

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak 6-9HCP 4+ support
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak 0-6Pts 4+support
Jump shifts after minor opening	Weak		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2♦ = 0-1 controls, CAB; 2NT 10-12		
Responses to 2NT opening	Puppet Stayman; 4♣ rckb; transfers		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: Ace count, others attitude, 9 & 10 coded
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: _____
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: 98xx lead 9
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
	bottom <input type="checkbox"/>	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Odds & Evens (Odd = enc (ex high odd); Even is count or Mck)	
Signal on declarer's lead	Natural count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: Odd = encourage; Even = McKenney
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 0314, K with trump Q
4♣	Gerber <input checked="" type="checkbox"/>	when?	Over 1NT opening (0314)

Other Conventions

System On over 1M:X	Help suit trials for majors; splinters, suit asks
New minor forcing (or TOM), Checkback	Stopper show for minors (STR Seq)
Lebensohl + Extension; Good-Bad 2NT	Jacoby, suit ask after splinters & singletons
4th suit forcing, Minor suit RKCB (0314)	Unassuming cue bids & game try doubles
Puppet Stayman	P0D1 & P0R1 to 2♣, and strong 2NT seq



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	IAN AFFLICK	PAUL COLLINS		
ABF Nos:	370861	164917		
Basic System:	STD, BERGEN RAISES			
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+ HCP, 3+	1♦	11+ HCP, 3+	1♥	11+ HCP, 5+	1♠	11+ HCP, 5+
1 NT	15-17				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____				
Transfers	2♦ To ♥	2♥ To ♠	2♣ Baron				
2 NT	Transfer to ♣ or ♦		Other: _____				
2♠	23+ Balanced or semi-bal or 8+ Playing Tricks						
2♦	Weak 5/5 at least one major						
2♥	6 card ♥ 6-10HCP; 2NT = enquiry re singleton & min or max						
2♠	6 card ♠ 5-10HCP; 2NT = enquiry re singleton & min or max						
2 NT	21-22 balanced						
3 NT	Long minor (4 level preempt)						

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

Support X & XX; Inverted minors	DONT over strong NT & weak NT in 4th seat
Bergen Raises (ie 1♥:3♥ =weak)	1m: jump in other m =weak raise; 2♦ opening
Over 1NT red suit transfers at 4 level	(implied) Game try doubles; Namyats;

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	3♠
Jump overcalls	weak	Unusual NT	MM over 1m; mm over 1M
1NT overcall (immediate)	15-18	(re-opening)	15-17
Immed cue of minor	Michaels (new) 5/5 other minor + a major		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	Cappelletti (X=Pen; 2♣=ss; 2♦=MM; 2♥=Hm; 2♠=Sm)		
Over opponent's 1NT (strong)	DONT (dont over weak NT in 4th seat & passed hand)		
Over weak twos	X + Lebensohl extension; Leaping Michaels		
Over opening threes	X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	3+, 5+HCP	2NT	♣ Fit 10-11PTS stops all suits
	1♥/♠	4+, 5+HCP	3♣	Weak, <6 HCP & 5+♣
	1NT	6-9HCP, 4♣	3♦	Splinter
	2♣	10+ Pts, 4+♣	3♥	Splinter
	2♦	Weak ♣ raise 6-9HCP, 5+♣	3♠	Splinter
	2♥	Weak 6♥	3NT	♣ Fit 13-15 + both MM stopped
	2♠	Weak 6♠	4 bids	4♣=weak;
1♦	1♥/♠	4+ suit 5+HCP	3♣	Weak ♦ raise 6-9HCP, 5+♦
	1NT	5-9 no fit	3♦	Weak, <6 HCP 5+♦
	2♣	8+HCP, 4+ suit	3♥	Splinter
	2♦	10+ Pts, 4+♦	3♠	Splinter
	2♥	Weak 6♥	3NT	♦ Fit 13-15 + both MM stopped
	2♠	Weak 6♠	4♦	4♦= weak
	2NT	♦ Fit 10-11PTS stops all suits	4 Other	To Play
1♥/♠	1NT	5-9 no fit	3♣	10-12 pts + a 4 card fit
	2♣	9+HCP, 3+ suit	3♦	6-9 pts + a 4 card fit or v strong
	2♦	9+HCP, 4+ suit	3♥/♠	Weak 0-6 + a fit or splinter
	2♥/♠	9+HCP, 5+ suit	3NT	4/3/3/3 12-14HCP (3 card fit)
	2NT	13-15 flat or fit 13+	4♣/♦	Splinters
2♣	2♦	<0-1 controls	2♥/♠	2/3 Controls
other		3♥/3♠=6♥ or 6♠ 2 of top 3 honours of suit; 4 of a suit=7+2 of top 3		
2♦	2♥	Pass or correct	3♣/♦	3♦ & 4♦ = bid best major
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Asking bid	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	RONF	4♣/♦	
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Puppet stayman	4♣	RKCB
	3♦	Trf ♥	4♦	
	3♥	Trf ♠	4♥	
	3♠	Forcing minor suit enquiry	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+cards 2 top honours nothing outside
3♥/3♠	Game Force ♥/♠ slam interest
4♣	Gerber (0314 then RCO for 2 aces)
4♦	Transfer to 4♥
4♥	Transfer to 4♠
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 Only by opener _____ Game force

NT Checkback

Priorities Other Major & 3 card support for responder

Defence to 3NT opening

X=penalties, 4♣ & 4♦=both majors

Defence to opening Two's:

Multi 2♦ X=5+♥ 10-15HCP; 2♥= strong T/O ;2NT=16-19Bal

RCO style 2-s

Lebensohl extension applies
X=15+HCP, Lebensohl extension applies

Other 2-s

X = takeout when suit known

Defence to strong ♣

CRO

Lebensohl

Over NT interference

Other uses

Over an overcall of 1NT

Take out of 4 level pre-empts

4♣/4♦ X or 4NT
4♥ X or 4NT 4♠ 4NT

OTHER NOTES

P0D1 & P0R1 over interference of our 2♣ opening, st 2NT sequences and 4NT, MSK

Lebensohl always applies to interference over 1NT opening and 1NT overcall.

Fourth suit forcing. After X of 1NT opening or overcall - system on but XX=rescue

Puppet stayman over strong 2NT bids after 2♦ or 2♣ opening

Implied or ambiguous game try X & unassuming cue bids.

DONT over weak NT by passed hand or in 4th seat. Good - Bad 2NT

BASIC RESPONSES

Jump raises - minors limit forcing Other: <10pts 5cd support

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening 2M=game force 6cd+ suit; minor limit raise

Jump shifts after major opening game invitational splinter bid

Responses to strong 2 suit opening 2♣ - 2♦ waiting or negative; 2♥ <3 HCP

Responses to 2NT opening 3♣ puppet stayman 3♦ and 3♥ major suit transfers

PLAY CONVENTIONS

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

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

Underlead Other: A asks Attitude; K asks Count; Q can be from KQ

Four or more with an honour 4th highest attitude

3rd/5th Other: Ten NOT treated as honour card

From 4 small 2nd highest Other: Ten treated as small card

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: _____

Count natural reverse Original

CONVENTIONS

4NT: Blackwood RKCB Other: (0314) Kickback

4♣ Gerber when? over "initial" NT by Opener

Other Conventions

Splinter bids + Cue bids 4th suit forcing to game

Cue raises (including unassuming cue bid) New minor forcing

Jacoby 2NT / Sandwich 1NT DOPI / ROPI / DEPO

Long and Short suit trial bids Lebensohl

Support x / xx at 1 level only Blackout after Opener Reverse



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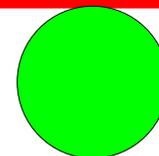
STANDARD SYSTEM CARD

Names: Larry Moses Richard Touton

ABF Nos: _____ 464953

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3cd+ 11pts+ 1♦ 3cd+ 11pts+ 1♥ 5cd+ 11pts+ 1♠ 5cd+ 11pts+

1 NT 15 - 17 _____ may contain 5 card major

2♣ Stayman: simple extended Other: 3♣ puppet stayman

Transfers 2♦ 2♥ _____ 2♥ 2♠ _____ 2♣ 3♣

2 NT 3♦ _____ Other: super accepts, red suit texas transfers

2♣ game force or 23-26 balanced

2♦ MULTI: weak 2♥ OR weak 2♠ OR 8.5 - 9 tricks in a suit OR strong balanced

2♥ 6(5) card suit and 9-12 HCP

2♠ 6(5) card suit and 9-12 HCP

2 NT 5+/5+ in minors <12pts or very strong

3 NT Kabel (ace ask)

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

Ghestem over opponents 1-level suit opener : Unusual vs Unusual

2NT - lower 2 suits 3♣ - higher 2 suits Inverted minors

immed cue - highest and lowest (all 5+/5+)

COMPETITIVE BIDDING

Negative doubles through 3♣ _____ Responsive doubles through 3♣

Jump overcalls preemptive _____ Unusual NT _____ lower two suits

1NT overcall (immediate) 16 - 18 _____ (re-opening) 11 - 14

Immed cue of minor 5+/5+♠ and other minor

Immed cue of major 5+/5+♣ and other major

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos X=takeout (lebensohl)

Over opening threes X=takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ pts, 4(3)+ card suit	2NT 11-12 pts, no 4-card Major
	1♥/♠	6+ pts, 4+ card suit	3♣ 4-8 pts, 5+ ♣ support
	1NT	8-10 pts, no 4-card Major	3♦ splinter bid in support of ♣
	2♣	12+ pts, 4+ ♣ support	3♥ splinter bid in support of ♣
	2♦	10-12 pts, 4+ ♣ support	3♠ splinter bid in support of ♣
	2♥	very strong hand, good ♥ suit	3NT 13-15 pts, no 4-card Major
	2♠	very strong hand, good ♠ suit	4 bids 4♦ RKCB, 4♥ and 4♠ to play
1♦	1♥/♠	6+ pts, 4+ card suit	3♣ 10-12 pts, 4+ ♦ support
	1NT	6-10 pts, no 4-card Major	3♦ 4-8 pts, 5+ ♦ support
	2♣	10+ pts, 4+ card suit	3♥ splinter bid in support of ♦
	2♦	12+ pts, 4+ ♦ support	3♠ splinter bid in support of ♦
	2♥	very strong hand, good ♥ suit	3NT 13-15 pts, no 4-card Major
	2♠	very strong hand, good ♠ suit	4♦ preemptive
	2NT	11-12 pts, no 4-card Major	4 Other 4♥ RKCB, 4♠ to play
1♥/♠	1NT	6-10 pts, <3 card support	3♣ game invitational splinter bid
	2♣	10+ pts, (3)4+ card suit	3♦ game invitational splinter bid
	2♦	10+ pts, 4+ card suit	3♥/♠ (10)11-12 pts, 4+ card support
	2♥/♠	10+ pts, 4+ card suit	3NT 13-15 pts, flat hand, 3-card supp
	2NT	game force with 4+ card support	4♣/♦ splinter bids
2♣	2♦	negative or waiting	2♥/♠ 8+HCP, 5+ crd suit
	other	2NT (7)8+ HCP, no worthwhile 5+ card suit; 3♣/♦ 8+ HCP 5+ card suit	
2♦	2♥	pass or correct if weak-2 Major	3♣/♦ strong suit and hand, forcing
	2♠	pass or correct if weak-2 Major	3♥/♠ pass or correct, preemptive
	2NT	strong enquiry	3NT bid 4 of Major if weak-2
2♥/♠	2NT	game interest, asks for Minor	3NT to play
	3♣/♦	3♣ pass or correct to ♦	4♣/♦ splinter bids
	3♥/♠	preemptive	4♥/♠ to play
2NT	3♣	to play, unless opener very strong	4♠ to play, preemptive
	3♦	to play, unless opener very strong	4♦ to play, preemptive
	3♥	forcing, 6+ card suit	4♥ RKCB agreeing ♣ s
	3♠	forcing, 6+ card suit	4♠ RKCB agreeing ♦ s
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ Puppet Stayman, 3♦ as for 3♥/♠
3♥/3♠	6+ card suit with 2/3 top honours & nothing else
4♣	Gerber
4♦	Transfer to 4♥, no slam interest
4♥	Transfer to 4♠, no slam interest
4♠	Big minor 2-suiter (rare)

Unusual NT: minors other suits lower 2 unbid suits

other cue = highest and lowest unbid suits (Ghestem)

3♣ = higher 2 unbid suits (Ghestem)

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities lower of available bids

Defence to 3NT opening Natural

Defence to opening Two's: Multi 2♦ OVER 2♦ : X = 16+ pts unbalanced hand, other suit bids deny 16+ pts; 2NT = 16-19 balanced

RCO style 2-s X = 16+ pts unbalanced hand, 2NT = 16-19 HCP, Pass most other hands until opener's suits revealed

Other 2-s

Defence to strong ♣ Cappelletti style with X a single-suited hand

Lebensohl Over NT interference

Other uses After partner's takeout double of a weak 2 opening

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

4♥ X prim takeout 4♠ X primarily penalty

OTHER NOTES

Sound overcalls Sound preempts in 1st/2nd seat, wide ranging when partner has passed

No light 1-level openings in 3rd/4th seat (and no Drury)

X over transfer preempt is suit bid; cue of real suit is takeout

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Weak 6+ cards

Jump shifts after major opening Weak 7+ cards

Responses to strong 2 suit opening control showing

Responses to 2NT opening 3D forcing enquiry all other bids pass or correct

PLAY CONVENTIONS

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

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

Underlead Other: with doubleton

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: 4th NT

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: reverse count

Signal on declarer's lead reverse count if appropriate

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? over NT opening

Other Conventions

Lebensohl	Minorwood
Michaels (super and leaping)	Dopi, Ropi
Splinters	Support doubles and redoubles
Jacoby 2NT over major opening	
Fourth suit forcing to game	



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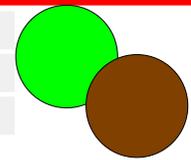
STANDARD SYSTEM CARD

Names: Helen Milward Robert Milward

ABF Nos: 23884 43222

Basic System: Standard/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 14 - 16 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings (5card ask)

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

2 NT to diamonds Other: super accepts

2♣ Game force except after 2D response from partner

2♦ Weak 6 card major or 21 - 23 HPC balanced

2♥ 2 X 5 card suits same COLOUR

2♠ 2 X 5 card suits same RANK

2 NT 2 odd 5 CARD SUITS (C + H or D + S)

3 NT Gambling

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

Weak jump shifts (0 - 6 HCP 6+card suit)

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through _____

Jump overcalls Weak Unusual NT Minors

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

Immed cue of minor Michaels (5/5 majors)

Immed cue of major Michaels (5/5 minor and other major)

Over opponent's 1NT (weak) CRO X=penalty, 2C=colour, 2D=rank, 2NT=odd

Over opponent's 1NT (strong) CRO X=colour, 2C=rank, 2D=odd

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ D 6+HCP	2NT	10 - 12 HCP no major
	1♥/♠	4+ H/S 6+HCP	3♣	4+ C 10 - 12
	1NT	6 - 9/10 HCP (no major)	3♦	splinter
	2♣	4+ C 6+HCP	3♥	splinter
	2♦	6+ D 0 - 6 HCP	3♠	splinter
	2♥	6+ H 0 - 6 HCP	3NT	13 - 15 HCP no major
	2♠	6+ S 0 - 6 HCP	4 bids	

1♦	1♥/♠	4+ H/S 6+HCP	3♣	7+ C 0 - 6 HCP
	1NT	6 - 9/10 HCP (no major)	3♦	4+ D 10 - 12
	2♣	4+ C 10+ HCP	3♥	splinter
	2♦	4+ D 6 - 9 HCP	3♠	splinter
	2♥	6+ H 0 - 6 HCP	3NT	13 - 15 HCP no major
	2♠	6+ S 0 - 6 HCP	4♦	minorwood keycard ask
	2NT	10 - 12 HCP no major	4 Other	

1♥/♠	1NT	6 - 9/10 HCP	3♣	7+ C 0 - 6 HCP
	2♣	4+ C 10+ HCP	3♦	7+ D 0 - 6 HCP
	2♦	4+ D 10+ HCP	3♥/♠	limit raise 10-12
	2♥/♠	1H-2H 4+ 6-0 1H-2S 6+ 0-6	3NT	13 - 15 HCP no major
	2NT	Jacoby 13+ 4 card support	4♣/♦	splinter

2♣	2♦	<2 controls <6 HCP	2♥/♠	2H=<2ctrl 6+ 2S=2ctrl
other		control showing in increments K = 1 control, A = 2 controls		

2♦	2♥	Pass or correct	3♣/♦	
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Forcing enquiry	3NT	

2♥/♠	2NT	Forcing enquiry	3NT	
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Pass or correct	4♥/♠	Pass or correct

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

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Forcing, slam interest
3♥/3♠	Forcing, slam interest
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 _____

Defence to 3NT opening X _____

Defence to opening Two's: Multi 2♦ X = suit bid NT = 15 - 18 bal

RCO style 2-s X = suit bid NT = 15 - 18 bal

Other 2-s X Leaping Michaels

Defence to strong ♣ CRO X=Colour 1D=Rank 1NT=Odd

Lebensohl Over NT interference _____

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES
