

BASIC RESPONSES

Jump raises - minors limit forcing Other:

Jump raises - majors limit forcing Other:

Jump shifts after minor opening

Jump shifts after major opening

Responses to strong 2 suit opening

Responses to 2NT opening

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?

Other Conventions

1C & +ve, Alpha, Beta, Gamma, Epsilon

Splinters

Long Suit Trial Bids

Bergen Major Suit Raises

Transfer Overcalls over 1NT



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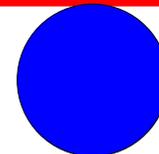
STANDARD SYSTEM CARD

Names:

ABF Nos:

Basic System: Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 16+, 0+ 1♥ 11-15, 4+

1 NT may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ Hearts 2♠ Baron

2 NT Other:

2♣

2♦

2♥

2♠

2 NT

3 NT

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

Bergen Major suit raises

Transfer overcalls over (their) 1NT

COMPETITIVE BIDDING

Negative doubles through Responsive doubles through

Jump overcalls Weak Unusual NT Majors or Minors

1NT overcall (immediate) (re-opening)

Immed cue of minor

Immed cue of major

Over opponent's 1NT (weak)

Over opponent's 1NT (strong)

Over weak twos

Over opening threes

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7, 0+	2NT 14-15, no 5 card suit
	1♥/♠	8+, 5+	3♣ 8+, 4-4-1-4
	1NT	8-13 or 16+, no 5 card suit	3♦ 8+, 4-1-4-4
	2♣	8+, 5+	3♥ Solid 6 card Minor
	2♦	8+, 5+	3♠ Solid 6 card Major
	2♥	8+, 1-4-4-4	3NT Solid 7 card C
	2♠	8+, 4-4-4-1	4 bids 4D = Solid 7 card D, etc
1♦	1♥/♠	6+, 4+	3♣ 16+, 5+
	1NT	6-9, no Major	3♦ 8-11, 4+
	2♣	10+, 4+	3♥ Splinter
	2♦	5-9, 4+	3♠ Splinter
	2♥	16+, 5+	3NT To play
	2♠	16+, 5+	4♦ Pre-emptive
	2NT	16+, Gamma	4 Other 4C = RKCB in D
1♥/♠	1NT	6-9	3♣ 6-9, 4 card support
	2♣	10+, 4+	3♦ 9-11, 4 card support
	2♦	10+, 4+	3♥/♠ Raise = 0-6, 4: 1S - 3H = Bergen
	2♥/♠	Raise = 5-9, 3: 1H - 2S = Bergen	3NT 13-15, flat raise (4 trumps)
	2NT	16+ , Gamma	4♣/♦ Splinters
2♣	2♦	8+, Relay	2♥/♠ Constructive, Non-forcing
	other	2NT = invitation: 2C - 4D = RKCB in C	
2♦	2♥	Pass or correct	3♣/♦ Constructive, Non-forcing
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	Ogust (3H/S = Maximum)	3NT To play
2♥/♠	2NT	Inquiry	3NT To play
	3♣/♦	Pass or correct	4♣/♦ Pass or correct
	3♥/♠	Raise = pre-emptive	4♥/♠ Raise = to play
2NT	3♣	To play	4♣ Pre-emptive
	3♦	To play	4♦ Pre-emptive
	3♥	One round force	4♥ To play
	3♠	One round force	4♠ To play
	3NT	To Play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6C/D, 2 of top 3 hon, invite to 3 NT
3♥/3♠	Slam interest
4♣	Gerber (0/3, 1/4)
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other South Australian Michael's Cue Bids

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities

Defence to 3NT opening

Double with strength

Defence to opening Two's:

Multi 2♦ 2NT = 15-18, Double for T/O, 2nd Partnership X is

also for T/O, 3rd is for penalties

RCO style 2-s

Other 2-s

Defence to strong ♣

Double = Majors, 1NT = Minors, other overcalls natural

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ Double, 4NT = 2 suiter

OTHER NOTES

1H/S - 2NT - 3X - 3NT = No trump loser, cue lowest A/void

1H/S - 2NT - 3X - 3 Agreed Major = We are missing one trump honour, but cue anyhow

1H/S - 2NT - 3X - new suit = Epsilon

1NT - 2NT - 3C - 3H = Slam Interest in C, 3S = SI in D, 3NT = Slam int both Minors

1NT - they bid - X = values, 2nd partnership X = T/O, 3rd = penalties

1NT - they X - XX = 5 card suit, 2 Suit = lower of 4 card suits

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Bergen

Jump shifts after minor opening Weak jump responses in majors.

Jump shifts after major opening Mini splinters

Responses to strong 2 suit opening ---

Responses to 2NT opening (Equiv) Stayman, transfers

PLAY CONVENTIONS

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

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

Underlead Other: Aces for Att, King 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 Reverse Count

Discards McKenney high encourage low encourage

odd/even Other: First discard only

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 3014

4♣ Gerber when? _____

Other Conventions



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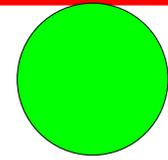
STANDARD SYSTEM CARD

Names: Peter Chan David Lusk

ABF Nos: _____

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 11-20 1♦ 4 11-20 1♥ 5 11-20 1♠ 5 11-20

1 NT (11) 12-14 Rarely -> may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ --> H 2♥ --> S 2♠ Baron

2 NT --> Minor Other: 3<minor> 6 cards and invitational

2♣ Strong 21-22 Bal or GF Step responses (Controls)

2♦ Multi: 23-24 Balanced or undisclosed (5)6 card major, 6-9 HCP.

2♥ Multi: Hearts and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.

2♠ Multi: Spades and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.

2 NT Weak 5-5+ in minors, 6-9 HCP

3 NT Gambling. running minor, little outside.

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

Mega splinters over major op'ngs 3m rebids over 1M responses are splinters

TWERB over strong 1C Inverted minors

BERGEN Raises

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak style Unusual NT Lower unbid suits

1NT overcall (immediate) 15-18 sys'm on (re-opening) 11-14 system on

Immed cue of minor Majors <opening or 17+

Immed cue of major Major/Minor <opening or 17+

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Natural, 5+ HCP	2NT 16+, 3+ clubs
	1♥/♠	Natural. 5+ HCP	3♣ Weak Raise 6-9, 5+
	1NT	8-10 Bal, no four card Major	3♦ GF Splinter
	2♣	Inverted, 11+	3♥ GF Splinter
	2♦	WJS	3♠ GF Splinter
	2♥	WJS	3NT To play, natural
	2♠	WJS	4 bids 4C = strong raise
1♦	1♥/♠	Natural, 5+ HCP	3♣ GF Splinter
	1NT	5-8 no four card Major	3♦ Weak Raise 6-9, 5+
	2♣	Natural, 9+	3♥ GF Splinter
	2♦	Inverted 11+	3♠ GF Splinter
	2♥	WJS	3NT To play, natural
	2♠	WJS	4♦ Strong raise
	2NT	16+, 3+ diamonds	4 Other 4C = Maxi, 4H, S to play
1♥/♠	1NT	5-8 No major	3♣ Bergen Raise (4) 6-9
	2♣	Natural, 9+	3♦ Bergen Raise (4) 10-12
	2♦	Natural, 9+	3♥/♠ 1S: 3H = Invitational raise (3)
	2♥/♠	Limit, 6-9, 1H: 2S = Invitn (3)	3NT Balanced raise to game, 13-15
	2NT	Jacoby, GF raise, 16+	4♣/♦ Splinter
2♣	2♦	Maximum of one cont (A = 2, K=1)	2♥/♠ Controls
	other	Steps	
2♦	2♥	P/C	3♣/♦ Natural, forcing
	2♠	P/C, normally better hearts	3♥/♠ 3 card raises
	2NT	Modified Ogust	3NT To play
2♥/♠	2NT	Enquiry	3NT To play
	3♣/♦	PC	4♣/♦ P/C
	3♥/♠	4 card support, not inv.	4♥/♠ To play
2NT	3♣	Preference	4♣ Natural, pre-emptive
	3♦	Preference	4♦ Natural, pre-emptive
	3♥	Forcing, Natural	4♥ To play
	3♠	Forcing, Natural	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitations with broken 6 card suit
3♥/3♠	Slam interest, forcing
4♣	Gerber
4♦	Strong, natural
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 Major fit/other major

Defence to 3NT opening X = cards

Defence to opening Two's: Multi 2♦ 1, 2, 3 doubles

RCO style 2-s 1, 2, 3 doubles

Other 2-s 1, 2, 3 doubles

Defence to strong ♣ Twerb (up to 3NT)

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X = major t/o

4♥ X = T/o 4♠ X = cards

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: Pre-emptive

Jump raises - majors limit forcing Other: Pre-emptive

Jump shifts after minor opening Weak if major, splinter if other minor

Jump shifts after major opening Splinter

Responses to strong 2 suit opening Control responses

Responses to 2NT opening 3♣ = Puppet stayman, transfers, 3♠ = Minor stayman

PLAY CONVENTIONS

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

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

Underlead Other: A & Q for attitude (reverse) K 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: See above otherwise reverse count

Signal on declarer's lead: _____

Discards McKenney high encourage low encourage

odd/even Other: On 1st discard only, then count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions

Checkback after 1NT rebid

Lebensohl

Cue bidding

Blackout after reverse



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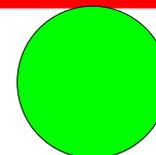
STANDARD SYSTEM CARD

Names: Russel Harms David Parrott

ABF Nos: 197025 292291

Basic System: ACOL Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ hcp, 3+ 1♦ 11+ hcp, 4+ 1♥ 11+ hcp, 4+ 1♠ 11+ hcp, 5+

1 NT 11-14 hcp may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to ♥s 2♥ to ♠s 2♣ to ♣s

2 NT to ♦s wk or strong Other: 3 level major bids invitational

2♣ Strong, 23+ bal, game force or acol 2

2♦ Weak 2, 5+ suit, less than normal opening

2♥ Both majors, 4/4 or better, less than normal opening

2♠ Weak 2, 5+ suit

2 NT 21-22 balanced

3 NT Gambling

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

All jumps in new suit are splinters if suit below is forcing

Pre-emptive raises

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT 2 lowest unbid suits

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

Immed cue of minor Highest & any

Immed cue of major Highest & any

Over opponent's 1NT (weak) 2♣ = ♥s & any, 2♦ = ♠s & minor

Over opponent's 1NT (strong) As above

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+♦, 5+ hcp	2NT	Limit raise or 16+, 5+♣s, bal
	1♥/♠	4+ suit, 5+ hcp	3♣	Pre-emptive, 5+ ♣s
	1NT	8-10 bal, no major	3♦	Splinter, 13+ hcp
	2♣	Limit raise, 6-9, no major	3♥	Splinter, 13+ hcp
	2♦	Splinter, 10-12 hcp or 16+	3♠	Splinter, 13+ hcp
	2♥	6+ suit, 3-5 hcp	3NT	13-15 hcp, support, bal
	2♠	6+ suit, 3-5 hcp	4 bids	To play
1♦	1♥/♠	4+ suit, 5+ hcp	3♣	Splinter, 10-12 hcp or 16+
	1NT	5-9 hcp, no major, no support	3♦	Pre-emptive
	2♣	9+ hcp, 4+ ♣s	3♥	Splinter, 13+ hcp
	2♦	Limit raise, 6-9, no major	3♠	Splinter, 13+ hcp
	2♥	6+ suit, 3-5 hcp	3NT	13-15 hcp, support, bal
	2♠	6+ suit, 3-5 hcp	4♦	Pre-emptive
	2NT	Limit raise or 16+, support, bal	4 Other	♣ splinter, ♥, ♠ to play
1♥/♠	1NT	5-9, any shape without support	3♣	Splinter, 6-9 hcp or 13+
	2♣	9+, 4+ ♣s forcing	3♦	Splinter, 6-9 hcp or 13+
	2♦	9+, 4+ ♦s forcing	3♥/♠	Pre-emptive, 4 card support
	2♥/♠	Limit raise, usually 3	3NT	13-15 hcp, support, bal
	2NT	Limit raise or 16+, 4+ support, bal	4♣/♦	Splinter, 10-12 hcp
2♣	2♦	0-1 Controls	2♥/♠	2, 3 controls & continuing
	other			
2♦	2♥	Natural & forcing	3♣/♦	To play
	2♠	Natural & forcing	3♥/♠	Splinter
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Natural, non forcing	4♣/♦	Splinter
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Puppet stayman	4♣	RKCB in ♣s
	3♦	Transfer to ♥s	4♦	RKCB in ♦s
	3♥	Transfer to ♠s	4♥	To play
	3♠	Minor suit stayman	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Game forcing, 4/5 in minors, 3 cards in corresponding major
3♥/3♠	Invitational
4♣	Sets suit, demands cue
4♦	Sets suit, demands cue
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 Cheapest feature - min lower level, max upper

Defence to 3NT opening

X

Defence to opening Two's:

Multi 2♦ X & natural

RCO style 2-s

X & natural

Other 2-s

X & natural

Defence to strong ♣

TWERB at all levels, also after negative 1♦ response

Lebensohl

Over NT interference

Other uses

In response to double of weak 2s

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Splinters, preemptive raises & balanced raises continue to apply in competition

Blackout following reverse

After 2NT enquiry (2♥ opening), 3♣ = poor hand (3♦ = further enquiry),

3♦ = lower suit longer, 3♥ = 4/4, 3♠ = ♠s longer, 3NT = 5/5 or better

After 2♦ or 2♠ openings, 2NT = enquiry 3 of suit is weak hand, all suits show feature

3NT shows very good suit no outside feature