

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening weak 0-4

Jump shifts after major opening Bergen

Responses to strong 2 suit opening _____

Responses to 2NT opening puppet stayman

PLAY CONVENTIONS

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

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

Underlead Other: A = Att K = count

Four or more with an honour 4th highest attitude NT

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

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

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead Smith and count and SP

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: minorwood

4♣ Gerber when? after NT only and NT sequences

Other Conventions

Puppet Leb Red Suit Texas

Transfer Lebensohl

Reverse Drury

Cue raises Limit Plus



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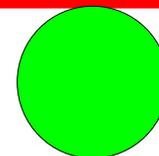
STANDARD SYSTEM CARD

Names: Kamal Peter Hainsworth

ABF Nos: QLD Open

Basic System: Standard American 2/1 Modified

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♣ Clubs

2 NT Diamonds Other: ?

2♣ Game force

2♦ Weak Feature ask

2♥ Weak Feature

2♠ Weak Feature

2 NT 20 - 21

3 NT Specific ace ask

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

forcing 1NT modified bergen

Inverted Minors Fit Jumps in comp

frequent System on

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Weak Unusual NT lower unbid

1NT overcall (immediate) 15 - 18 (re-opening) 10 - 16

Immed cue of minor majors

Immed cue of major other major + minor

Over opponent's 1NT (weak) Multilandy

Over opponent's 1NT (strong) Multilandy

Over weak twos x puppet transfer leb

Over opening threes x

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦		2NT	11-12
	1♥/♠		3♣	weak 5-9
1NT	8-10 with clubs		3♦	Splinter
2♣	inverted		3♥	Splinter
2♦	Weak		3♠	Splinter
2♥	Weak		3NT	
2♠	Weak		4 bids	

1♦	1♥/♠		3♣	Weak
1NT	6-9		3♦	weak 5-9
2♣	natural 10+		3♥	Splinter
2♦	inverted		3♠	Splinter
2♥	Weak		3NT	
2♠	Weak		4♦	pre empt
2NT	11-12		4 Other	

1♥/♠	1NT	forcing	3♣	Bergen
	2♣	GF	3♦	Bergen
	2♦	GF	3♥/♠	Limit
	2♥/♠	8-10 3 card/Mini Splinter/GF	3NT	
	2NT	bergen	4♣♦	

2♣	2♦	neg or waiting	2♥/♠	pos natural 2of 3
	other			

2♦	2♥	F	3♣♦	F/pre
	2♠	F	3♥/♠	
	2NT	ask	3NT	to play

2♥/♠	2NT	Feature Ask	3NT	to play
	3♣♦	F	4♣♦	
	3♥/♠	RONF	4♥/♠	to play

2NT	3♣	puppet stayman	4♣	gerber
	3♦	H	4♦	
	3♥	S	4♥	
	3♠	5 4S H	4♠	
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	suit below
3♥/3♠	suit below
4♣	gerber
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 two way

Defence to 3NT opening 4c = T/O 4d = Majors

Defence to opening Two's: Multi 2♦ X strong any suit good

RCO style 2-s

Other 2-s

Defence to strong ♣ X majors 1♦ a major 1M that+a minor 1NT minors 2X natural

Lebensohl Over NT interference transfer

Other uses Weak Twos transfer

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

OTHER NOTES

good bad

BASIC RESPONSES

Jump raises - minors limit forcing Other: 3m = 6-9; 4m = preempt
 Jump raises - majors limit forcing Other: weak
 Jump shifts after minor opening Weak
 Jump shifts after major opening Artificial
 Responses to strong 2 suit opening
 Responses to 2NT opening Puppet Stayman (modified)

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: 3rd/5th
 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: reverse count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314
 4♣ Gerber when? 4♣♦ can be RKCB in minor

Other Conventions

Drury



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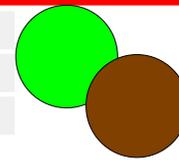


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STANDARD SYSTEM CARD

Names: Paul Hooykaas David Appleton
 ABF Nos: 264873 117714
 Basic System: STD 2/1
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 10+, 2+ 1♦ 10+, 4+ 1♥ 10+, 5+ 1♠ 10+, 5+
 1 NT 15 - 18 may contain 5 card major
 2♣ Stayman: simple extended Other:
 Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣
 2 NT to ♦ Other:
 2♣ Strong 23+ if balanced
 2♦ Weak (generally 6-10 HCP) with 6 ♥ OR 5+/5+ ♣/♦ OR ♣/♠
 2♥ Weak (generally 6-10 HCP) with 6 ♠ OR 5+/5+ ♥ & minor
 2♠ Weak (generally 6-10 HCP) with 5+/5+ ♠ & a red suit
 2 NT 20-22 balanced
 3 NT Kabel - specific Ace ask

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

Transfer responses after 1♣ openings

Some transfers after interference

COMPETITIVE BIDDING

Negative doubles through 7♠ Responsive doubles through 7♠
 Jump overcalls weak (5+) Unusual NT lower unbid
 1NT overcall (immediate) 16-18 (re-opening) 11-14 (10-12 passed)
 Immed cue of minor Majors 5+/5+
 Immed cue of major OM+m 5+/5+
 Over opponent's 1NT (weak) X = 4M + longer m; 2♣ = Majors; 2♦ = ♥; 2♥ = ♠;
 Over opponent's 1NT (strong) 2♣ = ♣; 2NT = ♦; 3♣ = minors
 Over weak twos Cue = stopper ask; 4♣ = ♣ + OM; 4♦ = ♦ + OM
 Over opening threes Over 3M: 4♣ = ♣ + OM; 4♦ = ♦ + OM

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	Xfer to ♥	2NT	10 - 11 no M
	1♥/♠	Xfer to ♠/♦	3♣	6 - 8, 5+ clubs
	1NT	6 - 10 no M	3♦	splinter, 5+ clubs
	2♣	10+, 5+ clubs	3♥	splinter, 5+ clubs
	2♦		3♠	splinter, 5+ clubs
	2♥	weak, 6+	3NT	to play
	2♠	weak, 6+	4 bids	4♣ = pre-empt
1♦	1♥/♠	5+, 4+	3♣	♣ splinter
	1NT	6 - 9 no M	3♦	6 - 8, 4+ diamonds
	2♣	10+, 4+	3♥	♥ splinter
	2♦	10+, 4+ diamonds	3♠	♠ splinter
	2♥	weak, 6+	3NT	to play
	2♠	weak, 6+	4♦	pre-empt
	2NT	10 - 11 no M	4 Other	
1♥/♠	1NT	Forcing	3♣	♥=7-10, 4+ no shortage(♠^)
	2♣	natural, GF	3♦	♥=11-12, 4+ no shortage(♠^)
	2♦	natural, GF	3♥/♠	0-6, 4+; ♥=Game, 4+, shortage(♠^)
	2♥/♠	7-10, 3 (♥=4+ any shortage)	3NT	♥=Game+, 4+, ♠ shortage(♠^)
	2NT	♥=GF, 4+ no shortage (♠^)	4♣/♦	Game+, 4+, splinter
2♣	2♦	No feature	2♥/♠	♥=suit, ♠=flat, <3 controls
	other	2NT = ♠ feature		
2♦	2♥	pass or correct	3♣/♦	pass or correct
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	Inquiry	3NT	to play
2♥/♠	2NT	Inquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	
	3♥/♠	pass or correct	4♥/♠	to play
2NT	3♣	Major suit inquiry	4♣	RKCB
	3♦	xfer to ♥	4♦	RKCB
	3♥	xfer to ♠	4♥	to play
	3♠	minor suit inquiry	4♠	to play
	3NT	to play	other	4NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = puppet stayman (modified responses)
3♥/3♠	<4 with singleton in OM, GF
4♣	RKC
4♦	RKC
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♦ artificial max, other UTL

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ 2♥ = TO of Hearts, X = TO of Spades

RCO style 2-s

Other 2-s

Defence to strong ♣

X = ♣; 1 level suits natural and constructive; 1NT/2♣ = ♣♦ weak

2♦/♥/♠ as per opening bids

Lebensohl

Over NT interference

Other uses

After X over weak 2

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X 4♠ X

OTHER NOTES

Responder will bid Stayman if at least 4/4 in M

After 2NT opening and 3♣ response: 3♦ = at least one 4 card M; 3♥ = no 4 card M;

3♠ = 5 card spades; 3NT = 5 card hearts

After 2♣ opening and 2♦ response: 2♥ is treated as a transfer to spades (Kokish style)

BASIC RESPONSES

Jump raises - minors limit forcing Other: See inside

Jump raises - majors limit forcing Other: 3level static, 2 level 8-10

Jump shifts after minor opening 1♦ - 2♥/2♠ 5 + suit 12+ HCP

Jump shifts after major opening mini Splinter 9/10 HCP rarely 8

Responses to strong 2 suit opening NA

Responses to 2NT opening 3♣ mandatory relay

PLAY CONVENTIONS

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

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

Underlead Other: Against NT overlead with 3 honours

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: Top of nothing

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/ suit preference

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1403 2 2Q

4♣ Gerber when? _____

Other Conventions

alpha asking bids	check back
jacoby	two way drury
exclusion rkcb	smith echo (high enc)
attitude rkcb	
double barrel crowhurst	



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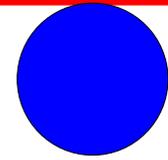
STANDARD SYSTEM CARD

Names: Pranjal Chakradeo Janee Solomon

ABF Nos: QLD OPEN

Basic System: Precision - Modified Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 0♣16+/81/2 pt 2suiter 1♦ 1+♦ 11-15 HCP 1♥ 5+♥ 11-15 HCP 1♠ 5+♠ 11-15HCP

1 NT 4333 or 4432 V-14-15/NV 12(11)-13 HCP may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥s 2♥ ♠s 2♠ GF 2 suiter 5+-5+

2 NT ♣♦ 6-4 ♣♦, AKQxxxx Other: 1NT- 4NT both minors freak hand

2♣ 5+♣+ 4M or 6+ ♣ 11-15 HCP

2♦ 5+♦+ 4M or 6+ ♦ 11-15 HCP

2♥ 6+ ♥ 5-10HCP

2♠ 6+ ♠ 5-10HCP

2 NT 0-3 loser 2 suiter hand 5-5 or better

3 NT Gambling

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

Comic 1NT (5-9 HCP) single suit over std/acol 1♣	1♠ - 1NT forcing 1 round
1♥ - 1♠ forcing 1 round denies 4 spades	1♣ - 1♦ - 1♥ shows 19+ HCP
1♥ - 1NT forcing 1 round shows 4 spades	1♦ opening if balanced 12-13 V 14-15 NV

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠

Jump overcalls weak except over 1♦ Unusual NT lowest unbid

1NT overcall (immediate) 15-18 HCP except over 1♣ (re-opening) 10-14 HCP

Immed cue of minor 1♣-2♣= 4+♥, 5+♦ 11-15HCP, 1♦-2♦= 4+♠, 5+♥ 11-15HCP

Immed cue of major Ghestem

Over opponent's 1NT (weak) Landy + transfers immediate seat/4th seat Landy+Natural

Over opponent's 1NT (strong) x=♥+♠ or a M6+, 2♣=♠+♥, 2♦=♦+♠, 2♥=♥+♠, 2♠=♠+♣, 2NT♦+♣

Over weak twos x take out lebensohl responses

Over opening threes x take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7 HCP	2NT 14+ balanced
	1♥/♠	8+ HCP 5+ ♠/♥ by intratransfer	3♣ 8+ HCP 5 + ♣ and 5+ any other suit
	1NT	8 - 13 HCP balanced	3♦ 8+ HCP 5 + ♦ and 5+ ♥or♣
	2♣	8+ HCP 5 + ♣	3♥ 8+ HCP 5 + ♠ and 5+ ♦
	2♦	8+ HCP 5 + ♦	3♠ 8+ HCP 5 + ♥ and 5+ ♦
	2♥	8+ HCP 5/4 or 6/4 in ♣/♦ either way	3NT AKQxxxx
	2♠	8+ HCP 4441 any singleton	4 bids 0-4 HCP transfer to next suit 8+card
1♦	1♥/♠	6+ HCP 4+M (may occ have 3♥)	3♣ NV 8-9HCP V 10-11 6+ ♣
	1NT	6-9 HCP balanced	3♦ NV 8-9HCP V 10-11 6+ ♦
	2♣	GF 5 + ♣ (rarely 4♣)	3♥ GF 4144.4053,4153 ♦/♠ either way
	2♦	GF 5 + ♦	3♠ GF 1444.0453,1453 ♦/♣ either way
	2♥	GF 5 + ♥	3NT 12-15 HCP Balanced both M Stopped
	2♠	GF 5 + ♠	4♦
	2NT	♥16+ HCP	4 Other
1♥/♠	1NT	1 round force non passed hand	3♣ mini splinter inv (8-10) or better
	2♣	GF 2 + ♣ (except 3♣ rebid)	3♦ mini splinter inv (8-10) or better
	2♦	GF 4 + ♦ (except 3♦ rebid)	3♥/♠ mini splinter /strategic
	2♥/♠	8-10 constructive	3NT
	2NT	Jacoby	4♣/♦
2♣	2♦	relay	2♥/♠ inv or better 5+M 2/3 +♣
	other	2NT GF bal/ 3♣ 8-10HCP/ 3♦ GF 6+♦/ 3NT 5-5 M/ 3♥or3♠ splinters	
2♦	2♥	9+ HCP /4+♥/ 6+HCP 3 +♦/ GF xxx♠	3♣/♦ 9-11 3 + ♦ or GF with 5♣
	2♠	9+ HCP 4+ ♠ or 6+HCP 5+♠ 3+♦	3♥/♠ mini splinter
	2NT	GF balanced	3NT 5-5 3♥ and 3♠
2♥/♠	2NT	relay system forcing	3NT to play
	3♣/♦		4♣/♦ att rkcb in bid suit
	3♥/♠	strategic if raised att rkcb	4♥/♠ strategic / to play
2NT	3♣	relay	4♣
	3♦	7+♦ one loser denies 3♣,♥,or♠	4♦
	3♥	7+♥ one loser denies 3♣,♦,or♠	4♥
	3♠		4♠
	3NT		other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+♣s /6+♦s (VUL 8-10HCP, NON VUL 10-12 HCP)
3♥/3♠	4144/1444 GF or better
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

Defence to opening Two's: Multi 2♦ 2♥= 4♥&5+♠/♦, 2♠= 4♥&5+♠/♦, 2NT 16-18,

x either ♥/♠ 5+ and 12 + HCP, 3♣/3♦ 6+ 12-15 HCP

RCO style 2-s BID SHORTAGE

Other 2-s X = ♣s and another 5+5+, 2♦ = ♦+♥, 2♥ = ♥ +♠,

2♠ = ♠ +♦ 2NT comic NT

Defence to strong ♣ CRASH

Lebensohl Over NT interference

Other uses Weak Two's

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

4♥ 4+ ♠ 4♠ Optional

OTHER NOTES

- 1) our mini splinters promise at least 3 trumps with singleton, 4 trumps doubleton
- 2) Relay system over weak 2♥:2♠ distribution,2NT asks for distribution and HCP & 3♣ asks for HCP
- 3) Relay system over weak 2♠:2♣ distribution,2NT asks for distribution, 3♣ asks for distribution and HCP & 3♦ asks for HCP, 3♥,4♣, 4♦ is attitude rkcb in bid suit
- 4) Long suit trials over 1M - 2M new suit at 3 level or 2NT long suit trial in ♠ if ♥ set
- 5) Short suit trials over 1M - 2M next suit puppet suit at 3 level trial bid, 3 M trial in ♠ if ♥ set, or ♣ if ♠ set