

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak <10 (inverted)

Jump raises - majors limit forcing Other:

Jump shifts after minor opening 16+ (Soloway)

Jump shifts after major opening 16+ (Soloway)

Responses to strong 2 suit opening Control-showing over 2♣ conventional over other

Responses to 2NT opening 3♣ inquiry; 3♦, 3♥ - pass or correct; 3♠ to play.

PLAY CONVENTIONS

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

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

Underlead Other: lead of K asks for 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:

Signal on declarer's lead

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse where required

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? over NT opening

Other Conventions

Forcing 1NT to Mjr opening Drury

Inverted minor raises Unassuming cue bids

Walsh ♦ Modified Michaels/ Unusual NT

Splinters - strong Support Doubles

Lebensohl



©ABF Marketing
PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

STANDARD SYSTEM CARD

Names: Rex Hanson Judy Herring

ABF Nos: 61344 173568

Basic System: Standard 2/1 Game Force Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3; 12+ hcp 1♦ 3; 12+ hcp 1♥ 5; 12+ hcp 1♠ 5; 12+ hcp

1 NT 16-18 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to 3♣

2 NT 7pts Other: 3♣ to 3♦

2♣ Game force, within a trick of game.

2♦ Weak 2 in hearts; OR, at least 5/5 wk or G-F in Spades & Clubs; OR 19-20 Balanced

2♥ Weak 2 in Spades; OR, at least 5/5 wk or G-F in Clubs & Diamonds; OR 21-22 Bal.

2♠ At least 5/5 wk or Game-force in Hearts & a minor; OR 23-24 Bal.

2 NT At least 5/5 wk or Game-force in Spades & red suit; OR 25-26 Bal.

3 NT Gambling, no outside honour

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

1NT resp. to Mjr suit opening: fcg, one round. Inverted mnr raises, incl over overcalls.

1♦ response to 1♣ - denies 4cd Mjr if weak 2♦ & 2♥ no initial anchor suit (hence Brown sticker)

X of 1NT, or any artificial opening.

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠

Jump overcalls 11-16 Unusual NT Minors, or minor + Major

1NT overcall (immediate) 16-18 (re-opening) 10-12

Immed cue of minor Michaels: Both majors (<10 or Game-force)

Immed cue of major Other Major + minor (<10 or Game force)

Over opponent's 1NT (weak) X = penalty; all other bids = TWERB

Over opponent's 1NT (strong) TWERB

Over weak twos X= 13+; 2NT = 16-18

Over opening threes X for takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	denies 4 cd Mjr, unless strong	2NT 13-15, doesn't deny 4cd Mjrs
	1♥/♠	5+ hcp, 4+ suit	3♣ 5-9 pts, 5+ cd suit
	1NT	9-11 hcp, denies 4cd Mjr	3♦ Slam interest splinter
	2♣	11+ hcp, 4cd suit, poss. 4cd Mjr	3♥ Slam interest splinter
	2♦	16+ hcp, Soloway	3♠ Slam interest splinter
	2♥	16+ hcp, Soloway	3NT 16-18 hcp, denies 4cd Mjr
	2♠	16+ hcp, Soloway	4 bids Natural
1♦	1♥/♠	5+ hcp, 4+ suit	3♣ 16+ hcp, Soloway
	1NT	5-9 hcp, denies 4cd Mjr	3♦ 5-9 pts, 5+ cd suit
	2♣	G/f, 5+ suit, generally	3♥ Slam interest splinter
	2♦	11+ hcp, 4cd suit, poss. 4cd Mjr	3♠ Slam interest splinter
	2♥	16+ hcp, Soloway	3NT 16-18 hcp, denies 4cd Mjr
	2♠	16+ hcp, Soloway	4♦ preemptive
	2NT	13-15, doesn't deny 4cd Mjrs	4 Other 4♣ Slam interest splinter
1♥/♠	1NT	Fcg, denies 4cd spt, 5-12 usually	3♣ 16+ hcp, Soloway
	2♣	G/f, 5+ suit,	3♦ 16+ hcp, Soloway
	2♦	G/f, 5+ suit,	3♥/♠ limit raise
	2♥/♠	6-9 hcp, 3+ spt	3NT 13-15 hcp, 3 cd spt
	2NT	2 or 4cd spt, 13+	4♣/♦ Slam interest splinter
2♣	2♦	0-1 controls	2♥/♠ 2♥= 2ctrls; 2♠= 3ctrls in 2suits
	other	2NT= 3ctrls(3 Ks); 3♣= 4 ctrl; 3♦ = 5 ctrl	
2♦	2♥	pass or correct	3♣/♦ Exclusion
	2♠	Exclusion	3♥/♠ 3♠= Exclusion
	2NT	13+ hcp, fcg inquiry	3NT
2♥/♠	2NT	11+ hcp, fcg inquiry/ 9+, fcg inquiry	3NT
	3♣/♦	See notes	4♣/♦ See notes
	3♥/♠	See notes	4♥/♠ See notes
2NT	3♣	7+ hcp, fcg inquiry	4♣
	3♦	pass or correct	4♦ pass or correct
	3♥	pass or correct	4♥ pass or correct
	3♠	Preference, < 7pts	4♠ To play
	3NT		other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = transfer to ♦; 3♦ = 6+ pts, singleton or void in ♦
3♥/3♠	6+ pts, 6+ pts, singleton or void in bid suit
4♣	N/A
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	N/A

Unusual NT: minors other suits lower 2 unbid suits
 other or minor + Major

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♦ Two Way Exclusion Relay Bids (TWERB)

RCO style 2-s TWERB

Other 2-s Natural or TWERB depending if there is an anchor suit.

Defence to strong ♣ TWERB

Lebensohl Over NT interference

Other uses After takeout X of Opp's wk2; after 2-level reverse by partner

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

OTHER NOTES

♠ response to 2♥ opening = pass or correct; 3♣ or 3♦ response to 2♥ = exclusion.
 3♦ response to 2♣ opening = to play; 3♣ or ♦ to 2♣ = pass or correct (to ♥).

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening To 1 **♦**, 16+ HCP, game forcing

Jump shifts after major opening 16+ HCP, game forcing

Responses to strong 2 suit opening Not applicable, see reverse

Responses to 2NT opening Baron and transfers

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: To NT, third from 4 or lowest from 5 or more

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Odd encourage, even McKenney

Signal on declarer's lead Count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse Reverse count in trumps

CONVENTIONS

4NT: Blackwood RKCB Other: 30 41

4♣ Gerber when? Unambiguous NT sequences

Other Conventions

Lebensohl _____

Swine _____

D0P1 where step bids required _____



©ABF Marketing
PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

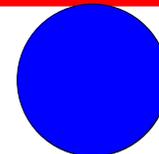
STANDARD SYSTEM CARD

Names: Eric Nunn Pam Nunn

ABF Nos: 151890 151904

Basic System: Precision Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+ HCP, 0 1♦ 11-15 HCP, 3 1♥ 11-15 HCP, 5 1♠ 11-15 HCP, 5

1 NT 12-15 HCP may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ To ♥ 2♥ To ♠ 2♣ To ♣

2 NT To ♦ Other: Super-accepts with maximum + good support

2♣ 11-15 HCP, either 6+ ♣ or 5♣ + 4-card major

2♦ 11-15 HCP, 0-1 ♦, no 5-card major, 4-5 ♣

2♥ 7-10 HCP, 6+ ♥

2♠ 7-10 HCP, 6+ ♠

2 NT 22-23 HCP, balanced (possible long minor)

3 NT 27-29 HCP, balanced

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

1♣, 2♣, 2♦ openings _____

3♣ overcall _____

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♣

Jump overcalls 7-11 (not 3♣) Unusual NT 2 suits, other rank

1NT overcall (immediate) 15-18 HCP (re-opening) 8-11 HCP

Immed cue of minor 2 suits of other colour; 3♣ is 2 odd suits

Immed cue of major 2 suits of other colour

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos X for takeout

Over opening threes X primarily for takeout (cooperative)

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Usually 0-7 HCP, 0+ ♦	2NT 11-13 or 16+ HCP, balanced
	1♥/♠	8+ HCP, 5+ ♥/♠	3♣ 4-7 HCP, 7+ ♣
	1NT	8-10 HCP, balanced	3♦ 4-7 HCP, 7+ ♦
	2♣	8+ HCP, 5+ ♣	3♥ 4-7 HCP, 7 ♥ (or 8 to J)
	2♦	8+ HCP, 5+ ♦	3♠ 4-7 HCP, 7 ♠ (or 8 to J)
	2♥	4-7 HCP, 6 ♥ (or 7 to J)	3NT 14-15 HCP, balanced
	2♠	4-7 HCP, 6 ♠ (or 7 to J)	4 bids Not used
1♦	1♥/♠	8-15 HCP, 4+ ♥/♠	3♣ 16 HCP, 5+ ♣
	1NT	8-10 HCP, no 4-card major	3♦ <10 HCP, 4+ ♦
	2♣	11-15 HCP, no 4M, 4+ ♣, asking	3♥ Not used
	2♦	11-15 HCP, no 4M, 4+ ♦, asking	3♠ Not used
	2♥	16 HCP, 5+ ♥	3NT 13-15 HCP, no 4-card major
	2♠	16 HCP, 5+ ♠	4♦ <10 HCP, 5+ ♦
	2NT	16+ HCP, balanced	4 Other Natural
1♥/♠	1NT	6-9 HCP, no 3-card support	3♣ 16+ HCP, 5+ ♣
	2♣	11+ HCP, 4+ ♣	3♦ 16+ HCP, 5+ ♦
	2♦	11+ HCP, 4+ ♦	3♥/♠ 11-13 TP, 3+ support
	2♥/♠	8-10 TP, 3+ support	3NT 14-15 TP, 3+ support
	2NT	16+ HCP, possible support	4♣/♦ Splitter
2♣	2♦	11+ HCP, 0+ ♦, asking	2♥/♠ 8-10 HCP, 5+ ♥/♠, not forcing
	other	3♣ is 8-10 HCP, invitational. 2NT, 3♦, 3♥, 3♠ - please ask	
2♦	2♥	To play, 4+ ♥	3♣/♦ 3 ♣ is to play, 3 ♦ invitational
	2♠	To play, 4+ ♠	3♥/♠ 5-7 HCP, 5+ ♥/♠, invitational
	2NT	8+ HCP, asking	3NT To play
2♥/♠	2NT	Ogust enquiry	3NT To play
	3♣/♦	Game interest, 5+ ♣/♦, forcing	4♣/♦ Not used
	3♥/♠	Natural, not invitational	4♥/♠ To play
2NT	3♣	0+ HCP, Baron	4♣ Gerber
	3♦	0+ HCP, transfer to ♥	4♦ Not used
	3♥	0+ HCP, transfer to ♠	4♥ Not used
	3♠	0+ HCP, 5-5 minors	4♠ Not used
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	16+ HCP, 5+ ♣/♦, no 4-card major
3♥/3♠	16+ HCP, 5+ ♥/♠
4♣	Gerber (4NT is quantitative)
4♦	Not used
4♥	Not used
4♠	Not used

Unusual NT: minors other suits lower 2 unbid suits

other As overcall, 2 suits of other rank

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening X is cooperative

Defence to opening Two's: Multi 2♦ X is 16+ HCP

RCO style 2-s X is takeout or 16+ HCP

Other 2-s When suit is known, X is simple takeout or 16+ HCP

Defence to strong ♣ Modified Cappelletti

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X is cooperative (all 4-level openings)

4♥ 4♠

OTHER NOTES

3♣ overcall is 2 odd suits (5/5, not other rank, not other colour)

Cuebid of enemy suit is 2 suits of other colour

BASIC RESPONSES

Jump raises - minors limit forcing Other: 5+m 6-9pts inverted

Jump raises - majors limit forcing Other: 4+M 10-12pts invitational

Jump shifts after minor opening Strong

Jump shifts after major opening Invitational

Responses to strong 2 suit opening

Responses to 2NT opening Puppet Stayman, Trf to Majors, 3S = 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 Count

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? Over 1NT, 2NT openings

Other Conventions

2/1GF, Forcing NT	Cue Raises
Ogust	Truscott over takeout doubles
ROPI/DOPI	Splinters
Checkback	Jacoby 2NT
Drury	



©ABF Marketing
PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

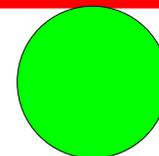
STANDARD SYSTEM CARD

Names: Dimitri Hnaris Therese Demarco

ABF Nos: 697982 362786

Basic System: 2/1 GF Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+C 11+pts 1♦ 3+D 11+pts 1♥ 5+H 11+pts 1♠ 5+S 11+pts

1 NT 15-17 Bal may contain 5 card major

2♣ Stayman: simple extended Other: Puppet Stayman

Transfers 2♦ 2H 2♥ 2S 2♠ 3C

2 NT 3D Other: Super Accepts

2♠ GF, or 1 trick short of game, or Bal 22+

2♦ 6D 6-10pts

2♥ 6H 6-10pts

2♠ 6S 6-10pts

2 NT Bal 20-21pts

3 NT Gambling. 7+ Solid minor, no outside stop

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

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Weak Unusual NT 5/5 Other two suits

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

Immed cue of minor 5/5 majors (weak or strong)

Immed cue of major 5/5 OM + minor (weak or strong)

Over opponent's 1NT (weak) Multi-Landy

Over opponent's 1NT (strong) DONT

Over weak twos natural + lebensohl

Over opening threes natural

