

BASIC RESPONSES

Jump raises - minors limit forcing Other: Weak, 0-6 HCP, 5+ support

Jump raises - majors limit forcing Other: Weak, 0-6 HCP, 4+ support

Jump shifts after minor opening ♥/♠ = Weak, 0-5 HCP ♣/♦ = Limit Raise, 7-9 HCP

Jump shifts after major opening Modified Bergen / Splinter System, PTO

Responses to strong 2 suit opening

Responses to 2NT opening Puppet Stayman 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: _____

From 4 small 2nd highest Other: 3rd

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Natural Count, except to K leads - low encourage, SP when obvious

Signal on declarer's lead Natural Count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

Fourth Suit Forcing (Game)	Transfers after 1NT rebid
Minorwood 0314	Jacoby 2NT
Voidwood 0314	Inverted Minors
Specific King Ask	Super Accepts
Texas Transfers	Cue-Raises



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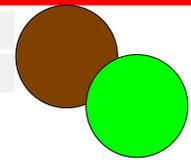
STANDARD SYSTEM CARD

Names: Tim Knowles Rhys Cooper

ABF Nos: 801259 726257

Basic System: 2/1 Standard Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ HCP 3+♣ 1♦ 11+ HCP 3+♦ 1♥ 11+ HCP 5+♥ 1♠ 11+ HCP 5+♠

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ Transfer to ♥ 2♥ Transfer to ♠ 2♣ Transfer to ♣

2 NT Transfer to ♦ Other: Super Accepts

2♣ Artificial and Game Forcing

2♦ NV: 1st/2nd: LTO 4+♦/4+♠ 3rd: LTO 4+♦/4+♥ V: LTO 6+♥ or 5+/5+ in ♣+(♦or♠)

2♥ NV: 1st/2nd: LTO 4+♥/4+♠ 3rd: LTO 4+♣/4+♥ V: LTO 6+♠ or 5+/5+ in ♥+(♣or♦)

2♠ NV: 1st/2nd: LTO 4+♣/4+♠ 3rd: LTO 6+♠ V: LTO 6+♣ or 5+/5+ in ♣+(♦or♥)

2 NT 20 - 22

3 NT Ace Ask

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

2 level openings (♦ through ♠) vary with position and vulnerability and are always weak

LTO = Less Than Opening Strength Optimal Two's when vulnerable

When 2♣ Vulnerable shows ♣, it shows 2/3 top honours, while 3♣ shows 0-1

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits

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

Immed cue of minor Michaels (weak and 5+/5+ in ♥+♠)

Immed cue of major Michaels (weak and 5+/5+ in the other major and unidentified minor)

Over opponent's 1NT (weak) MultiLandy (2♣=♥+♠, 2♦=♥or♠, 2♥/♠=♥/♠+(♣or♦))

Over opponent's 1NT (strong) DONT (X=Single Suited, 2♣/♦/♥=♣/♦/♥+ higher suit)

Over weak twos X = Takeout (Lebensohl applies)

Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦, 6+ HCP	2NT	10 - 12 HCP
	1♥/♠	4+ ♥/♠, 6+ HCP	3♣	0 - 6 HCP, 5+ ♣
	1NT	6 - 9 HCP	3♦	Splinter, 0-1 ♦
	2♣	10 + HCP, 5+ ♣	3♥	Splinter, 0-1 ♥
	2♦	7 - 9 HCP, 5+ ♣	3♠	Splinter, 0-1 ♠
	2♥	0 - 5 HCP, 6+ ♥	3NT	13 - 15 HCP
	2♠	0 - 5 HCP, 6+ ♠	4 bids	4♣ = Keycard, ♥/♦/♠ = To play
1♦	1♥/♠	4+ ♥/♠, 6+ HCP	3♣	7 - 9 HCP, 5+ ♦
	1NT	6 - 9 HCP	3♦	0 - 6 HCP, 5+ ♦
	2♣	10 + HCP, 4+ ♣	3♥	Splinter, 0-1 ♥
	2♦	10 + HCP, 5+ ♦	3♠	Splinter, 0-1 ♠
	2♥	0 - 5 HCP, 6+ ♥	3NT	13 - 15 HCP
	2♠	0 - 5 HCP, 6+ ♠	4♦	Keycard
	2NT	10 - 12 HCP	4 Other	♣ = Splinter, ♥/♠ = To play
1♥/♠	1NT	6 - 11 HCP, Forcing	3♣	♥=7-9 4+♥ ♠=7+ Unknown Splinter
	2♣	12+ HCP, 4+ ♣, Game Forcing	3♦	♥=10-12 4+♥ ♠=7-9 4+♠
	2♦	12+ HCP, 4+ ♦, Game Forcing	3♥/♠	1♠-3♥=10-12 4+♠
	2♥/♠	1♥-2♠ = 7+ Unknown Splinter	3NT	12 - 15 HCP, 3433/4333 shape
	2NT	12+ HCP, 4+ ♥/♠, Game Forcing	4♣/♦	10-12 HCP singleton ♣/♦/(1♥-3♠)
2♣	2♦	0 - 4 or 8+, Any	2♥/♠	5 - 7 HCP, natural
	other	2NT = 5 - 7 HCP, natural		Upgrade A or A & K
2♦	2♥	To play NV, Pass/Correct V	3♣/♦	To play NV, Pass/Correct V
	2♠	To play NV, Pass/Correct V	3♥/♠	To play NV, Pass/Correct V
	2NT	Artificial, Forcing Enquiry	3NT	To play
2♥/♠	2NT	Artificial, Forcing Enquiry	3NT	To play
	3♣/♦	To play NV, Pass/Correct V	4♣/♦	To play NV, Pass/Correct V
	3♥/♠	To play NV, Pass/Correct V	4♥/♠	To play NV, Pass/Correct V
2NT	3♣	Puppet Stayman	4♣	Minorwood 0314
	3♦	Transfer to ♥	4♦	Minorwood 0314
	3♥	Transfer to ♠	4♥	
	3♠	5 ♠ + 4 ♥, Game Forcing	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6 card suit with 2/3 top honours, nothing outside
3♥/3♠	6 card suit with 2/3 top honours, nothing outside
4♣	Texas Transfer to ♥
4♦	Texas Transfer to ♠
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

See below, transfers after NT rebid

Defence to 3NT opening

X = Penalty

Defence to opening Two's:

Multi 2♦ X = 16+ HCP

RCO style 2-s

Other 2-s

Defence to strong ♣

CRASH, 1♦/♥/♠ = Natural and Lead-Directing

1NT = ♣+♠ or ♦+♥ 2♣ = ♣+♦ or ♥+♠ 2♦ = ♣+♥ or ♦+♠

Lebensohl

Over NT interference

Other uses

In response to partner's double of a Weak 2

Take out of 4 level pre-empts

4♣/4♦ X = Takeout

4♥ X = Takeout

4♠ X = Takeout

OTHER NOTES

Transfer rebids by responder after opener's 1NT rebid

eg. after 1m-1x-1NT- 2♣ puppets 2♦, 2♦ shows ♥, 2♥ shows ♠, 2♠ shows minor suit GF

1♥-2♠ / 1♠-3♣ = 7-9 splinter, 10-12 with void, or 13-15 splinter

Step bid is a general enquiry, other suits are specific enquiries

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: pre-emptive

Jump shifts after minor opening Weak

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D = 0-4 or 7+, all other 5-7

Responses to 2NT opening 3C= lavings, 3D/H= transfers, 3S= 5spades/4hearts

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: Natural count

Signal on declarer's lead _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 30/41

4♣ Gerber when? Minor suit KC

Other Conventions

Bergen raises _____

Jacoby _____



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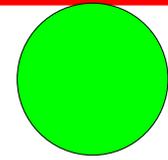
STANDARD SYSTEM CARD

Names: WA Youth Team System Card (except Rhys/Tim)

ABF Nos: _____

Basic System: Standard _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+, (2)3+ 1♦ 11+, 4+ 1♥ 11+, 5+ 1♠ 11+, 5+

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ 2H 2♥ 2S 2♠ 3C

2 NT 3D Other: _____

2♣ Game force

2♦ weak, 6 diamonds

2♥ weak, 6 hearts

2♠ weak, 6 spades

2 NT 20-22

3 NT Specific Ace Ask

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

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S

Jump overcalls weak Unusual NT two lowest suits

1NT overcall (immediate) 15-17 (re-opening)

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) 2C= both majors, 2D = single suited major

Over opponent's 1NT (strong) 2H/S = that major and a minor, 2NT = both minors

Over weak twos X = takeout

Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4+ suit	2NT 10-12
	1♥/♠	5+, 4+ suit	3♣ 6-9, 5+ clubs
	1NT	6-9	3♦ splinter
	2♣	10+ with clubs	3♥ splinter
	2♦	weak 6+ diamonds	3♠ splinter
	2♥	weak 6+ hearts	3NT to play
	2♠	weak 6+ spades	4 bids 4C keycard
1♦	1♥/♠	5+, 4+ suit	3♣ weak 6+ clubs
	1NT	6-9	3♦ 6-9, 5+ diamonds
	2♣	9+	3♥ splinter
	2♦	10+ with diamonds	3♠ splinter
	2♥	weak 6+ hearts	3NT to play
	2♠	weak 6+ spades	4♦ keycard
	2NT	10-12	4 Other
1♥/♠	1NT	6-9	3♣ (1H)7-9, 4+ suit (1S) any splinter
	2♣	9+	3♦ (1H)10-12, (1S) 7-9 4+ suit raise
	2♦	9+	3♥/♠ pre-emptive
	2♥/♠	6-9 (2S over 1H = any splinter)	3NT 3433(4333) specifically, 12-15
	2NT	4+ suit raise, 12+ points	4♣/♦ splinter
2♣	2♦	either 0-4 or 7+ any	2♥/♠ 5-7, 5+ suit
	other		
2♦	2♥	suit	3♣/♦ suit
	2♠	suit	3♥/♠ splinter
	2NT	GI inquiry	3NT to play
2♥/♠	2NT	GI inquiry	3NT to play
	3♣/♦	suit	4♣/♦ splinter
	3♥/♠	pre-emptive	4♥/♠ to play
2NT	3♣	5 card major inquiry	4♣ minor suit KC
	3♦	transfer to H	4♦ minor suit KC
	3♥	transfer to S	4♥ to play
	3♠	5/4 in spades/hearts	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ in suit, slam interest
3♥/3♠	6+ in suit, slam interest
4♣	transfer to hearts
4♦	transfer to spades
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 see below

Defence to 3NT opening X = penalties

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

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses over double of opp's pre-empt at 2-level

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

4♥ X = take out 4♠

OTHER NOTES

1NT checkback: 2C = puppet to 2D, either weak diamonds or any strong hand

2D = hearts, 2H = spades, 2S = clubs, 2NT = clubs/diamonds