	3♣	Puppet Stayman	4♣	Natural, 6+♣, slam interest
	3♦	Transfer to ♥	4♦	Natural, 6+♦, slam interest
	3♥	Transfer to ♠	4♥	To Play
	3♠	Minor suit stayman	4♠	To Play
	3NT	To Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam interest, good suit
3♥/3♠	slam interest, good suit
4♣	GERBER
4♦	non-systemic
4♥	To Play
4♠	To Play

Unusual NT: minors  other suits  lower 2 unbid suits

other If opponents have bid 2 suits, then 2NT is T/O for other 2 suits

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  By passed hand  Game force

NT Checkback  Priorities To show 3 card major suit fit

Defence to 3NT opening X=values, 4♣/♦=both majors, 4♥/♠=natural, 4NT=Maj+min

Defence to opening Two's: Multi 2♦ X=16+

RCO style 2-s X=16+

Other 2-s X=good opening hand

Defence to strong ♣ X=clubs, 1 level natural, 2 level DONT (5/4 either way)

Lebensohl Over NT interference

Other uses as response to X of opponents weak 2 openings

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

4♥ X=T/O 4♠ X=Penalty, 4NT=2 suited T/O

## OTHER NOTES

Doubles: 1st X = values, 2nd X = T/O, 3rd X = Penalty

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak

Jump raises - majors limit  forcing  Other: Bergen

Jump shifts after minor opening 2♦/♥/♠ = weak 6-card, <6 HCP

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♣ - 2♦ = negative or waiting

Responses to 2NT opening Puppet Stayman, transfers: 3♦=♥, 3♥=♠, 3♠=♣, 3NT=♦

## 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 reverse count

Discards McKenney  high encourage  low encourage

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

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 14/30, Minorwood

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

4th suit forcing to game \_\_\_\_\_ Two-way checkback \_\_\_\_\_

Cue raises \_\_\_\_\_

Asking bids \_\_\_\_\_

Splinters, mini-splinters \_\_\_\_\_

support doubles, redoubles \_\_\_\_\_



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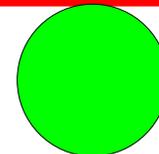
## STANDARD SYSTEM CARD

Names: Helen Lowry Berri Folkard

ABF Nos: 162795 20303

Basic System: Modified Acol 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 12-14 may contain 5 card major

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

Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣

2 NT ♦ Other: \_\_\_\_\_

2♣ Gameforce 23+ Balanced, or 9+ playing trick suit

2♦ Weak 6+ ♦

2♥ Weak 6+ ♥

2♠ Weak 6+ ♠

2 NT 20-22 HCP balanced

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

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

Bergen raises \_\_\_\_\_ Modified Hamilton over opp NT \_\_\_\_\_

Inverted Minors \_\_\_\_\_

Minorwood \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Minors/lower unbid suits

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

Immed cue of minor Majors

Immed cue of major Other Major + minor

Over opponent's 1NT (weak) X=Penalty; 2♣=Majors; 2♦=ssM, 2♥/♠=M+m

Over opponent's 1NT (strong) X=ssminor; 2♣=Majors; 2♦=ssM, 2♥/♠=M+m

Over weak twos X, then Lebensohl

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+♦	2NT	10-11 bal
	1♥/♠	6+ HCP, 4+♥/♠	3♣	3-6 HCP, 5+♣
	1NT	6-9 HCP	3♦	Splinter
	2♣	10+ HCP, 5+♣	3♥	Splinter
	2♦	6 HCP, 6-card ♦	3♠	Splinter
	2♥	6 HCP, 6-card ♥	3NT	To Play
	2♠	6 HCP, 6-card ♠	4 bids	4♣ = Minorwood: 4♥/♠ to play
1♦	1♥/♠	6+ HCP, 4+♦	3♣	Splinter
	1NT	6-9 HCP	3♦	3-6 HCP, 5+♦
	2♣	10+ HCP, 4+♣	3♥	Splinter
	2♦	10+ HCP, 5+♦	3♠	Splinter
	2♥	6 HCP, 6-card ♥	3NT	To Play
	2♠	6 HCP, 6-card ♠	4♦	Minorwood
	2NT	10-11 bal	4 Other	4♥/♠ to play
1♥/♠	1NT	6-9 HCP	3♣	6-9 HCP, 4♥/♠
	2♣	10+ HCP, 4+♣	3♦	10-11 HCP, 4-card support
	2♦	10+ HCP, 4+♦	3♥/♠	<6 HCP, 4♥/♠
	2♥/♠	6-9 HCP, 3♥/♠	3NT	12-15 balanced raise
	2NT	12+ HCP, 4♥/♠	4♣/♦	Splinter
2♣	2♦	<7 HCP or waiting	2♥/♠	useful 5-card suit, 2 honours
	other	2NT = 8+ bal		
2♦	2♥	Non-forcing	3♣/♦	Forcing
	2♠	Non-forcing	3♥/♠	To play
	2NT	Enquiry: show feature	3NT	To play
2♥/♠	2NT	Enquiry: show feature	3NT	To play
	3♣/♦	Forcing	4♣/♦	Splinter
	3♥/♠	To play	4♥/♠	Play/correct
2NT	3♣	Puppet Stayman	4♣	Minorwood
	3♦	Transfer ♥	4♦	Minorwood
	3♥	Transfer ♠	4♥	To play
	3♠	Transfer ♣	4♠	To play
	3NT	Transfer ♦	other	4NT/5NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam int (asks cue: then 3NT no cue)
3♥/3♠	Slam int
4♣	Preempt
4♦	Preempt
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♣ = invitational, 2♦ = suit, 2NT = g.f.

### Defence to 3NT opening

X = t.o.; 4♣ = ♥+♠; 4♠ = ♠+♥

### Defence to opening Two's:

Multi 2♦ X = values (weak NT or better), or ♦

### RCO style 2-s

X = values

### Other 2-s

X = values

### Defence to strong ♣

RCOs: X = rank, 1♦ = colour, 1♥/♠ = nat, 1NT = odds

### Lebensohl

Over NT interference

### Other uses

Defence to weak 2 openings

### Take out of 4 level pre-empts

4♣/4♦ X  
4♥ X 4♠ 4NT

## OTHER NOTES

All systems on over X, off over interference

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted

Jump raises - majors limit  forcing  Other: Limit over ♥ Bergen over ♠

Jump shifts after minor opening Weak in majors. Constructive in minors

Jump shifts after major opening Limit over ♥. Bergen over ♠.

Responses to strong 2 suit opening 2♦ negative or waiting

Responses to 2NT opening Puppet, transfers and Kokish relay

## PLAY CONVENTIONS

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

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

Underlead  Other: Journalist. Jack: no higher honour. 10/9, 2 or 0 above

Four or more with an honour 4th highest  NT attitude

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

From 4 small 2nd highest  Other: \_\_\_\_\_

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

Signal on partner's lead: high encourage  low encourage

Other: Again NT. Reverse count on lead of king.

Signal on declarer's lead Reverse count

Discards McKenney  NT high encourage  low encourage  S

odd/even  Other: odd/even when singleton in dummy

Count natural  reverse

## CONVENTIONS

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

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Leaping Michaels \_\_\_\_\_

Good/bad 2NT \_\_\_\_\_

Blackout \_\_\_\_\_

Minorwood \_\_\_\_\_

Lebensohl over NT and weak 2's \_\_\_\_\_



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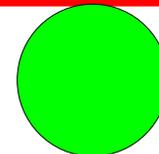
## STANDARD SYSTEM CARD

Names: LYNN LORNA

ABF Nos: 289957 769509

Basic System: ACOL Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 11 - 14 STRONG IN 3RD 15 - 17 may contain 5 card major

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

Transfers 2♦ Forcing Stayman 2♥ Natural 2♠ Natural

2 NT Forces 3♣ Other: Different over strong NT

2♣ Game Force

2♦ Weak in ♥ or ♠ 6 - 9 with 6 card suit

2♥ ♥ and minor 6 - 9

2♠ ♠ and minor 6 - 9

2 NT 20 - 21

3 NT 5♠ and 6♥ 6 - 12

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

Transfers over strong NT only 3♣ Jump overcalls

3NT opening Journalist leads

Kokish relay over 2♣ opening \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Lower unbid

1NT overcall (immediate) 15 - 17 (re-opening) 10 - 14

Immed cue of minor Other minor and ♠

Immed cue of major Other major and ♠

Over opponent's 1NT (weak) X 11+ and 5 card suit. Others DONT

Over opponent's 1NT (strong) DONT

Over weak twos X take out

Over opening threes X take out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦ 6+ points	2NT	10 - 12 balanced
	1♥/♠	4+ ♥/♠, 6+ points	3♣	pre-emptive
	1NT	6 - 9	3♦	splinter
	2♣	5+ ♣, 12 + points	3♥	splinter
	2♦	5+ ♣ 8 - 11 points	3♠	splinter
	2♥	6♥ 3 - 6 points	3NT	12 - 14 balanced
	2♠	6♠ 3 - 6 points	4 bids	4♣ pre-emptive. Others to play
1♦	1♥/♠	4+ ♥/♠, 6+ points	3♣	5+ ♦, 8 - 11 points
	1NT	6 - 9	3♦	pre-emptive
	2♣	4+ ♣, 10+ points	3♥	splinter
	2♦	5+♦, 12+ points	3♠	splinter
	2♥	6♥ 3 - 6 points	3NT	12 - 14 balanced
	2♠	6♠ 3 - 6 points	4♦	pre-emptive
	2NT	10 - 12 balanced	4 Other	4♣ splinter. Others to play
1♥/♠	1NT	6 - 9	3♣	Weak over ♥. Bergen over ♠
	2♣	4+ ♣, 10+ points	3♦	Weak over ♥. Bergen over ♠
	2♦	4+ ♦, 10+ points	3♥/♠	Limit over ♥. Bergen of ♠
	2♥/♠	Support with 6-9	3NT	12 - 14 with 4 card support
	2NT	15+ with 4 card support	4♣/♦	splinter
2♣	2♦	negative or waiting	2♥/♠	positive and natural
	other	2NT any solid suit		
2♦	2♥	pass or correct	3♣/♦	to play
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	forcing relay	3NT	to play
2♥/♠	2NT	forcing realy	3NT	to play
	3♣/♦	pass or correct	4♣/♦	splinter
	3♥/♠	pre-emptive	4♥/♠	to play
2NT	3♣	puppet	4♣	transfer to ♥
	3♦	transfer to ♥	4♦	transfer to ♠
	3♥	transfer to ♠	4♥	weak with both minors
	3♠	5 spades and 4 hearts	4♠	strong with both minors
	3NT	both minors, mild slam interest	other	puppet does not guarantee major.

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Weak: Invitational. Strong: 3♣ weak in both minors 3♦ strong in both minors
3♥/3♠	Weak: Balanced with 5 card suit. Strong: Shortage
4♣	Transfer to ♥
4♦	Transfer to ♠
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 \_\_\_\_\_

Defence to 3NT opening X for penalties. 4♣ take out

Defence to opening Two's: Multi 2♦ X with 15+. 2NT balanced with stopper in majors.

Overcalls natural.

RCO style 2-s X with 15+

Other 2-s If 2♣/2♦ shows both majors: X 15+, 2♥ t.o. < 15

2♣ wk 5/5 both minors. 2NT 15 - 17

Defence to strong ♣ X majors. 1NT minors

Lebensohl Over NT interference

Other uses Over weak 2's

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

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_