

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump shifts after minor opening	Other minor=criss cross, other major=to play		
Jump shifts after major opening	Bergen raises		
Responses to strong 2 suit opening	Control showing bids		
Responses to 2NT opening	3♣ = enquiry, else pass or correct		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: _____
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: _____
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: _____
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: _____	
Signal on declarer's lead	_____	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: _____
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 14/30
4♣	Gerber <input type="checkbox"/>	when? _____	

Other Conventions

Crowhurst, Sandwich 1NT, Jacoby 2NT	4 th suit forcing
Wonder bids and Toxic versus strong 1♣	Lebensohl in many instances
Swine Rescues over 1NT X	Toxic over opponents 1NT
D1P2, R1P2 over slam interference	4NT = Specific ace ask
Negative free bids	Minor suit blackwood



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Jodi Tutty	Peter Kahler
ABF Nos:	423394	233481
Basic System:	2/1	Brown Sticker <input checked="" 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♣	11-20 3+	1♦	11-20 3+	1♥	11-20 5+	1♠	11-20 5+
1 NT	11-14					may contain 5 card major	<input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings				
Transfers	2♦ ♥	2♥ ♠	2♣ ♣				
2 NT	♦	Other: _____					
2♣	21-22 bal, or game forcing and unbalanced						
2♦	wk 6+ ♥, wk 5/5 in ♣ & ♠, Acol 2♦ or 23-24 bal						
2♥	wk 6+ ♠, wk 5/5 in ♣ & ♦, Acol 2♥ or 25-26 bal						
2♠	wk 5/5 in ♣ & ♥ or ♦ & ♠, Acol 2♠ or 27-28 bal						
2 NT	wk 5/5 in ♦ & ♥ or ♥ & ♠, or 29+ bal						
3 NT	Gambling						

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

Myxo Twos	Toxic Takeout of 1NT	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Lower unbid suits
1NT overcall (immediate)	15-18	(re-opening)	15-18
Immed cue of minor	♠ and a lower suit		
Immed cue of major	Other major + minor		
Over opponent's 1NT (weak)	Toxic Takeout		
Over opponent's 1NT (strong)	Toxic Takeout		
Over weak twos	X is takeout with Lebensohl		
Over opening threes	X is takeout		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+ pts, 4+ cards	2NT	10-12, no higher 4+ card suit
	1♥/♠	5+ pts, 4+ cards	3♣	Pre-emptive
	1NT	8-11 pts, no 4+ card major	3♦	splinter agreeing ♣
	2♣	Game force in ♣	3♥	splinter agreeing ♣
	2♦	Criss cross limit raise	3♠	splinter agreeing ♣
	2♥	less than 5 pts, 6+ cards, to play	3NT	13-15, no higher suit
	2♠	less than 5 pts, 6+ cards, to play	4 bids	4♣ = RKCB
1♦	1♥/♠	5+ pts, 4+ cards	3♣	Criss cross limit raise
	1NT	Forcing for one round	3♦	Pre-emptive
	2♣	Game force	3♥	splinter agreeing ♦
	2♦	Game force in ♦	3♠	splinter agreeing ♦
	2♥	less than 5pts, 6+ cards, to play	3NT	13-15, no higher suit
	2♠	less than 5 pts, 6+ cards, to play	4♦	RKCB
	2NT	10-12, no higher 4+ card suit	4 Other	not used
1♥/♠	1NT	5-9 pts, no higher 4+ card major	3♣	Limit raise, 4+ card support
	2♣	Game force	3♦	8-9 pts, 4+ card support
	2♦	Game force	3♥/♠	Pre-emptive
	2♥/♠	8-9 pts, 3+ card support	3NT	not used
	2NT	Jacoby Game Forcing raise	4♣/♦	Splinter, very distributional
2♣	2♦	3+ controls	2♥/♠	♥=0-1 con, ♠=2 con, bal
other	2NT=2 con, transfer to ♣ 3♣/♦/♥ 2 con, transfer to ♦/♥/♠			
2♦	2♥	pass or correct	3♣/♦	pass or correct
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	enquiry	3NT	pass or correct
2♥/♠	2NT	enquiry	3NT	pass or correct
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct
2NT	3♣	enquiry	4♣	pass or correct
	3♦	pass or correct	4♦	pass or correct
	3♥	pass or correct	4♥	pass or correct
	3♠	pass or correct	4♠	pass or correct
	3NT	pass or correct	other	pass or correct

CONVENTIONS

Additional responses to 1NT

3♣/3♦	interest in ♣/♦ slam, initiates cue bids
3♥/3♠	interest in ♥/♠ slam, initiates cue bids
4♣	RKCB
4♦	RKCB
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

Depends

Defence to opening Two's:

Multi 2♦ X = 16+ balanced, 2♥/2♠ = takeout

2NT = two suited hand

RCO style 2-s

X = 16+ bal

2NT = other two suits

Other 2-s

over natural weak twos, X is takeout, 2NT = 16-18 bak

Defence to strong ♣

Toxic and wonder bids

2 level bids = Toxic

Lebensohl

Over NT interference

Other uses

Over doubles of weak twos, over reverses, in competitive bidding

Take out of 4 level pre-empts

4♣/4♦ X = takeout, 4NT is 5/5 in suits

4♥ X = t/o, 4NT is 5/5 4♠ X = values, 4NT is 5/5 in suits

OTHER NOTES

Active use of law of total tricks

Wide ranging pre-empts and overcalls opposite a passed hand

Overcalls show opening values with 2 1/2 defensive tricks

Interference over opponents strong bids based on distribution, often with little strength

Pre-empts opposite non-passed hand based on Rule of 2, 3 and 4

BASIC RESPONSES

Jump raises - minors limit forcing Other: PRE

Jump raises - majors limit forcing Other: PRE

Jump shifts after minor opening 2M = 6+M 3-7; om = NAT INV; 1♣ - 3♦ = NAT PRE

Jump shifts after major opening oM = NAT INV; 1♠ - 3m = NAT INV; 1♥ - 3m = Bergen

Responses to strong 2 suit opening To 2♣ as for 1NT. 2♦ - 2♥ = waiting; 2♦ - 2♠ = v neg

Responses to 2NT opening 3♣ = MUPPET; 3R = TRF; 3♠ = both m; 4m = S/T M

PLAY CONVENTIONS

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

Sequence leads: Overlead all except AKx(+) NT J/9 show T only; T from int. seq. NT

Underlead S Other: Sequence leads change at trick 2+ AND ALSO at trick 1 if leading partner's suit: vs both, we then overlead all except AKx(+), and J/T/9 leads show 0/2 higher.

Except: overlead all doubletons including HH

Four or more with an honour 4th highest attitude NT

3rd/low S Other: 3rd from even length, low from odd. Switches: ATT

From 4 small 2nd highest Other: vs NT: ATT. vs S: 3rd at trick 1, ATT later.

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

Signal on partner's lead: high encourage low encourage S

Other: vs S: S/P if 0-1 in dummy; Count on K lead if Qx(+) or xx in dummy.

Signal on declarer's lead Reverse Smith Peter vs NT. Count when appropriate.

Discards McKenney high encourage low encourage

odd/even Other: 1st discard odd ENC. Later: Count or S/P

Count natural reverse original

CONVENTIONS

4NT: Blackwood RKCB Other: 1430 Kickback

4♣ Gerber when?

Other Conventions

Drury

Cue Raises

CAPP1MX

EKCB

Lower minor trump ask over 3-level PRE



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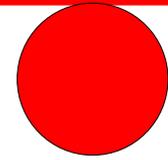
STANDARD SYSTEM CARD

Names: Daniel Geromboux Griff Ware

ABF Nos: 566748 476791

Basic System: Mod. 2/1 GF; TRF RESP to 1♣ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+♣*, 11+ 1♦ 4+♦, 10+, unbal 1♥ 5+♥, 10+, unbal 1♠ 5+♠, 10+

1 NT (14)15-17 (semi-)BAL may contain 5 card major

2♣ Stayman: simple extended Other: 2♣/NT/3m rebid = INV

Transfers 2♦ to ♥, then TRFs 2♥ to ♠, then TRFs 2♠ PUP NT: shortage

2 NT to ♣ Other: 3♣ = to ♦, 3♦ = 44M CoG, 3M = 40M CoG

2♠ 18-19 (semi-)BAL, may contain 5M (RESP as for 1NT)

2♦ ART GF

2♥ 6+♥, weak (intermediate in 4th)

2♠ 6+♠, weak (intermediate in 4th)

2 NT 20-22 (semi-)BAL, may contain 5M

3 NT 6+♥ and 5+♠, about 9-13 HCP

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

*1♣ = 4+♣ unbal or any weak NT (5M OK) 1♣ - 1R = 4+M; 1♣ - 1♠ = no M or GF ♣

1♦ may have longer ♣; 1♠ only BAL if 11-12 1♣ - 2♣ = 5+♦, GF; 1♦ - 1NT = 4+♣, F1

1M - 2♣ = 3-way: INV M, GF ♣ or GF BAL 1♥ - 1♠ = 0-4♠, F1; 1♥ - 1NT = 5+♠, F1

COMPETITIVE BIDDING

Negative doubles through lots Responsive doubles through lots

Jump overcalls Weak Unusual NT 5+/5+ LUBS, weak or strong

1NT overcall (immediate) 15-18 (re-opening) (10)11-14/1m; 12-16/1M

Immed cue of minor 5+♠ and 5+♥, weak or strong

Immed cue of major 5+oM and 5+♣, weak or strong

Over opponent's 1NT (weak) ASPTRO: 2♣ = ♥ and another; 2♦ = ♠ and another

Over opponent's 1NT (strong) ASPTRO: 2♣ = ♥ and another; 2♦ = ♠ and another

Over weak twos T/O X, then NAT LEB. Leaping Michaels (forcing).

Over opening threes T/O X. Non-leaping Michaels (forcing).

BASIC RESPONSES

Jump raises - minors limit forcing Other: Preempt (1♦-3♦)

Jump raises - majors limit forcing Other: Preempt

Jump shifts after minor opening See inside

Jump shifts after major opening Natural, invitational

Responses to strong 2 suit opening

Responses to 2NT opening 3♣ = Puppet Stayman, transfers, 3♠ = minor hand

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 Natural Present Count (high = even)

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314

4♣ Gerber when?

Other Conventions

Preemptive jump raises in competition

Fit showing jumps in comp., by passed hand



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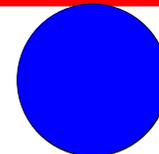
STANDARD SYSTEM CARD

Names: Stephen Fischer Marianne Bookallil

ABF Nos: 446955 681393

Basic System: Strong Club, 2/1, Weak NT Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 0, 16+ 1♦ 2, 10-17 1♥ 5(4), 10-15 1♠ 5, 10-15

1 NT 11+ - 14 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: 4♣♦ = ♥/♠

2♣ 10-15, 6+♣ OR (5+♣ and a 4 card major)

2♦ Weak, single suited in either major

2♥ Weak, 5+/5+, ♥ + another

2♠ Weak, 5+/5+, ♠ + a minor

2 NT 20-21 balanced

3 NT

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

1♣ = 16+ unbalanced or 18+ balanced

1♦ = 10-15, 4+♦ or 15-17 balanced

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT 5+/5+ two lower unbid suits

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

Immed cue of minor ♥ + ♠, 5+/5+, preemptive or strong

Immed cue of major Other major + a minor, 5+/5+, preemptive or strong

Over opponent's 1NT (weak) X = Penalties, 2♣ = single suit, 2♦ = ♥+♠

Over opponent's 1NT (strong) 2♥ = ♥+minor, 2♠ = ♠+minor, 2NT = ♣+♦

Over weak twos X = Takeout, Lebensohl

Over opening threes X = Takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7 any	2NT	6+♣ AND 5+ another, GF
	1♥/♠	8+, 5+ card suit	3♣	6+♦ AND 5+ major, GF
	1NT	8+, 5+♣	3♦	Weak, 7 card suit
	2♣	8+, 5+♦	3♥	Weak, 7 card suit
	2♦	Balanced, 8-10 OR 14-15	3♠	Weak, 7 card suit
	2♥	Balanced, 11-13 OR 16+	3NT	
	2♠	4-4-4-1 any, 8+ HCP	4 bids	

1♦	1♥/♠	Natural, may be weak or 3 cards	3♣	Weak, 6+ card suit
	1NT	To play opposite strong NT	3♦	Weak, 5+ card suit
	2♣	5+♣, 8+ HCP	3♥	Splinter
	2♦	Inv+, 4+♦	3♠	Splinter
	2♥	5+♥, 5+♠, weak	3NT	13-15 Balanced
	2♠	5+♥, 5+♠, inv. opp strong NT	4♦	
	2NT	10-12 Balanced	4 Other	

1♥/♠	1NT	<GF, 0-2 card support	3♣	Natural, Inv. (Fit BPH)
	2♣	Inv raise / GF Nat / GF Bal	3♦	Natural, Inv. (Fit BPH)
	2♦	GF, Natural	3♥/♠	Preempt
	2♥/♠	Simple raise	3NT	
	2NT	GF, 4+ card support	4♣/♦	Splinter

2♣	2♦	Artificial enquiry	2♥/♠	Natural, constructive
	other	2NT = GF enquiry		

2♦	2♥	Pass or correct	3♣/♦	Natural, F1R
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Artificial enquiry	3NT	To play

2♥/♠	2NT	Artificial enquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Artificial enquiry	4♣	Natural, slam interest
	3♦	♥	4♦	Natural, slam interest
	3♥	♠	4♥	To play
	3♠	Minor-oriented hand	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = 5+♣/5+♦ weak, 3♦ = 5+♣/5+♦ game forcing
3♥/3♠	9+ cards in minors, singleton in bid major, game forcing
4♣	♥
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 _____

Defence to opening Two's: Multi 2♦ X = 13-15 balanced or strong, Natural, Lebensohl

RCO style 2-s X = 13-15 balanced or strong, Natural, Lebensohl

Other 2-s X = 13-15 balanced or strong, Natural, Lebensohl

Defence to strong ♣ CRASH

Lebensohl Over NT interference _____

Other uses Over (weak 2) - X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 3♣ PRE, 3♦ INV
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: PRE
Jump shifts after minor opening	2♦ ART GF raise, 1♣ 2M SPL, 1♦ 2M wk, 3♣ INV		
Jump shifts after major opening	3♣ GF 4+M, modified Bergen raises, 2NT NAT		
Responses to strong 2 suit opening	2♦ denies KQxxx+ (M) or good 6 card suit		
Responses to 2NT opening	3♣ maj enquiry, 3♦/♥/NT/4♣/♦/♥ xfrs, 3♠ pup to 3NT		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/> S	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/> NT	Other: A vs NT asks for unblock or reverse count	
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 checked="" type="checkbox"/>
Other:	suit preference when singleton in dummy; reverse Smith	
Signal on declarer's lead	reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: odd encourage, even suit preference
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

good/bad 2NT in competition	minorwood-1st step=minimum
many low level takeout doubles	transfers at 3 level after 1♦ (2♦/2M)
fit showing jumps in competition	
fit showing jumps by passed hand	
splinters	



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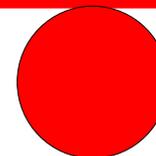


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STANDARD SYSTEM CARD

Names:	Pauline GUMBY	Warren LAZER
ABF Nos:	24732	35238
Basic System:	Standard (2/1 GF)	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input checked="" type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 11+, 2+♣	1♦ 11+, 2+♦
1♥ 11+, 5+♥	1♠ 11+, 5+♠
1 NT 14-16	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman: simple <input type="checkbox"/>	extended <input type="checkbox"/>
Other: game force relay	
Transfers 2♦ artificial, invite+	2♥ 5+♥, NF
2♠ 5+♠, NF	
2 NT puppet to 3♣	Other: 3M=3M, shortage in other major
2♣ game force	
2♦ 6-10, both majors, 4+♥ and 4+♠	
2♥ 8-11, 6+♥	
2♠ 8-11, 6+♠	
2 NT 21-23 balanced	
3 NT gambling	

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

1♣ = 17-20 bal 2+♣ or 11+ and 4+♣	2♦ weak both majors
1♦ = 11-13 bal 2+♦ or 11+ and 4+♦	optimal 2's over strong 1♣

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	see inside	Unusual NT	lower unbid suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	2♣=Natural, 2♦=Michaels 5♥ & 5♠		
Immed cue of major	5 other major & 5+♣ (3♣ = 5 other major & 5♦)		
Over opponent's 1NT (weak)	canape transfers, DONT by passed hand		
Over opponent's 1NT (strong)	canape transfers, DONT by passed hand		
Over weak twos	X for takeout, Michaels, leaping Michaels		
Over opening threes	X for takeout, Michaels		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0+ hcp, 4+♦	2NT	12-15 or 18+ balanced
	1♥/♠	0+ hcp, 4+ ♥/♠	3♣	preemptive
	1NT	9-11 hcp, denies major	3♦	splinter
	2♣	6-9, 4+♣	3♥	splinter
	2♦	ART GF raise in ♣	3♠	splinter
	2♥	splinter, 5+ ♣, 6-9 hcp	3NT	16-17 flat
	2♠	splinter, 5+ ♣, 6-9 hcp	4 bids	preemptive

1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	natural NF, constructive
	1NT	5-12 hcp, denies major	3♦	natural NF, constructive
	2♣	game forcing 5+(4) ♣	3♥	preemptive
	2♦	5+♦, game forcing	3♠	preemptive
	2♥	very weak, 0-5 hcp, 6+♥	3NT	16-17 flat
	2♠	very weak, 0-5 hcp, 6+♠	4♦	preemptive
	2NT	13-15 or 18+ balanced	4 Other	♣ splinter, ♥/♠ preempt

1♥/♠	1NT	5-12 hcp, semi forcing	3♣	ART GF raise in ♥/♠
	2♣	game forcing, 4+♣	3♦	4+ raise, 8 losers
	2♦	game forcing, 4+♦	3♥/♠	preemptive raise
	2♥/♠	6-9, 3+ ♥/♠	3NT	16-17 flat, <4 card support
	2NT	13-15 or 18+ balanced (<4M)	4♣/♦	splinter (1♠ 4♥ splinter)

2♣	2♦	denies KQxxx or better in ♥/♠	2♥/♠	KQxxx or better
other		2NT=minors, 3 suit=one loser suit, 3NT= solid suit		

2♦	2♥	to play	3♣/♦	natural, non forcing
	2♠	to play	3♥/♠	invitational
	2NT	game interest relay	3NT	to play

2♥/♠	2NT	enquiry	3NT	
	3♣/♦	natural, forcing	4♣/♦	
	3♥/♠	raise is inviting	4♥/♠	

2NT	3♣	major enquiry	4♣	transfer to ♦
	3♦	transfer to ♥	4♦	transfer to ♥
	3♥	transfer to ♠	4♥	transfer to ♠
	3♠	puppet to 3NT	4♠	10-11, balanced
	3NT	transfer to ♣	other	4NT 12+ hcp, bal, forcing

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ puppet Stayman, 3♦ to play
3♥/3♠	3♥/♠, shortage in other major
4♣	transfer to ♥
4♦	transfer to ♠
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 2♣ forces 2♦, 2♦ GF, 2NT puppet to 3♣

Defence to 3NT opening double for takeout

Defence to opening Two's: Multi 2♦ double=13-15 balanced or good hand

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Other uses

Take out of 4 level pre-empts

2NT = 16-18 balanced with 5 card Stayman
 double=13-15 balanced or good hand
 2NT = 16-18 balanced with 5 card Stayman
 double for takeout if suit bid is natural otherwise
 double=13-15 balanced or good hand, 2NT=16-18 BAL
 double=good hand, 1NT = ♣, optimal 2's
 1 level bids natural, obstructive
 Over NT interference reverse
 over weak 2's (or equivalent); after (1M) P (2M) X

4♣/4♦ double
 4♥ double 4♠ double, 4NT = 2 suited

OTHER NOTES

1♦ can be 2 cards when 11-13 balanced

1♥ 2♠, 1♠ 3♥ 4+ card support, 13-15 balanced

rarely pass 1♣ opening - responses can be less than 6 hcp when short(ish) in ♣

weak jump overcalls at 2 level not vulnerable and 3 level except 3♣ over 1M

intermediate jump overcalls at 2 level vulnerable

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive 5-8
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive 0-5
Jump shifts after minor opening	1♣-2♦ Limit Raise, 1m-2M 3-7 HCP 6 Cards		
Jump shifts after major opening	Natural, Good suit, 9-12 HCP		
Responses to strong 2 suit opening	Reverse Kokish		
Responses to 2NT opening	Muppet Stayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input checked="" type="checkbox"/>	Other: A/Q for Attitude, K for Count
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: _____
From 4 small	2nd highest <input type="checkbox"/>	Other: _____
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: Count or Attitude as required	
Signal on declarer's lead	Reverse Smith Peters vs NT, Rev Count if required	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: _____	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>
	Original	

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when? _____	

Other Conventions

MinorWood	Rubensohl
Inverted Minors	Reverse Drury
Lebensohl	Support X & XX's
FSJ in Competition	Splinters
Gazilli	



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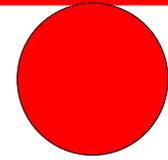


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Nick Rodwell	Fraser Rew
ABF Nos:	_____	_____
Basic System:	2 Over 1 GF	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input checked="" type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	2+ 11-22 HCP	1♦	4+ 11-22 HCP	1♥	5+ 11-22 HCP	1♠	5+ 11-22 HCP
1 NT	15-17						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♠ Range or ♣		
2 NT	♦	Other: 3♣♦ = Singleton M. 3♥♠ = 4 of OM					
2♣	GF or 23+ BAL						
2♦	3-7 HCP 6 Card Major (Can be 5 cards NV)						
2♥	8-11 HCP Natural 6 card suit (Can be 5 cards Favourable)						
2♠	8-11 HCP Natural 6 card suit (Can be 5 cards Favourable)						
2 NT	20+-22 BAL						
3 NT	9-13 HCP 5+♠ / 6+♥						

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

Transfer Responses over 1♣ Opening	1D opening always Unbal
Transfer Responses in some competition	3NT Opening
1♣ opening includes all 11-14 & 18-20 Bal	Transfers after any 1X 1Y 1Z auction

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Lower Unbid Suits
1NT overcall (immediate)	15-18	(re-opening)	11-14 (m) 13-16 (M)
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	Multi-Landy		
Over opponent's 1NT (strong)	Multi-Landy		
Over weak twos	X - T/O + Lebensohl		
Over opening threes	X - T/O		

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive (♦)
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
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 <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: _____
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: _____
From 4 small	2nd highest <input type="checkbox"/>	Other: 3rd (suit)
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: _____	
Signal on declarer's lead	_____	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Reverse Count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: _____
4♣	Gerber <input type="checkbox"/>	when? _____	

Other Conventions

2 way checkback	
Drury	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Andrew Peake	Orlando Wu	
ABF Nos:	291269	687790	
Basic System:	Strong club	Brown Sticker <input type="checkbox"/>	
Classification:	Green <input type="checkbox"/>	Blue <input checked="" type="checkbox"/>	
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>	

OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>	
1♣	16+ any	1♦	11-15, 2+	1♥	11-15, 5+
1NT	14-16 may be offshape. 15-17 3rd/4th		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♣ ==> 2NT (minor(s))		
2 NT	Slam int (inv by PH)		Other: 3x = shortage		
2♣	11-15, 6+♣				
2♦	11-15 short diamonds. (4414, 4405, 4315, 3415)				
2♥	Weak				
2♠	Weak				
2 NT	19-bad 21 (20-21 in 3rd/4th)				
3 NT	Solid 7 card minor and and outside A/K ('to play' in 3rd/4th)				

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

Tfr +ve to 1♣ (1♥=♠; 1♠=♥; 1NT=♣; 2♣=♦)	
Negative free bids (Majors only)	

COMPETITIVE BIDDING

Negative doubles through	4♣	Responsive doubles through	4♣
Jump overcalls	Intermediate	Unusual NT	Low unbid 5/5
1NT overcall (immediate)	15-18	(re-opening)	14-16
Immed cue of minor	5/5 Majors		
Immed cue of major	5/5 OM + minor		
Over opponent's 1NT (weak)	Multi-Landy		
Over opponent's 1NT (strong)	Multi-Landy		
Over weak twos	T/O X + leb		
Over opening threes	T/O X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7 any	2NT	11+, any 4441
	1♥/♠	8+, 5+♠/♥	3♣	8-10, 4441
	1NT	8+, 5+♣	3♦	8-10, 4414
	2♣	8+, 5+♦	3♥	8-10, 4144
	2♦	8-10 bal	3♠	8-10, 1444
	2♥	11-13 bal	3NT	AKQJ to 7 in a suit, no A/K
	2♠	14+ bal	4 bids	

1♦	1♥/♠	Natural	3♣	minors, for pass/correct.
	1NT	NF (-6-10)	3♦	to play, long ♦
	2♣	♣F1 or Art GF with no other bid	3♥	Spl, length in both minors
	2♦	5+♦, F1	3♠	Spl, length in both minors
	2♥	5♠, 4♥, less than inv	3NT	to play
	2♠	5♠, 4♥, inv	4♦	
	2NT	11+-12, inv	4 Other	

1♥/♠	1NT	Semi-Forcing, can be 0 HCP	3♣	3 card supp, GF, offers 3NT
	2♣	Nat, GF unless rebid suit	3♦	3 or 4 card supp, inv
	2♦	Nat, GF unless rebid suit	3♥/♠	Preempt
	2♥/♠	-7+-11-, constructive	3NT	COG with 3 trumps
	2NT	GF 4 card support	4♣/♦	Splinter

2♣	2♦	Art Enq,	2♥/♠	Nat, F1
other	2NT = inv; 3♣= to play; 3x = splinters			

2♦	2♥	To play	3♣/♦	To play/Inv to 3NT
	2♠	To play	3♥/♠	To play
	2NT	Enq	3NT	To play

2♥/♠	2NT	Enq	3NT	
	3♣/♦	Nat, NF	4♣/♦	
	3♥/♠		4♥/♠	

2NT	3♣	Simple Stayman	4♣	Nat, mild slam try
	3♦	♥	4♦	Nat, mild slam try
	3♥	♠	4♥	Nat, mild slam try
	3♠	Both minors	4♠	Nat, mild slam try
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	shortage
3♥/3♠	shortage (3♣ also has 4 card ♥)
4♣	♥
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 2 way checkback, up the line

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X=13-15 or 16+

RCO style 2-s X=13-15 or 16+

Other 2-s

Defence to strong ♣ X = Majors, 1NT = minors

Lebensohl Over NT interference

Other uses After T/O X of weak 2

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

OTHER NOTES

HCP are only a guide

<input style="width: 100%;" type="text"/>

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak < 10 (inverted)

Jump raises - majors limit forcing Other:

Jump shifts after minor opening 16+ (Soloway)

Jump shifts after major opening 16+ (Soloway)

Responses to strong 2 suit opening Control-showing over 2♣ conventional over other.

Responses to 2NT opening 3♣ enquiry; 3♦, 3♥ - pass or correct; 3♠ to play

PLAY CONVENTIONS

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

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

Underlead Other: Lead of A or Q for Attitude; lead of 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: Count, when requested

Signal on declarer's lead Count, when necessary.

Discards McKenney high encourage low encourage

odd/even Other: Odd encourage (Even- McKenney)

Count natural reverse where required.

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? Over NT opening

Other Conventions

Forcing 1NT to Mjr opening Drury

Inverted minor raises. Unassuming cuebids

Walsh ♦ Modified Michaels/ Unusual NT

Splinters - strong Support Doubles & Redoubles.

Lebensohl



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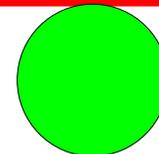
STANDARD SYSTEM CARD

Names: Rex Hanson Judy Herring

ABF Nos: 61344 173568

Basic System: Std 2/1 Game-force Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3; 12+ TP 1♦ 3; 12+TP 1♥ 5; 12+TP 1♠ 5; 12+TP

1 NT 16-18 may contain 5 card major

2♣ Stayman: simple extended Other:

Transfers 2♦ to 2♥ 2♥ to 2♠ 2♠ to 3♣

2 NT 7+ pts Other: 3♣ to 3♦

2♣ Game force, within a trick of game.

2♦ Weak 2 in hearts; OR, at least 5/5 wk or G-F in Spades & Clubs; OR 19-20 Bal.

2♥ Weak 2 in Spades; OR, at least 5/5 wk or G-F in Clubs & Diamonds; OR 23-24 Bal.

2♠ At least 5/5 wk or Game-force in Hearts & a minor; OR 23-24 Balanced

2 NT At least 5/5 wk or Game-force in Spades & a red suit; OR 25-26 Bal.

3 NT Gambling, no outside honour.

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

1NT resp. to Mjr opening: fcg one round. Inverted minor raises, also over overcalls.

1♦ response to 1♣ denies 4cd Mjr if weak. 2♦ & 2♥ opening, no initial anchor suit (hence X of 1NT, or any other artificial opening brown sticker).

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠

Jump overcalls 11-16 Unusual NT Minors, or minor + Major

1NT overcall (immediate) 16-18 (re-opening) 10-12

Immed cue of minor Michaels: Both majors (<10, or Game force)

Immed cue of major Other major + minor (<10 or game-force)

Over opponent's 1NT (weak) X = penalty; all other bids = TWERB

Over opponent's 1NT (strong) TWERB

Over weak twos X = 13+; 2NT = 16-18

Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	denies 4 cd Mjr, unless strong	2NT	13-15, doesn't deny 4cd Mjrs
	1♥/♠	6+ TP, 4+ suit	3♣	5-9pts, 5+cd suit
	1NT	9-11 hcp, denies 4 cd Mjr.	3♦	Slam interest splinter
	2♣	11+ TP, 4 cd suit, poss. 4cd Mjr	3♥	Slam interest splinter
	2♦	16+ TP, Soloway	3♠	Slam interest splinter
	2♥	16+ TP, Soloway	3NT	16-18 hcp, denies 4cd Mjr
	2♠	16+ TP, Soloway	4 bids	Natural
1♦	1♥/♠	6+ TP, 4+ suit	3♣	16+ TP, Soloway
	1NT	6-9 hcp, denies 4 cd Mjr.	3♦	5-9pts, 5+cd suit
	2♣	G/f, 5+ suit, generally.	3♥	Slam interest splinter
	2♦	11+ TP, 4 cd suit, poss. 4cd Mjr	3♠	Slam interest splinter
	2♥	16+ TP, Soloway	3NT	16-18 hcp, denies 4cd Mjr
	2♠	16+ TP, Soloway	4♦	pre-emptive.
	2NT	13-15, doesn't deny 4cd Mjrs	4 Other	4♣ Slam interest splinter
1♥/♠	1NT	Fcg, denies 4 cd spt, 5-12 usually	3♣	16+ TP, Soloway
	2♣	G/f, 5+ suit.	3♦	16+ TP, Soloway
	2♦	G/f, 5+ suit.	3♥/♠	Limit raise
	2♥/♠	6-9 TP, 3+ cd spt	3NT	13-15 hcp, 3 cd spt
	2NT	13+ TP, 2 or 4+ cd spt	4♣/♦	Slam interest splinter
2♣	2♦	0-1 controls	2♥/♠	2♥ = 2ctrls; 2♠ = 3ctrls in 2 suits.
	other	2NT = 3 Ks; 3♣ = 4ctrls; 3♦ = 5 ctrl		
2♦	2♥	Pass or correct, < 13 pts	3♣/♦	Exclusion
	2♠	Exclusion	3♥/♠	n/a
	2NT	13+ hcp, fcg, enquiry	3NT	n/a
2♥/♠	2NT	11+ / 9+ hcp, fcg, enquiry	3NT	
	3♣/♦	See notes	4♣/♦	See notes
	3♥/♠	See notes	4♥/♠	See notes
2NT	3♣	7+ hcp, fcg, enquiry	4♣	
	3♦	Pass or correct, < 7 pts	4♦	Pass or correct, < 7 pts
	3♥	Pass or correct, < 7 pts	4♥	Pass or correct, < 7 pts
	3♠	Preference, < 7 pts	4♠	To Play
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ = trsfer to ♦; 3♦ = 6+ pts, singleton or void ♦
3♥/3♠	= 6+ pts, singleton or void in bid suit
4♣	N/A
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	

Unusual NT: minors other suits lower 2 unbid suits

other Minor + Major

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♦ Two Way Exclusion Relay Bid (TWERB)

RCO style 2-s TWERB

Other 2-s Natural or TWERB, depending if there is an anchor suit.

Defence to strong ♣ TWERB

Lebensohl Over NT interference

Other uses After Pard's takeout X of Opp's wk 2; after 2-level reverse by partner.

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

OTHER NOTES

♠ response to 2♥ opening = pass or correct; 3♣ or 3♦ response to 2♥ = exclusion.

3♥ response to 2♣ opening = to play; 3♣ or 3♦ to 2♠ = pass or correct (to ♥).

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted, weak
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: _____
Jump shifts after minor opening	Strong _____		
Jump shifts after major opening	Invitational, NF _____		
Responses to strong 2 suit opening	_____		
Responses to 2NT opening	Jacoby Transfers, Puppet Stayman, 3S = minors		

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: _____	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: _____	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: _____
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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other: _____		
Signal on declarer's lead	Count _____	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: _____	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/> _____

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input checked="" type="checkbox"/>	when? Over 1NT & 2NT	

Other Conventions

Ogust	Sandwich NT
Reverse Drury	Serious NT
DOPI / ROPI	Criss Cross minor raise over X
Support X/XX	



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STANDARD SYSTEM CARD

Names:	Dimitri Hnaris	Therese Demarco	
ABF Nos:	697982	362786	
Basic System:	2/1 GF	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♣	3+C 11+ pts	1♦	3+D 11+ pts	1♥	5+H 11+ pts	1♠	5+S 11+ pts
1 NT	15-17				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Puppet				
Transfers	2♦ 2H	2♥ 2S	2♠ 3C				
2 NT	3D	Other: Super Accepts					
2♣	GF, or 1 trick short, or Bal 22+						
2♦	6D 6-10 pts						
2♥	6H 6-10 pts						
2♠	6S 6-10 pts						
2 NT	Bal 20-21						
3 NT	Gambling. 7+ Solid Minor, no outside stop						

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

COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S
Jump overcalls	Weak	Unusual NT	5/5 Other Suits
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	5/5 Majors		
Immed cue of major	5/5 Other Major/Minor		
Over opponent's 1NT (weak)	Multi-Landy		
Over opponent's 1NT (strong)	DONT		
Over weak twos	Natural + Lebensohl		
Over opening threes	Natural		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	*Walsh	2NT	Bal	11-12 pts
	1♥/♠	4+M 6+ pts	3♣	5+ C	6-9 pts *Inverted
1NT		Bal 8-10 pts	3♦	0/1D	10+ pts *Splinter
2♣		5+C 10+ pts *Inverted	3♥	0/1H	10+ pts *Splinter
2♦		5+D 15+ pts *Strong	3♠	0/1S	10+ pts *Splinter
2♥		5+H 15+ pts *Strong	3NT	Bal	13-15 pts
2♠		5+S 15+ pts *Strong	4 bids		

1♦	1♥/♠	4+M 6+ pts	3♣	6/7C	9-11 pts *NF
1NT		Bal 6-10- pts	3♦	5+D	6-9 pts *Inverted
2♣		5+C 12+ pts *GF	3♥	0/1H	10+ pts *Splinter
2♦		4+D 10+ pts *Inverted	3♠	0/1S	10+ pts *Splinter
2♥		5+H 15+ pts *Strong	3NT	Bal	13-15 pts
2♠		5+S 15+ pts *Strong	4♦		
2NT		Bal 11-12 pts	4 Other		

1♥/♠	1NT	Various 6-12 pts *Forcing	3♣	6/7C	9-11 pts *NF
	2♣	4+C 12+ pts *GF	3♦	6/7D	9-11 pts *NF
	2♦	4+D 12+pts *GF	3♥/♠	4+M	10-12 pts
	2♥/♠	3+M 6-9p pts	3NT	3M Bal	13-15 pts *Forcing
	2NT	4+M 12+ pts *Jacoby 2NT	4♣/♦	0/1m	10+ pts *Splinter

2♣	2♦	*Wating	2♥/♠	5+H	3+ controls
other		2NT Bal, 3+ controls			

2♦	2♥	Natural + Forcing	3♣/♦		
	2♠	Natural + Forcing	3♥/♠		
	2NT	*Ogust	3NT	To play	

2♥/♠	2NT	*Ogust	3NT	To play	
	3♣/♦	Natural + Forcing	4♣/♦	0/1m	12+ pts *Splinter
	3♥/♠	Preemptive	4♥/♠	To play, possibly preemptive	

2NT	3♣	*Puppet Stayman	4♣	*Gerber	
	3♦	*trf H	4♦	*trf H	
	3♥	*trf S	4♥	*trf S	
	3♠	*Minors	4♠	*Minors, no slam interest	
	3NT	To play	other	4NT	Quantatative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, Slam Invite
3♥/3♠	Natural Slam Invite
4♣	Gerber
4♦	trf 4H
4♥	trf 4S
4♠	Minors, No slam interest

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 2D Weak, 2OM, 2M, 2NT

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X Bal 16-18, or 19+ any

RCO style 2-s

Other 2-s

Defence to strong ♣ Modified Truscott, suit + next up. X = D/S, 1NT = C/H

Lebensohl Over NT interference

Other uses Weak 2's, Reverses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

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 2 D negative (< 8 HCP) A+K = +ve

Responses to 2NT opening Staymen and transfers

PLAY CONVENTIONS

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

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

Underlead Other: Variable with AK

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: 4th highest

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Count (natural) HL = even; LH = odd

Signal on declarer's lead Count (natural) HL = even; LH = odd

Discards McKenney high encourage low encourage

odd/even Other: Count (natural) HL = even; LH = odd

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? Immediately after NT Opening

Other Conventions

SHIT (Shape Inquiry Tool) _____

2NT response to weak 2 asks shape _____

3NT reply is 6-3-2-2; New suit 4+; _____

Repeat suit is 6-3-3-1 _____



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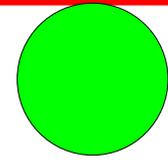
STANDARD SYSTEM CARD

Names: Chris Depasquale Lorna MacIntyre

ABF Nos: 856347 83542

Basic System: SAYC Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+HCP 3+C 1♦ 11+HCP 3+D 1♥ 11+HCP 5+H 1♠ 11+HCP 5+S

1 NT _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ transfer to H 2♥ transfer to S 2♠ _____

2 NT _____ Other: _____

2♣ Game force, generally 23+

2♦ 6-10 HCP 6 diamonds

2♥ 6-10 HCP 6 hearts

2♠ 6-10 HCP 6 spades

2 NT 20-22 Balanced (can include a singleton or more than 1 shortage)

3 NT to play

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

Doubling immediate overcall is 10+ HCP _____

Redoubling immediate double is 10+ HCP _____

SHIT system for weak 2s (attached) _____

COMPETITIVE BIDDING

Negative doubles through 7 S Responsive doubles through _____

Jump overcalls Weak Unusual NT Minors

1NT overcall (immediate) = 1 NT opening (re-opening) 10+

Immed cue of minor 5(+)/5(+) in majors

Immed cue of major 5(+)/5(+) in other major and a minor

Over opponent's 1NT (weak) Natural

Over opponent's 1NT (strong) Natural

Over weak twos Natural

Over opening threes Natural

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP; 4+	2NT	10-12 HCP balanced no 4CM
	1♥/♠	6+ HCP 4+	3♣	10-12 HCP no 4CM; 5+
	1NT	6-9 HCP 3-3-3-4	3♦	
	2♣	6-9 HCP 5+	3♥	
	2♦		3♠	
	2♥		3NT	To play
	2♠		4 bids	4 C invitational to game in clubs
1♦	1♥/♠	6+ HCP; 4+	3♣	
	1NT	6-9 HCP; No 4 Card Major	3♦	10-12 HCP no 4CM; 4+
	2♣	10+ HCP; 4+ No 4 Card Major	3♥	
	2♦	6-9 HCP; 4+ No 4 Card Major	3♠	
	2♥		3NT	To play
	2♠		4♦	Invitational to game in Diamonds
	2NT	10-12 HCP balanced no 4CM	4 Other	
1♥/♠	1NT	6-9 HCP denies support	3♣	
	2♣	10+ HCP; 4+	3♦	
	2♦	10+ HCP; 4+	3♥/♠	10-12 HCP with support
	2♥/♠	6-9 HCP with support	3NT	To play
	2NT	10-12 HCP denies support	4♣/♦	
2♣	2♦	< 8 HCP or less than A + K	2♥/♠	8+ HCP (or A + K); 5+
	other	2NT 8+ balanced; 3 C 8+ HCP, 5+; 3 D 8+ HCP, 5+		
2♦	2♥	Natural, non-forcing	3♣/♦	Natural, non-forcing
	2♠	Natural, non-forcing	3♥/♠	
	2NT	SHIT	3NT	To play
2♥/♠	2NT	SHIT	3NT	To play
	3♣/♦	Natural, non-forcing	4♣/♦	
	3♥/♠	Natural, non-forcing	4♥/♠	Natural, non-forcing
2NT	3♣	Stayman	4♣	Gerber
	3♦	Transfer to hearts	4♦	RKCB in Diamonds
	3♥	Transfer to spades	4♥	
	3♠	RKCB in clubs	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Natural, slam interest

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

Take first 5 tricks

Defence to opening Two's:

Multi 2♦ Natural

RCO style 2-s

Natural

Other 2-s

Natural

Defence to strong ♣

Natural

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ Double

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump shifts after minor opening	Over 1C - Strong transfers - Over 1D weak		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	Controls		
Responses to 2NT opening	Transfers & Puppet Stayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: Ace attitude King count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other:	
Signal on declarer's lead	Smith's peter against NT	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other:	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/>
		REO

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 0314
4♣	Gerber <input checked="" type="checkbox"/>	when? Over NT	

Other Conventions

UC Bid	In uncontested auction, all new suits are
TOM	forcing
All systems on over opposition bidding if all bids still available	Super accepts available



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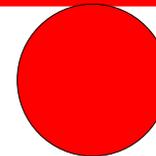


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STANDARD SYSTEM CARD

Names:	Kevin Steffensen	Neville Francis
ABF Nos:	3298	101109
Basic System:	2 Over 1	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input checked="" type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 1	1♦ 5
1♥ 5	1♠ 5
1 NT 15-17	may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>
	extended <input type="checkbox"/>
Other:	
Transfers	2♦ H
	2♥ S
	2♠ C
2 NT D	Other:
2♣	Normally GF or 23-24 Balanced
2♦	Weak 6 card
2♥	Weak 6 card
2♠	Weak 6 card
2 NT	20-22
3 NT	Kable

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

Transfer responses to 1 Club	Lebensohl
Bergen raises on over interference	Inverted minors
Rosenkrantz	Rev Drury 3rd & 4th seats

COMPETITIVE BIDDING

Negative doubles through	Responsive doubles through
Jump overcalls Weak	Unusual NT 2 lower unbid
1NT overcall (immediate) 15-18	(re-opening) 10-14
Immed cue of minor	Majors 5-5
Immed cue of major	Other major & a minor 5-5
Over opponent's 1NT (weak)	Brozel
Over opponent's 1NT (strong)	Hamilton
Over weak twos	X
Over opening threes	X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Transfer to H	2NT	10-12 points No Major
	1♥/♠	Transfer to Spades/Diamonds	3♣	Inverted
	1NT	6-9	3♦	Splinter
	2♣	Inverted	3♥	Splinter
	2♦	Strong transfer to H	3♠	Splinter
	2♥	Strong transfer to S	3NT	To play 12-14 Bal
	2♠	Strong transfer to D	4 bids	4C Minorwood/4DHS exclusion
1♦	1♥/♠	4+, 6+ points	3♣	Splinter
	1NT	6-9	3♦	Inverted
	2♣	4+, 10+ points	3♥	Splinter
	2♦	Inverted	3♠	Splinter
	2♥	Weak	3NT	To play
	2♠	Weak	4♦	Pre-empt
	2NT	10-12 points No major	4 Other	Exclusion Keycard 0314
1♥/♠	1NT	Normally forcing 6-11	3♣	4 card raise 10-12
	2♣	Natural and GF	3♦	4 card raise 6-9
	2♦	Natural and GF	3♥/♠	4 card raise 0-5
	2♥/♠	6-9 points 3 card raise	3NT	3334 shape 12-14
	2NT	Jacoby	4♣/♦	Splinter
2♣	2♦	No ace or king	2♥/♠	
	other	2h 1 control, 2S 2 controls, 2NT 3 kings, 3C Ace & king		
2♦	2♥	Nat & forcing	3♣/♦	
	2♠	Nat & forcing	3♥/♠	
	2NT	Singleton ask	3NT	To play
2♥/♠	2NT	Singleton ask	3NT	To play
	3♣/♦	Forcing	4♣/♦	Exclusion Keycard
	3♥/♠	Competitive	4♥/♠	To play
2NT	3♣	Puppet stayman	4♣	
	3♦	Transfer	4♦	
	3♥	Transfer	4♥	
	3♠	Minor suit stayman	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6 card suit slam interest
3♥/3♠	6 card suit slam interest
4♣	
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 3 card support, 4 of other major

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ x 16-19 unbalanced, 2NT 18-20 Balanced

RCO style 2-s

Other 2-s

Defence to strong ♣

Hamilton, X = clubs, 2 level bids are transfer to next higher suit

Lebensohl

Over NT interference

Other uses

Over partners X of opening 2 level pre-empt

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ 4NT

OTHER NOTES

Kable Responses - 4C no ace, 4NT 2 Aces Non touching, 5C club ace, 5D 2 aces touching

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: Count except lead of Ace

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

herbert negatives _____



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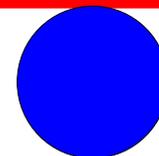
STANDARD SYSTEM CARD

Names: mike robson betty lee

ABF Nos: 106941 105449

Basic System: Precision Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+ 0 1♦ 11-15; 2 1♥ 11-15; 5 1♠ 11-15; 5

1 NT 13-15 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ 2H 2♥ 2S 2♣ 3C

2 NT 3D Other: _____

2♠ 11-15; 5; may have 4 card major

2♦ multi

2♥ 11-13. 4S + 4 or 5H[flannery type]

2♣ 6-10; 5S + 5Minor

2 NT 6-10 ; 5H + 5Minor

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 2S

Jump overcalls 14-16 Unusual NT Minors

1NT overcall (immediate) 16-18 (re-opening)

Immed cue of minor Michaels

Immed cue of major ditto

Over opponent's 1NT (weak) DO see notes

Over opponent's 1NT (strong) Ditto

Over weak twos X Take out

Over opening threes Ditto

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7;0	2NT	8+ 4.4.4.1 Single C
	1♥/♠	8+ ;5	3♣	Ditto D
	1NT	11+	3♦	Ditto H
	2♣	8+;5	3♥	
	2♦	Ditto	3♠	
	2♥	8+;4;4;4;1 Single S	3NT	
	2♠	8-10 Balanced	4 bids	

1♦	1♥/♠	8+;4	3♣	Slam Interest 5
	1NT	6-12 ; Not forcing	3♦	0-9;5
	2♣	10+;4	3♥	
	2♦	10+;5	3♠	
	2♥	Slam interest 5	3NT	13-15
	2♠	ditto	4♦	
	2NT	16+ balanced	4 Other	To Play

1♥/♠	1NT	8+ Forcing	3♣	Slam interest 5
	2♣	Trump ask	3♦	ditto
	2♦	10+; 5	3♥/♠	Invite
	2♥/♠	8-10; 3	3NT	13-15
	2NT	16+ balanced	4♣/♦	splinter

2♣	2♦	ask	2♥/♠	9+ ;5
	other			

2♦	2♥	pass or correct	3♣/♦	forcing
	2♠	H support	3♥/♠	ditto
	2NT	ask	3NT	to play

2♥/♠	2NT	Ask	3NT	
	3♣/♦		4♣/♦	
	3♥/♠	invite	4♥/♠	

2NT	3♣	pass or correct	4♣	
	3♦		4♦	
	3♥		4♥	
	3♠		4♠	
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	
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 = take out

RCO style 2-s _____

 Other 2-s _____

Defence to strong ♣ 1H/S = 3 + honour or genuine 5 card suit

Lebensohl Over NT interference _____

Other uses _____

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

4♥ ditto _____ 4♠ ditto _____

OTHER NOTES

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/Q = 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: odd encourage

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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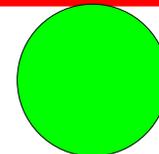
STANDARD SYSTEM CARD

Names: Kamal Peter Hainsworth

ABF Nos: 177393 104582

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 14+/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 6 / 5+c nv Feature ask

2♥ Weak 6 / 5+c nv Feature ask

2♠ Weak 6 / 5+c nv Feature ask

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 Modified Michaels

Inverted Minors Fit Jumps after 2level interference

frequent System on Defence to 1NT overcall

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT lower unbid

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

Immed cue of minor Modified Michaels

Immed cue of major Modified Michaels

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

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Splinter _____

Jump shifts after major opening Splinter _____

Responses to strong 2 suit opening 2♦ 0/1 controls, 2♥ 2, 2♠ 3

Responses to 2NT opening Puppet stayman, Transfers _____

PLAY CONVENTIONS

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

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

 Underlead Other: 1st & 3rd _____

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: Count _____

Signal on declarer's lead Count _____

Discards McKenney high encourage low encourage

 odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? _____

Other Conventions

2♣ Checkback _____

Ghstem _____



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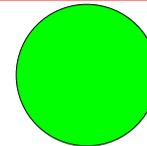
STANDARD SYSTEM CARD

Names: Justin Williams Phil Markey

ABF Nos: _____

Basic System: Weak NT Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+♣, ~9+HCP 1♦ 4+♦, ~9+HCP 1♥ 4+♥, ~9+HCP 1♠ 5+♠, ~9+HCP

1 NT (9/10)11-14 (9-10 more likely in 1st/2nd) may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥ 2♥ ♠ 2♣ Baron

2 NT Transfer to Minor Other: _____

2♣ Game Force

2♦ 4+♦, 4+♠ (1 suit sometimes 3), less than opening (weak 2 in ♦ in 3rd/4th)

2♥ 4+♥, 4+♠ (1 suit sometimes 3), less than opening (weak 2 in ♥ in 3rd/4th)

2♠ 4+♠, 4+♣ (1 suit sometimes 3), less than opening (weak 2 in ♠ in 3rd/4th)

2 NT 20 (+) - 22

3 NT To Play

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

1NT Rebid 14(+) - 18(-); 2NT 18(+) - 20(-) Shorter minor is sometimes opened

2♦/♥/♠ Openings 1♥ only 4 when exactly 4432

Most hands with 4+♠ are opened 1NT opening can be off-shape

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Intermediate Unusual NT LUBS

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

Immed cue of minor Ghstem (cue = highest & lowest, 3OM = 2 highest)

Immed cue of major Ghstem (cue = highest & lowest, 3♣ = 2 highest)

Over opponent's 1NT (weak) Natural

Over opponent's 1NT (strong) Natural

Over weak twos X takeout

Over opening threes X takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural, 5+HCP	2NT	16+ HCP, support, no major
	1♥/♠	Natural, 5+ HCP	3♣	Natural 9-11 HCP
	1NT	6-9 HCP, no major	3♦	Splinter
	2♣	Natural 5-8 HCP	3♥	Splinter
	2♦	Splinter	3♠	Splinter
	2♥	Splinter	3NT	12-15 HCP, no major
	2♠	Splinter	4 bids	
<hr/>				
1♦	1♥/♠	Natural, 5+ HCP	3♣	Splinter
	1NT	6-9 HCP, no major	3♦	Natural 9-11 HCP
	2♣	Natural, ~9+ HCP	3♥	Splinter
	2♦	Natural 5-8 HCP	3♠	Splinter
	2♥	Splinter	3NT	12-15 HCP, no major
	2♠	Splinter	4♦	
	2NT	16+ HCP, support, no major	4 Other	
<hr/>				
1♥/♠	1NT	6-9 HCP, no major	3♣	Splinter
	2♣	Natural, ~9+ HCP	3♦	Splinter
	2♦	Natural, ~9+ HCP	3♥/♠	Natural, 9-11 HCP/Splinter
	2♥/♠	Natural/1♥-2♠ Splinter	3NT	12-15 HCP, support
	2NT	16+ HCP, support	4♣/♦	Splinter
<hr/>				
2♣	2♦	0/1 Controls	2♥/♠	2♥ 2 Controls/2♠ 3 Controls
	other			
<hr/>				
2♦	2♥	To Play	3♣/♦	To Play
	2♠	To Play	3♥/♠	To Play
	2NT	Enquiry	3NT	To Play
<hr/>				
2♥/♠	2NT	Enquiry	3NT	To Play
	3♣/♦	To Play	4♣/♦	
	3♥/♠	To Play	4♥/♠	To Play
<hr/>				
2NT	3♣	Puppet Stayman	4♣	
	3♦	Transfer to ♥	4♦	
	3♥	Transfer to ♠	4♥	
	3♠	Minor Suit Stayman	4♠	
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam Try

3♥/3♠ Slam Try

4♣

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

Lowest feature

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ 1, 2, 3 Xs

RCO style 2-s

1, 2, 3 Xs

Other 2-s

Defence to strong ♣

Natural

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening NSW asking bids _____

Jump shifts after major opening NSW asking bids _____

Responses to strong 2 suit opening steps; 2♦=0, 2♥=1..3♦=5 controls _____

Responses to 2NT opening 3♣=mod Baron, 3♦=mod Flint, 3♥ and 3♠ natural _____

PLAY CONVENTIONS

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

Sequence leads: Overlead all All except AK x (x)
Underlead Other: 1st and 3rds _____

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 S _____
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? over 1NT, 2NT openings _____

Other Conventions

Key card showing bids by opener _____

DOPI;ROPI _____

Walsh over non-vul minor pre-empts _____



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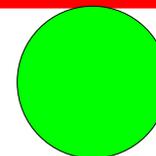
STANDARD SYSTEM CARD

Names: David Cherry John Horowitz

ABF Nos: 195804 138843

Basic System: Acol Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10-21 hcp 3+♣ 1♦ 10-21 hcp 4+♦ 1♥ 10-21 hcp 4+♥ 1♠ 10-21 hcp 4+♠

1 NT (11)12-14(15) hcps varies with vulnerability may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ 2♥ then 2♠ = Baron 2♥ ♠ 2♣ ♣

2 NT natural Other: 2♣ then 3 transfer to ♦

2♣ strong; game force except sequence 2♣-2♦-2NT

2♦ two way; Acol 2, any suit or 5-5(4)shape, 5-11 hcps, any suits

2♥ weak; 5 or usually 6♥; 5-10 hcp

2♠ weak; 5 or usually 6♠; 5-10 hcp

2 NT 20-22 hcp, can have 5 card suit; flattish

3 NT gambling; may have 1 king outside solid minor

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

all bids after opponent's take out double _____

all bids after 1x-X-XX _____

after 1x-next suit up is a weak relay _____

COMPETITIVE BIDDING

Negative doubles through 2♣ Responsive doubles through 3♠

Jump overcalls intermediate Unusual NT minors (or other minor + major)

1NT overcall (immediate) 15-19 hcp (re-opening) 10-14 hcp

Immed cue of minor 5-5 in both majors

Immed cue of major 5-5 in other major and a minor

Over opponent's 1NT (weak) transfers; 2♣-2♦; 2♥ shows majors

Over opponent's 1NT (strong) same, plus X shows 5-4 in any minor/major comb

Over weak twos X is takeout

Over opening threes X is takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4-8 hcp; any shape without 4♣	2NT	4(5)+ ♣; 9-11 hcp
	1♥/♠	natural; usually 8+ hcp	3♣	408hcp, 4+♣
	1NT	8+ hcp; usually 4+♦	3♦	Subm splinter; 10-14, single♥
	2♣	12-16 hcp; 4+♣	3♥	Subm splinter; 10-14, single♠
	2♦	NSW asking bid	3♠	Subm splinter; 10-14, single♣
	2♥	NSW asking bid	3NT	12-14, flat, 4♣, can play 3NT
	2♠	NSW asking bid	4 bids	

1♦	1♥/♠	1♥=weak relay, 1♠=8+hcp, nat	3♣	NSW asking bid
	1NT	8+hcp, 4+♥	3♦	4-8hcp, 4+♦
	2♣	9+hcp, 4+♣	3♥	Subm splinter; 10-14, single<h
	2♦	12-16hcp, 4+♦ flattish	3♠	Subm splinter; 10-14, single<h
	2♥	NSW asking bid	3NT	12-14, 4♦, can play 3NT
	2♠	NSW asking bid	4♦	5+, 0-8 hcp
	2NT	4(5)+♦, 9-11 hcp	4 Other	Subm splinter; 10-14, single<h

1♥/♠	1NT	after 1♥=8+, 4+♠, after 1♠=5-9	3♣	NSW asking bid
	2♣	9+hcp, 4+♣	3♦	NSW asking bid
	2♦	9+hcp, 4+♦	3♥/♠	15-16 hcp, 4+♥/♠, flattish
	2♥/♠	5-9, 3+card support	3NT	12-14 hcp, 4+♥/♠, flattish
	2NT	9+hcp, 4+♥/♠; limit/void/swiss	4♣/♦	Subm splinter

2♣	2♦	0 controls	2♥/♠	1,2 controls
other		steps to 3♦: 3♥, 3♠, 4♣, 4♦ = 1 loser		

2♦	2♥	0-16 hcp non forcing	3♣/♦	7-12 hcp, 7 card suit
	2♠	11-14 flattish	3♥/♠	7-12 hcp, 7 card suit
	2NT	game force	3NT	

2♥/♠	2NT	Ogust	3NT	
	3♣/♦		4♣/♦	NSW asking bid (weak resp)
	3♥/♠	strategic-non game try	4♥/♠	

2NT	3♣	modified baron	4♣	Gerber
	3♦	modified Flint	4♦	
	3♥	natural	4♥	
	3♠	natural	4♠	
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	natural strong
3♥/3♠	natural strong
4♣	
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♦ multi 2♦ X= takeout of weak 2♣

RCO style 2-s

Other 2-s

Defence to strong ♣

1♦, 1♥, 1♠, 2♣=nat, X=majors; 1NT=comic with exclusion relay

Responder bids lowest unacceptable suit. 2♦-3♦ 2 suiters

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ X
 4♥ 4♠ 4NT

OTHER NOTES

support doubles

Foster echoes

BASIC RESPONSES

Jump raises - minors limit forcing Other: ♣8-9long♣♦5-9,4+

Jump raises - majors limit forcing Other: weak Bergen style

Jump shifts after minor opening ♣=weak (2-5); ♦=Mini/Mega Splinter

Jump shifts after major opening 1step=anySplinter;2step=15+fit;3+4step=Bergen

Responses to strong 2 suit opening 2♦=0-1control;2♥=2controls;2♠=3controls...

Responses to 2NT opening 3♣=Puppet Stayman;3♦/♥=TF,3♠=Minor 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 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: Reverse Present Count

Signal on declarer's lead Reverse Present Count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKC Other: _____

4♣ Gerber when? _____

Other Conventions

Minor Suit Keycard frequent 1-2-3 doubles (eg 1st X = Values,

Mixed Cue Bids 2nd X = T/O, 3rd X = Penalties)

Splinter Bids

forcing 2NT

4 suit forcing



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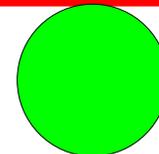
STANDARD SYSTEM CARD

Names: Paul Hudson Joe Haffer

ABF Nos: _____

Basic System: Restra _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 _____ 1♦ 4 _____ 1♥ 5 _____ 1♠ 5 _____

1 NT 11-13 (1&2) 14-16 (3&4) may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ TF _____ 2♥ TF _____ 2♠ Range Probe/Baron

2 NT TF _____ Other: 3♣♦ invite to 3NT

2♣ GF _____

2♦ 5 card weak two - less than opening

2♥ 4+4+ majors - less than opening

2♠ 5 card weak two - less than opening

2 NT (20)21-22

3 NT To Play

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

1♣ contains balanced hands (no5♦) not included in variable NT

2♥ weak with both majors (less than opening) 5 card weak twos (less than opening)

lots of transfers over opening bids 1♦ 1major 1NT = 3+ support

COMPETITIVE BIDDING

Negative doubles through 4♠ _____ Responsive doubles through 4♠ _____

Jump overcalls weak _____ Unusual NT lower unbid

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

Immed cue of minor highest unbid

Immed cue of major highest unbid

Over opponent's 1NT (weak) 2♣ = Majors

Over opponent's 1NT (strong) 2♣ = Majors

Over weak twos T/Ox & Lebensohl

Over opening threes T/Ox

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ ♥	2NT 10-12, no suit outside ♦
	1♥/♠	1♥=4+♠; 1♠=4+♣	3♣ 8-9, 6+ ♣
	1NT	5-9, no suit outside ♦	3♦ N/A
	2♣	GF in ♦	3♥ N/A
	2♦	2-6, 6+ ♦	3♠ N/A
	2♥	2-6, 6+ ♥	3NT 13-15, 3343
	2♠	2-6, 6+ ♠	4 bids N/A
1♦	1♥/♠	6+ HCP, 4+ suit	3♣ Mini/Mega Splinter
	1NT	5-9 HCP	3♦ 6-9, 4+ ♦
	2♣	10+ HCP, 5+♣	3♥ Maxi Splinter
	2♦	inverted	3♠ Maxi Splinter
	2♥	Mini/Mega Splinter	3NT 13-15, 3334
	2♠	Mini/Mega Splinter	4♦ KCB
	2NT	10-12, no suit outside ♣	4 Other 4♣=MaxiSplinter; 4Major=to play
1♥/♠	1NT	6-12 forcing	3♣ see notes
	2♣	TF or 3 card limit	3♦ see notes
	2♦	TF	3♥/♠ see notes
	2♥/♠	TF => see notes	3NT flat 13-15
	2NT	see notes	4♣/♦ Maxi Splinter
2♣	2♦	0-1 king based controls	2♥/♠ 2/3 king based controls
	other	2NT/3♣/♦ = 4/5/6 controls; 3♥/♠ = semi solid suit no outside controls	
2♦	2♥	natural, non-forcing	3♣/♦ natural, non-forcing
	2♠	natural, non-forcing	3♥/♠ natural & forcing
	2NT	asking for strength & shape	3NT to play
2♥/♠	2NT	asking for strength & shape	3NT to play
	3♣/♦	natural, non-forcing	4♣/♦ natural & forcing
	3♥/♠	natural, non-forcing	4♥/♠ to play
2NT	3♣	Puppet Stayment	4♣ natural slam try
	3♦	TF to ♥	4♦ natural slam try
	3♥	TF to ♥	4♥ to play
	3♠	Minor Suit Stayman	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Opener to bid 3NT with top honour in partner's suit
3♥/3♠	natural slam try
4♣	N/A
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 up the line

Defence to 3NT opening X = T/Oish

Defence to opening Two's: Multi 2♦ x=15+, bids natural, 2NT=-15-18 HCP

RCO style 2-s x=T/O, bids natural, 2NT=-15-18 HCP

Other 2-s if known anchor suit: x=T/O, bids natural, 2NT=-15-18 HCP

no anchor suit: x=15+, bids natural, 2NT=-15-18 HCP

Defence to strong ♣ Twerb (to 2NT, also after 1♣ pass 1♦), 1/2NT is ♣/♥ or ♦/♠

bid shows either single suiter next step or two suiter next 2 steps

Lebensohl Over NT interference

Other uses 3NT does not promise stopper

Take out of 4 level pre-empts 4♣/4♦ T/Ox

4♥ T/Ox 4♠ T/Ox

OTHER NOTES

over 1♥: 2♣=TF to ♦ (10+HCP, 6+♦; GF, 4+♦ or 3+♥ limit raise); 2♦=3♥, 8-9 or 13+; 2♥= (10+ HCP, 6+♣; GF, 5+♣); 2S=any Splinter (now 2NT=ask); 2NT=(15+HCP, 4+♥);

(-6-9HCP, 4+♥), 3♦=Bergen Style (-10-12HCP, 4+♥); 3♥= 0-5HCP, 4+♥, 3♠=Maxi Splinter

over 1♠: 2♣=TF to ♦ (10+HCP, 6+♦; GF, 4+♦ or 3+♠ limit raise); 2♦= 10+HCP, 6+♥ or GF, 4+♥

2♥=3♠, 8-9 or 13+; 2♠= 10+HCP, 6+♣; GF, 5+♣; 2S=any Splinter (now 3♣=ask); 2NT=(15+

HCP, 4+♥); 3♦=Bergen Style(-6-9, 4+♠), 3♥=Bergen Style (-10-12, 4+♠); 3♠= weak, 4+♠

BASIC RESPONSES

Jump raises - minors limit forcing Other: Preemptive

Jump raises - majors limit forcing Other: Preemptive

Jump shifts after minor opening Other m=6-9 raise 2♥=10-12 bal 2♠=Limit Raise

Jump shifts after major opening 7-9/13+SPL,GF Raise,7-9 bal raise,Limit Raise

Responses to strong 2 suit opening 2♣=2♦=waiting GF 2♥=Denies A,K or 2Qs

Responses to 2NT opening 3♣=stay 3♦♥=TRF 3♠=♣ or ♣&♦

PLAY CONVENTIONS

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

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

Underlead Other: Underlead at 5 & 6 lvl.

Four or more with an honour 4th highest NT attitude

3rd/5th S Other: _____

From 4 small 2nd highest NT Other: 3rd vs suit

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

Signal on partner's lead: high encourage low encourage

Other: Some SP, middle enc with long suit if bid

Signal on declarer's lead Reverse count, SP in trumps, Reverse Smith vs NT

Discards McKenney high encourage low encourage

odd/even Other: Reverse count

Count natural reverse Natural present count

CONVENTIONS

4NT: Blackwood RKCB Other: 1430 Kickback

4♣ Gerber when? over NT 1430 CRO

Other Conventions

2 way checkback after 1X-1Y-1Z Support X to 2M, some support XX

Exclusion RKB (0314)

Two way Drury by passed hand

Kaplan Inversion over 1♥ by UPH

Rubens Advances over overcalls



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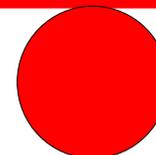
STANDARD SYSTEM CARD

Names: Hugh GROSVENOR Ann PATON

ABF Nos: 161871 493708

Basic System: 2/1 GF Transfers Over 1♣ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+, 10-21 1♦ 4+(2+), 10-21 1♥ 5+, 10-21 1♠ 5+, 10-21

1 NT 14+-17, 9-12 FAV VUL 1st & 2nd seat may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: _____

2♣ Near GF

2♦ Multi 4-7 6 card major suit, can be 5 card suit only at FAV vul

2♥ 6♥ 8-11

2♠ 6♠ 8-11

2 NT 20-21

3 NT Constructive 4M opening

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

Transfer responses after our 1♣ opening After 2M(X) from 2N up to 3M

Transfers in competition including: In response to our overcalls

After 1any(X) up to 2any 1♥-1♠=0-4♣ 5-12 1♥-1N=5+♠

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Lower unbid suits (3+=nat)

1NT overcall (immediate) 15-18 (re-opening) 11-14/m 11-16/M

Immed cue of minor Both Majors if 3+ otherwise natural

Immed cue of major Other Major and minor

Over opponent's 1NT (weak) X=Pen 2♣=♥&♠ 2♦=♥or♠ 2M=5+M&4+m 2N=♣&♦

Over opponent's 1NT (strong) X=5+m&4M else as above

Over weak twos X + Lebensohl, Leaping Michaels

Over opening threes X, non-Leaping Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥	2NT	13-15/18+ BAL no 4M
	1♥/♠	4+♠ / 5+♦ or BAL no 4M	3♣	5+♣ 0-6
	1NT	6-11 no 4M	3♦	SPL void
	2♣	5+♣ GF	3♥	SPL void
	2♦	5+♣ 6-9	3♠	SPL void
	2♥	10-12 BAL no 4M	3NT	16-17 BAL no 4M
	2♠	5+♠ Limit Raise	4 bids	4♣=PRE 4♦=RKCB 4M=To play
1♦	1♥/♠	5+, 4+ cards	3♣	4+♦ 6-9
	1NT	6-11 no M	3♦	4+♦ 0-6
	2♣	4+♣ GF	3♥	SPL void
	2♦	4+♦ GF	3♠	SPL void
	2♥	10-12 BAL no 4M	3NT	16-17 BAL no 4M
	2♠	4+♦ Limit Raise	4♦	PRE
	2NT	13-15/18+ BAL no 4M	4 Other	4♣=SPL void, 4M=To play
1♥/♠	1NT	1♥:5+♠ 1♠:6-12 semi forcing	3♣	1♥:6-9 4 bal raise 1♠:GF raise
	2♣	GF natural or balanced	3♦	1♥:limit raise 1♠:6-9 bal raise
	2♦	5+♦ GF	3♥/♠	PRE raise
	2♥/♠	3 card raise	3NT	1♥:♠SPL void 1♠:10-12 SPL
	2NT	1♥:4 card raise GF 1♠:SPL	4♣/♦	SPL void
2♣	2♦	Waiting GF	2♥/♠	2♥=no A/K/2Q 2♠=5+♠
	other	2N=5+♥ 3m=5+m (2 of top 3 honours) 3M=6 cards not 2/3 honours		
2♦	2♥	Pass or correct	3♣/♦	To play
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Enquiry: 3m=good 3M=bad	3NT	To play
2♥/♠	2NT	Enq:NS=short 3M=min 3N=max	3NT	To play
	3♣/♦	Natural F	4♣/♦	Splinter
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Stayman	4♣	♦
	3♦	TRF to ♥	4♦	TRF to ♥
	3♥	TRF to ♠	4♥	TRF to ♠
	3♠	♣ or ♣&♦	4♠	44 minors quantitative
	3NT	To play	other	5♣=Ace ask 1430 CRO

CONVENTIONS

Additional responses to 1NT

3♣/3♦	55 minors invitational/55 minors GF
3♥/3♠	31(54)/13(54) GF
4♣	Ace ask
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	44 minors quantitative

Unusual NT: minors other suits lower 2 unbid suits

other If opening bid is minor and promises less than 3 cards then 2NT is both minors

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening 4♣ majors

Defence to opening Two's: Multi 2♦ X=13-15 bal or 16+ unbalanced

RCO style 2-s X=TO

Other 2-s

Defence to strong ♣ X=majors 1NT=minors

Lebensohl Over NT interference

Other uses after X of weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

OTHER NOTES

Open all balanced hands 1♣ or 1NT except 5332's.

At FAV vul in 1st and 2nd 1♦ includes all 15-17 1NT so 2+♦

BASIC RESPONSES

Jump raises - minors limit forcing Other: 4 - 7
 Jump raises - majors limit forcing Other: weak 2-5 & 4 card support
 Jump shifts after minor opening see inside card
 Jump shifts after major opening Bergen (responding to 3rd seat Splinter)
 Responses to strong 2 suit opening after 2♣: 2♦0-3 or 10+, 2♥4-6, others transfers 7-9
 Responses to 2NT opening 3m=to play, 3♥ ART GF Enq, 3♠=Nat & forcing

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: AQ asks rev att, all else asks rev count vs SUIT
 Four or more with an honour 4th highest attitude NT
 3rd/5th S Other:
 From 4 small 2nd highest Other:
 From 3 cards (no honour) top NT middle bottom S
 Signal on partner's lead: high encourage low encourage NT K=Count
 Other: Reverse Att to AQ, Mostly Reverse Count, Suit Pref if required
 Signal on declarer's lead Hi/low if liked/disliked pd's NT lead else Rev Count
 Discards McKenney high encourage low encourage
 odd/even Other: Rev count after 1st discard
 Count natural reverse sometimes Peter suit pref

CONVENTIONS

4NT: Blackwood RKCB Other: 1430 (if ♠0314)
 4♣ Gerber when? CRO after 1NT, Mini RKC after 3♦♥♠ opening

Other Conventions

Bergen Raises, Splinters, Drury Support X & XX, Low Trick X
 Puppet Stayman 2NT, Baron 3NT & above Rubenshohl
 Exclusion Keycard 0, 1, 2-Q, 2+Q OBAR BIDS, Scrambling & Good/Bad 2NT
 4NT opening = Specific Ace, 5NT=♣6♠=2
 DOPI, ROPI, DEPO



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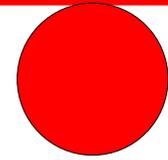
AUSTRALIAN BRIDGE FEDERATION

ANC 2012

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STANDARD SYSTEM CARD

Names: Sandra Richman Andrew Richman
 ABF Nos: 377910 382655
 Basic System: Strong NT, Many transfer responses (incl. to 1C opening)
 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 15 - 17 semi-bal may contain 5 card major
 2♣ Stayman: simple extended Other: simple stay responses
 Transfers 2♦ Hearts 2♥ Spades 2♠ Bal Invite or Clubs
 2 NT Diamonds Other: 3 level is shortage in suit above
 2♠ 21+
 2♦ HEARTS 5 or 6 cards 5-10 hcp (4th seat Natural 10-14)
 2♥ MAJORS 5/4+ cards 5-10 hcp (4th seat Natural 10-14)
 2♠ Spades 5 or 6 cards 5-10 hcp (4th seat Natural 10-14)
 2 NT Minors 5/5 cards 5-10 hcp (4th seat Natural 21-22)
 3 NT 4 level pre-empt in minor (4th seat to play)

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

May open short 1♣ holding 4♦ if balanced Non&Leap Michaels after opp open 2s &
 Many transfers in competitive auctions 3s or if they open then raise
 doubles/cues may be support or transfer Namyats & Texas Transfers

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) 10-14M or 15-18m
 Immed cue of minor Highest and Another
 Immed cue of major Other Major & a Minor
 Over opponent's 1NT (weak) Multi-Landy: X=Penalty, 2♣=♥&♠, 2♦=♥ or ♠
 Over opponent's 1NT (strong) DONT: X=single suit, bid=that suit & higher suit
 Over weak twos X = takeout: Leaping Michaels
 Over opening threes X = takeout: Non&Leaping Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4♥ 4+ hcp	2NT	GF, 15+ hcp, denies 4♥/♠
	1♥/♠	4♣ 4+ hcp / trans NT or ♦/minors	3♣	4-7 hcp, 5+ ♣
	1NT	11 - 12 hcp may hold 4♥/♠	3♦	7 card suit 3-6, no outside cards
	2♣	10+ hcp, 5+ ♣ forcing	3♥	7 card suit 3-6, no outside cards
	2♦	6♥ 4-7 hcp or GF	3♠	7 card suit 3-6, no outside cards
	2♥	6♠ 4-7 hcp or GF	3NT	13-14 hcp
	2♠	8-10 ♣ raise (then 2NT short ask)	4 bids	4♦=RKC ♣, 4♥♥♠ to play
1♦	1♥/♠	natural	3♣	8-10 pts, 4+♦
	1NT	6 - 10 hcp	3♦	4-7 pts, 4+♦
	2♣	10+ hcp, 4+ ♣	3♥	splinter 15+
	2♦	10+, 4+♦ forcing	3♠	splinter 15+
	2♥	4-7 hcp, 6♥	3NT	13-15 hcp
	2♠	4-7 hcp, 6♠	4♦	RKC
	2NT	11 - 12 hcp	4 Other	4♣=RKC♦, 4♥♥♠ to play
1♥/♠	1NT	6 - 10 hcp	3♣	Bergen, 3rd seat is splinter
	2♣	Natural, except to 3rd seat drury	3♦	Bergen, 3rd seat is splinter
	2♦	Natural	3♥/♠	WK; 1♠:3♥=LR; 1♥3♠splinter
	2♥/♠	6-9 raise or 1♥:2♠=LimitRaise	3NT	short ♠ 13-15 / any-splinter 10-12
	2NT	Jacoby, 3rd seat 11-12 natural	4♣♦	splinter 13-15
2♣	2♦	0-3 (4) OR 10+	2♥/♠	4-6 any shape GF / 7-9 bal
	other	ALL 7-9 unbal: 2NT=♣, 3♣=♦, 3♦=♥, 3♥=♠, 3♠=5♠&4♥, 3NT=5♦&4♣		
2♦	2♥	to play	3♣♦	Natural, Constructive
=♥	2♠	Natural, Constructive	3♥/♠	to play/slam try splinter
	2NT	Enquiry, m=min, M=max	3NT	to play
2♥/♠	2NT	Enquiry	3NT	to play
	3♣♦	Natural, Constructive	4♣♦	slam try splinter
	3♥/♠	Natural, pre-emptive	4♥/♠	to play
2NT	3♣	to play	4♣	pre-empt
	3♦	to play	4♦	pre-empt
	3♥	GF enquiry (3m=6 card, 1/1M)	4♥	to play
	3♠	forcing, natural.	4♠	to play
	3NT	to play	other	2N:3♥: 3♠=short ♠, 3N=short ♥

CONVENTIONS

Additional responses to 1NT

3♣/3♦	singleton in the suit above
3♥/3♠	singleton in the suit above
4♣	CRO 14/30
4♦	transfer to ♥
4♥	transfer to ♠
4♠	pick a minor

Unusual NT: minors other suits lower 2 unbid suits

other Opp bid & raise, 2NT Scrambling if pd X
2NT Good-Bad competitive auction and RHO bid at 2 level

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round except 1S Game force

NT Checkback Priorities 2way checkback, priority is cheapest

Defence to 3NT opening X penalty

Defence to opening Two's: Multi 2♦ X = major overcall, 2♥♠ takeout of that suit

Leaping Michaels; Cue-bid=stopper ask.

RCO style 2-s X = 16+, overcalls natural

Leaping Michaels

Other 2-s TRF openings: Leaping Michaels, Cue= stop ask, X=t'out

2NT Minors: 3C/D t'out majors w ♥/♠ preference

Defence to strong ♣ D=♦&♥, H=♥&♠, X=♣&♥, NT=♦&♠, C=♣&♦, jumps=s/suit

if 1C(p)1D: H=♥&♠, X=♦&♠, NT=♣&♥, 2D=♦&♥, 3♦=s/suit♦

Lebensohl Over NT interference Rubensohl

Other uses Opp open, pd X, RHO raises then Rubensohl

Take out of 4 level pre-empts 4♣/4♦ X t'out

4♥ X t'out 4♠ X=values; 4NT=takeout

OTHER NOTES

After 2NT enquiry to 2♦♥♠ opening, 4♣ or ♦ is RKC in that minor.

NAMYATS: response 4 of implied major is mild slam try, immed 4NT is blackwood, bidding the suit under is no interest or can be followed by 4NT RKC.

If we open 1♥/♠ in 3rd seat then 2♣ is drury

1♣♦ (1NT) other m=bothM, 1♥/♠ (1NT) them m=DONT. NT rebids may hold 4 card Major/s.

Defence to NT, treat any NT with minimum of 14hcp as strong.

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening 16-18 _____

Jump shifts after major opening 16-18 _____

Responses to strong 2 suit opening 2D negative _____

Responses to 2NT opening Puppet Stayman, 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: _____

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

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead Natural count _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? over NT _____

Other Conventions

Jacoby 2NT	4th Suit Forcing
Lebensohl	
Ogust	
Splinters	
Minorwood	



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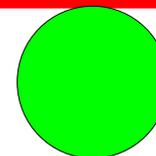
STANDARD SYSTEM CARD

Names: Robert Tyson Phil Beck

ABF Nos: 162647 154202

Basic System: Standard 4 card majors Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Invit. Other: 3C to diamonds

2♣ Strong

2♦ Weak, 6 card suit

2♥ Weak, 6 card suit

2♠ Weak, 6 card suit

2 NT 20-21

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 4H

Jump overcalls Weak Unusual NT Lower unbid suits

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

Immed cue of minor Michaels (if minor is 3+)

Immed cue of major Michaels

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Brozel

Over weak twos X with Lebensohl

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+, 4+ cards	2NT	12-15
	1♥/♠	6+, 4+ cards	3♣	G.F.
	1NT	6-9	3♦	Splinter
	2♣	6-9	3♥	Splinter
	2♦	16-18, 5+ cards	3♠	Splinter
	2♥	16-18, 5+ cards	3NT	16-18 bal.
	2♠	16-18, 5+ cards	4 bids	To play
1♦	1♥/♠	6+, 4+ cards	3♣	16-18, 5+ cards
	1NT	6-9	3♦	GF
	2♣	10+, 4+ cards	3♥	Splinter
	2♦	6-9	3♠	Splinter
	2♥	16-18, 5+ cards	3NT	16-18 bal.
	2♠	16-18, 5+ cards	4♦	Pre-empt
	2NT	12-15	4 Other	4C Splinter
1♥/♠	1NT	6-9	3♣	16-18, 5+ cards
	2♣	10+, 4+ cards	3♦	16-18, 5+ cards
	2♦	10+, 4+ cards	3♥/♠	Limit
	2♥/♠	Weak	3NT	16-18 bal.
	2NT	12-15, 4 cd support	4♣/♦	Splinter
2♣	2♦	Negative	2♥/♠	8+, natural
	other	2NT second Neg. after 2M by opener		
2♦	2♥	Natural, forcing	3♣/♦	3C forcing, 3D to play
	2♠	Natural, forcing	3♥/♠	N/A
	2NT	Ogust	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	Natural forcing	4♣/♦	N/A
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	Transfer	4♦	Natural
	3♥	Transfer	4♥	To play
	3♠	5S+4H	4♠	To play
	3NT	To play	other	4NT invit.

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C = transfer to D, 3D natural GF
3♥/3♠	Natural GF
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

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ X with Lebensohl

RCO style 2-s

X with Lebensohl

Other 2-s

X = Takeout with Lebensohl

Defence to strong ♣

1NT = Minors, others natural
X=16-18 bal. with NT continuations at 2 level, 2C = Stayman

Lebensohl

Over NT interference

Other uses

After X of weak 2 and Weak NT

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: see over

Jump raises - majors limit forcing Other: 0-5, 4+ support

Jump shifts after minor opening GF (nat at 2-level, 2-suiter or FSJ at 3-level)

Jump shifts after major opening GF (nat at 2-level, 2-suiter or FSJ at 3-level)

Responses to strong 2 suit opening n/a

Responses to 2NT opening 3♣=muppet; 3♦/♥=transfer; 3♠="bid 3NT"

PLAY CONVENTIONS

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

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

 Underlead Other: A asks for attitude, K asks 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: reverse count

Signal on declarer's lead reverse count (some reverse Smith in NT)

Discards McKenney high encourage low encourage

 odd/even Other: reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 0314

4♣ Gerber when? 4♣=control ask after 1NT/2NT opening

Other Conventions

5NT meaning depends on context	cue 1st and 2nd round controls
When major agreed, 3NT often minimum	
Gazzilli 2♣ (1M-1X-2♣ & 1♦-1NT-2♣)	
Kickback	



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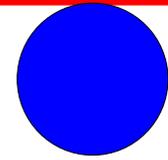
STANDARD SYSTEM CARD

Names: Ben Thompson Bill Jacobs

ABF Nos: May 2012

Basic System: Looney Tunes Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2, 14+ F1 1♦ (4)5, 14+ F1 1♥ 5, (11)14+ F1 1♠ 5, (11)14+ F1

1 NT 12-14, may be 5422, 6322 (4441 rare) may contain 5 card major

2♣ Stayman: simple extended Other: continue = inv+

Transfers 2♦ ♥ or other gf 2♥ ♠ 2♣ ♣

2 NT ♦ Other: super accept; 2♦=♥ or 4M5m(31) or 55m

2♣ 10-13, 5+♠ (not 5332/5422 in 1st/2nd)

2♦ 10-13, 5+♦ (not 5332/5422 in 1st/2nd)

2♥ 10-13, 5+♥ (not 5332/5422/4♠ in 1st/2nd)

2♠ 10-13, 5+♠ (not 5332/5422/4♥ in 1st/2nd)

2 NT 21-23 balanced

3 NT any solid suit, no outside A

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

1-suit openings are unlimited and forcing	1♥/♠ only 11-13 with both majors
1♣=14+ & ♣ or 15+ bal (5♦ & 24+ 5X ok)	1NT may (rarely) have a singleton
transfer responses to 1♣	4♣/♦ opening = namyats

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls weak Unusual NT 2 lowest unbid

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

Immed cue of minor weak or strong, both majors

Immed cue of major weak or strong, other major + minor

Over opponent's 1NT (weak) 2♣=♥+other; 2♦=♠+other; 2NT=minors

Over opponent's 1NT (strong)

Over weak twos T/O X + Lebensohl

Over opening threes T/O X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	0-11, 4+♥	2NT	GF, 5M332
	1♥/♠	0-11, 4+♠ / 0-11 no major	3♣	10-14, 55 ♣+other
	1NT	10+ bal, GF	3♦	10-14, 55 ♦+♥
	2♣	GF, 5+♣ (not 5332)	3♥	10-14, 55 ♥+♠
	2♦	GF, 5+♦ (not 5332)	3♠	10-14, 55 ♠+♦
	2♥	GF, 5+♥ (not 5332)	3NT	-
	2♠	GF, 5+♠ (not 5332)	4 bids	-
1♦	1♥/♠	0-9, 4+♥ / 4+♠	3♣	10-14, 55 ♣+♥
	1NT	0-9, no major	3♦	0-5, (4)5+♦, no major
	2♣	GF, bal or 5+♣	3♥	10-14, 55 ♥+♠
	2♦	6-9 raise	3♠	10-14, 55 ♠+♣
	2♥	GF, 5+♥ (not 5332)	3NT	-
	2♠	GF, 5+♠ (not 5332)	4♦	-
	2NT	GF, 5M332	4 Other	-
1♥/♠	1NT	0-9, no major	3♣	10-14, ♣+♦
	2♣	10+, 4+♣ or bal or 7-9 3♥/♠	3♦	10-14, ♦+other major
	2♦	10+, (4)5+♦	3♥/♠	0-5 raise / 10-14, other M+♣
	2♥/♠	3-6 raise / 10+, nat	3NT	10-12 bal raise, 4/5 support
	2NT	inv+ 4+ support	4♣/♦	spl, 2-3 controls, slamish
2♣	2♦	inv+ relay	2♥/♠	nat, constructive, nf
	other	2NT=weak ♣ / gf 5M/55M / >gf 6m; 3♣=wk raise; 3x=inv 6+x		
2♦	2♥	inv+ relay	3♣/♦	inv 6+♣ / wk raise
	2♠	inv, 54/55M	3♥/♠	inv 6+♥/♠
	2NT	weak ♣ / gf 5M/55M / >gf 6m	3NT	to play
2♥/♠	2NT	inv+ 5+♠ / inv+ relay	3NT	to play
	3♣/♦	(2♥)gf nat; (2♠)inv+ ♥/gf nat	4♣/♦	spl, slamish
	3♥/♠	wk raise / (2♥)spl; (2♠) gf ♣	4♥/♠	to play
2NT	3♣	muppet stayman	4♣	control ask (4♦=<7)
	3♦	♥	4♦	♥
	3♥	♠	4♥	♠
	3♠	"bid 3NT", 6m/55m if bid on	4♠	rkc in ♣
	3NT	very weak with 6+m	other	4NT=rkc in ♦

CONVENTIONS

Additional responses to 1NT

3♣/3♦	ask for 5-card suit / 4441, 4414 or 56xx GF
3♥/3♠	31(54) / 13(54) gf
4♣	control ask (4♦=0-3)
4♦	♥
4♥	♠
4♠	rkc in ♣ (4NT= rkc in ♦; 2♦=♥ or 4M5m(31) gf or 55m gf)

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round depends on sequence Game force

NT Checkback Priorities If major shown, many transfers

Defence to 3NT opening X=values

Defence to opening Two's: Multi 2♦ X=values then T/O X

RCO style 2-s X=values then T/O X

Other 2-s

Defence to strong ♣ X=♥+other; 1♦=♣+other; 1NT=minors

After 1♣-P-1♦: X=♠+other; 1NT=minors

Lebensohl Over NT interference Rubensohl

Other uses In weak2-X auctions

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X; 4NT=♣+♦ 4♠ X; 4NT=2 suits

OTHER NOTES

Cue raises

Weak jumps after they overcall (FSJ at 3-level by passed hand)

4NT opening = specific ace ask (5NT=2, 6♣=♣A)

PODI/PORI

1♦/♥/♠ - 3-level jump-shift by passed hand = FSJ

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: Preemptive
 Jump shifts after minor opening 2♠ = 11-15 bal (no 4card M) otherwise FSJ or Splinter
 Jump shifts after major opening 1♥ - 2♠ = 11-15 bal (no 4card M)
 Responses to strong 2 suit opening 2♦ = negative or waiting, Kokish
 Responses to 2NT opening 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: Reverse Count
 Signal on declarer's lead Reverse Count - exception attitude at the 5 Level
 Discards McKenney high encourage low encourage
 odd/even Other: Reverse Count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430
 4♣ Gerber when? _____

Other Conventions

4th suit forcing to game vs 2♦ Multi 2♥ = T/O of ♠ 10-14
 Cue bidding = 1st or 2nd vs 2♦ Multi 2♠ = T/O of ♥ 10-14
 Change of suit after overcall non-forcing DOPI - ROPI



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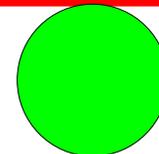


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STANDARD SYSTEM CARD

Names: Simon HINGE Leigh GOLD
 ABF Nos: 138649 656658
 Basic System: Acrol (4 Card - suits up the line) 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+, 4+
 1 NT 11-14 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♠ transfer to ♣
 2 NT transfer to ♦ Other: _____
 2♣ GF or strong balanced (23-24)
 2♦ Natural 4-10 weak 6+ (occasionally 5)
 2♥ Natural 4-10 weak 6+ (occasionally 5)
 2♠ Natural 4-10 weak 6+ (occasionally 5)
 2 NT 20-22
 3 NT Gambling

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

Crowhurst Splinters
 Reverse Lebensohl (2NT strong) Fit showing Jumps
 Blackout = step

COMPETITIVE BIDDING

Negative doubles through 6♥ Responsive doubles through 6♥
 Jump overcalls Weak Unusual NT Lowest unbid
 1NT overcall (immediate) 15-19 (re-opening) 10-14
 Immed cue of minor Both majors
 Immed cue of major Other major + minor
 Over opponent's 1NT (weak) ASPRO = 2♣ = ♥ + another, 2♦ = ♠ + minor
 Over opponent's 1NT (strong) ASPRO = 2♣ = ♥ + another, 2♦ = ♠ + minor
 Over weak twos X = T/O
 Over opening threes X = T/O

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 3-7
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 0-5 4card support
Jump shifts after minor opening	to play/raise/splinter		
Jump shifts after major opening	Mod Bergen		
Responses to strong 2 suit opening	2D		
Responses to 2NT opening	Stayman, Txf, pivots, smolen		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit <input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/> All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: _____
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:	Count (combined with att)
Signal on declarer's lead	Count (combined with att) or suit pref
Discards McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Count (combined with att)
Count natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when? _____	

Other Conventions

blackout	2nt: rarely natural
cue 1st/2nd	
2 way checkback/new minor forcing	
support X and XX	
Witch after 1M-1nt	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Max Henbest	Peter Hollands	
ABF Nos:	736325	656658	
Basic System:	2/1 standard	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♣	2	1♦	4	1♥	5	1♠	5
1 NT	(14)15-17					may contain 5 card major <input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: Smolen				
Transfers	2♦ Hearts	2♥ Spades	2♠ Clubs/probe				
2 NT	Inv+ Diamonds	Other: _____					
2♣	Strong						
2♦	Weak						
2♥	Weak						
2♠	Weak						
2 NT	20-22						
3 NT	Gambling 1st/2nd; to play 3rd/4th						

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

(1C)-1D: 13-18 balanced	
(1C)-1nt: weak single suit	
(1C) 2x: intermediate	

COMPETITIVE BIDDING

Negative doubles through	7S	Responsive doubles through	7S
Jump overcalls	Weak	Unusual NT	LUBS
1NT overcall (immediate)	15-18/single suit	(re-opening)	12-16
Immed cue of minor	Majors		
Immed cue of major	Major+Minor		
Over opponent's 1NT (weak)	2C: H+O, 2D: S+O		
Over opponent's 1NT (strong)	2C: H+O, 2D: S+O		
Over weak twos	XXX + lebensohl		
Over opening threes	XXX		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural	2NT	Natural
	1♥/♠	Natural	3♣	3-7 raise
	1NT	5-12	3♦	splinter
	2♣	10+ raise	3♥	splinter
	2♦	7-10 raise	3♠	splinter
	2♥	weak 3-5	3NT	Natural
	2♠	weak 3-5	4 bids	splinters

1♦	1♥/♠	Natural	3♣	7-10 raise
	1NT	5-10	3♦	3-7 raise
	2♣	Natural	3♥	splinter
	2♦	10+raise	3♠	splinter
	2♥	to play 3-5	3NT	Natural
	2♠	to play 3-5	4♦	
	2NT	12-13	4 Other	splinter

1♥/♠	1NT	5-12	3♣	10+; 4+ raise
	2♣	G/F may be balanced	3♦	6-9 4 card
	2♦	G/F 5+	3♥/♠	10-12 3 card; 0-5 4 card
	2♥/♠	G/F 5+	3NT	
	2NT	6-9 or 13+ unspecified splinter	4♣/♦	splinter

2♣	2♦	waiting	2♥/♠	6+ w 2 of top 3 honours
	other			

2♦	2♥	nat forcing	3♣/♦	nat forcing
	2♠	nat forcing	3♥/♠	splinter
	2NT	asking	3NT	to play

2♥/♠	2NT	asking	3NT	to play
	3♣/♦	nat forcing	4♣/♦	splinter
	3♥/♠	splinter	4♥/♠	to play

2NT	3♣	stayman	4♣	majors 5/5
	3♦	hearts	4♦	hearts
	3♥	spades	4♥	Spades
	3♠	forces 3NT	4♠	quant with 4+clubs
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C forces 3D (5/5 minors COG or (14)44 GF), 3D 5/5 minors ST
3♥/3♠	(13)(45)
4♣	Majors
4♦	hearts
4♥	spades
4♠	quant with 4 clubs

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 Lowest feature

Defence to 3NT opening

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

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses

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

OTHER NOTES

Psyches are rare

3rd seat openings can be light and based on high card points

Responses may be light

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other:	weak
Jump shifts after minor opening	natural and invitational			
Jump shifts after major opening	natural and invitational			
Responses to strong 2 suit opening	n/a			
Responses to 2NT opening	3m = to play, 3M = forcing			

PLAY CONVENTIONS

'NT' Versus Notrump		'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>	
	Underlead <input type="checkbox"/>	Other:	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>	
	3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:	
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>	bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>	
	Other:	reverse count	
Signal on declarer's lead	reverse count		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: revolving S/P, reverse count	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>	

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	
4♣	Gerber <input type="checkbox"/>	when?		

Other Conventions

4th suit forcing	
leong transfers	

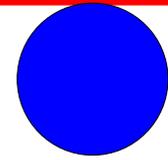


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STANDARD SYSTEM CARD

Names:	Simon Brayshaw	Matthew Raisin
ABF Nos:	410802	384402
Basic System:	Strong Club	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input checked="" type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>

OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input checked="" type="checkbox"/>			
1♣	0+, 15+HCP	1♦	2+♦, 10-14 HCP	1♥	4+♥, 10-14 HCP	1♠	4+♠, 10-14 HCP
1 NT	flat, 10-12 HCP (10-15 3rd/4th)			may contain 5 card major <input type="checkbox"/>			
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: 4+♥				
Transfers	2♦	4+♠	2♥	5+♣	2♠	5+♦	
2 NT	nat, inv		Other: 3x = pre-emptive				
2♣	6+♣, 10-14 HCP						
2♦	6+♦, 10-14 HCP						
2♥	5+♥/4+m, 10-14 HCP						
2♠	5+♠/4+m, 10-14 HCP						
2 NT	5+/5+ ♣+♦, 5-9 HCP						
3 NT	4-level minor suit pre-empt						

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

1♣ and 1♦ openings	transfer responses to 2♣ and 2♦ opening
1M - 2♣ = GF relay	4♣/4♦ = good 4♥/4♠ pre-empt
1M-2♦ = inv+ raise	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak	Unusual NT	lowest 2 unbid suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	both majors, weak or strong		
Immed cue of major	other major + either minor, weak or strong		
Over opponent's 1NT (weak)	X = pen, 2♣ = majors, 2♦ = 5+M/5+m, 2M = nat		
Over opponent's 1NT (strong)	X = ♠+x, 2♣ = ♥+♣, 2♦ = ♥+♦, 2M = nat, 2NT = minors		
Over weak twos	X = takeout		
Over opening threes	X = takeout		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-8 HCP	2NT	15-17 flat
	1♥/♠	9+, 1♥=4+♠ or flat; 1♠=4+♥	3♣	6+♣, 6-8 HCP
	1NT	any 4441, 9+ HCP	3♦	6+♦, 6-8 HCP
	2♣	5+♣, 9+ HCP	3♥	6+♥, semi-solid, GF
	2♦	5+♦, 9+ HCP	3♠	6+♠, semi-solid, GF
	2♥	6+♥, 5-8 HCP	3NT	4m-333, 12-14 HCP
	2♠	6+♠, 5-8 HCP	4 bids	

1♦	1♥/♠	5+M, F1	3♣	6+♣, inv
	1NT	8-11 HCP	3♦	6+♦, inv
	2♣	5+♣, F1	3♥	pre-emptive
	2♦	4+♦, inv+	3♠	pre-emptive
	2♥	6+♥, inv	3NT	to play
	2♠	6+♠, inv	4♦	pre-emptive
	2NT	invitational	4 Other	4♣ = RKCB, 4M = to play

1♥/♠	1NT	8-11 HCP	3♣	6+♣, inv
	2♣	GF relay	3♦	6+♦, inv
	2♦	inv+, 3+♥/♠	3♥/♠	pre-emptive
	2♥/♠	to play	3NT	to play (suggests 2M)
	2NT	invitational	4♣/♦	pre-emptive

2♣	2♦	5+♥, constructive	2♥/♠	2♥=5+♠ 2♠=inv+ raise
other		2NT = inv; 3♣ = to play; 3x = natural and invitational		

2♦	2♥	5+♠, constructive	3♣/♦	3♣=inv+ raise, 3♦= to play
	2♠	5+♥, constructive	3♥/♠	6+, inv
	2NT	inv	3NT	to play

2♥/♠	2NT	lebensohl	3NT	to play
	3♣/♦	3♣=correctable; 3♦=3+M, inv+	4♣/♦	pre-emptive
	3♥/♠	pre-emptive	4♥/♠	pre-emptive

2NT	3♣	to play	4♣	pre-emptive
	3♦	to play	4♦	pre-emptive
	3♥	natural and forcing	4♥	to play
	3♠	natural and forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	pre-emptive
3♥/3♠	pre-emptive
4♣	pre-emptive
4♦	pre-emptive
4♥	pre-emptive
4♠	pre-emptive

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 Leong Transfers

Defence to 3NT opening

X = values

Defence to opening Two's:

Multi 2♦ 2♥ = t/o of ♥, X = t/o of ♠

RCO style 2-s

X = two matching suits with spades

Other 2-s

X = T/O of single suited option OR
X = 16+ flat

Defence to strong ♣

X = ♣, 1x = nat / constructive (1M may be canape);

1NT/2♣/2♦=RCO; 2M = nat weak

Lebensohl

Over NT interference

Other uses

some competitive auctions

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ X

OTHER NOTES

in 3rd seat, 1♣ = 16+, and other openings are 10-15

in 4th seat, 1♣ = 16+, and other openings are 11-15

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump shifts after minor opening	"Invitational" except 2M over 1C		
Jump shifts after major opening	Viagra (Various artificial raises)		
Responses to strong 2 suit opening	Frisk Opponents for Gerber		
Responses to 2NT opening	Muppet Stayman; Full transfers (3S --> 3NT)		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A,Q = Rev Att; K = Rev Count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: Bottom from Hxx
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
	bottom <input type="checkbox"/>	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: Reverse Count	
Signal on declarer's lead	Reverse Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Reverse Count; First may be Revolving S/P	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>
	2nd card may be Revolving S/P	

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430; Non-Kings; Turbo
4♣	Gerber <input type="checkbox"/>	when? Mu	

Other Conventions

Cue Raises	Cue First or Second Round Control + Turbo
Good/Bad 2NT	Leong Transfers
Splinters	Kaplan Inversion
Modified Gazzilli	Last Train Cue Bids
Fit Showing Jumps by Passed Hands in Competition	



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STANDARD SYSTEM CARD

Names:	Paul Brayshaw	Chris Mulley		
ABF Nos:	384 399	317 640		
Basic System:	Handgroper (Weak NT; 2/1)	Brown Sticker <input checked="" type="checkbox"/>		
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>		Red <input checked="" type="checkbox"/>

OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>		
1♣ 2+; 12+ HCP, F1	1♦ 4+; 12+ HCP	1♥ 5+; 12+ HCP	1♠ 5+; 12+HCP
1 NT 12 - 14 (Some good elevens)	may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: Anti-Stayman
Transfers	2♦ Hearts	2♥ Spades	2♠ Range Probe
2 NT Clubs	Other: 3C -->Diamonds; SA Texas; Re-Transfers		
2♣	23+ balanced OR GF without clubs OR a hand taking control		
2♦	(3)5-9 HCP: 5+ Diamonds (NV) 6+ Hearts OR 5+/5+ Clubs and not Hearts (VUL)		
2♥	(3)5-9 HCP: 5+ Hearts(NV) 6+ Spades OR 5+/5+ Hearts and a Minor (VUL)		
2♠	(3)5-9 HCP: 5+ Spades(NV) 5+/5+ Spades and a Red Suit (VUL)		
2 NT	20+ - 22 HCP; Balanced; May have 5M		
3 NT	4-Level Minor Suit Pre-empt (1 Loser Suit)		

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

1C = 4+ clubs OR 15 - 20 Balanced	1C Opening is 100% forcing
Transfer Responses to 1C	Kaplan Inversion and Gazzilli
2-level openings vary according to vulnerability	Frequent Pivots and Fast Arrival

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4D
Jump overcalls	Weak	Unusual NT	Lowest Two Unbid (Intermediate plus)
1NT overcall (immediate)	15 - 18	(re-opening)	(10) 11 - 14
Immed cue of minor	Both majors (5+/5+); Weak or Strong		
Immed cue of major	Other major + minor (5+/5+); Intermediate plus over 1S		
Over opponent's 1NT (weak)	DUPONT; In reopening, X = penalties or 2-suited		
Over opponent's 1NT (strong)	Reverse DONT (X = Any Two suited)		
Over weak twos	X = T/O; Equal and Unequal Level Conversion		
Over opening threes	X = T/O; Equal and Unequal Level Conversion		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ Hearts; 0+ HCP	2NT 9 - 11 HCP; No major
	1♥/♠	4+ Spades; 0+ / No Major; 0 - 8	3♣ 5+ Clubs; 5 - 8 HCP
	1NT	4+ Clubs; 9+ HCP	3♦ GF Splinter
	2♣	Diamonds; 5 - 8 OR 12+ HCP	3♥ GF Splinter
	2♦	5+ Diamonds; 9 - 11 HCP	3♠ GF Splinter
	2♥	4 Hearts; 4+ Clubs; 9 - 15 HCP	3NT 12 - 14 HCP; No major
	2♠	4 Spades; 4+ Clubs; 9 - 15 HCP	4 bids 4C = Pre-emptive
1♦	1♥/♠	4+ Hearts / 4+ Spades	3♣ 6+ Clubs; 9 - 11 HCP
	1NT	No Major 5 - 8 HCP OR GF Clubs	3♦ 4+ Diamonds; 0 - 6 HCP
	2♣	4+ Diamonds; 5 - 8 OR 12+ HCP	3♥ GF Splinter
	2♦	3+ Diamonds; (8)9 - 11 HCP	3♠ GF Splinter
	2♥	6+ Hearts; 9 - 11 HCP	3NT 12 - 14 HCP; No major
	2♠	6+ Spades; 9 - 11 HCP	4♦ Pre-emptive Raise
	2NT	9 - 11 HCP; 5 - 6 Clubs	4 Other 4C = GF Splinter
1♥/♠	1NT	(4) 5+ Spades / 6 - 11HCP no support	3♣ Artificial Raise
	2♣	4+ Clubs; 12+ HCP	3♦ Artificial Raise
	2♦	4+ Diamonds; 12+ HCP	3♥/♠ Pre-emptive Raise (0 - 6 HCP)
	2♥/♠	3 - 4 card raise; 6 - 9 HCP	3NT 12 - 14 HCP; Doubleton support
	2NT	Artificial Raise	4♣/♦ GF Splinter
2♣	2♦	Mostly Forced	2♥/♠ Natural, (5) 6+ suits
	other	2NT = 2 - suited, 5+/5+; semi-positive or better	
2♦	2♥	NNF (NV); Pass or correct (VUL)	3♣/♦ F1/NFR (NV); Pass or correct (VUL)
	2♠	NNF (NV); Pass or correct (VUL)	3♥/♠ 6+, F1 (NV); Pass or correct (VUL)
	2NT	Puppet to 3C (NV); GI+ Relay (VUL)	3NT To play
2♥/♠	2NT	Puppet to 3C (NV); GI+ Relay (VUL)	3NT To play
	3♣/♦	F1 (NV); Pass or correct (VUL)	4♣/♦ Splinter (NV); Pass or correct (VUL)
	3♥/♠	NFR (NV); Pass or correct (VUL)	4♥/♠ To play (NV); Pass or correct (VUL)
2NT	3♣	Muppet Stayman (Modified)	4♣ Transfer to Diamonds
	3♦	Transfer to Hearts	4♦ Transfer to 4H
	3♥	Transfer to Spades	4♥ Transfer to 4S
	3♠	Puppet to 3NT	4♠ 5+ Diamonds and 5+ Clubs; GF
	3NT	Transfer to Clubs	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Transfer to Diamonds / GF+ Minor; Shortage in other minor
3♥/3♠	Anti-Stayman: GF; 4M; Denies 4 in other Major
4♣	Transfer to 4H
4♦	Transfer to 4S
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Intermediate or better

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Fifth Suit Forcing Game force

NT Checkback Priorities Leong Transfers

Defence to 3NT opening X = Penalties; Ripstra

Defence to opening Two's: Multi 2♦ X = T/O Spades; 2H = T/O Hearts

Lebensohl after either of the above

RCO style 2-s X = Penalty Interest; 2NT = Two suits shown with clubs;

3C = Two suits shown without clubs

Other 2-s X = T/O anchor or weak single-suited option

Defence to strong ♣ 1NT = Major + Minor; 2C = Majors or Minors

X = Clubs (either minor after 1D negative)

Lebensohl Over NT interference Rubensohl

Other uses T/O Double at the 2-level

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

4♥ X = T/O 4♠ X = Convertible Values

OTHER NOTES

DUPONT - Disturb Ugly Partner Over No Trump

X = Penalties; then shortage or length doubles up to 2D; T/O double and Rubensohl above 2D

2C = Major + Minor; 5+/4+ either way (usually 5 clubs if clubs is the minor)

2D = Both Majors; 5+/4+ either way

2H/2S = Natural

2NT = 5+/5+ Hearts and a Minor; 3C/3D = 5+ Spades and 5+ in bid minor

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump shifts after minor opening	"Fit Showing" over 1C; "Invitational" over 1D		
Jump shifts after major opening	Viagra (Various artificial raises)		
Responses to strong 2 suit opening	Frisk Opponents for Gerber		
Responses to 2NT opening	Muppet Stayman; Full transfers (3S --> 3NT)		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A,Q = Rev Att; K = Rev Count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: Bottom from Hxx
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: Reverse Count	
Signal on declarer's lead	Reverse Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Reverse Count; First may be Revolving S/P	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>
	2nd card may be Revolving S/P	

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430; Non-Kings; Turbo
4♣	Gerber <input type="checkbox"/>	when? Mu	

Other Conventions

Cue Raises	Cue First or Second Round Control + Turbo
Good/Bad 2NT	Leong Transfers
Splinters	Kaplan Inversion
Modified Gazzilli	Last Train Cue Bids
Fit Showing Jumps by Passed Hands in Competition	



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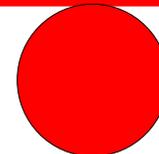


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Paul Brayshaw	Chris Mulley
ABF Nos:	384 399	317 640
Basic System:	Polished Fan Club	Brown Sticker <input checked="" type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input checked="" type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣	0+; 12+ HCP, F1
1♦	4+; 12+ HCP
1♥	5+; 12+ HCP
1♠	5+; 12+HCP
1 NT	12 - 14 (Some good elevens) may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/> extended <input type="checkbox"/> Other: Anti-Stayman
Transfers	2♦ Hearts 2♥ Spades 2♠ Range Probe
2 NT	Clubs Other: 3C -->Diamonds; SA Texas; Re-Transfers
2♣	(3)5-9 HCP: 5+ Clubs (NV) 6+ Diamonds OR 5+/4 in the majors (VUL)
2♦	(3)5-9 HCP: 5+ Diamonds (NV) 6+ Hearts OR 5+/5+ Clubs and not Hearts (VUL)
2♥	(3)5-9 HCP: 5+ Hearts(NV) 6+ Spades OR 5+/5+ Hearts and a Minor (VUL)
2♠	(3)5-9 HCP: 5+ Spades(NV) 5+/5+ Spades and a Red Suit (VUL)
2 NT	20+ - 22 HCP; Balanced; May have 5M
3 NT	4-Level Minor Suit Pre-empt (1 Loser Suit)

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

1C = 4+ clubs OR 15+ Balanced OR Near GF	1C Opening is 100% forcing
Transfer Responses to 1C	Kaplan Inversion and Gazzilli after 1M
2-level openings vary according to vulnerability	Frequent Pivots and Fast Arrival

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4D
Jump overcalls	Weak	Unusual NT	Lowest Two Unbid (Intermediate plus)
1NT overcall (immediate)	15 - 18	(re-opening)	(10) 11 - 14
Immed cue of minor	Both majors (5+/5+); Weak or Strong		
Immed cue of major	Other major + minor (5+/5+); Intermediate plus over 1S		
Over opponent's 1NT (weak)	DUPONT; In reopening, X = penalties or 2-suited		
Over opponent's 1NT (strong)	Reverse DONT (X = Any Two suited)		
Over weak twos	X = T/O; Equal and Unequal Level Conversion		
Over opening threes	X = T/O; Equal and Unequal Level Conversion		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ Hearts; 0+ HCP	2NT 4+ Clubs; 12 -15 HCP Balanced
	1♥/♠	4+ Spades/16+ clubs or 0 -8 No M	3♣ 5+ Clubs; 5 - 8 HCP
	1NT	9 - 11 No Major	3♦ GF Splinter
	2♣	Diamonds; 12+ HCP	3♥ GF Splinter
	2♦	4 Diamonds; 4+ Clubs; 9 - 15 HCP	3♠ GF Splinter
	2♥	4 Hearts; 4+ Clubs; 9 - 15 HCP	3NT 12 - 15 HCP; Balanced
	2♠	4 Spades; 4+ Clubs; 9 - 15 HCP	4 bids 4C = Pre-emptive
1♦	1♥/♠	4+ Hearts / 4+ Spades	3♣ 6+ Clubs; 9 - 11 HCP
	1NT	No Major 5 - 8 HCP OR GF Clubs	3♦ 4+ Diamonds; 0 - 6 HCP
	2♣	4+ Diamonds; 5 - 8 OR 12+ HCP	3♥ GF Splinter
	2♦	3+ Diamonds; (8)9 - 11 HCP	3♠ GF Splinter
	2♥	6+ Hearts; 9 - 11 HCP	3NT 12 - 14 HCP; No major
	2♠	6+ Spades; 9 - 11 HCP	4♦ Pre-emptive Raise
	2NT	9 - 11 HCP; 5 - 6 Clubs	4 Other 4C = GF Splinter
1♥/♠	1NT	(4) 5+ Spades / 6 - 11HCP no support	3♣ Artificial Raise
	2♣	4+ Clubs; 12+ HCP	3♦ Artificial Raise
	2♦	4+ Diamonds; 12+ HCP	3♥/♠ Pre-emptive Raise (0 - 6 HCP)
	2♥/♠	3 - 4 card raise; 6 - 9 HCP	3NT 12 -14 HCP; Doubleton support
	2NT	Artificial Raise	4♣/♦ GF Splinter
2♣	2♦	NNF (NV); Pass or Correct (VUL)	2♥/♠ NNF (NV); Pass or Correct (VUL)
other		2NT = GI+ Relay (NV and VUL)	
2♦	2♥	NNF(NV); Pass or correct (VUL)	3♣/♦ F1/NFR (NV); Pass or correct (VUL)
	2♠	NNF (NV); Pass or correct (VUL)	3♥/♠ 6+, F1 (NV); Pass or correct (VUL)
	2NT	Puppet to 3C (NV); GI+ Relay (VUL)	3NT To play
2♥/♠	2NT	Puppet to 3C (NV); GI+ Relay (VUL)	3NT To play
	3♣/♦	F1 (NV); Pass or correct (VUL)	4♣/♦ Splinter (NV); Pass or correct (VUL)
	3♥/♠	NFR (NV); Pass or correct (VUL)	4♥/♠ To play (NV); Pass or correct (VUL)
2NT	3♣	Muppet Stayman (Modified)	4♣ Transfer to Diamonds
	3♦	Trasfer to Hearts	4♦ Transfer to 4H
	3♥	Transfer to Spades	4♥ Transfer to 4S
	3♠	Puppet to 3NT	4♠ 5+ Diamonds and 5+ Clubs; GF
	3NT	Transfer to Clubs	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Transfer to Diamonds / GF+ Minor; Shortage in other minor
3♥/3♠	Anti-Stayman: GF; 4M; Denies 4 in other Major
4♣	Transfer to 4H
4♦	Transfer to 4S
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Intermediate or better

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Fifth Suit Forcing Game force

NT Checkback Priorities Leong Transfers

Defence to 3NT opening X = Penalties; Ripstra

Defence to opening Two's: Multi 2♦ X = T/O Spades; 2H = T/O Hearts

Lebensohl after either of the above

RCO style 2-s X = Penalty Interest; 2NT = Two suits shown with clubs;
3C = Two suits shown without clubs

Other 2-s X = T/O anchor or weak single-suited option

Defence to strong ♣ 1NT = Major + Minor; 2C = Majors or Minors
X = Clubs (either minor after 1D negative)

Lebensohl Over NT interference Rubensohl

Other uses T/O Double at the 2-level

Take out of 4 level pre-empts 4♣/4♦ X = T/O
4♥ X = T/O 4♠ X = Convertible Values

OTHER NOTES

DUPONT - Disturb Ugly Partner Over No Trump

X = Penalties; then shortage or length doubles up to 2D; T/O double and Rubensohl above 2D

2C = Major + Minor; 5+/4+ either way (usually 5 clubs if clubs is the minor)

2D = Both Majors; 5+/4+ either way

2H/2S = Natural

2NT = 5+/5+ Hearts and a Minor; 3C/3D = 5+ Spades and 5+ in bid minor

Defence to Brayshaw – Mulley Vulnerable 2s: Polished Optimal Twos

2C Opening: 5 – 9 HCP, 6+ diamonds or 5+/4 in the majors

X = Takeout of diamonds. Responder bids as though opener has opened a weak 2 in diamonds.

New suit: Natural (including 2M)

2NT = 15 – 18 balanced(ish) with at least one diamond stopper

After a Pass or Correct Response

X = Takeout of the suit bid

All other bids are natural

2D Opening: 5 – 9 HCP, 6+ hearts or 5+/5+ in clubs and diamonds or clubs and spades

X = Takeout of hearts. Responder bids as though opener has opened a weak 2 in hearts

New suit: Natural

2NT = 15 – 18 balanced(ish) with at least one heart stopper

After a Pass or Correct Response

X = Takeout of the suit bid

All other bids are natural

2H Opening: 5 – 9 HCP, 6+ spades or 5+/5+ in hearts and a minor

X = Takeout of spades. Responder bids as though opener has opened a weak 2 in spades

New suit: Natural

2NT = 15 – 18 balanced(ish) with at least one spade stopper

After a Pass or Correct Response

X = Takeout of the suit bid

All other bids are natural

2S Opening: 5 – 9 HCP, 5+/5+ in spades and a red suit

X = Takeout of spades.

New suit: Natural

2NT = 15 – 18 balanced(ish) with at least one spade stopper

After a Pass or Correct Response

X = Takeout of the suit bid

All other bids are natural

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump shifts after minor opening	to 2S = 11-12 balanced, other strong + natural		
Jump shifts after major opening	Natural strong jump shift		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	Transfers + Puppet Stayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A,Q ask for rev. attitude, K asks for rev. count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other:	
Signal on declarer's lead	Reverse Count, Smith echo in NT, trump echo	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: at contracts at 5+ level -> rev. count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:
4♣	Gerber <input checked="" type="checkbox"/>	when?	1NT, 2NT opening

Other Conventions

Kokish over 2C	support x and xx
Reverse Drury	invite x
Smith Echo in NT	exclusion key-card (0314)
Dopi, Ropi	long suit trial bids
Jump fit in competition	"serious" 3NT



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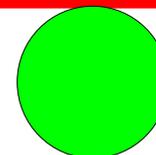


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Gerry Daly	Karol Miller (18/05/2012)
ABF Nos:	250384	327395
Basic System:	Standard American	Brown Sticker <input checked="" 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♣ 3, 11-20	1♦ 3, 11-20
1♥ 5(4*), 11-20*	1♠ 5(4*), 11-20*
1 NT 15-17 (alert 3rd seat green vs red)	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman: simple <input type="checkbox"/>	extended <input type="checkbox"/>
Other: Lavings	
Transfers 2♦ =hearts	2♥ =spades
2♠ =clubs	
2 NT Nat	Other: 3C=D weak or GF; 3D= D invitational
2♣ 23+ bal or near GF (can stop in 3H/S or 4C/D)	
2♦ 4-11HCP, 6 card Hearts or 6 card Spades	
2♥ 6-11 HCP, 5+/5+ reds or blacks (non vul minor can be 4 card)	
2♠ 6-11 HCP, 5+/5+ majors or minors (then 2NT asks for better short suit)	
2 NT 20-22 (then Puppet)	
3 NT Gambling, no outside King (then 4D asks for singleton, 4NT asks for length)	

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

2D, 2H, 2S openings, 1M-2c, 1M-2nt,	Inverted minors, neg free bids
transfers in comp, rubens transfers	tactical style 3rd hand opening (1M, 1NT)
Smith signal in NT, possible o/c on 4 card	anti-double

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	weak	Unusual NT	Lowers 5/5 full range
1NT overcall (immediate)	15-18 bal	(re-opening)	11-14 bal
Immed cue of minor	Spades + other 5/5, full range		
Immed cue of major	other major + minor, 5/5 full range		
Over opponent's 1NT (weak)	X = pen (15+), 2C single suit, other suit + above		
Over opponent's 1NT (strong)	DONT X = single suit, other = suit + suit above		
Over weak twos	X = t/o, Lebensohl		
Over opening threes	X = t/o		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+, 6+HCP	2NT 11-12HCP, No 4 card Major
	1♥/♠	4+, 6+HCP (bid Major first)	3♣ 6(5)-9 HCP, 5+ cards
	1NT	6-10, no 4cM	3♦ Splinter
	2♣	10+HCP 5(4)+ support	3♥ Splinter
	2♦	Strong jump shift, (5)6+, 15+	3♠ 13-15HCP, No 4 card M
	2♥	as above	3NT 13-15HCP, No 4 card M
	2♠	11-12HCP, No 4 card Major	4 bids 4H/S to play
1♦	1♥/♠	4+, 6+HCP	3♣ Strong jump shift, (5)6+, 15+
	1NT	6-10HCP, No 4 card Major	3♦ 6(5)-9 HCP, 5+ cards
	2♣	5+, GF unless clubs rebid	3♥ Splinter
	2♦	10+HCP 4+ support	3♠ 13-15HCP, No 4 card M
	2♥	Strong jump shift, (5)6+, 15+	3NT 13-15HCP, No 4 card M
	2♠	11-12HCP, No 4 card Major	4♦ Tactical/preempt
	2NT	11-12HCP, No 4 card Major	4 Other 4C=splinter; 4H/S to play
1♥/♠	1NT	6-11 s/f or 3-6hcp mini raise	3♣ Natural strong jump shift
	2♣	Maj, C or bal GF, or to play in 3C	3♦ Natural strong jump shift
	2♦	5♦+, GF unless suit rebid	3♥/♠ Preempt
	2♥/♠	3(4) card supp, 7-10HCP	3NT 1h-3S or 1S-3n, mini splinter
	2NT	Major invitational, various	4♣/♦ Splinter (12-15hcp)
2♣	2♦	0,1 or 4+ controls	2♥/♠ 2H Balanced +ve (2/3 con)
	other	2nt = hearts +ve, 2S,3C,3D natural 2/3 controls	
2♦	2♥	P/C	3♣/♦ 3C=GF, 3D=Nat, 1 rnd Force
	2♠	P/C	3♥/♠ P/C
	2NT	Artificial Enquiry	3NT To Play, 4H/S own suit
2♥/♠	2NT	Artificial Enquiry	3NT To Play
	3♣/♦	P/C	4♣/♦ P/C
	3♥/♠	P/C	4♥/♠ to play, own suit
2NT	3♣	Puppet Stayman	4♣ Gerber
	3♦	hearts	4♦ 6+hearts, no slam ambition
	3♥	spades	4♥ 6+ spades, no slam ambition
	3♠	5 spades, 4 hearts	4♠ wild minors, no slam ambition
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C=D weak or GF; 3D= D invitational
3♥/3♠	5431, 5521, singleton in suit bid, length in minors
4♣	Gerber 1430, 2, 2+K
4♦	6+hearts, no ambition for slam
4♥	6+ spades, no ambition for slam
4♠	wild minors with no slam ambition

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round depends on sequence Game force

NT Checkback Priorities Up the line, includes range info

Defence to 3NT opening X =t/o of diamonds

Defence to opening Two's: Multi 2♦ X =T/O spades

RCO style 2-s

Other 2-s

x = t/o of weak option or higher suit if two known
over 2nt (minors) X = flattish values/t/o, 3C to (longer h), 3d (better spades)

Defence to strong ♣ 1Nt =5/4 any, opening twos as card, 2nt odd suits, x= clubs

Lebensohl Over NT interference

Other uses resp to TOX weak twos, resp X 1M-2M

Take out of 4 level pre-empts 4♣/4♦ X =70%T/O, 30% pen

4♥ X=70%t/o 4♠ X= 70% penalty, 30% T/O, 4NT =to

OTHER NOTES

RKCB 1430 Long suit trial (may be deceptive)

Cue first or second round control Auto Splinter

anti-double, x, xx and cue are sometimes support or transfers (please ask)

Tactical Bids: Over 1 major 3rd in hand we play reverse drury (2C enq).

Resp 2M = submin opening, 2D = bad opening (11-12hcp), other resp =good opening

Over 1NT 3rd nv vs V we have no mechanisms, treated as normal 15-17