

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other:

Jump shifts after minor opening 2M = 4-7, 6-card suit; 1♣-2♦ & 1♦-3♣ Soloway

Jump shifts after major opening 3m or 1♠-3♥ = Mini/Maxi SPL; 1♥-2♠=WK

Responses to strong 2 suit opening 2♦: < 3 Controls; Other: >= 3 Controls 5+ Natural

Responses to 2NT opening 3♣/♦ = To play. 3♥/♠ = 5+ Forcing

PLAY CONVENTIONS

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

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

Underlead Other: Ace=Att; King=Count

Four or more with an honour 4th highest attitude

3rd/5th Other:

From 4 small 2nd highest Other: Reverse count opening leads in part's suit

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Reverse count if can't beat dummy's card

Signal on declarer's lead Usually Reverse Count

Discards McKenney high encourage low encourage

odd/even Other: Reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314 Minorwood/Voidwood

4♣ Gerber when? 1NT opening

Other Conventions

Mini/Maxi Splinters over ♥/♠ major opening Cue raises

Inverted minors Exclusion Key Card

Truscott 2NT over all suits DOPI/ROPI

Weak major jump shifts to 2 level Strong jump shift in minor over ♣/♦ opening

Minor suit keycard in some GF auctions



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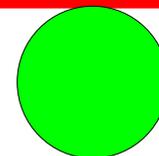
STANDARD SYSTEM CARD

Names: Pele Rankin Therese Tully

ABF Nos: QLD WOMEN

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥ 2♥ ♠ 2♠ Baron

2 NT to minor, WK/STR Other: super accept; new suit=5 & 3card support

2♣ STR: Any 8+ Playing Trick Hand or Any GF or 20-22 Bal or 25-26 Bal or 29+ Bal

2♦ MULTI: Weak 2 in a Major or 23-24 Bal or 27-28 Bal

2♥ 5+♥ & 5+ minor, < Opening

2♠ 5+♠ & 5+ minor, < Opening

2 NT ♣&♦(5/5), either < Opening or STR in Playing Tricks, GF

3 NT Gambling - No outside A or K in 1st or 2nd seat

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

Reverse count opening leads in partner's 2 suited overcalls - strength undefined

suit except for Hx; Support Xs/XXs Weak jump shift

Canape Transfer Overcalls over Opp's 1NT 2♦, 2♥, 2♣, 2NT Openings

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weakNV/InterV Unusual NT Lowest 2 unbid suits 5/5

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor ♠ & other 5/5 strength undefined

Immed cue of major OM/minor 5/5 strength undefined

Over opponent's 1NT (weak) X: immed = Pen; PO=12+; Canape Tfrs see Other Notes

Over opponent's 1NT (strong) X: immed = Pen; PO=♣; Canape Tfrs see Other Notes

Over weak twos X = TO (Leb 2NT); 4♣/♦ = Suit bid + 4 Other Major

Over opening threes X = TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4	2NT	16+ flat, may have 1 major
	1♥/♠	4	3♣	6-9 fit
	1NT	7-10	3♦	Splinter
	2♣	8+ fit; forcing to 2NT	3♥	Splinter
	2♦	16+ 5+	3♠	Splinter
	2♥	4-7 6+	3NT	13-15 flat
	2♠	4-7 6+	4 bids	♣ keycard
1♦	1♥/♠	4	3♣	16+ 5+
	1NT	6-9	3♦	6-9 fit
	2♣	natural, forcing	3♥	Splinter
	2♦	8+ fit; forcing to 2NT	3♠	Splinter
	2♥	4-7 6+	3NT	13-15 flat
	2♠	4-7 6+	4♦	keycard
	2NT	16+ flat, may have 1 major	4 Other	4♣ Splinter; 4♥/♠ to play
1♥/♠	1NT	6-9	3♣	Mini/maxi splinter
	2♣	natural, forcing	3♦	Mini/maxi splinter
	2♦	natural, forcing	3♥/♠	Limit; 3♠ over 1♥ splinter 10-14
	2♥/♠	1♥-2♥ limit; 1♥-2♠=4-7 6+	3NT	13-15 flat 3 card support, not 4♣
	2NT	Jacoby	4♣/♦	& 1♠-4♥ = splinter 10-14; 1♥-4♠ To Play
2♣	2♦	Neg < 3 controls	2♥/♠	5+ >= 3 controls
	other	5+ >= 3 controls. 2NT by responder following 2♦ response = 2nd negative		
2♦	2♥	Pass or correct	3♣/♦	Natural GF
	2♠	Pass or correct; invitational if ♥	3♥/♠	Pass or correct
	2NT	Game try enquiry; 3♣/♦ max	3NT	4♥/4♠=to play; 4♣=bid your suit
2♥/♠	2NT	F to 3NT. 3♣/♦=min; 3♥/♠=max	3NT	to play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct; invitational
	3♥/♠	Invitational	4♥/♠	To play
2NT	3♣	To play	4♣	Sets suit; Asks for shortage
	3♦	To play	4♦	Sets suit; Asks for shortage
	3♥	5+♥ Forcing	4♥	To play
	3♠	5+♠ Forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, invitational, non-solid suit
3♥/3♠	Natural, forcing - cue with support
4♣	Ace ask 0,1,2,3 then 4NT sign off; 5♣ = king ask
4♦	♣ & ♦ 5/5 slam interest; 4M sets suit now 4NT KC; 4NT or 5 minor to play
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 up the line, 2 level min, 2d denies M feature

Defence to 3NT opening

X = Values, natural overcalls

Defence to opening Two's:

Multi 2♦ X=values, 2nd X=TO, 3rd X Penalty, 2NT 16-18

natural overcalls

RCO style 2-s

as above

Other 2-s

X=TO of natural weak 2, lebensohl

Defence to strong ♣

X=♣&♦; 1♦=♦&♥; 1♥=♥&♠; 1♠=♠&♣; 1NT=♦&♠; 2♣=♣&♥

Lebensohl

Over NT interference

Other uses

over TO X of natural weak 2

Take out of 4 level pre-empts

4♣/4♦ X=TO
4♥ X=TO 4♠ X=Values; 4NT=TO

OTHER NOTES

Rubensol after interference over our 1NT ie. 2NT-3♥ = transfer; 3♠ No stop or major

Bourke Relay (3rd suit art.GF) after opening makes a simple rebid of suit opened.

Canape Tfrs over 1NT: 2♣=♦ or 5-5 in ♣&♦ (rebid 2NT) or 5-4 ♥&♠

2♦=♥ or 5-5 in ♦&♥ (rebid 2NT) or canapé 4♥ & longer suit

2♥=♠ or 5-5 in ♥&♠ (rebid 2NT) or canapé 4♠ & longer suit

2♠= 5-5 in ♠ & ♣/♦

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Weak _____

Jump shifts after major opening Weak _____

Responses to strong 2 suit opening See Other Notes _____

Responses to 2NT opening Arriving at 2NT - 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: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions

Blackout _____

Lebensohl _____

Jacoby _____



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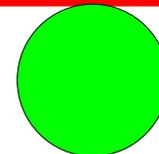
STANDARD SYSTEM CARD

Names: Greer Tucker Margaret Millar

ABF Nos: QLD WOMEN

Basic System: 2/1 Game Force 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 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: Range & shape ask

Transfers 2♦ -> 2♥ 2♥ -> 2♠ 2♠ -> 3♣

2 NT -> 3♦ Other: Super accepts

2♣ Game Force

2♦ Multi - Weak Major, Strong Minor, Balanced 20-22

2♥ 5♥ & 4+ another - Less than an opening hand

2♠ 5♠ & 4+ Minor - Less than an opening hand

2 NT 5/5 Minors - Less than an opening hand

3 NT Specific Ace Ask

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

2/1 Game Force Support doubles & Redoubles

Multi 2's Splinters

Jacoby over Major & Minor openings 1NT Forcing

COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦

Jump overcalls Weak Unusual NT 2 Lowest

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Splash

Over opponent's 1NT (strong) Dont

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP 4+	2NT	Jacoby
	1♥/♠	6+ 4+	3♣	Limit
1NT		7-10 4+ ♣	3♦	Splinter
2♣		6-10 4+ ♣	3♥	Splinter
2♦		Weak	3♠	Splinter
2♥		Weak	3NT	12-14
2♠		Weak	4 bids	4♥/♠ - to play

1♦	1♥/♠	6+ HCP 4+	3♣	Weak
1NT		6-10	3♦	Limit
2♣		10+ 4+ ♣	3♥	Splinter
2♦		6-10 4+ ♦	3♠	Splinter
2♥		Weak	3NT	12-14
2♠		Weak	4♦	Pre-emptive
2NT		Jacoby	4 Other	4♥/♠ - to play

1♥/♠	1NT	Forcing - up to bad 12	3♣	Weak
	2♣	Game Force	3♦	Weak
	2♦	Game Force	3♥/♠	Limit
	2♥/♠	8-10	3NT	12-14
	2NT	Jacoby	4♣/♦	Splinter

2♣	2♦		2♥/♠	
other	See Other Notes			

2♦	2♥	Play or correct	3♣/♦	To play
	2♠	Play or 3/4 ♥	3♥/♠	Pre-empt - pass or correct
	2NT	Strong Enquiry	3NT	To play

2♥/♠	2NT	Strong Enquiry	3NT	To play
	3♣/♦	♥-to play, ♠-pass or correct	4♣/♦	
	3♥/♠	Pre-emptive	4♥/♠	To play

2NT	3♣	To play	4♣	Pre-emptive
	3♦	To Play	4♦	Pre-emptive
	3♥	Forcing	4♥	To Play
	3♠	Forcing	4♠	To Play
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam interest 5/4 minors
3♥/3♠	8+HCP 5/5 Minors Splinter
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 3 card support

Defence to 3NT opening Double - takeout

Defence to opening Two's: Multi 2♦ Double = 16+ any shape

RCO style 2-s 2NT = 15-18 stop in both majors

Double = takeout includes clubs

3 clubs = takeout without clubs

Other 2-s Double = takeout

Defence to strong ♣ 1♦=♦/♥, 1♥=♥/♠, 1♠=♠+♣, X=♣/♦, 1NT=Mismatch(at least 4/4)

Lebensohl Over NT interference

Other uses Weak 2's & Multis

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

2♣ - 2♦ = 8+ any shape

2♥ = horrible

2♠ = 5-8 bal

2NT = 4-7 with 5+ ♣

3♣ = 4-7 with 5+ ♦

3♦ = 4-7 with 5+ ♥, 3♥ = 4-7 with 5+ ♠

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: Jacoby 2NT

Jump shifts after minor opening Weak-to play

Jump shifts after major opening Weak-to play at 2 level

Responses to strong 2 suit opening 2♦=relay

Responses to 2NT opening Better minor

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: suit preference where obvious

Signal on declarer's lead Reverse count and attitude

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? CRO over NT-4♦=3/0.4♥=4/1,4♠=2same colour

Other Conventions

4th suit forcing.DOPI & ROPI Lebensohl (after weak2-X-2NT,partner must bid 3♣ & responder will pass or correct.)

Truscott Raises DISCO over precisions:X=♠,2♣=blcksuits,

Limit raise after interference 2♦=red suits,1NT=Majors,2NT=Minors

Jump unassuming cue is forcing 2♥/♠=weak, 1bids natural.

CRO overcalls



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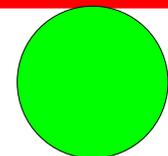
STANDARD SYSTEM CARD

Names: Maureen Jakes Rosemary Green

ABF Nos: QLD WOMEN

Basic System: Standard American

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 - Rule of 20 1♦ 3 1♥ 5 1♠ 5

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: Non promissary

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: _____

2♣ 23+ or 81/2 P.T. Game Force or weak 2♦

2♦ Multi - weak major or 20-22 Balanced or strong minor

2♥ 5-9 ♥+ another suit (may be 4 card suit)

2♠ 5-9 ♠+ minor (may be 4 card suit)

2 NT 5-9 5/5 minor suits (occasionally, strong.)

3 NT Gambling

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

Non forcing free bid over infrnce at 2 level Splinters

Puppet stayman 4N 4NT=specific ace ask

Unassuming cue bids

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠

Jump overcalls weak Unusual NT CRO

1NT overcall (immediate) 16-18 (re-opening) 10-13

Immed cue of minor CRO

Immed cue of major CRO

Over opponent's 1NT (weak) X=penalty. Pottage

Over opponent's 1NT (strong) DONT: X=Single Suit Bid=Suit+Higher suit

Over weak twos Optional T/O double.2NT=natural 16-18 HCP

Over opening threes " " " 3NT=To play 19+ HCP

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4	2NT	11-12 no major suit
	1♥/♠	"	3♣	limit raise - 10/11 hcp
	1NT	6-9 No major	3♦	splinter
	2♣	6-9, 4+	3♥	"
	2♦	weak (less than 6hcp), 6 card suit	3♠	"
	2♥	"	3NT	13-15 No major
	2♠	"	4 bids	To play - long suit

1♦	1♥/♠	6+, 4	3♣	splinter
	1NT	6-9 No major	3♦	limit raise -10/11 hcp
	2♣	10+, 4	3♥	splinter
	2♦	6-8, 5	3♠	"
	2♥	weak (less than 6hcp), 6 card suit	3NT	13-15 No major
	2♠	"	4♦	forcing - long suit
	2NT	11-12, No major	4 Other	to play if major suit

1♥/♠	1NT	6-9	3♣	splinter
	2♣	10+, 4	3♦	"
	2♦	"	3♥/♠	10-12, 3/4 card support
	2♥/♠	6-9, 3	3NT	13-15
	2NT	Jacoby 4 card support	4♣/♦	forcing - long suit

2♣	2♦	Relay	2♥/♠	N/A
other		2NT = 15+HCP		

2♦	2♥	Relay	3♣/♦	To play
	2♠	Forcing to 3♥	3♥/♠	Preemptive
	2NT	Forcing, 14+	3NT	To play

2♥/♠	2NT	Forcing	3NT	To play
	3♣/♦	Pass or correct over 2♣	4♣/♦	Forcing
	3♥/♠	Preemptive	4♥/♠	To play

2NT	3♣	To play	4♣	Invitational
	3♦	"	4♦	"
	3♥	Forcing to game -4♥ or 3NT	4♥	To play
	3♠	" -4♠ or 3NT	4♠	"
	3NT	" 18+hcp	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Game force/slam interest
3♥/3♠	"
4♣	Gerber
4♦	Forcing to game
4♥	To play
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 Double for t/o into majors

Defence to opening Two's: Multi 2♦ -2♥ = t/o of♥, X = t/o of♠, 2♠ = mnrs. 2NT nat-16+

RCO style 2-s Double for t/o, 2NT natural 16+

Other 2-s "

Defence to strong ♣ DISCO: 2♣=black suits, 2♦=red suits, 1 bids natural 13+,

2♥/♠ = weak -6card suit, 1NT=majors, 2nt=minors, X=♣

Lebensohl Over NT interference

Other uses Over weak 2s

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

4♥ Double 4♠ 4NT

OTHER NOTES

CRO : Cue bid =2 suits same colour

2NT =2 suits same rank

3♣ =2 odd ranking suits

Jacoby 2NT -further bid in new suit by opener shows shortage

Splinter bids