

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other:

Jump raises - majors limit  forcing  Other: Bergen raises

Jump shifts after minor opening Strong

Jump shifts after major opening 1H/S - 3C/D: 1H - 2S: 1S - 3H, Bergen raises

Responses to strong 2 suit opening N/A

Responses to 2NT opening Where strong and natural, Stayman, transfers

## PLAY CONVENTIONS

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

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

Underlead  Other: A(Q) = Attitude, K = Count

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: See above under Leads

Signal on declarer's lead Reverse count (where signalling)

Discards McKenney  high encourage  low encourage

odd/even  Other:

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 0/3, 1/4, 2 no QT, 2+QT

4♣ Gerber  when? Natural 1 NT and 2NT openings

### Other Conventions

1C & +ve, Alpha, Beta, Gamma, Epsilon 1C - 1D - 1H = 19+

Splinters 1C - 1D - 1H - 1S (0-4) - 2C = GF (2D = 0-2)

Long Suit Trial Bids 1D - 2NT - 3C (= 4D) - 3D = numb of hon?

Bergen Major Suit Raises 1D - 2NT - 3D onwards = normal Gamma

Transfer Overcalls over 1NT



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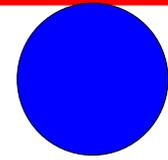
## STANDARD SYSTEM CARD

Names: John Zollo Roger Januszke

ABF Nos: 200115 197394

Basic System: Precision Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+, 0+ 1♦ 11-15, 4+ 1♥ 11-15, 4+ 1♠ 11-15, 5+

1 NT 12-15, balanced may contain 5 card major

2♣ Stayman: simple  extended  Other: (May not have Major)

Transfers 2♦ Hearts 2♥ Spades 2♠ Baron

2 NT Weak C or D, or Other: Strong C and/or D

2♣ 11-15, 6+ C, or 5+ C and 4 card Major

2♦ Weak 6 card Major, or 23-24 balanced

2♥ Hearts & Minor, 5-5, < 10 HCP

2♠ Spades & Another, 5-5, < 10 HCP

2 NT Minors, 5-5, < 10 HCP

3 NT Gambling, solid Minor, no outside A or K in 1st or 2nd position

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

Bergen Major suit raises Over Precision 1C, X = Majors, 1NT = Minors

Transfer overcalls over (their) 1NT

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Weak Unusual NT Majors or Minors

1NT overcall (immediate) 15-18 (re-opening) 12-15 (occasionally 11)

Immed cue of minor Other Minor & a Major, 5-5, weakish

Immed cue of major Other Major & a Minor, 5-5, weakish

Over opponent's 1NT (weak) Transfer overcalls

Over opponent's 1NT (strong) Transfer overcalls

Over weak twos Double for T/O, 2NT natural

Over opening threes Double for T/O, 3NT natural

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7, 0+	2NT 14-15, no 5 card suit
	1♥/♠	8+, 5+	3♣ 8+, 4-4-1-4
	1NT	8-13 or 16+, no 5 card suit	3♦ 8+, 4-1-4-4
	2♣	8+, 5+	3♥ Solid 6 card Minor
	2♦	8+, 5+	3♠ Solid 6 card Major
	2♥	8+, 1-4-4-4	3NT Solid 7 card C
	2♠	8+, 4-4-4-1	4 bids 4D = Solid 7 card D, etc
1♦	1♥/♠	6+, 4+	3♣ 16+, 5+
	1NT	6-9, no Major	3♦ 8-11, 4+
	2♣	10+, 4+	3♥ Splinter
	2♦	5-9, 4+	3♠ Splinter
	2♥	16+, 5+	3NT To play
	2♠	16+, 5+	4♦ Pre-emptive
	2NT	16+, Gamma	4 Other 4C = RKCB in D
1♥/♠	1NT	6-9	3♣ 6-9, 4 card support
	2♣	10+, 4+	3♦ 9-11, 4 card support
	2♦	10+, 4+	3♥/♠ Raise = 0-6, 4: 1S - 3H = Bergen
	2♥/♠	Raise = 5-9, 3: 1H - 2S = Bergen	3NT 13-15, flat raise (4 trumps)
	2NT		4♣/♦ Splinters
2♣	2♦	8+, Relay	2♥/♠ Constructive, Non-forcing
	other	2NT = invitation: 2C - 4D = RKCB in C	
2♦	2♥	Pass or correct	3♣/♦ Constructive, Non-forcing
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	Ogust (3H/S = Maximum)	3NT To play
2♥/♠	2NT	Inquiry	3NT To play
	3♣/♦	Pass or correct	4♣/♦ Pass or correct
	3♥/♠	Raise = pre=emptive	4♥/♠ Raise = to play
2NT	3♣	To play	4♣ Pre-emptive
	3♦	To play	4♦ Pre-emptive
	3♥	One round force	4♥ To play
	3♠	One round force	4♠ To play
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6C/D, 2 of top 3 hon, invite to 3 NT
3♥/3♠	Slam interest
4♣	Gerber (0/3, 1/4)
4♦	
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits

other South Australian Michael's Cue Bids

### Other slam bidding

Cue Bids

Asking Bids

### 4th Suit Forcing

One round

Game force

### NT Checkback

Priorities

### Defence to 3NT opening

Double with strength

### Defence to opening Two's:

Multi 2♦ 2NT = 15-18, Double for T/O, 2nd Partnership X is

also for T/O, 3rd is for penalties

RCO style 2-s

Other 2-s

### Defence to strong ♣

Double = Majors, 1NT = Minors, other overcalls natural

### Lebensohl

Over NT interference

Other uses

### Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ Double, 4NT = 2 suiter

## OTHER NOTES

1H/S - 2NT - 3X - 3NT = No trump loser, cue lowest A/void

1H/S - 2NT - 3X - 3Agreed Major = We are missing one trump honour, but cue anyhow

1H/S - 2NT - 3X - new suit = Epsilon

1NT - 2NT - 3C - 3H = Slam Interest in C, 3S = SI in D, 3NT = SI in both Minors

1NT - they bid - X = values, 2nd partnership X = T/O, 3rd = penalties

1NT - they X - XX = 5 card suit, 2 Suit = lower of 4 card suits

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: NSW type asking bids  
 Jump raises - majors limit  forcing  Other: NSW type asking bids  
 Jump shifts after minor opening NSW type asking bids  
 Jump shifts after major opening NSW type asking bids  
 Responses to strong 2 suit opening Steps: 2♦=0, 2♥=1... 3♦=5 controls  
 Responses to 2NT opening 3♣=mod Baron, 3♦=mod Flint, 3♥, 3♠=natural

## 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 \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? Over 1NT, 2NT openings

### Other Conventions

Key card showing bids by opener \_\_\_\_\_  
 DOPI; ROPI \_\_\_\_\_  
 Walsh over non-vul minor pre-empts \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



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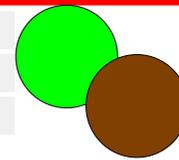


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## STANDARD SYSTEM CARD

Names: David Cherry John Horowitz  
 ABF Nos: 195804 138843  
 Basic System: Acol  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 10-21pts; 3+♣ 1♦ 10-21pts; 4+♦ 1♥ 10-21pts; 4+♥ 1♠ 10-21pts; 4+♠  
 1NT (11)12-14(15); varies with vulnerability may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ ♥ then 2♠=Baron 2♥ ♠ 2♣ ♣  
 2NT natural Other: 2♣ then 3♣ transfer to ♦  
 2♣ Strong; game force except sequence 2♣-2♦-2NT  
 2♦ Two way; Acol2, any suit or 5-5(4) shape, 5-11pts, any 2 suits  
 2♥ Weak; 5 or usually 6 card♥; 5-10 pts  
 2♠ Weak; 5 or usually 6 card♠; 5-10 pts  
 2NT 20-22 pts; can have 5 card suit; flattish  
 3NT Gambling; may have 1 king outside solid minor

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

All bids after opponent's take-out double \_\_\_\_\_  
 All bids after 1x-X-XX \_\_\_\_\_  
 After 1x- next suit up is a weak relay \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 2♣ Responsive doubles through 3♠  
 Jump overcalls intermediate Unusual NT Minors (or the other minor + major)  
 1NT overcall (immediate) 15-19 pts (re-opening) 10-14 pts  
 Immed cue of minor 5-5 in both majors  
 Immed cue of major 5-5 in other major and a minor  
 Over opponent's 1NT (weak) transfers; 2♣-2♦-2♥ shows majors  
 Over opponent's 1NT (strong) Same, plus X shows 5-4 in any minor/major comb  
 Over weak twos X is takeout  
 Over opening threes X is takeout

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4-8pts; any shape without 4♣	2NT	4(5)+♣, 9-11pts
	1♥/♠	natural; usually 8+ pts	3♣	4-8pts, 4+♣
1NT		8+pts; usually 4+♦	3♦	Subm splinter; 10-14, single♥
2♣		12-16pts; 4+♣	3♥	Subm splinter; 10-14, single♠
2♦		NSW asking bid	3♠	Subm splinter; 10-14, single♣
2♥		NSW asking bid	3NT	12-14, flat, 4♣, can play 3NT
2♠		NSW asking bid	4 bids	

1♦	1♥/♠	1♥=weak relay, 1♠=8+pts, nat	3♣	NSW asking bid
1NT		8+pts, 4+♥	3♦	4-8pts, 4+♦
2♣		9+pts, 4+♣	3♥	Subm splinter; 10-14, single♠
2♦		12-16pts, 4+♦, flattish	3♠	Subm splinter; 10-14, single♣
2♥		NSW asking bid	3NT	12-14 flat, 4♦, can play 3NT
2♠		NSW asking bid	4♦	5+♦, 0-8pts
2NT		4(5)+♦, 9-11pts	4 Other	♣ Subm splinter, 10-14 single♥

1♥/♠	1NT	After 1♥=8+, 4+♠, after 1♠= 5-9	3♣	NSW asking bid
	2♣	9+pts, 4+♣	3♦	NSW asking bid
	2♦	9+pts, 4+♦	3♥/♠	15-16pts, 4+(♥/♠), flattish
	2♥/♠	5-9, 3+card support	3NT	12-14pts, 4+(♥/♠), flattish
	2NT	9+pts, 4+♥/♠, limit/void/swiss	4♣/♦	Subm s'ter; 10-14, single♦♣/♦♥

2♣	2♦	0 controls	2♥/♠	1,2 controls
other		steps to 3♦; 3♥, 3♠, 4♣, 4♦ = 1 loser		

2♦	2♥	0-16pts, non forcing	3♣/♦	7-12pts, 7 card suit
	2♠	11-14 flattish	3♥/♠	7-12 pts, 7 card suit
	2NT	Game force	3NT	

2♥/♠	2NT	Ogust	3NT	
	3♣/♦		4♣/♦	NSW asking bid (weak resp)
	3♥/♠	strategic - not game try	4♥/♠	

2NT	3♣	Modified Baron	4♣	Gerber
	3♦	Modified Flint	4♦	
	3♥	natural	4♥	
	3♠	natural	4♠	
	3NT		other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	natural, strong
3♥/3♠	natural, strong
4♣	
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

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X=takeout of weak 2♣

RCO style 2-s

Other 2-s

Defence to strong ♣ 1♦, 1♥, 1♠, 2♣ = nat, X=majors; 1NT=comic with exclusion relay

responder bids lowest unacceptable suit. 2♦-3♦=2 suiters

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

# OTHER NOTES

support doubles

Foster echoes

## BASIC RESPONSES

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

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

Jump shifts after minor opening Splinter \_\_\_\_\_

Jump shifts after major opening Splinter \_\_\_\_\_

Responses to strong 2 suit opening \_\_\_\_\_

Responses to 2NT opening 3C/D to play, 3H/S forcing \_\_\_\_\_

## PLAY CONVENTIONS

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

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

Underlead  Other: 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: Rev Count \_\_\_\_\_

Signal on declarer's lead Reverse count \_\_\_\_\_

Discards McKenney  high encourage  low encourage

odd/even  Other: 1st discard only \_\_\_\_\_

Count natural  reverse  \_\_\_\_\_

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 5NT K ask \_\_\_\_\_

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Truscott raises over X + suit	Modified SWINE
Crowhurst	Cue raises with 3 small,
Baron over 1NT (relay)	PODI & PORI
Puppet stayman over any 21+ NT rebid	RKCB - next unbid suit = Q ask
Reverse Ogust (3C/D strong H/S)	



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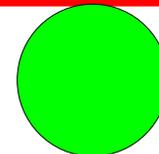
## STANDARD SYSTEM CARD

Names: Alison Fallon Gordon Fallon

ABF Nos: 196479 196487

Basic System: ACOL 5 card majors

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 12 - 14 may contain 5 card major

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

Transfers 2♦ 2H 2♥ 2S 2♠ Baron

2 NT Trans minor str or wk Other: Super Accept

2♠ 8PT or 20-22 or 25-26 or any 4/5 loser hand

2♦ Wk 6 card major or 23 -24 or 27+

2♥ 5/4 H & another < opening pts

2♠ 5/4 S & minor < opening pts

2 NT 5/5 minors < opening pts

3 NT Gambling 1st or 2nd, 3rd & 4th to play

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

Over prec 1C - X = majors \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through \_\_\_\_\_

Jump overcalls Wk Unusual NT 2 lowest suits

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

Immed cue of minor Highest & another

Immed cue of major Highest & another

Over opponent's 1NT (weak) Modified Cappelletti\*

Over opponent's 1NT (strong) Modified Cappelletti\*

Over weak twos X T/O 16+

Over opening threes X T/O 16+

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+, 4	2NT	16+ & fit, no major
	1♥/♠	5+, 4	3♣	9-11 no major
	1NT	8-10 no major	3♦	
	2♣	6-9, 4, no major	3♥	
	2♦	Splinter	3♠	
	2♥	Splinter	3NT	12-15 + fit, no major
	2♠	Splinter	4 bids	4C start cue
1♦	1♥/♠	5+, 4	3♣	Splinter
	1NT	6-9 no major	3♦	9-11, no major
	2♣	9+, 4	3♥	
	2♦	6-9 no major	3♠	
	2♥	Splinter	3NT	12-15 & fit no major
	2♠	Splinter	4♦	Start cue
	2NT	16+ & fit no major	4 Other	4H/S to play
1♥/♠	1NT	6-9 denies 3 card support	3♣	Splinter
	2♣	9+, 4	3♦	Splinter
	2♦	9+, 4	3♥/♠	10-11 or 8 losers
	2♥/♠	6-9, 3	3NT	12-15 agrees suit
	2NT	16+ agrees suit	4♣/♦	
2♣	2♦	Neg (less A & K)	2♥/♠	Nat
	other	2H rebid after 2D resp = game force (2S=2nd neg)		
2♦	2♥	Correctable	3♣/♦	Natural & NON forcing
	2♠	Pass if S, invit if H	3♥/♠	Correctable & preemptive
	2NT	Forcing, Ogust	3NT	To play
2♥/♠	2NT	Forcing, asks for 2nd suit	3NT	To play
	3♣/♦	NON forcing over 2H, correct over 2S	4♣/♦	
	3♥/♠	Pre empt	4♥/♠	To play
2NT	3♣	To play	4♣	Keycard
	3♦	To play	4♦	Keycard
	3♥	Natural & forcing	4♥	To play
	3♠	Natural & forcing	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	5-10, 6 card suit + 2 hon, invit to 3NT with fit
3♥/3♠	16+, 6, slam interest
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other 2 lowest unbid suits

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities                      Lowest feature at approp. level

Defence to 3NT opening                      X gen values, suit natural

Defence to opening Two's:                      Multi 2♦                      X gen T/O, suit 10-15, 2NT 15-18, majors stopped -

RCO style 2-s                      systems ON

Other 2-s                      X gen T/O, 2NT 15-18 - systems ON

Other 2-s                      X gen T/O, 2NT 15-18 - systems ON, suit natural

Defence to strong ♣                      Modified Cappelletti\*\*

Lebensohl                      Over NT interference

Other uses                      Over T/O X of wk 2 or multi 2

Take out of 4 level pre-empts                      4♣/4♦                      X major orientated

4♥                      X=4S + values                      4♠                      X values, 4NT T/O, usually with shape

## OTHER NOTES

2C/D followed by 2NT - 3S = Baron, 2C/D followed by 3NT - 4C = stayman, + transfers

1NT rebid = 15-18, 2NT rebid = 19/bad 20

\* Mod Capp. over 1NT: 2C majors, 2D single suit major, rest normal Capp

\*\* Mod Capp over strong 1C: X majors, 1D single suit major, rest normal Capp

After 2D (suit) X = T/O                      1x (1NT)                      2 new suit = non forcing

Systems On after our 1NT o/call;                      X opp 3rd bid suit = penalties