

BASIC RESPONSES

Jump raises - minors limit forcing Other: 0-5hcp
 Jump raises - majors limit forcing Other: 4 card support & 8 losers
 Jump shifts after minor opening 2H/S = weak 6 card suit 0 - 4 hcp
 Jump shifts after major opening Splinters
 Responses to strong 2 suit opening 2D waiting, no 5 card suit / no A & K
 Responses to 2NT opening 3C forcing / 3D pass or correct / 3H to play

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x) S
 Underlead Other: Ace attitude King count in suit / Ace for unblock NT
 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: reverse count
 Signal on declarer's lead reverse count
 Discards McKenney high encourage low encourage
 odd/even Other:
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430 last natural bid
 4♣ Gerber when? only over NT

Other Conventions

Splinters. STOP over multi 2's & Cappelletti New minor Crowhurst / ROPI DOPI
 Support X's & XX's. Sandwich NT Long suit trials / Mixomatosis Two Bids
 Swine / 5 card major Stayman / =level x's Puppet Stayman-bid suit don't have
 Disco over strong club / Inverted Minors NT raises to major openings / 2way Drury
 Cue raises / Thrump doubles / MONK Michaels / Minorwood / Negative Free Bids



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Margaret Tildesley Jean Eddie
 ABF Nos: 148989 135070
 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 11 - 14 may contain 5 card major
 2♣ Stayman: simple extended Other: 5 card major ask
 Transfers 2♦ hearts 2♥ spades 2♠ clubs
 2 NT diamonds Other: super accept minor by bidding suit in between
 2♣ 25-26hcp or GF or Strong 2 suiter
 2♦ 21-22hcp or weak 2 in hearts or Acol 2 in a minor or 5/5 clubs and spades weak
 2♥ 23-24hcp or weak 2 in spades or Acol 2 in hearts or 5/5 minors weak
 2♠ 27+ hcp or Acol 2 in spades or 5/5 C & H or D & S weak
 2 NT 5/5 D & H or H & S weak
 3 NT Gambling minor no outside A or K

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

Inverted minors 1NT opening may contain a 5 card major
 Double 1NT = long minor or 5332 with Major
 Acol Ace Ask 5C=0 5D/H/S/6C that ace 5N any 2 aces

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls weak Unusual NT lower unbid suits
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 13
 Immed cue of minor both majors at least 5/4 either way
 Immed cue of major (1S) 2S at least 5/5 hearts & minor (1H) 2H at least 4spades & 5m
 Over opponent's 1NT (weak) MONK 2C majors 5/4 /2D 5/4 major & minor/ 2N 5/5 m
 Over opponent's 1NT (strong) MONK 2H/S 6+suit X long minor or 5332 major
 Over weak twos X = takeout
 Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp 4+ suit	2NT 10 - 12 4 card support
	1♥/♠	5+ hcp 4+ suit	3♣ 0 - 5 hcp 4+ support
	1NT	6 - 9 hcp	3♦ Splinter
	2♣	10 + hcp 4+support	3♥ Splinter
	2♦	Splinter	3♠ Splinter
	2♥	0 - 4hcp 6+ suit	3NT 13 - 15 4 card support
	2♠	0 - 4hcp 6+ suit	4 bids 4C minorwood 4H/S to play
1♦	1♥/♠	5+ hcp 4+suit	3♣ splinter
	1NT	6 - 9 hcp no major	3♦ 0 - 5 hcp 4+support
	2♣	10+ hcp 4+suit	3♥ splinter
	2♦	10+ hcp 4+support no major	3♠ splinter
	2♥	0 - 4hcp 6+suit	3NT 13 - 15
	2♠	0 - 4hcp 6+ suit	4♦ minorwood
	2NT	10 - 12 4 card support	4 Other 4H/S to play
1♥/♠	1NT	6 - 9 hcp	3♣ splinter
	2♣	10+ hcp 4+ suit	3♦ splinter
	2♦	10 + hcp 4+ suit	3♥/♠ 4 card support 8 losers
	2♥/♠	3 or 4 card support 9 losers	3NT 13-15 4 card support
	2NT	10-12 or 16+ 4card support	4♣/♦ splinter
2♣	2♦	waiting no 5+suit & A and K	2♥/♠ 5 card suit with an Ace and King
	other	2NT 9 + hcp balanced or no A & K	
2♦	2♥	pass or correct	3♣/♦
	2♠		3♥/♠
	2NT	Enquiry 15+	3NT
2♥/♠	2NT	Enquiry 15+	3NT
	3♣/♦	2S pass or correct over 2H	4♣/♦
	3♥/♠	3C weak relay over 2S	4♥/♠
2NT	3♣	Forcing for clarification	4♣
	3♦	Pass or correct	4♦
	3♥	To play	4♥
	3♠		4♠
	3NT		other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
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 forcing to agreement Game force

NT Checkback

Priorities shape

Defence to 3NT opening

X 16+ 4C majors longer hearts 4D majors longer spades

Defence to opening Two's:

Multi 2♦ X=16+, 2N=19-21, 3N=22-24, suit=less than 16

resp.2level=weak,2N Lebensohl,3x 8+ 3H/S 5+ with 4 bid 2N 1st

RCO style 2-s

3N=8-11, 2N then 3N=12-14 4333

defence to RCO's as for 2D opening

Other 2-s

X = takeout with Lebensohl responses

Defence to strong ♣

2C = black suits (5C & 4S, 2D = red suits (5D & 4H), at least

X = majors at least 5/4 1N= minors

Lebensohl

Over NT interference

Other uses

when partner doubles weak 2 opening

Take out of 4 level pre-empts

4♣/4♦ X = takeout

4♥ X TO 4N m 4♠ X penalty 4N takeout

OTHER NOTES

inverted minor over a X not over a bid

balancing 1N 10-13/ Suit 9 - 13 4+/ Jump in a major = 13-16 good 5 or 6 card suit / 2N 16-18

Cue is Michaels / X 14+ or 11+ classic shape / X then 1N 14-15 / X 2N 19-21 / X then suit 14+

1N X P forces XX then pass or bid lower touching suits / XX forces 2C shows single suiter

2C = C & 1 major / 2D = D & S / 2H/S s/s suiter invite. / 2N strong unbalanced (at least 5/5)

1C 1D 1H/S rebid shows 5clubs

BASIC RESPONSES

Jump raises - minors limit forcing Other: no inverted minors
 Jump raises - majors limit forcing Other: game force 16+
 Jump shifts after minor opening 1D 2Major Roman ask
 Jump shifts after major opening splinter
 Responses to strong 2 suit opening Puppet 2D 2NT; Stayman 1C 1NT; Baron 1C 2/3 NT)
 Responses to 2NT opening better minor or 3H force

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: strong 10; A 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: Initial HELO: low continue; high switch to: even higher, odd lower suit
 Signal on declarer's lead trumps suit preference otherwise reverse count
 Discards McKenney high encourage low encourage
 odd/even Other: high low both odd negates the suit pref signal
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430
 4♣ Gerber when? over opening 1NT or 1C 1NT

Other Conventions

Truscott	4SF to game
Splinters, fit showing jumps after interference	reverse swine over 1NTx
Cue raises	long suit trials
DOPI / Ropi	GHESTEM
Lebensohl	negative frees at 2 level



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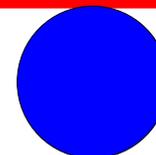


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Jean Hall Franci Halmos
 ABF Nos: 115053 137782
 Basic System: Precision 06/10 Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 16 up (0) 1♦ 11-15 (2) 1♥ 11-15 (5) 1♠ 11-15 (5)
 1 NT 14-16 may contain 5 card major
 2♣ Stayman: simple extended Other:
 Transfers 2♦ 2H (2-3) 3H (4) min 2♥ 2S (2-3) 3S (4) min 2♠ 2NT (2) 3C (3 up)
 2 NT 3C (2) 3D (3 up) Other: superaccept major: 2NT (4) or new suit
 2♣ 11-15 (6) or 11-15 (5) + major (4)
 2♦ major 6-10 (6); 22-23 balanced; 11-15 (4414 or 4405)
 2♥ H and another 6-10 (5/5)
 2♠ S and minor 6-10 (5/5)
 2 NT Minors 6-10 (5/5)
 3 NT Solid minor (7) no outside A or K

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

NV overcalls raised on shape
 HELO on opening lead

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls weak/intermd (6) Unusual NT GHESTEM 2 lowest suits (5/5)
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor GHESTEM S and other minor
 Immed cue of major GHESTEM C and other major
 Over opponent's 1NT (weak) Cappelletti
 Over opponent's 1NT (strong) Cappelletti X = Club suit
 Over weak twos optional X
 Over opening threes optional X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7 or impossible negative	2NT 11-13 or 16+ balanced
	1♥/♠	8+ (5)	3♣ 4-7 (7) headed by AQ / KQ
	1NT	8-10 balanced	3♦ 4-7 (7) headed by AQ / KQ
	2♣	8+ (5)	3♥ 4-7 (7)
	2♦	8+ (5)	3♠ 4-7 (7)
	2♥	3-7 (6)	3NT 14-15 balanced
	2♠	3-7 (6)	4 bids
1♦	1♥/♠	7-15 1 round force (5)	3♣ 16+ Roman ask
	1NT	8-10 balanced no major	3♦ preempt
	2♣	10+ force (4) does not deny Major	3♥
	2♦	10+ (4) conventional	3♠
	2♥	16+ Roman ask	3NT 14-15 to play
	2♠	16+ Roman ask	4♦ Roman key card
	2NT	16 up balanced then Baron	4 Other
1♥/♠	1NT	6-9 non forcing	3♣ mini splinter
	2♣	forcing 10 up	3♦ mini splinter
	2♦	forcing 10 up	3♥/♠ 16+ game f (3), slam invite, cue
	2♥/♠	6-9 (3)	3NT 13-15 (3)
	2NT	10-12 (3) or 16+(2+)	4♣/♦ splinter
2♣	2♦	11 up conventional	2♥/♠ 5+ invitational
	other	2NT 10-12 no major. 3 level suits game force	
2♦	2♥	pass or correct	3♣/♦ non forcing long suit
	2♠	short in S, at least H(3)	3♥/♠ pass or correct
	2NT	forcing relay	3NT weak: correct to major (4/4)
2♥/♠	2NT	strong relay name other	3NT to play
	3♣/♦	/2S: pass or correct	4♣/♦ splinter
	3♥/♠	preemptive	4♥/♠ to play
2NT	3♣	non forcing	4♣ non forcing
	3♦	non forcing	4♦ non forcing
	3♥	forcing	4♥ to play
	3♠	forcing	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	slam try cue if accept. NT trump cue (A or K not both / neither)
3♥/3♠	slam try cue if accept
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 penalties; cappelletti

Defence to opening Two's: Multi 2♦ of suit 12-15; 2NT 16-18 majors stop; X takeout of H

with takeout of S pass initially: X then NT 19-21: 3NT 22 up

RCO style 2-s X then Lebensohl

Other 2-s X then Lebensohl

Defence to strong ♣ Cappelletti at 2 level as over 1NT, 1 level bids natural

Lebensohl Over NT interference

Other uses Over weak two suiters, over weak 2 X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

2D 2NT: 3C/D weak H/S. next suit asks for strength; 3H 4414; 3S 4405; 3NT strong.

interference 1C x: pass 0-4, 5-7 XX shows major and 1D without, other action as if no X

interference 1C OC: pass 0-4, X 5-7 or 8+ no stopper or suit; suit 8+; 1NT 8-10, 2NT 11-12, 3NT 13-14

GHESTEM (5/5) <11 or >16: Cue extremes; 2NT lowest suits; 3C highest suits

Rev swine 1NT X:XX any (5); pass forces XX then bid lowest NonTouch; suit is lowest touching

Asking: Roman jump shift -8, Alpha suit support -5, Gamma trump -6, Epsilon side suit -5

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump shifts after minor opening		Weak		
Jump shifts after major opening		Weak		
Responses to strong 2 suit opening		N/A		
Responses to 2NT opening		3C = Baron, Others = transfers		

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 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 type="checkbox"/>
	Other: natural count	
Signal on declarer's lead	natural count	
Discards	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: _____
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 30-41
4♣	Gerber <input checked="" type="checkbox"/>	when? Over 1NT and 2NT openings only	

Other Conventions

No-trump raises	Weak Jump Shift Responses
Super accepts over transfers	Splinters
Crowhurst enquiry after 1NT and 2NT rebids	Lebensohl
	Baron
	1M (x) bid underneath the suit is good raise



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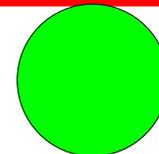


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Cathie Lachman	Helen Snashall
ABF Nos:	140856	132055
Basic System:	Acol	
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♣	4, 11-19
1♦	4, 11-19
1♥	4, 11-19
1♠	4, 11-19
1 NT	12-14
	may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>
	extended <input type="checkbox"/>
	Other: _____
Transfers	2♦ Hearts
	2♥ Spades
	2♠ C (2NT likes)
2 NT	D (3C likes)
	Other: _____
2♣	Game Force
2♦	Weak 6-10
2♥	Weak 6-10
2♠	Weak 6-10
2 NT	20-22 Balanced
3 NT	Gambling, any long suit, no outside card

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

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	Lowest unbid suits
1NT overcall (immediate)	15-18 + System	(re-opening)	10-14 + system on
Immed cue of minor	Michaels cue bid		
Immed cue of major	Michaels cue bid		
Over opponent's 1NT (weak)	Landy = 2C = Majors		
Over opponent's 1NT (strong)	Landy = 2C = Majors		
Over weak twos	X + Lebensohl		
Over opening threes	X = take out		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+	2NT	10-12 or 16+ club raise
	1♥/♠	4+, 6+	3♣	Limit raise
	1NT	6-9	3♦	splinter
	2♣	4, 6-9	3♥	splinter
	2♦	WJS	3♠	splinter
	2♥	WJS	3NT	13-15 balanced club raise
	2♠	WJS	4 bids	4C = raise 4D to 4S splinter

1♦	1♥/♠	4+, 6+	3♣	WJS
	1NT	6-9	3♦	Limit raise
	2♣	10+ F1	3♥	splinter
	2♦	4+, 6-9	3♠	splinter
	2♥	WJS	3NT	13-15 balanced diamond raise
	2♠	WJS	4♦	D raise
	2NT	10-12 or 16+ diamond raise	4 Other	splinter

1♥/♠	1NT	6-9	3♣	WJS
	2♣	10+, F1	3♦	WJS
	2♦	10+, F1	3♥/♠	Limit raise
	2♥/♠	6-9	3NT	13-15 balanced H/S raise
	2NT	10-12 or 16+ H/S raise	4♣/♦	splinter

2♣	2♦	Less than A&K	2♥/♠	1.5 controls, 5+
other	Natural with 1.5 controls			

2♦	2♥	F1	3♣/♦	3C = F, 3D preemptive
	2♠	F1	3♥/♠	splinter
	2NT	Feature ask	3NT	To play

2♥/♠	2NT	Feature ask	3NT	To play
	3♣/♦	F1	4♣/♦	Splinter
	3♥/♠	preemptive	4♥/♠	To play

2NT	3♣	Baron	4♣	Gerber
	3♦	Tfx to H	4♦	Slam invite
	3♥	Tfx to S	4♥	To play
	3♠	Tfx to C or D	4♠	To play
	3NT	To play	other	4NT = invitational

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam Invite
3♥/3♠	Slam Invite
4♣	Gerber
4♦	Sets suit, invites q bidding
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 Shape and strength

Defence to 3NT opening All suits natural

Defence to opening Two's: Multi 2♦ X = take out of 1 of the majors

RCO style 2-s 2NT = 15-19 with system on

Other 2-s 2NT = 15-19 with system on, natural bidding

Other 2-s 2NT = 15-19 with system on, natural bidding

Defence to strong ♣ 1D = Majors, 1NT = Minors, natural bidding

Lebensohl Over NT interference and elsewhere

Other uses

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

4♥ x = takeout 4♠ X = values; 4NT = 2 suited takeout

OTHER NOTES