



## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ 5+HCP	2NT	16-19 BALANCED
	1♥/♠	4+ 5+HCP	3♣	FORCING TO 3NT OR 4C
	1NT	5-9 HCP NO 4CARD MAJOR	3♦	SPLINTER CLUB FIT
	2♣	4+ 5-9HCP	3♥	SPLINTER CLUB FIT
	2♦	EXCLUSION	3♠	SPLINTER CLUB FIT
	2♥	EXCLUSION	3NT	13-15 BALANCED
	2♠	EXCLUSION	4 bids	TO PLAY

1♦	1♥/♠	4+ 5+HCP	3♣	EXCLUSION
	1NT	5-9 HCP NO 4 CARD MAJOR	3♦	FORCING TO 3NT OR 4D
	2♣	4+ 10 HCP	3♥	SPLINTER DIAMOND FIT
	2♦	4+5-9HCP	3♠	SPLINTER DIAMOND FIT
	2♥	EXCLUSION	3NT	13-15 BALANCED
	2♠	EXCLUSION	4♦	PRE-EMPTIVE
	2NT	16-19 BALANCED	4 Other	4C SPLINTER-OTHERS TO PLAY

1♥/♠	1NT	5-9 HCP	3♣	EXCLUSION
	2♣	4+ 10+ HCP	3♦	EXCLUSION
	2♦	4+ 10+ HCP	3♥/♠	LIMIT RAISE IN BID MAJOR
	2♥/♠	3+ 5-9 HCP	3NT	GAME FORCING RAISE
	2NT	16-18 BALANCED	4♣/♦	SPLINTER AGREEING MAJOR

2♣	2♦	NEGATIVE 0-7HCP	2♥/♠	POSITIVE 5+ CARD SUIT 8+PTS
other	2NT 8-10 BALANCED 3NT 11-13 BALANCED			

2♦	2♥	NEGATIVE 0-7HCP	3♣/♦	POSITIVE 5+ CARD SUIT
	2♠	POSITIVE 5+ CARD SUIT	3♥/♠	6 CARD SUIT VERY WEAK
	2NT	8-10 BALANCED	3NT	11-13 BALANCED

2♥/♠	2NT	OGUST-FORCING ENQUIRY	3NT	TO PLAY
	3♣/♦	NATURAL & FORCING	4♣/♦	NOT APPLICABLE
	3♥/♠	TO PLAY	4♥/♠	TO PLAY

2NT	3♣	BARON	4♣	NATURAL & FORCING
	3♦	TRANSFER TO HEARTS	4♦	NATURAL & FORCING
	3♥	TRANSFER TO SPADES	4♥	TO PLAY
	3♠	5 SPADES & 4 HEARTS	4♠	TO PLAY
	3NT	TO PLAY	other	BLACKWOOD

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	NATURAL & FORCING-INVITING TO SLAM
3♥/3♠	NATURAL & FORCING-INVITING TO SLAM
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 PASS/ BID MAJOR GAME WITH 4 C SUP

### Defence to 3NT opening

DOUBLE - PENALTIES

### Defence to opening Two's:

Multi 2♦ H= T.O OF H. DOUBLE= 16+

SUIT BID-OPENING HAND 7 NATURAL

### RCO style 2-s

### Other 2-s

DOUBLE =T.O-16+ HCP

SKEWED BIDS APPLY

### Defence to strong ♣

X=LONG SUIT, 2C MICHAELS, 2NT MINORS

### Lebensohl

Over NT interference

### Other uses

IN RESPONSE TO X OF WEAK 2S & WEAK NT.

### Take out of 4 level pre-empts

4♣/4♦ X

4♥

4♠ X=PENALTY 4NT=MINORS OR 2 SUITER

## OTHER NOTES

MICHAELS CUE BIDS UP TO THE 4 LEVEL

DEFENCE TO 2NT-MINORS, SKEWED CUE BIDS FOR T.O. X=16+

DEFENCE TO 2C-MAJORS, SKEWED CUE BIDS FOR T.O. X=16+

WEAK JUMP RESPONSE OVER 1NT AFTER OPPOSITION BIDS, ASKS FOR CONTROL IN OPPOSITIONS SUIT.

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: inverted Diamond raises  
 Jump raises - majors limit  forcing  Other:  
 Jump shifts after minor opening GF  
 Jump shifts after major opening GF  
 Responses to strong 2 suit opening n/a  
 Responses to 2NT opening transfers, 5-card Stayman

## 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  NT attitude  S  
 3rd/5th  Other:  
 From 4 small 2nd highest  Other:  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  S low encourage   
 Other: count vs NT  
 Signal on declarer's lead count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: (odd encourage, even McKenny)  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other:  
 4♣ Gerber  when? over NT opening

### Other Conventions

Reverse NAMYATS	Asking Bids
Rubensohl	Swiss
SWINE	Leaping Michaels
4th suit forcing	



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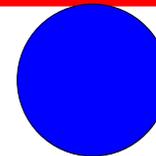


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Ian Callahan David Wyllie  
 ABF Nos: 311693 359505  
 Basic System: Precision Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 16+, any shape 1♦ 11-15, 4 1♥ 11-15, 5 1♠ 11-15, 5  
 1 NT 12-15 semi-balanced may contain 5 card major   
 2♣ Stayman: simple  extended  Other: puppet to 2♦  
 Transfers 2♦ transfer->♥ 2♥ transfer->♠ 2♠ range probe  
 2 NT transfer->♣ Other: 3♣ transfer->♦  
 2♠ 11-15, 6+ Clubs OR 5 Clubs + 4-card major  
 2♦ 6-10, 6-cards ♥ OR 4414 or 4405 shape, ♦ shortage  
 2♥ 6-10, 6-cards ♠ OR 16+ 4441 shape, any singleton  
 2♠ 6-10, 5/5 spades & another  
 2 NT 22-23 semi-balanced (may have 5 major or 6 minor)  
 3 NT Good pre-empt in either major (~ 8 winners)

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

1NT-2♣ is NOT Stayman Kaplan Inversion  
 1NT defence (X = 3-suiter) 1NT defence (2♦=majors or minors)  
 transfer responses to 1♣ opening

## COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠  
 Jump overcalls weak Unusual NT 2 lower unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 10-12  
 Immed cue of minor Michaels, both majors  
 Immed cue of major Michaels, other major & a minor  
 Over opponent's 1NT (weak) Modified Cappelletti  
 Over opponent's 1NT (strong) Modified Cappelletti  
 Over weak twos suit=12-16 6+, X=t/o, 2NT=16-18 stopper  
 Over opening threes suit=12-16 6+, X=t/o, 3NT=16-18 stopper

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-8 HCP, 0	2NT	8+, 5/5 at least 1 major
	1♥/♠	8+, 5+♠ / 8+ no 5-card suit	3♣	
	1NT	8+, 5+ Clubs	3♦	
	2♣	8+, 5+ Diamonds	3♥	
	2♦	8+, 5+ Hearts	3♠	
	2♥	8+, 5/5 minors	3NT	
	2♠	13+, any 4441	4 bids	

1♦	1♥/♠	6+, 4	3♣	
	1NT	6+, no 4-card major	3♦	0-9, 5
	2♣	10+, 5	3♥	
	2♦	10+, 4	3♠	
	2♥	16+, 5	3NT	14-15
	2♠	16+, 5	4♦	
	2NT	16+ any shape, or good ♦; Baron	4 Other	

1♥/♠	1NT	7+, 5+♠ / 7+ ; Forcing	3♣	16+, 5
	2♣	10+, 5	3♦	16+, 5
	2♦	10+, 5	3♥/♠	11-13, 3
	2♥/♠	8-10, 3	3NT	11-15, 4, 1KC / singleton
	2NT	16+ no 5-card suit	4♣/♦	11-15, 4, Key Cards

2♣	2♦	7+, 0, artificial enquiry	2♥/♠	8-11, 5, not forcing
	other	2NT, 3C, 3D, 3H, 3S non forcing		

2♦	2♥	to play if opener has weak ♥	3♣/♦	forcing
	2♠	forcing 1 round, Invitational	3♥/♠	3♥ pass or correct (preemptive)
	2NT	Game forcing artificial enquiry	3NT	to play

2♥/♠	2NT	forcing artificial enquiry	3NT	
	3♣/♦	forcing / pass or correct	4♣/♦	
	3♥/♠	forcing / pass or correct (preempt)	4♥/♠	

2NT	3♣	5-card Stayman	4♣	Gerber
	3♦	transfer->♥	4♦	transfer->♥
	3♥	transfer->♠	4♥	transfer->♠
	3♠	transfer->♣/♦	4♠	
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	transfer->♦ / Control Ask
3♥/3♠	shows xx in bid suit, Qxx or better in other major
4♣	Gerber
4♦	transfer -> 4♥
4♥	transfer -> 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

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ immed: X = 16+, short in 1 major; 2NT=16-18, stop

2♥=13-17 (<3♠); 2♠=13-17 (<3♥). Deferred: suit 12-17, 5

RCO style 2-s X = takeout with 2 suits same parity as opener, including ♣

3♣ = takeout with 2 suits same parity as opener, without ♣

Other 2-s X=suit bid or t/o; 2NT=16-18, stoppers

suit=12-17, 5+; cue=t/o

Defence to strong ♣ CROTS (1C), Marston (2C)

Lebensohl Over NT interference  Rubensohl

Other uses after 1 level opening is doubled

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

## OTHER NOTES

1♦ opening may contain longer club suit. 1♥/1♠ opening may contain longer minor.

1♥-1♠ forcing, denies 5♠s. Opener's 1NT rebid shows 4♠s. (Kaplan Inversion)

(1NT)-X = 3-suiter; (1NT)-2♦ = majors or minors

2♥-2♠ is artificial, at least invitational

1♦/1♥/1♠/2♣ openings usually have shortage, 2nd suit (4+), or 6-card suit

## 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 CUE BID 1ST ROUND CONTROL \_\_\_\_\_

Responses to strong 2 suit opening 2D IS NEGATIVE \_\_\_\_\_

Responses to 2NT opening 3C, 3D OR 3NT TO PLAY \_\_\_\_\_

## PLAY CONVENTIONS

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

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

Underlead  Other: K-A=DOUBLETON \_\_\_\_\_

Four or more with an honour 4th highest  attitude

3rd/5th  Other: \_\_\_\_\_

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

From 3 cards (no honour) top  middle  S  bottom

Signal on partner's lead: high encourage  low encourage

Other: MCKENNEY(MODIFIED) \_\_\_\_\_

Signal on declarer's lead \_\_\_\_\_

Discards McKenney  S  high encourage  low encourage

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

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

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_

4♣ Gerber  when? OVER NT OR STRONG 2C \_\_\_\_\_

### Other Conventions

TRUSCOTT	DRURY
DOPI	TEXAS TRANSFERS
MODIFIED SWINE	CHECK BACK
CUE RAISES	SUPPORT DOUBLE
DEPO	SPLINTERS



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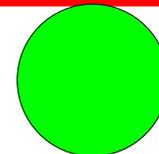
## STANDARD SYSTEM CARD

Names: JUDY MANN NICOLE STEDMAN NICOLE STEDMAN

ABF Nos: 153702 138126

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

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 2 \_\_\_\_\_ 1♦ 11+ 4 \_\_\_\_\_ 1♥ 11+ 5 \_\_\_\_\_ 1♠ 11+ 5 \_\_\_\_\_

1 NT 15-18 \_\_\_\_\_ may contain 5 card major

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

Transfers 2♦ TO HEARTS \_\_\_\_\_ 2♥ TO SPADES \_\_\_\_\_ 2♠ TO C O R D \_\_\_\_\_

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

2♣ 8 PLAYING TRICKS, 19-22PTS.

2♦ WEAK 6 CARD MAJOR, 7 CARD MINOR, 23-24 PTS BAL

2♥ 5-10 HCP, 5H + 4-5 OF A MINOR SUIT

2♠ 5-10 HCP, 5S + 4-5 OF A MINOR SUIT

2 NT 5-10 HCP 5C+5D(VUL) OR 5-4 IN TH MINORS(NOT VUL)

3 NT 11-15 HCP 5H+5S

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

3NT TO PLAY OVER PREEMPTIVE 3'S \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 2S \_\_\_\_\_ Responsive doubles through 2S \_\_\_\_\_

Jump overcalls WEAK \_\_\_\_\_ Unusual NT MINORS ;5-5 OR 5-4

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

Immed cue of minor MICHAELS CUE BID; 5/5 BOTH MAJORS

Immed cue of major MICHAELS CUE BID; 5/5 MAJOR+ A MINOR

Over opponent's 1NT (weak) CAPPALLETTI MOD; 4/4 MAJORS

Over opponent's 1NT (strong) CAPPALLETTI

Over weak twos X FOR TAKEOUT

Over opening threes 3NT TO PLAY

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+HCP 4D	2NT	11-13 HCP
	1♥/♠	6+HCP 4H/S	3♣	10-12 HCP. WAITING BID
	1NT	6-9HCP	3♦	
	2♣	6-9HCP 5C	3♥	
	2♦	6+ D TO PLAY	3♠	
	2♥	6+ H TO PLAY	3NT	14+ HCP TO PLAY
	2♠	6+ S TO PLAY	4 bids	4NT+ROMAN KEY CARD

1♦	1♥/♠	6+HCP 4H	3♣	
	1NT	6-9HCP	3♦	LIMIT 10-12 HCP
	2♣	10+HCP 4+C	3♥	
	2♦	10+HCP 4+D	3♠	
	2♥	6+H TO PLAY	3NT	TO PLAY
	2♠	6+S TO PLAY	4♦	GAMEFORCE/SLAM INV
	2NT	11-13HCP	4 Other	4NT RCKB

1♥/♠	1NT	6-9HCP	3♣	CUE BID- 1ST ROUND CONTROL
	2♣	10+HCP 4+C	3♦	CUE BID-1ST ROUND CONTROL
	2♦	10+HCP 4+D	3♥/♠	LIMIT BID-10-12HCP
	2♥/♠	6-9HCP 3+H/S	3NT	14+HCP TO PLAY
	2NT	11-13 HCP	4♣/♦	OTHER

2♣	2♦	0-7HCP NEGATIVE	2♥/♠	8+HCP & 5H/S
	other	2NT= 8HCP BALANCED, 3C/D=5C/D		

2♦	2♥	RELAY	3♣/♦	TO PLAY
	2♠	INVITE TO 4H OR LEAVE	3♥/♠	TO PLAY (SUIT cORRECT)
	2NT	ASKING FOR INF.	3NT	TO PLAY

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

2NT	3♣	TO PLAY	4♣	INVITE
	3♦	TO PLAY	4♦	INVITE
	3♥	TO PLAY	4♥	TO PLAY
	3♠	TO PLAY	4♠	TO PLAY
	3NT	TO PLAY	other	4NT=RKCB

## CONVENTIONS

Additional responses to 1NT

3♣/3♦	FORCING TO GAME WITH 3H + 3S & 9 HCP
3♥/3♠	
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

Defence to 3NT opening

Defence to opening Two's:                      Multi 2♦    X=16+, 2NT= 15-18N BALANCED

OVERCALL=11-15 JUMP=16+PTS & A 6C SUIT

RCO style 2-s

Other 2-s

Defence to strong ♣                      CAPPALLETTI STYLE

Lebensohl                      Over NT interference

Other uses

Take out of 4 level pre-empts                      4♣/4♦    OR 5C/5D=S & H

4♥    5H=S+MINOR                      4♠    H+A MINOR

## OTHER NOTES

DEFENCE AGAINST 1C STRONG PRECISION BID:

X =6= CLUBS; 1D= TWO FIVE CARD MAJORS

1H= 5H& 5/4 OF ANOTHER SUIT; 1S= 5S & 5/4 OF ANOTHER SUIT

1NT= BOTH MINORS; 2C= 6+ CARD SUIT(NOT CL) & RES. RELAY

IS 2D. 4NT OPENING=ACE ASK;RES: 5C=NO ACE,5D/H=ONE ACE.

5NT=2 ACES & 6C=ACE OF CLUBS.