

BASIC RESPONSES

Jump raises - minors limit forcing Other: Weak

Jump raises - majors limit forcing Other: Bergen (X=on; Interf= off)

Jump shifts after minor opening Major= Weak 6 Card < 6 HCP

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♣ - 2♦ (Negative)

Responses to 2NT opening Puppet Stayman, Transfers, 3♠ Minors

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: 1 4 / 3 0 Minorwood

4♣ Gerber when? _____

Other Conventions

4th Suit Forcing to Game	Two Way Checkbacks
Cue Raises	
Asking Bids	
Splinters and Mini-Splinters	
Support Doubles and Redoubles	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Berri Folkard Helen Lowry

ABF Nos: 20303 162795

Basic System: Modified ACOL Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 1♦ 4 1♥ 5 1♠ 5

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: _____

2♣ Game Force 23+ Balanced or 9 Playing Trick Suit

2♦ Weak 6+ ♦

2♥ Weak 6+ ♥

2♠ Weak 6+ ♠

2 NT 20 - 22 HCP Balanced

3 NT Gambling

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

Bergen Raises

Inverted Minors

Minorwood

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Minors / Lower Unbid Suits

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

Immed cue of minor Majors

Immed cue of major Other Major + Minor

Over opponent's 1NT (weak) Hamilton X = Penalty

Over opponent's 1NT (strong) DONT X = Single Suiter

Over weak twos X, then lebensohl

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6 + HCP	4+ ♦	2NT	10 - 11 Balanced
	1♥/♠	6 + HCP	4+ ♥ / ♠	3♣	< 6 HCP, 5 + ♣
	1NT	6 - 9 HCP		3♦	Splinter
	2♣	10+ HCP	5 + ♣	3♥	Splinter
	2♦	6 - 9 HCP	5 + ♣	3♠	Splinter
	2♥	< 6 HCP	6 ♥	3NT	12 - 15 Balanced Raise
	2♠	< 6 HCP	6 ♠	4 bids	4♥ / 4♠ To Play

1♦	1♥/♠	6+ HCP	4+ ♥ / ♠	3♣	6 - 9 HCP	4+ ♦
	1NT	6 - 9 HCP		3♦	< 6 HCP	4+ ♦
	2♣	10 + HCP	4+ ♣	3♥	Splinter	
	2♦	10 + HCP	4+ ♦	3♠	Splinter	
	2♥	<6 HCP	6 ♥	3NT	12 - 15 Balanced Raise	
	2♠	<6 HCP	6 ♠	4♦	To Play	
	2NT	10 - 11 Balanced		4 Other	4♥ / 4♠ To Play	

1♥/♠	1NT	6 - 9 HCP		3♣	6 - 9 HCP	4 Card Support
	2♣	10 + HCP	4+ ♣	3♦	10 - 11 HCP	4 Card Support
	2♦	10 + HCP	4+ ♦	3♥/♠	< 6 HCP	4+ ♥ / ♠
	2♥/♠	6 - 9 HCP	3 ♥ / ♠	3NT	12 - 15 Balanced Raise	
	2NT	12 + HCP	4 ♥ / ♠	4♣/♦	Splinter	

2♣	2♦	Negative	0 - 7	2♥/♠	& 3♣/♦ Nat 8+ Game Force
other	after 2♦; 2♥ = 23+ unbalanced or 10+ tricks then 2♠ 2nd negative				

2♦	2♥			3♣/♦	
	2♠			3♥/♠	
	2NT			3NT	

2♥/♠	2NT	Strong Enquiry asks for Shortage		3NT	To Play
	3♣/♦	Natural	non-forcing	4♣/♦	Splinter
	3♥/♠	To Play		4♥/♠	To Play

2NT	3♣	Puppet Stayman		4♣	Slam Try
	3♦	Transfer to ♥		4♦	Slam Try
	3♥	Transfer to ♠		4♥	To Play
	3♠	Minors		4♠	To Play
	3NT	To Play		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam Interest
3♥/3♠	Slam Interest
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 2 Way

Defence to 3NT opening X = Take out; 4♣ = ♥ 4♦ = ♥ + ♠

Defence to opening Two's: Multi 2♦ X = Take out; 2NT = 15-18 Balanced then

Puppet Stayman
 RCO style 2-s X = Take out; 2NT = 15-18 Balanced then Puppet

Other 2-s X = Take out ; 2NT = 15-18 Balanced then Puppet

Stayman
 Stayman
 Defence to strong ♣ X = Majors; 1NT = Minors

Lebensohl Over NT interference

Other uses after a double of their Weak 2

Take out of 4 level pre-empts 4♣/4♦ X
 4♥ X 4♠ 4NT

OTHER NOTES

- All systems on after a X; off after interference. After X of our NT, use DONT
- Over Interference Splinter, not Bergen
- When we overcall use Cue Raise, Splinter
- Interference of our 2♣ P = Take out - X To Play
- Super Accept via poor suit; also 2NT = maximum and 4 card support
- Double of an artificial suit shows that suit

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Limit over ♥, Bergen over ♠

Jump shifts after minor opening M jump = weak, m jump = constructive raise

Jump shifts after major opening Weak over ♥, Bergen over ♠

Responses to strong 2 suit opening 2♣ - 2♦, negativer or waiting. Others positive.

Responses to 2NT opening Puppet.

PLAY CONVENTIONS

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

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

Underlead Other: Vs NT, Ace for attitude, King for count

Four or more with an honour 4th highest NT attitude

3rd/5th S Other: _____

From 4 small 2nd highest Other: J = no higher honour. 10/9 = 0 or 2 higher

From 3 cards (no honour) top NT middle bottom S

Signal on partner's lead: high encourage low encourage S

Other: In NT, reverse count on lead of King

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even Other: Odd/even when dummy will win next trick.

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions

Leaping Michaels	2 way Checkback
Good/bad 2NT	Gazilli over 1NT response
Blackout	Namyats
Minorwood	
2 way Drury	



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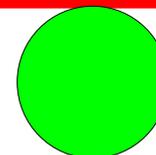
STANDARD SYSTEM CARD

Names: Lynn Kalmin Lorna Ichilcik

ABF Nos: 289957 769590

Basic System: _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3(11+) 1♦ 4(11+) 1♥ 4(11+) 1♠ 5(11+)

1 NT 11 - 14 (Strong in 3rd seat) may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Forcing Stayman 2♥ Natural n.f. 2♠ Natural n.f.

2 NT Lebensohl Other: See notes of bidding over strong NT in 3rd

2♣ Game force except over immediate rebid of 2NT

2♦ 6 card ♥/♠ suit (6 - 10)

2♥ ♥ and minor. 5/5 vul - can be 5/4 non vul

2♠ ♠ and minor. 5/5 vul - can be 5/4 non vul

2 NT 20 - 21

3 NT 6♥ and 5♠ (6 - 12)

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

No transfers over weak NT Jump overcall to 3♣

3NT opening

Journalist leads

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower unbid

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

Immed cue of minor Ghestem: Other minor and ♠. At least 5/5

Immed cue of major Ghestem: Other major and ♣. At least 5/5

Over opponent's 1NT (weak) Modified DONT (x = penalties, 2♣ any single suit)

Over opponent's 1NT (strong) DONT

Over weak twos x take out

Over opening threes x take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦, 6+ points	2NT	10 - 12 balanced, no major
	1♥/♠	4+♥/♠, 6+ points	3♣	pre-emptive
	1NT	6 - 9	3♦	splinter
	2♣	5+♣, 12+ points	3♥	splinter
	2♦	5+♣, 8 - 11 points	3♠	splinter
	2♥	6+♥, < 6 points	3NT	12 - 15 balanced, no major
	2♠	6+♠, < 6 points	4 bids	4♣ pre-emptive, M to play
1♦	1♥/♠	4+♥/♠, 6+ points	3♣	4+♦, 8 - 11 points
	1NT	6 - 9	3♦	pre-emptive
	2♣	4+♣, 10+ points	3♥	splinter
	2♦	4+♦, 12+ points	3♠	splinter
	2♥	6+♥, < 6 points	3NT	12 - 15 balanced, no major
	2♠	6+♠, < 6 points	4♦	pre-emptive
	2NT	10 - 12 balanced, no major	4 Other	4♦ pre-emptive, M to play
1♥/♠	1NT	6 - 9	3♣	weak over ♥, Bergen over ♠
	2♣	4+♣, 10+ points	3♦	weak over ♥, Bergen over ♠
	2♦	4+♦, 10+ points	3♥/♠	limit over ♥, Bergen over ♠
	2♥/♠	support, 6 - 9 points	3NT	12 - 14 with 3 card support
	2NT	Jacoby	4♣/♦	splinter
2♣	2♦	negative or waiting	2♥/♠	positive, 5 card suit 11/2 tricks
	other	2NT, any solid suit		
2♦	2♥	pass or correct	3♣/♦	natural and non forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	forcing relay	3NT	to play
2♥/♠	2NT	forcing relay	3NT	to play
	3♣/♦	3♣ pass or correct, 3♦ to play	4♣/♦	pass or correct
	3♥/♠	pre-emptive	4♥/♠	to play
2NT	3♣	puppet (may not have a major)	4♣	natural, slam interest
	3♦	transfer to ♥	4♦	natural, slam interest
	3♥	transfer to ♠	4♥	at least 5/5 in minors, weak
	3♠	5♠ and 4♥	4♠	at least 5/5 in minors, strong
	3NT	5/4 in minors, with slam interest	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Wk: natural and invitational. Strong 3♣ 5/5 m weak, 3♦ 5/5 m strong
3♥/3♠	Wk: natural single suited hand. Strong: shortage, 5/4 minor, 3 in other M
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	Natural
4♠	Natural

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 Features 'up the line'

Defence to 3NT opening x = values, 4♣, M's better ♥, 4♦ M's better ♠

Defence to opening Two's: Multi 2♦ x 15+, 2NT 15 - 18, 2♥ forcing with 5+♣,

2♠ forcing with 5+♦, 3♣/♦ natural, non forcing

RCO style 2-s x 15+, 2nd double t.o., 3rd double penalties

Other 2-s If 2♣/♦ shows both majors, then x 15+, 2NT 15 - 18 with

both majors, 2♥/2♠ 15+ and stopper show

Defence to strong ♣ x = ♣ + ♥: 1♦ = ♦ + ♥: 1♥ = ♥ + ♠: 1♠ = ♠ + ♣: 1NT = ♦ + ♠

2 level bids are pre-emptive

Lebensohl Over NT interference

Other uses Over weak 2's

Take out of 4 level pre-empts 4♣/4♦ x for take out

4♥ take out x take out x is penalty orientated. 4NT = 2 suited t.o.

OTHER NOTES

Over strong NT: 2♣ simple staymen. 2♦ transfer to ♥. 2♥ transfer to ♠

2♠ transfer to ♣. 2NT transfer to ♦.

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: bergen
Jump shifts after minor opening	weak in major, invite in minor		
Jump shifts after major opening	bergen		
Responses to strong 2 suit opening	2♦ - negative or waiting; other is natural		
Responses to 2NT opening	Smolen		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = 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 checked="" type="checkbox"/>
Other:	_____	
Signal on declarer's lead	count	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input 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: RKCB 1 or 4, 0 or 3
4♣	Gerber <input type="checkbox"/>	when? _____	

Other Conventions

2 way checkback support doubles	long suit trial bids splinter bids
drury in 3rd and 4th seat Smolen	inverted minor TWERB
michaels NAMYATS	4th suit forcing cue raises
Switch lebensohl / lebensohl	blackout
bergen/jacoby	minorwood keycard



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STANDARD SYSTEM CARD

Names:	Giselle _____	Judy _____
ABF Nos:	164844 _____	44482 _____
Basic System:	SA _____	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>	

OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	1 11+	1♦	5 11+	1♥	5 11+	1♠	5 11+
1 NT	15-17 _____			may contain 5 card major <input checked="" type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____				
Transfers	2♦ ♥ _____	2♥ ♠ _____	2♣ ♣ _____				
2 NT	♦ _____	Other: _____					
2♣	GF 23+						
2♦	6 - 10 6 card major						
2♥	5♥/minor						
2♠	5♠/minor						
2 NT	20-22						
3 NT	Gambling						

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

COMPETITIVE BIDDING

Negative doubles through	4♥ _____	Responsive doubles through	4♥ _____
Jump overcalls	weak _____	Unusual NT	minors _____
1NT overcall (immediate)	15 - 17 _____	(re-opening)	10 - 14 _____
Immed cue of minor	majors _____		
Immed cue of major	other major plus minor _____		
Over opponent's 1NT (weak)	twerb _____		
Over opponent's 1NT (strong)	twerb _____		
Over weak twos	x - takeout _____		
Over opening threes	x - takeout _____		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ points, 4+ ♦	2NT	11 points, balanced
	1♥/♠	6+ points, 4+ ♥/♠	3♣	pre - emptive 6+ ♣
	1NT	6 - 10 points	3♦	splinter in ♦
	2♣	10 + points, 5 + ♣	3♥	splinter in ♥
	2♦	Game force in ♣	3♠	splinter in ♠
	2♥	weak, < 6 points, 6+ ♥	3NT	to play 12 - 14 bal
	2♠	weak, < 6 points, 6+ ♠	4 bids	4♣ minor key card in ♣
1♦	1♥/♠	6 + points, 4 + ♥/♠	3♣	Game force in ♦
	1NT	6 - 10	3♦	pre-emptive, 4 + ♦
	2♣	10 + points, 4 + ♣	3♥	splinter in ♥
	2♦	10 + points, 4+ ♦	3♠	splinter in ♠
	2♥	weak, < 6 points, 6+ ♥	3NT	to play 12 - 14 bal
	2♠	weak, < 6 points, 6+ ♠	4♦	minor wood key card in ♦
	2NT	11 points, balanced	4 Other	N/A
1♥/♠	1NT	6 - 10	3♣	6 - 9 points, 4 + ♥/♠
	2♣	10 + points, 4 + ♣	3♦	10-11 points, 4 + ♥/♠
	2♦	10 + points, 4 + ♦	3♥/♠	0 - 5 points, 4 + ♥/♠
	2♥/♠	6 - 10 points, 3♥/♠	3NT	12 - 14 bal, 3 card support
	2NT	12+ points, 4+ ♥/♠	4♣/♦	splinter in ♣/♦
2♣	2♦	negative or waiting	2♥/♠	natural, 5 + ♥/♠
	other	2NT, minors		
2♦	2♥	pass or correct	3♣/♦	to play
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	forcing enquiry	3NT	to play
2♥/♠	2NT	minor enquiry	3NT	to play
	3♣/♦	to play	4♣/♦	N/A
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	simple stayman	4♣	Minor Wood
	3♦	transfer to ♥	4♦	Minor Wood
	3♥	transfer to ♠	4♥	To Play
	3♠	5/5+ in minors	4♠	To Play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5/5 + minors invitational, 5/5 + minors forcing
3♥/3♠	Single ♥ (♣) 3♠ (♥) 5/4 Minor
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	N/A
4♠	N/A

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

bid 3 card support or lower of the 2 majors

Defence to 3NT opening

X Take out

Defence to opening Two's:

Multi 2♦ X take out

RCO style 2-s

X take out, 2NT overcall shows 16 - 18 points

Other 2-s

X take out

Defence to strong ♣

Twerb

Lebensohl

Over NT interference

Other uses

Over Weak twos

Take out of 4 level pre-empts

4♣/4♦ X take out

4♥ X take out

4♠ X penalty

OTHER NOTES

Texas transfers