

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Strong _____

Jump shifts after major opening Mini/Maxi Splinters _____

Responses to strong 2 suit opening Controls, 2♦ = no more than one king _____

Responses to 2NT opening Major = Forcing _____

PLAY CONVENTIONS

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

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

Underlead Other: A=Attitude, K = Count + Roman _____

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 _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? Over 1NT _____

Other Conventions _____

Crowhurst after 1NT rebid (15-18) _____ System 'on' for NT overcalls _____

Modified Capelliti 2♣ = Majors _____

2♦ = Single suited Mjr _____

2<M> = Major/Minor _____

Splinters: Mini/Mega/Maxi _____



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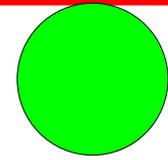
STANDARD SYSTEM CARD

Names: David Lusk _____ Attilio De Luca _____

ABF Nos: 197904 _____

Basic System: ACOL _____

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ pts, 3+ _____ 1♦ 11+, 4+ _____ 1♥ 11+, 4+ _____ 1♠ 11+, 5+ _____

1 NT 11-14 (Usually 12-14, Vul) _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to 2♥ _____ 2♥ to 2♠ _____ 2♠ Baron _____

2 NT to 3♣,♦ _____ Other: Using Stayman does not guarantee a Mjr _____

2♣ Strong: Acol 2 or GF but 21-22 Balanced or 25-26 Balanced _____

2♦ Multi: Weak 2M or 23-24 Balanced _____

2♥ (55) Hearts & another 6-10 HCP (May be 5-4 at favourable vuln'bility) _____

2♠ (55) Spades & a minor 6-10 HCP (May be 5-4 at favourable vuln'bility) _____

2 NT Both minors (55) 6-10 HCP _____

3 NT Gambling (Minor) _____

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

Multi 2s 2♥ Hearts and another _____ TWERB over Strong 1♣ _____

2♠ Spades and a minor _____ Single suited in suit above _____

2NT Both minors _____ or: the other two suits. _____

COMPETITIVE BIDDING

Negative doubles through 4♥ _____ Responsive doubles through 4♥ _____

Jump overcalls Weak _____ Unusual NT _____ Minors / Majors (opposite rank) _____

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

Immed cue of minor Other minor + a major _____

Immed cue of major Other major + a minor _____

Over opponent's 1NT (weak) Capelliti (Modified) _____

Over opponent's 1NT (strong) Capelliti (Modified) _____

Over weak twos X = T/O (Lebensohl) _____

Over opening threes X = T/O _____

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4+	2NT	16+ Bal, 3+ card support
	1♥/♠	5+, 4+	3♣	10-11, 5+
	1NT	8-10 and balanced	3♦	---
	2♣	5-9, 4/5+	3♥	---
	2♦	16+, 6+	3♠	---
	2♥	16+, 6+	3NT	3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4 bids	

1♦	1♥/♠	5+, 4+	3♣	16+, 6+
	1NT	5-9, no four card Mjr	3♦	10-11, 4+
	2♣	9+, 4+	3♥	---
	2♦	6-9, 4+	3♠	---
	2♥	16+, 6+	3NT	3-3-4-3 or 3-3-3-4, 13-15
	2♠	16+, 6+	4♦	
	2NT	16+ Bal, 3+ card support	4 Other	

1♥/♠	1NT	5-9	3♣	Mini/Maxi Splinter
	2♣	9+, 4+	3♦	Mini/Maxi Splinter
	2♦	9+, 4+	3♥/♠	10-11, no shortage, 4+, 3+
	2♥/♠	5-9, 4+ (3+) (2♠ over 1♥ Spl)	3NT	Value raise to 4<Mjr>
	2NT	16+ Bal, 3+ card support	4♣/♦	Splinter Raise

2♣	2♦	Negative, 0-1 Control	2♥/♠	Steps (2♥= 2 kings or 1 A)
other				

2♦	2♥	Pass/Correct	3♣/♦	Natural, forcing
	2♠	Pass/Correct, 3+ ♥	3♥/♠	Pass/Correct
	2NT	Forcing enquiry	3NT	To play

2♥/♠	2NT	Forcing enquiry	3NT	To play
	3♣/♦	Pass/Correct	4♣/♦	Pass/Correct, preemptive
	3♥/♠	Preemptive	4♥/♠	To play.

2NT	3♣	Stayman over natural 2NT	4♣	Gerber over natural 2NT
	3♦	Transfer --> ♥ over nat 2NT	4♦	Preemptive over direct 2NT
	3♥	Transfer --> ♠ over nat 2NT	4♥	To play
	3♠	5-4 in ♠ & ♥ over nat 2NT	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitational to 3NT, based on broken 6 card minor
3♥/3♠	Strong Slam Try
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Minors over a major; Majors over a minor

Other slam bidding Cue Bids Asking Bids
 4th Suit Forcing One round Game force at 3 level Game force

NT Checkback Priorities Secondary major, 3 card support, max/min

Defence to 3NT opening X = Penalties

Defence to opening Two's: Multi 2♦ X = T/O; 2NT = 15-18 at least one major stop

RCO style 2-s First 2 Xs = T/O; 2NT = 15=18

Other 2-s First 2 Xs = T/O; 2NT = 15=18

Defence to strong ♣

Twerb
 up to but not including 3NT

Lebensohl

Over NT interference

Other uses After a weak two opening is doubled by our side for take-out

Take out of 4 level pre-empts

4♣/4♦ X
 4♥ X/4NT 4♠ 4NT

OTHER NOTES

DOPI applies in step situations

After 2 level response, 3NT = 15-16, 2NT is stronger

Responsive and competitive doubles apply in competitive auctions over opponents' raises and

Penalty oriented doubles apply over new-suit bids

Cue Raises after overcalls

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	G/F splinter		
Jump shifts after major opening	G/F splinter		
Responses to strong 2 suit opening			
Responses to 2NT opening	3C = stayman, 3♦, 3♥ transfers, 3♠ Baron		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: _____
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: _____
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 checked="" type="checkbox"/>
	Other: _____	
Signal on declarer's lead	_____	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: _____
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/> when obvious & vs NT (excl op hnr lead)

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: _____
4♣	Gerber <input type="checkbox"/>	when? never	_____

Other Conventions

RKC, 5♣ = 0 or 3 key cards	5NT = trump ask
5♦ = 1 or 4 key cards	response 6♣ = 0 top honours
5♥ = 2 key cards no queen of trumps	6♦ = 1 top honours
5♠ = 2 key cards & queen of trumps	6♥ = 2 top honours
5NT = 2 key cards & a void	6♠ = 3 top honours



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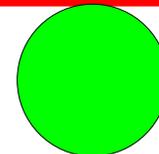


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STANDARD SYSTEM CARD

Names:	Judy Hocking	Kevin Lange
ABF Nos:	197165	197688
Basic System:	Modified Grasshopper	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>	
1♣	3+ ♣ 10+ pts	1♦	4+ ♦ 10+ pts	1♥	4+ ♥ 10+ pts
				1♠	5+ ♠ 10+ pts
1 NT	14 - 16				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	tx to 3♣	Other: 3♣/3♦ = 6 card suit to 2 of the top 3 honours			
2♣	23+bal or 19+ unbalanced				
2♦	8-11: 4+ ♥ 4+ ♠				
2♥	8-11: 5+ ♥ can be 5332 shape or may hold 4+ card minor				
2♠	8-11: 5+ ♠ can be 5332 shape or may hold 4+ card minor				
2 NT	bal 21-22				
3 NT	gambling				

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

Please refer 2 level openings

COMPETITIVE BIDDING

Negative doubles through	4♣	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	majors or minors
1NT overcall (immediate)	15-18	(re-opening)	15-18
Immed cue of minor	5-5 other minor + major		
Immed cue of major	5-5 other major + minor		
Over opponent's 1NT (weak)	2♣ = single suiter, 2♦ = ♥ & ♠, 2♥♠ = 5+ suit 4+ minor		
Over opponent's 1NT (strong)	2nt = both minors; 3♣♦♥♠ = pre-empt		
Over weak twos	X = takeout 2nt = 15-18		
Over opening threes	X = takeout		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+pts 4+ ♦	2NT	10+pts 4+♣ no void
	1♥/♠	6+pts 4+ suit	3♣	4+♣ weak & distrubutional
	1NT	6-9 no 4 card major	3♦	G/F splinter void ♦
	2♣	6-9 4+ clubs	3♥	G/F splinter void ♥
	2♦	G/F splinter	3♠	G/F splinter void ♠
	2♥	G/F splinter	3NT	to play
	2♠	G/F splinter	4 bids	
1♦	1♥/♠	6+ 4+suit	3♣	G/F splinter
	1NT	6-9 no 4 card major	3♦	4+♦ weak & distrubutional
	2♣	10+ [8+] pts 5+ suit	3♥	G/F splinter void ♥
	2♦	6-9 4+♦	3♠	G/F splinter void ♠
	2♥	G/F splinter	3NT	to play
	2♠	G/F splinter	4♦	no interference, demands cues
	2NT	10+pts 4+♦ no void	4 Other	
1♥/♠	1NT	6-9	3♣	G/F splinter
	2♣	10+ [8+] pts 4+suit	3♦	G/F splinter
	2♦	10+ [8+] pts 4+ suit	3♥/♠	weak
	2♥/♠	6-9 3+ support	3NT	to play
	2NT	10+pts 4+ supp, no single or void	4♣/♦	G/F splinter void
2♣	2♦	< 2 controls	2♥/♠	natural 5+, 2+ controls
other	2NT=5+♣, 3♣=5+♦; 3♦=5-8 with 4 cd major; 3♥= 5-8 no major, 3♠=9+ bal			
2♦	2♥	to play	3♣/♦	natural to play
	2♠	to play	3♥/♠	to play
	2NT	ask	3NT	to play
2♥/♠	2NT	ask	3NT	to play
	3♣/♦	to play	4♣/♦	splinter slam try
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	stayman	4♣	natural sets suit & demands cues
	3♦	transfer to ♥	4♦	natural sets suit & demands cues
	3♥	transfer to ♠	4♥	to play
	3♠	baron	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ suit with 2 of the top 3 honours, invite to 3NT if opener has other honour
3♥/3♠	6+ suit slam try, if opener has 3 card support he should cue
4♣	6+ suit ask opener to cue
4♦	6+ suit ask opener to cue
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other majors or minors

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round at 1 level only Game force

NT Checkback Priorities

Defence to 3NT opening x - values

Defence to opening Two's: Multi 2♦ x = 16+ unbalanced, 2nt = 15 -18 bal.

RCO style 2-s as above

Other 2-s X = take out
defence to specific 2s; X = t/o of highest rank, all suit bids are natural

Defence to strong ♣ 1 level, suit = that suit & another, 2 level = that suit & higher suit,
1NT = single suited hand, 3 level bids, weak jump o/calls

Lebensohl Over NT interference

Other uses after t/o x of opponents weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ x
4♥ x 4♠ x; & 4NT for 2 suited takeout

OTHER NOTES

2♦ 2nt;	3♣ = min 4-4	2♥♠ 2nt	3♣ = 4 card suit
	3♦ = max 4-4		3♦ = 4 card suit
	3♥ = 5+ ♥ 4 ♠		3♥ = 5332
	3♠ = 5+ ♠ 4 ♥		3♠ = 6+ major
	3NT = 5+ ♥, 5+ ♠		
note if opposition overcall our 2♦♥♠ opening - x = penalties, new suit = natural & forcing			

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak (Bergen)
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak (Bergen)
Jump shifts after minor opening	Single jumps 3-7 natural		
Jump shifts after major opening	Bergen raises		
Responses to strong 2 suit opening	2D = waiting; other bids natural		
Responses to 2NT opening	3C Stayman, 3D, 3H transfers, 3S Minor suit Stayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: _____
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: 3rd from even lowest from odd against suit contracts
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: 4th highest
From 3 cards (no honour)	top <input checked="" type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: _____	
Signal on declarer's lead	Reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: _____
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: _____
4♣	Gerber <input type="checkbox"/>	when? _____	

Other Conventions

Jacoby 2NT	Last train (Game/Slam try)
Blackout	4 minor is often Kickback
New minor enquiry after 1NT rebid	Artificial defense to 1NT overcall
Drury: 2D by passed hand	Support Doubles (to 2 level)
Leaping Michaels	Super Accept after m transfer over 1NT
	Unusual v Unusual (over opp.Michaels)



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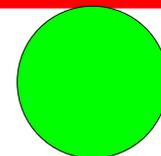


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STANDARD SYSTEM CARD

Names:	David Parrott	Mike Doecke
ABF Nos:	292291	607630
Basic System:	_____	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣	10-20 points, 3+
1♦	10-20 points 3+
1♥	10-20 5+ (4)
1♠	10-20 5+ (4)
1 NT	12-14
	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>
	extended <input type="checkbox"/>
	Other: _____
Transfers	2♦ Hearts
	2♥ Spades
	2♣ Clubs
2 NT	Diamonds
	Other: _____
2♣	Strong 8 1/2 + tricks or 22+ balanced
2♦	Weak 6+ (5) Diamonds
2♥	Weak 4+ H, 4+ S
2♠	Weak 6+ (5) Spades
2 NT	20-21 points balanced
3 NT	Gambling

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

2H Both majors	_____
Transfers after a takeout double	_____
of our one level opening	_____

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	Lowest 2 other suits
1NT overcall (immediate)	16-18	(re-opening)	10-14
Immed cue of minor	Both majors		
Immed cue of major	Other major and a minor		
Over opponent's 1NT (weak)	Modified Cappelletti		
Over opponent's 1NT (strong)	Modified Cappelletti		
Over weak twos	X=T/O & Lebensohl / Leaping Michaels		
Over opening threes	X=T/O / (Non-Leaping) Michaels		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ points 4+ Diamonds	2NT	Strong, slam interest, 5+ Clubs
	1♥/♠	6+ points 4+ H/S	3♣	3-6 points 5+ Clubs
	1NT	6-9 points	3♦	Splinter
	2♣	10+ points 4+ Clubs	3♥	Splinter
	2♦	7-9 points 5+ Clubs	3♠	Splinter
	2♥	3-7 points 6+ Hearts	3NT	
	2♠	3-7 points 6+ Spades	4 bids	Natural
1♦	1♥/♠	6+ points 4+ H/S	3♣	7-9 points 4+ Diamonds
	1NT	6-9 points	3♦	3-6 points 4+ Diamonds
	2♣	10+ points, natural	3♥	Splinter
	2♦	10+ points 4+ Diamonds	3♠	Splinter
	2♥	3-7 points 6+ Hearts	3NT	
	2♠	3-7 points 6+ Spades	4♦	Pre-emptive
	2NT	Slam interest, 5+ Diamonds	4 Other	4C Splinter; 4H/4S natural
1♥/♠	1NT	6-9 points	3♣	7-9 points 4+ H/S
	2♣	10+ natural	3♦	10-12 points 4+ H/S
	2♦	10+ natural; Drury after passing	3♥/♠	3-6 points 4+ H/S
	2♥/♠	6-9 points 3(+) card support	3NT	13-15 points 3 H/S
	2NT	16+ points 4+ H/S	4♣/♦	Splinter
2♣	2♦	Waiting	2♥/♠	Natural
	other			
2♦	2♥	Natural non-forcing	3♣/♦	Natural; 3C forcing
	2♠	Natural non-forcing	3♥/♠	Natural and forcing
	2NT	Enquiry (D-weak; other-feature)	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Natural and forcing	4♣/♦	
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Stayman	4♣	Slam try in Hearts
	3♦	Transfer to H	4♦	Slam try in Spades
	3♥	Transfer to Spades	4♥	
	3♠	Minor Suit Stayman	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Minor/Major suit enquiry
3♥/3♠	Game force 4 card H/S (Anti-Stayman)
4♣	Slam try in H
4♦	Slam try in S
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 Support

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ Immediate X = strong (next X = T/O)

2NT 16-18

RCO style 2-s

As above

Other 2-s

As above

Defence to strong ♣

X = majors; 1NT = minors

Lebensohl

Over NT interference

Other uses

After T/O X of opponent's weak 2 bids

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double 4♠ Double

OTHER NOTES

2H / 2NT Enquiry: 3C/D better H/S, non-min.

3H/3S better H/S min; 3NT 4/4 maximum;

4C/4D splinter 5+/5+ maximum

2S/2NT Enquiry: 3S minimum; other a feature

RKCB is 0/3; 1/4

Strength of weak 2 bids is vulnerability dependent