

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: WEAK
Jump raises - majors	limit	forcing	Other: WEAK
Jump shifts after minor opening	SPL (FS in comp)		
Jump shifts after major opening	SPL (FS in comp)		
Responses to strong 2 suit opening			
Responses to 2NT opening	Puppet Stayman, 3♠ minor suit Stayman, 4m minorwood		

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: K asks UB, may lead Q from KQ
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input checked="" type="checkbox"/>	Other: _____
From 4 small	2nd highest <input type="checkbox"/>	Other: 3RD
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: REVERSE COUNT. (A asks rev att v. suit)	
Signal on declarer's lead:	REVERSE COUNT	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: MOSTLY REVERSE COUNT
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RK(0314	Other: with ♥ agt, 4♠=rkcb
4♣	Gerber	when?	response to 1NT opening only	

Other Conventions

4TH SUIT GF	After ♥ agt, 4♠ = RKCB
MINORWOOD	4♣ = rkc after M bid by 1NT opener
BLACKOUT	GOOD/BAD 2NT
GSF	
PODI PORI	



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STANDARD SYSTEM CARD

Names:	David McLeish	Paula McLeish	
ABF Nos:	QLD	OPEN	
Basic System:	strong NT, 4 card suits	Brown Sticker <input type="checkbox"/>	
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 10+	1♦ 4 10+
1♥ 4 10+	1♠ 4 10+
1 NT 15-17	includes most 5M332 <input type="checkbox"/>
	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: super-accepts
2♣	GF or 23-24 semi bal
2♦	4+♥ plus 4+♠ 5-9, more shape Vul
2♥	weak, 6 card suit
2♠	weak, 6 card suit
2 NT	21-22 semi balanced
3 NT	gambling, any suit

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

2♦ = WEAK, BOTH M	ALL jump shifts are either splinters
DRURY, GOOD/BAD 2NT	or fit showing.
TRANSFERS OVER OPP NT	SUPPORT X XX

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through
Jump overcalls	ROMAN	Unusual NT STRONG, 2 TOUCHING SUITS
1NT overcall (immediate)	15-18	(re-opening) 9-14 NO STOPPER?
Immed cue of minor	SURROUNDING SUITS, WEAK OR STRONG	
Immed cue of major	SURROUNDING SUITS, WEAK OR STRONG	
Over opponent's 1NT (weak)	CANAPE TRANSFERS	
Over opponent's 1NT (strong)	CANAPE TRANSFERS	
Over weak twos	X = T/O, 2NT = 15-18, NEW SUIT NATNF	
Over opening threes	X = T/O, 3NT = TO PLAY, NEW SUIT NATNF	

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: weak

Jump shifts after minor opening weak 0-4

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♦ waiting or neg then 3♣ x negative

Responses to 2NT opening puppet stayman

PLAY CONVENTIONS

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

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

Underlead Other: A = Att K = count/unblock(nt)

Four or more with an honour 4th highest attitude NT

3rd/5th Other: _____

From 4 small 2nd highest NT Other: _____

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

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead Smith and count and SP

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314/minorwood

4♣ Gerber when? after NT only and NT sequences

Other Conventions

Puppet Leb Red Suit Texas

Transfer Lebensohl

Frequent 2NT good/bad

Reverse Drury

Cue raises Limit Plus



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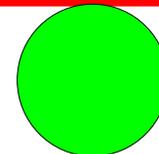
STANDARD SYSTEM CARD

Names: Kamal Peter Hainsworth

ABF Nos: QLD OPEN

Basic System: Standard American 2/1 Modified

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 3 1♥ 5 1♠ 5

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds Other: 3 level splinter under

2♣ Game force or 22+balanced

2♦ Weak Feature ask 5+c nv

2♥ Weak Feature ask 5+c nv

2♠ Weak Feature ask 5+c nv

2 NT 20 - 21

3 NT Specific ace ask

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

forcing 1NT modified bergen

Inverted Minors Fit Jumps in comp

frequent System on

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls Weak Unusual NT lower unbid

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

Immed cue of minor majors

Immed cue of major other major + minor

Over opponent's 1NT (weak) Multilandy X penalties

Over opponent's 1NT (strong) Multilandy X penalties

Over weak twos x lebensohl puppet

Over opening threes x t/o

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	3+	2NT	11-12
	1♥/♠		3♣	weak 5-9
1NT	8-10 with clubs		3♦	Splinter
2♣	inverted		3♥	Splinter
2♦	Weak		3♠	Splinter
2♥	Weak		3NT	12-15 bal
2♠	Weak		4 bids	exclusion

1♦	1♥/♠		3♣	Weak
1NT	6-9		3♦	weak 5-9
2♣	natural 10+		3♥	Splinter
2♦	inverted		3♠	Splinter
2♥	Weak		3NT	12-15
2♠	Weak		4♦	pre empt
2NT	11-12		4 Other	excl

1♥/♠	1NT	forcing	3♣	Bergen
	2♣	GF	3♦	Bergen
	2♦	GF	3♥/♠	Limit
	2♥/♠	8-10 3 card/Mini Splinter/GF	3NT	some type od splinter
	2NT	bergen	4♣/♦	strong splinter

2♣	2♦	neg or waiting	2♥/♠	pos natural 2 of 3
	other			

2♦	2♥	F	3♣/♦	F/pre
	2♠	F	3♥/♠	
	2NT	ask	3NT	to play

2♥/♠	2NT	Feature Ask	3NT	to play
	3♣/♦	F	4♣/♦	
	3♥/♠	RONF	4♥/♠	to play

2NT	3♣	puppet stayman	4♣	gerber
	3♦	H	4♦	
	3♥	S	4♥	
	3♠	5 4 S H	4♠	
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	suit below
3♥/3♠	suit below
4♣	gerber
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 two way

Defence to 3NT opening 4c = T/O 4d = Majors

Defence to opening Two's: Multi 2♦ X strong /bid any suit good

RCO style 2-s

Other 2-s 2!C

Defence to strong ♣ X majors 1♦ a major 1M that+a minor 1NT minors 2X natural

Lebensohl Over NT interference transfer

Other uses Weak Twos transfer

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

OTHER NOTES

good bad

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other:

Jump shifts after minor opening 2M = 4-7, 6-card suit; 1♣-2♦ & 1♦-3♣ Soloway/Fit Show

Jump shifts after major opening 3m or 1♠-3♥ = Mini/Maxi SPL; 1♥-2♠=WK

Responses to strong 2 suit opening 2♦: < 3 Controls or relay; Other: >= 3 Controls 5+ Natural

Responses to 2NT opening 3♣/♦ = To play. 3♥/♠ = 5+ Forcing

PLAY CONVENTIONS

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

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

Underlead Other: Ace=Att; King=Count

Four or more with an honour 4th highest attitude

3rd/5th Other:

From 4 small 2nd highest Other: Reverse count opening leads in part's suit

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Reverse count if can't beat dummy's card

Signal on declarer's lead Usually Reverse Count

Discards McKenney high encourage low encourage

odd/even Other: Reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314 Minorwood/Voidwood

4♣ Gerber when? 1NT opening

Other Conventions

Mini/Maxi Splinters over ♥/♠ major opening Cue raises

Inverted minors Exclusion Key Card

Truscott 2NT over all suits DOPI/ROPI/DOPE

Weak major jump shifts to 2 level Strong jump shift in minor over ♣/♦ opening

Minor suit keycard in some GF auctions



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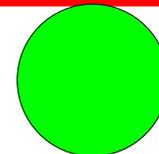
STANDARD SYSTEM CARD

Names: Pele Rankin Therese Tully

ABF Nos: QLD OPEN

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥ 2♥ ♠ 2♠ Baron

2 NT to minor, WK/STR Other: super accept; new suit=5 & 3card support

2♣ Any Game Force or Balanced 20-22, 25-26 or 29+

2♦ MULTI: Weak 2 in a Major or Balanced 23-24 or 27-28

2♥ 5+♥ & 5+ minor, < Opening

2♠ 5+♠ & 5+ minor, < Opening

2 NT 5+♣ & 5+♦, either < Opening or Game Force

3 NT Gambling - No outside A or K in 1st or 2nd seat

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

Reverse count opening leads in partner's 2 suited overcalls - strength undefined

suit except for Hx; Support Xs/XXs Weak jump shift; Variable jump o/calls

Canape Transfer Overcalls over Opp's 1NT 2♦, 2♥, 2♣, 2NT Openings

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weakNV/InterV Unusual NT Lowest 2 unbid suits 5/5

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

Immed cue of minor ♠ & other 5/5 strength undefined

Immed cue of major OM/minor 5/5 strength undefined

Over opponent's 1NT (weak) X: immed = Pen; PO=12+; Canape Tfrs see Other Notes

Over opponent's 1NT (strong) X: immed = Pen; PO=♣; Canape Tfrs see Other Notes

Over weak twos X = TO (Leb 2NT); 4♣/♦ = Suit bid + 4 Other Major

Over opening threes X = TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4	2NT	16+ flat, may have 1 major
	1♥/♠	4	3♣	6-9 fit
	1NT	6-9	3♦	Splinter
	2♣	8+ fit; forcing to 2NT	3♥	Splinter
	2♦	16+ 5+	3♠	Splinter
	2♥	4-7 6+	3NT	13-15 flat
	2♠	4-7 6+	4 bids	♣ RKCB; ♦ Voidwood; 4♥,♠ = To play
1♦	1♥/♠	4	3♣	16+ 5+
	1NT	6-9	3♦	6-9 fit
	2♣	natural, forcing	3♥	Splinter
	2♦	8+ fit; forcing to 2NT	3♠	Splinter
	2♥	4-7 6+	3NT	13-15 flat
	2♠	4-7 6+	4♦	keycard
	2NT	16+ flat, may have 1 major	4 Other	4♣ Splinter; 4♥/♠ to play
1♥/♠	1NT	6-9	3♣	Mini/maxi splinter
	2♣	natural, forcing	3♦	Mini/maxi splinter
	2♦	natural, forcing	3♥/♠	Limit; 3♠ over 1♥ splinter 10-14
	2♥/♠	1♥-2♥ limit; 1♥-2♠=4-7 6+	3NT	13-15 flat 3 card support, not 4♣
	2NT	Jacoby	4♣/♦	& 1♠-4♥ = splinter 10-14; 1♥-4♠ To Play
2♣	2♦	Neg < 3 controls or waiting	2♥/♠	5+ >= 3 controls
	other	5+ >= 3 controls. 2NT by responder following 2♦ response = 2nd negative		
2♦	2♥	Pass or correct	3♣/♦	Natural GF unless interference
	2♠	Pass or correct; invitational if ♥	3♥/♠	N/A
	2NT	Invitational in ♥/♠; 3♣=♥; 3♦=♠	3NT	4♥/4♠=to play 4♣=Tfr to major 4♦=bid major
2♥/♠	2NT	F to 3NT. 3♣/♦=minor	3NT	to play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct; invitational
	3♥/♠	Invitational	4♥/♠	To play
2NT	3♣	To play	4♣	Sets suit; Asks for shortage
	3♦	To play	4♦	Sets suit; Asks for shortage
	3♥	5+♥ Forcing	4♥	To play
	3♠	5+♠ Forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, invitational, non-solid suit
3♥/3♠	Natural, forcing - cue with support
4♣	Ace ask 0,1,2,3 then 4NT sign off; 5♣ = king ask
4♦	♣ & ♦ 5/5 slam interest; 4M sets suit now 4NT KC; 4NT or 5 minor to play
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 up the line, 2 level min, 2d denies M feature

Defence to 3NT opening

X = Values, natural overcalls

Defence to opening Two's:

Multi 2♦ X=values, 2nd X=TO, 3rd X Penalty, 2NT 16-18

natural overcalls

RCO style 2-s

as above

Other 2-s

X=TO of natural weak 2, lebensohl

Defence to strong ♣

X=♣&♦; 1♦=♦&♥; 1♥=♥&♠; 1♠=♠&♣; 1NT=♦&♠; 2♣=♣&♥

Lebensohl

Over NT interference

Other uses

over TO X of natural weak 2

Take out of 4 level pre-empts

4♣/4♦ X=TO
4♥ X=TO 4♠ X=Values; 4NT=TO

OTHER NOTES

Rubensol after interference over our 1NT ie. 2NT-3♥ = transfer; 3♠ No stop or major

Bourke Relay (3rd suit artificial GF) after opening makes a simple rebid of suit opened.

Canape Tfrs over 1NT: 2♣=♦ or 5-5 in ♣&♦ (rebid 2NT) or 5-4 ♥&♠

2♦=♥ or 5-5 in ♦&♥ (rebid 2NT) or canapé 4♥ & longer suit

2♥=♠ or 5-5 in ♥&♠ (rebid 2NT) or canapé 4♠ & longer suit

2♠= 5-5 in ♠ & ♣/♦; 2NT = ♣; 3♠= 5-5 ♣&♥