

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening 16+

Jump shifts after major opening 16+

Responses to strong 2 suit opening next suit, less than 8pts

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

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: King card over agreed

4♣ Gerber when? NT auctions or when no natural suit is bid

Other Conventions

Texas transfers _____

Puppet stayman over strong NT rebids _____



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Carmel Kain Pam Morgan-King

ABF Nos: 197701 563064

Basic System: Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ (4+) 1♦ 11+ (4+) 1♥ 11+ (4+) 1♠ 11+ (4+)

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ =Hearts 2♥ =Spades 2♠ Baron

2 NT to play in a minor Other: 2C may be invitational with no major

2♣ 8+ playing tricks or 23-24, 27-28 balanced

2♦ weak 2 in a major or 20-22, 25-26 balanced

2♥ Hearts and another, 5/5, less than an opening hand

2♠ Spades & a minor, 5/5, less than an opening hand

2 NT Minors, 5/5, less than an opening hand

3 NT gambling

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

4♣/4♦ - Texas transfers, headed by A,K,Q may have outside ace

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♠

Jump overcalls weak-n/v/int-v Unusual NT opposite ranking suits

1NT overcall (immediate) 15-18 (re-opening) 10-12

Immed cue of minor minor/major 5/5 - weak or strong

Immed cue of major major/minor 5/5 - weak or strong

Over opponent's 1NT (weak) Cappelletti - modified

Over opponent's 1NT (strong) Cappelletti - modified

Over weak twos X (over 2D =16+)

Over opening threes x

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ (4)	2NT	16+ (balanced)
	1♥/♠	6+ (4)	3♣	10-11 (4)
	1NT	8-10 (4)	3♦	splinter (0/1)
	2♣	6-9 (4)	3♥	splinter (0/1)
	2♦	16+ (5)	3♠	splinter (0/1)
	2♥	16+ (5)	3NT	12-15
	2♠	16+ (5)	4 bids	4C forc., 4D cue, 4H/S to play
1♦	1♥/♠	6+ (4)	3♣	16+ (5)
	1NT	6-9 no major	3♦	10-11 (4)
	2♣	9+(4)	3♥	splinter (0/1)
	2♦	6-9 (4)	3♠	splinter (0/1)
	2♥	16+ (5)	3NT	12-15 to play
	2♠	16+ (5)	4♦	game force
	2NT	16+ balanced	4 Other	4C splinter, 4H/S to play
1♥/♠	1NT	6-9	3♣	16+ (5)
	2♣	9+ (4)	3♦	16+ (5)
	2♦	9+ (4)	3♥/♠	10-11 (4)
	2♥/♠	6-9 (4)	3NT	12-15 to play
	2NT	16+ balanced	4♣/♦	splinter 0/1
2♣	2♦	less than 8	2♥/♠	8+ (5)
	other	2NT 8+ balanced		
2♦	2♥	correctable	3♣/♦	natural, non forcing
	2♠	pass if S, consider 4 if Hs	3♥/♠	natural and invitational
	2NT	forcing, 3C/D max, 3H/S min	3NT	to play
2♥/♠	2NT	forcing, name other suit	3NT	to play
	3♣/♦	natural & invitational	4♣/♦	cue
	3♥/♠	natural & invitational	4♥/♠	to play
2NT	3♣	to play	4♣	natural & invitational
	3♦	to play	4♦	natural and invitational
	3♥	natural and forcing	4♥	natural to play
	3♠	natural and forcing	4♠	natural to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 8-10pts - 6 card suit - 2 of 3 top honours

3♥/3♠ strong, slam interest

4♣ King card gerber 0/3, 1/4, 2, 2+1k, 2+2K etc

4♦

4♥ to play

4♠ to play

Unusual NT: minors other suits lower 2 unbid suits

other opposite ranking suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening 4C=H&S(H better), 4D=H&S(S better)

Defence to opening Two's: Multi 2♦ X=16+, natural overcall 10-15, jump 16-18(6)

2NT=15-18 bal, both majors stopped

RCO style 2-s immediate X=16+, pass then X=other suits, jump 16-18 (6)

2NT=15-18 bal and both suits stopped

Other 2-s X=opening hand, jump overcall 16+, 2NT natural

Defence to strong ♣ X=majors, 1NT=minors, D =single suitor, 1H=H&minor, 1S=S&minor

Lebensohl Over NT interference

Other uses

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

4♥ X=takeout 4♠ X=Penalty, 4NT=2 Suited takeout

OTHER NOTES

1NTX, XX=5 card suit, or bid lower of two 4 card suits. Same if 1NT overcall is doubled

1NT rebid =15-17, 2NT =18-19

1NT 2NT 3C pass(weak C's) 3D(weak D's) 3H(C's slam try) 3S (D's slam try)

3NT(D&C 5/5 - slam try)

2C 2D 2NT 3S=5/5 in minors

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening 6 cd major and very weak (to play)
 Jump shifts after major opening splinter
 Responses to strong 2 suit opening _____
 Responses to 2NT opening better minor, 3♥ forcing, 3♠ or 3NT to play

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: rev count NB if dummy snlgn, McKenney
 Signal on declarer's lead _____
 Discards McKenney high encourage low encourage
 odd/even Other: odd enc, even McKenney
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430 responses
 4♣ Gerber when? Kingcard, after NT even if ♣ bid

Other Conventions

after ♣♦ bid by partn, 4♣♦ is Ace ask minorwood (keycard)
 after 5♠♦ response to 4NT, next unbid suit is Q ask ask
 after kingcard 4♣, 5♣ asks for Ks unless known 4NT to play
 after 21+ 2NT rebid, 3♣ asks for 4 or 5cd major
 after 4NT, 5♠=Q, 5NT=Q+1K, 6♠=Q+2Ks etc, similarly for minorwood



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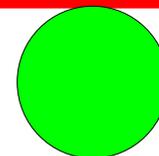


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Barbara POTTS Marlene MILLAR
 ABF Nos: 198803 113816
 Basic System: 4-card Acol, with multitwos Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4+, 11-20 1♦ 4+, 11-20 1♥ 4+, 11-20 1♠ 4+, 11-20
 1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended Other: after Stay, 2NT, 3♣♦ invit
 Transfers 2♦ 2♥ 2♥ 2♠ 2♠ Baron
 2 NT transfer to a minor Other: 3 suit forcing, slam interest, Ace ask
 2♣ 8+ tricks or 23-24 balanced or 27-28 balanced
 2♦ weak 6cd major, or 21-22 or 25-26 and balanced
 2♥ 6-10pts, 5♥ and 4+ another suit
 2♠ 6-10pts, 5♠ and 4+ minor
 2 NT 6-10pts and 5+ in both minors
 3 NT gambling (long solid minor)

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

Stayman bidder after 1NT may not have 4cd

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♣
 Jump overcalls weak (by vul) Unusual NT 2 suits of opposite rank
 1NT overcall (immediate) 15-18, stopper (re-opening) 15-18, stopper
 Immed cue of minor other minor & a major (weak or strong)
 Immed cue of major other major & a minor (weak or strong)
 Over opponent's 1NT (weak) Capelletti modified (2♣ for majors)
 Over opponent's 1NT (strong) Capelletti (approp. strength) modified
 Over weak twos natural, X for takeout
 Over opening threes natural, X takeout/penalties, minor cue majors

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+pts, 4♦	2NT	11-12, 4+♣, no suit
	1♥/♠	5+pts, 4♥/♠	3♣	11+, distribl, 4+♣
	1NT	8-10, flat, 4+♣	3♦	splinter
	2♣	< 8pts, 4+♣	3♥	splinter
	2♦		3♠	splinter
	2♥	<6pts, 6♥	3NT	13-15, 4+♣
	2♠	<6pts, 6♠	4 bids	4♣, Ace ask

1♦	1♥/♠	5+pts, 4♥/♠	3♣	splinter
	1NT	5-9 no major	3♦	10-12, 4+♦
	2♣	10+, 4+♣, or 9+, 5+♣	3♥	splinter
	2♦	5-9, 4+♦	3♠	splinter
	2♥	<6pts, 6♥	3NT	13-15, 4♦, flat
	2♠	<6pts, 6♠	4♦	Ace ask
	2NT		4 Other	

1♥/♠	1NT	5-9 (over 1♥, 1♠=5+, 4+♠)	3♣	splinter, also 1♥, 2♠
	2♣	10+, 4+♣	3♦	splinter, also 1♠, 3♥
	2♦	10+, 4+♦	3♥/♠	10-12, 4+♥/♠
	2♥/♠	5-9, 4+♥/♠ (over 1♠, 2♥=5+♥)	3NT	
	2NT	&10+	4♣♦	

2♣	2♦	relay	2♥/♠	
	other			

2♦	2♥	correctible	3♣♦	
	2♠	correctible	3♥/♠	
	2NT	enquiry re suit & strength	3NT	

2♥/♠	2NT	enquiry re other suit & strength	3NT	
	3♣♦	also 2♥, 2♠ is enquiry and	4♣♦	
	3♥/♠	2♠, 3♣ is enquiry	4♥/♠	

2NT	3♣	to play	4♣	Ace ask
	3♦	to play	4♦	Ace ask
	3♥	3♠/3NT for better minor	4♥	to play
	3♠	to play	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Ace ask, key card in suit concerned, next unbid suit for Q, nxt for Kings
3♥/3♠	Ace ask, key card in suit concerned, ditto
4♣	Ace ask, Gerber kingcard, 5♣ is King ask except if known, 4NT to play
4♦	
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other 2 suits of opposite rank

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

Priorities Crowhurst

Defence to 3NT opening

4♣♦ means have both majors, ♥/♠ better

Defence to opening Two's:

Multi 2♦ first seat X = 16+, 2NT = 16-18 & stops,

3♦ = 19+ pts

RCO style 2-s

Other 2-s

over weak 2NT (minors), 3♣♦ shows both majors, ♥/♠ better

Defence to strong ♣

X=single suiter, 1♦=majors, 1♥/♠ = 2 suiter, 1NT minors

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ 4NT = strong 2 suiter in all cases
 4♥ X=♠ 4♠

OTHER NOTES

cue of preempts at 3level = strong 2-suited hand

after 2♦, 2NT, 3♣♦ = ♥/♠ and stronger

after 1NT overcall, responses as for opening 1NT

DOPI, ROPI over interference w. Ace asking ie Xor XX=1 or 4, pass=0 or 3, etc

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Game force _____

Jump shifts after major opening Game force _____

Responses to strong 2 suit opening 2D = negative; other natural _____

Responses to 2NT opening 3C Pass or Correct 3H/3S natural and forcing _____

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 opening _____

Other Conventions

Jacoby 2NT _____

2C Checkback after 1NT rebid _____

Grand Slam Force _____

Extended Stayman over 2NT rebid _____

After 2 suits bid by opposition 1NT=weak T/O _____



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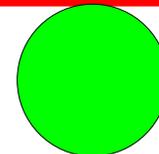
STANDARD SYSTEM CARD

Names: Yadi Parrott Susan Emerson

ABF Nos: 292303 372013

Basic System: Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20 points 3+ 1♦ 11-20 points 3+ 1♥ 11-20 points 5+ 1♠ 11-20 points 5+

1 NT 12 -14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♠ Baron

2 NT Clubs or Diamonds Other: _____

2♣ 8 1/2 playing tricks or 22+ balanced

2♦ 6-10 points 6+ either major or 20-21 Balanced

2♥ 6-10 points 5 Hearts and 5(4) another

2♠ 6-10 points 5 Spades and 5(4) minor

2 NT 5+/5+ minors

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4H

Jump overcalls Weak Unusual NT Michaels (SA style)

1NT overcall (immediate) 16 -18 (re-opening) 10 - 14

Immed cue of minor Other minor plus a major

Immed cue of major Other major plus a minor

Over opponent's 1NT (weak) Modified Cappelletti

Over opponent's 1NT (strong) Modified Cappelletti

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♦	6+ points 4+ Diamonds	2NT	16+ points 4+ Clubs
	1♥/♠	6+ points 4+ H/S	3♣	10-12 points 4+ Clubs
1NT		8-10 points	3♦	Splinter
2♣		6 - 8 points 4+ Clubs	3♥	Splinter
2♦		16+ points 5+ Diamonds	3♠	Splinter
2♥		16+ points 5+ Hearts	3NT	13-15 4+ Clubs (No major)
2♠		16+ points 5+ Spades	4 bids	4C pre-emptive 4H/S to play
1♦	1♥/♠	6+ points 4+ H/S	3♣	16+ points 5+ Clubs
1NT		6 - 10 points	3♦	10 -12 points 4+ Diamonds
2♣		10 + points 4+ Clubs	3♥	Splinter
2♦		6 - 9 points 4+ Diamonds	3♠	Splinter
2♥		16+ points 5+ Hearts	3NT	13-15 4+ Diamonds (No major)
2♠		16+ points 5+ Spades	4♦	pre-emptive
2NT		16+ points 4+ Diamonds	4 Other	4C = splinter 4H/4S to play
1♥/♠	1NT	6 - 9 points	3♣	16+ points 5+ Clubs
	2♣	10 + points 4+ Clubs	3♦	16+ points 5+ Diamonds
	2♦	10 + points 4+ Diamonds	3♥/♠	10 - 12 points 4+ H/S
	2♥/♠	6 - 9 points 3+ H/S	3NT	12 - 15 points 4+ H/S
	2NT	16+ points 4+ H/S	4♣/♦	Splinter
2♣	2♦	Negative	2♥/♠	Natural 8(7)+ points
	other			
2♦	2♥	Pass/Correct	3♣/♦	Natural and forcing
	2♠	Preference for H	3♥/♠	Correctable & to play
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Over 2H to play; 2S correctable	4♣/♦	
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	To play	4♣	Invitational
	3♦	To play	4♦	invitational
	3♥	Natural & forcing	4♥	To play
	3♠	Natural & forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ C/D & Invitational to 3NT
3♥/3♠	Slam try in H/S
4♣	Gerber
4♦	Pre-emptive
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Over minors = both majors; Over majors = both minors

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Support

Defence to 3NT opening 4C = better H than S; 4D = better S than H

Defence to opening Two's: Multi 2♦ X = T/O & Lebensohl

RCO style 2-s AS ABOVE

Other 2-s AS ABOVE

Defence to strong ♣ X = H & minor ; 1D = S & minor ; 1NT= majors or minors

Lebensohl Over NT interference

Other uses After X of weak 2 bids

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O 4♠ 4NT = two-suited T/O

OTHER NOTES

After 1NT opening & transfer to 3C, 3H/3S = slam try in C/D

After 2D opening, 2NT rebid may contain a 5 card major