

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak

Jump raises - majors limit  forcing  Other: weak

Jump shifts after minor opening G/F splinter

Jump shifts after major opening G/F splinter

Responses to strong 2 suit opening

Responses to 2NT opening 3C = stayman, 3♦, 3♥ transfers, 3♠ Baron

## 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 Some reverse count

Discards McKenney  high encourage  low encourage

odd/even  Other:

Count natural  reverse  when obvious & vs NT (excl op hnr lead)

## CONVENTIONS

4NT: Blackwood  RKCB  Other:

4♣ Gerber  when? never

### Other Conventions

RKC, 5♣ = 0 or 3 key cards	5NT = trump ask
5♦ = 1 or 4 key cards	response 6♣ = 0 top honours
5♥ = 2 key cards no queen of trumps	6♦ = 1 top honours
5♠ = 2 key cards & queen of trumps	6♥ = 2 top honours
5NT = 2 key cards & a void	6♠ = 3 top honours



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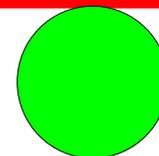
## STANDARD SYSTEM CARD

Names: Judy Hocking Adrienne Kelly

ABF Nos: 197165 190632

Basic System: Acol with light openings, 14-16 NT

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ ♣ 10+ pts 1♦ 4+ ♦ 10+ pts 1♥ 4+ ♥ 10+ pts 1♠ 5+ ♠ 10+ pts

1 NT 14 - 16 may contain 5 card major

2♣ Stayman: simple  extended  Other:

Transfers 2♦ to ♥ 2♥ to ♠ 2♠ Baron

2 NT tx to 3♣ Other: 3♣/3♦ = 6 card suit to 2 of the top 3 honours

2♣ 23+bal or 19+ unbalanced

2♦ 8-11: 4+ ♥ 4+ ♠

2♥ 8-11: 5+ ♥ can be 5332 shape or may hold 4+ card minor

2♠ 8-11: 5+ ♠ can be 5332 shape or may hold 4+ card minor

2 NT bal 20-22

3 NT gambling

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

Please refer 2 level openings

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠

Jump overcalls weak Unusual NT majors or minors

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

Immed cue of minor 5-5 other minor + major

Immed cue of major 5-5 other major + minor

Over opponent's 1NT (weak) 2♣ = single suiter, 2♦ = ♥ & ♠, 2♥♠ = 5+ suit 4+ minor

Over opponent's 1NT (strong) 2nt = both minors; 3♣♦♥♠ = pre-empt

Over weak twos X = takeout 2nt = 15-18

Over opening threes X = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+pts 4+ ♦	2NT	10+pts 4+♣ no void
	1♥/♠	6+pts 4+ suit	3♣	4+♣ weak & distrubutional
	1NT	6-9 no 4 card major	3♦	G/F splinter void ♦
	2♣	6-9 4+ clubs	3♥	G/F splinter void ♥
	2♦	G/F splinter	3♠	G/F splinter void ♠
	2♥	G/F splinter	3NT	to play
	2♠	G/F splinter	4 bids	
1♦	1♥/♠	6+ 4+suit	3♣	G/F splinter
	1NT	6-9 no 4 card major	3♦	4+♦ weak & distrubutional
	2♣	10+ [8+] pts 5+ suit	3♥	G/F splinter void ♥
	2♦	6-9 4+♦	3♠	G/F splinter void ♠
	2♥	G/F splinter	3NT	to play
	2♠	G/F splinter	4♦	no interference, demands cues
	2NT	10+pts 4+♦ no void	4 Other	
1♥/♠	1NT	6-9	3♣	G/F splinter
	2♣	10+ [8+] pts 4+suit	3♦	G/F splinter
	2♦	10+ [8+] pts 4+ suit	3♥/♠	weak
	2♥/♠	6-9 3+ support	3NT	to play
	2NT	10+pts 4+ supp, no single or void	4♣/♦	G/F splinter void
2♣	2♦	< 2 controls	2♥/♠	natural 5+, 2+ controls
other		2NT=5+♣, 3♣=5+♦; 3♦=5-8 with 4 cd major; 3♥= 5-8 no major, 3♠=9+ bal		
2♦	2♥	to play	3♣/♦	natural to play
	2♠	to play	3♥/♠	to play
	2NT	ask	3NT	to play
2♥/♠	2NT	ask	3NT	to play
	3♣/♦	to play	4♣/♦	splinter slam try
	3♥/♠	to play	4♥/♠	to play
2NT	3♣	stayman	4♣	natural sets suit & demands cues
	3♦	transfer to ♥	4♦	natural sets suit & demands cues
	3♥	transfer to ♠	4♥	to play
	3♠	baron	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6+ suit with 2 of the top 3 honours, invite to 3NT if opener has other honour
3♥/3♠	6+ suit slam try, if opener has 3 card support he should cue
4♣	6+ suit ask opener to cue
4♦	6+ suit ask opener to cue
4♥	to play
4♠	to play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other                      majors or minors

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round  at 1 level only                      Game force

NT Checkback                       Priorities

Defence to 3NT opening                      x - values

Defence to opening Two's:                      Multi 2♦                      x = 16+ unbalanced, 2nt = 15 -18 bal.

RCO style 2-s                      as above

Other 2-s                      X = take out  
defence to specific 2s; X = t/o of highest rank, all suit bids are natural

Defence to strong ♣                      1 level, suit = that suit & another, 2 level = that suit & higher suit,  
1NT = single suited hand, 3 level bids, weak jump o/calls

Lebensohl                      Over NT interference

Other uses                      after t/o x of opponents weak 2 opening

Take out of 4 level pre-empts                      4♣/4♦                      x  
4♥                      x                      4♠                      x; & 4NT for 2 suited takeout

## OTHER NOTES

2♦ 2nt;	3♣ = min 4-4	2♥♠ 2nt	3♣ = 4 card suit
	3♦ = max 4-4		3♦ = 4 card suit
	3♥ = 5+ ♥ 4 ♠		3♥ = 5332
	3♠ = 5+ ♠ 4 ♥		3♠ = 6+ major
	3NT = 5+ ♥, 5+ ♠		

note if opposition overcall our 2♦♥♠ opening - x = penalties, new suit = natural & forcing

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: \_\_\_\_\_

Jump raises - majors      limit       forcing       Other: \_\_\_\_\_

Jump shifts after minor opening      WEAK \_\_\_\_\_

Jump shifts after major opening      WEAK \_\_\_\_\_

Responses to strong 2 suit opening      2♦ (0 - 7)

Responses to 2NT opening      3♣/3♦ WEAK    3♥ ENQUIRY

## PLAY CONVENTIONS

✓ = Both

'NT' Versus Notrump      'S' Versus Suit

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

                         Underlead       Other: \_\_\_\_\_

Four or more with an honour      4th highest       attitude

                         3rd/5th       Other: NT: low when even no.; high when odd number.

From 4 small      2nd highest       Other: \_\_\_\_\_

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

                         Other: ODDS AND EVENS

Signal on declarer's lead      ODDS AND EVENS

Discards      McKenney       high encourage       low encourage

                         odd/even       Other: \_\_\_\_\_

Count      natural       reverse  \_\_\_\_\_

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: 30/41

4♣      Gerber       when? AFTER NT OR CROWHURST USED

### Other Conventions

UNASSUMING CUE \_\_\_\_\_

CROWHURST \_\_\_\_\_

OPEN 4NT ASK FOR SPECIFIC ACE \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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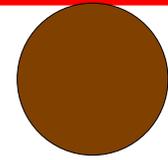
## STANDARD SYSTEM CARD

Names:      WENDY ANDREWS      JULIE THIELE

ABF Nos:      1309

Basic System:      ACOL

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 3      1♦ 4      1♥ 4      1♠ 4

1 NT      12-14      may contain 5 card major

2♣ Stayman:      simple       extended       Other: \_\_\_\_\_

Transfers      2♦ TO ♥      2♥ TO ♠      2♠ 11 FLAT

2 NT      12      Other: 2♣ then 3♣ or 3♦ to play

2♠ 8 TRICKS OR 20+    23 -24 FLAT OR 27+

2♦ 6♥/6♠ OR 20 -22 FLAT OR 25-26

2♥ (6-10) 5♥ AND 5 OF A MINOR

2♠ (6-10) 5♠ AND 5 OF A MINOR

2 NT BOTH MAJORS OR BOTH MINORS

3 NT GAMBLING

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

2NT - either majors or minors - 3♣/3♦

to play; 3♥ asking bid - responses, 3♠ =

minors and 3NT = majors.

## COMPETITIVE BIDDING

Negative doubles through      2♣      Responsive doubles through      2♠

Jump overcalls      WEAK      Unusual NT      S.A. MICHAEL'S CUE

1NT overcall (immediate)      15 - 18      (re-opening)      12 - 14

Immed cue of minor      MAJOR AND OTHER MINOR

Immed cue of major      OTHER MAJOR AND MINOR

Over opponent's 1NT (weak)      CAPPALLETTI

Over opponent's 1NT (strong)      CAPPALLETTI

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+ HCP	2NT	11 - 12
	1♥/♠	4♥/♠ 6+HCP	3♣	6 -9
	1NT	8-10	3♦	N.A.
	2♣	10 +	3♥	N.A
	2♦	WEAK 6 CARD SUIT (0-5)	3♠	N.A
	2♥	WEAK "	3NT	TO PLAY NO 4 CARD MAJOR
	2♠	WEAK "	4 bids	ACE ASK

1♦	1♥/♠	4♥/4♠	3♣	N.A
	1NT	6-9	3♦	6 -9
	2♣	4 ♣ 10 HCP	3♥	N.A
	2♦	10+	3♠	N.A
	2♥	WEAK 6 CARD SUIT(0-5)	3NT	TO PLAY NO 4 CARD SUIT MA
	2♠	WEAK "	4♦	INVITING TO GAME
	2NT	11- 12	4 Other	ACE ASK

1♥/♠	1NT	6 -9	3♣	SUIT SUPPORT 13- 15
	2♣	4+♣ 10+	3♦	SUIT SUPPORT 15+
	2♦	4♦ 10+	3♥/♠	11-12
	2♥/♠	4 ♥/♠ 6-9	3NT	TO PLAY
	2NT	11-12	4♣/♦	SPLINTER

2♣	2♦	0-7	2♥/♠	5 ♥/♠ 8+ pts 3♣/3♦ 5 card suit 8+
	other	2NT 8+ PTS		

2♦	2♥	PASS OR CORRECT	3♣/♦	TO PLAY
	2♠	PASS OR 3♥ IF WEAK	3♥/♠	INVITATION
	2NT	ENQUIRY	3NT	TO PLAY

2♥/♠	2NT	ENQUIRY	3NT	TO PLAY
	3♣/♦	PASS OR CORRECT	4♣/♦	INVITATIONAL
	3♥/♠	INVITATIONAL	4♥/♠	TO PLAY

2NT	3♣	PASS OR CORRECT	4♣	N.A
	3♦	PASS OR CORRECT	4♦	N.A
	3♥	ENQUIRY	4♥	TO PLAY
	3♠	N.A.	4♠	TO PLAY
	3NT	TO PLAY	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 CARD SUIT WITH 2 TOP HONOURS
3♥/3♠	6 CARD SUIT
4♣	GERBER
4♦	N.A.
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 CROWHURST

Defence to 3NT opening 4♣ BOTH MAJORS BETTER♥ 4♦ BETTER ♠

Defence to opening Two's: Multi 2♦ X= 16 2NT=17 -19 3NT = 20+

4NT = BOTH MINORS

RCO style 2-s

Other 2-s

Defence to strong ♣ 2♣ NATURAL 1♦ SINGLE SUITED 1NT BOTH MINORS

X BOTH MAJORS

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X TAKE OUT

4♥ X TAKE OUT 4♠ X TAKE OUT NT BOTH MINORS

## OTHER NOTES

INVERTED MINORS

JUMP SHIFT WEAK 0 -5 WITH 6 CARD SUIT

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_

Jump raises - majors limit  forcing  Other: \_\_\_\_\_

Jump shifts after minor opening Forcing \_\_\_\_\_

Jump shifts after major opening Forcing \_\_\_\_\_

Responses to strong 2 suit opening 2D = 0-7 HCP \_\_\_\_\_

Responses to 2NT opening 3C/D to play 3H/S forcing \_\_\_\_\_

## 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 reverse count \_\_\_\_\_

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse  \_\_\_\_\_

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 0or3,1or4,2,2+Q

4♣ Gerber  when? immediately after NT

### Other Conventions

DOPI/ROPI	Mini splinters
Extended Stayman	Unassuming q
Crowhurst	Minorwood
Puppet Stayman	
Modified Cappiletti	



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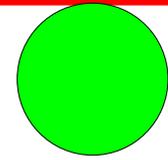
## STANDARD SYSTEM CARD

Names: Sue Phillips Judith Roberts

ABF Nos: 11681 198961

Basic System: \_\_\_\_\_ Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 3 1♦ 11+ 4 1♥ 11+ 4 1♠ 11+ 5

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ 2H 2♥ 2S 2♠ Baron

2 NT minor Other: \_\_\_\_\_

2♣ 8 playing tricks or 23-24HCP balanced or 27+

2♦ 6 card major 6-10HCP or 20-22HCP balanced or 25-26HCP balanced

2♥ 5 hearts/ 5 another 6-10HCP

2♠ 5 spades/ 5minor 6-10HCP

2 NT 5/5 minors 6-10HCP

3 NT Gambling

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

Kabel

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls weak Unusual NT 5/5 same rank

1NT overcall (immediate) 15-18 HCP (re-opening) 10-12 HCP

Immed cue of minor 5/5 major / other minor

Immed cue of major 5/5 other major / minor

Over opponent's 1NT (weak) modified Cappaletti

Over opponent's 1NT (strong) modified Cappaletti

Over weak twos 1st seat X 16HCP/ 3rd seat X 14+HCP

Over opening threes X TO

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ 4	2NT	16+ no 4 card major
	1♥/♠	6+ 4	3♣	10-12 4
	1NT	8-10	3♦	preemptive
	2♣	6-9 4	3♥	preemptive
	2♦	16+ 5	3♠	preemptive
	2♥	16+ 5	3NT	to play
	2♠	16+ 5	4 bids	cue bids 4C Minorwood

1♦	1♥/♠	6+ 4	3♣	16+ 5
	1NT	6-9 no 4 card major	3♦	10-12 4
	2♣	10+ 4	3♥	preemptive
	2♦	6-9 4	3♠	preemptive
	2♥	16+ 5	3NT	to play
	2♠	16+ 5	4♦	Minorwood
	2NT	16+ no 4 card major	4 Other	cue bids

1♥/♠	1NT	6-9	3♣	13-14 with support
	2♣	10+ 4	3♦	15+ with support
	2♦	10+ 4	3♥/♠	10-12 4/3
	2♥/♠	6-9 4/3	3NT	to play
	2NT	16+ balanced	4♣/♦	cue bid

2♣	2♦	0-7 HCP	2♥/♠	8+ 5
other		2NT 8+ no 5 card suit		

2♦	2♥	correctable	3♣/♦	6 card suit forcing
	2♠	correctable to 3H	3♥/♠	correctable
	2NT	enquiry	3NT	to play

2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	splinter
	3♥/♠	competitive	4♥/♠	to play

2NT	3♣	to play	4♣	gerber
	3♦	to play	4♦	forcing correctable
	3♥	Forcing	4♥	to play
	3♠	Forcing	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	2 top honors 10-11 HCP
3♥/3♠	slam interest
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 4C better hearts than spades 4D better spades than hearts

Defence to opening Two's: Multi 2♦ 2nd seat X 16+, 3rd 14+

RCO style 2-s

Other 2-s

Defence to strong ♣ mod Cappaletti

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X TO

4♥ X TO 4♠ X penalties 4NT TO

## OTHER NOTES

1NT rebid 15-17HCP balanced

2NT 18-19