

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump shifts after minor opening	Weak, 3-7, 6+ suit <input style="width: 50px;" type="text"/>		
Jump shifts after major opening	Weak, 3-7, 6+ suit <input style="width: 50px;" type="text"/>		
Responses to strong 2 suit opening	Next suit=Negative or Pass/correct <input style="width: 50px;" type="text"/>		
Responses to 2NT opening	3D=Pass or correct, 3C enquiry <input style="width: 50px;" type="text"/>		

## 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: <input style="width: 50px;" type="text"/>	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>	
	3rd/5th <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>	
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 type="checkbox"/>	
	Other: REO COUNT. Odd card=Odd No, Even card= Even No <input style="width: 50px;" type="text"/>		
Signal on declarer's lead	REO COUNT. Odd card=Odd, Even card= Even <input style="width: 50px;" type="text"/>		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Suit preference if low. Even for L, odd for H <input style="width: 50px;" type="text"/>	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/>	REO COUNT (see above) <input style="width: 50px;" type="text"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
4♣	Gerber <input type="checkbox"/>	when? Never <input style="width: 50px;" type="text"/>	

### Other Conventions

15-18 NT rebids with Crowhurst 2/3C <input style="width: 50px;" type="text"/>	Lavings continuations after 1NT overcall <input style="width: 50px;" type="text"/>
Herbert Negatives in response to T/O X <input style="width: 50px;" type="text"/>	Puppet Stayman after 2NT <input style="width: 50px;" type="text"/>
DOPE <input style="width: 50px;" type="text"/>	Support Xs after we have bid 2 suits <input style="width: 50px;" type="text"/>
Splinters <input style="width: 50px;" type="text"/>	Fit showing jumps after overcalls <input style="width: 50px;" type="text"/>
McCance trump cues <input style="width: 50px;" type="text"/>	Minorwood <input style="width: 50px;" type="text"/>



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	ROSS CRICHTON <input style="width: 50px;" type="text"/>	PAM CRICHTON <input style="width: 50px;" type="text"/>	
ABF Nos:	155837 <input style="width: 50px;" type="text"/>	155829 <input style="width: 50px;" type="text"/>	
Basic System:	ACOL <input style="width: 50px;" type="text"/>		
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♣	4(3), 11+ <input style="width: 50px;" type="text"/>	1♦	4, 11+ <input style="width: 50px;" type="text"/>	1♥	4, 11+ <input style="width: 50px;" type="text"/>	1♠	5, 11+ <input style="width: 50px;" type="text"/>
1 NT	(11)12-14 <input style="width: 50px;" type="text"/>				may contain 5 card major <input type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>				
Transfers	2♦ Transfer to 2H <input style="width: 50px;" type="text"/>	2♥ Transfer to 2S <input style="width: 50px;" type="text"/>	2♠ Baron <input style="width: 50px;" type="text"/>				
2 NT	Transfer to 3C <input style="width: 50px;" type="text"/>	Other: 3C Transfer to 3D <input style="width: 50px;" type="text"/>					
2♣	8+PT in any suit, or 21-22, 25-26 etc Balanced <input style="width: 50px;" type="text"/>						
2♦	Weak 2 in H, or 5:5 in C/S (Weak/Strong), or 23-24 etc Balanced <input style="width: 50px;" type="text"/>						
2♥	Weak 2 in S, or 5:5 in C/D (Weak/Strong), or any 4441, 18+ <input style="width: 50px;" type="text"/>						
2♠	Weak/Strong 5:5 in C/H or D/S <input style="width: 50px;" type="text"/>						
2 NT	Weak/Strong 5:5 in D/H or H/S <input style="width: 50px;" type="text"/>						
3 NT	Good 4H/S preempt <input style="width: 50px;" type="text"/>						

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

3NT (see above) <input style="width: 50px;" type="text"/>	
Over opp strong NT, X is transfer to C <input style="width: 50px;" type="text"/>	
Over opp strong C, X is transfer to D <input style="width: 50px;" type="text"/>	

## COMPETITIVE BIDDING

Negative doubles through	4D <input style="width: 50px;" type="text"/>	Responsive doubles through	4D <input style="width: 50px;" type="text"/>
Jump overcalls	Intermediate <input style="width: 50px;" type="text"/>	Unusual NT <input style="width: 50px;" type="text"/>	Michaels <input style="width: 50px;" type="text"/>
1NT overcall (immediate)	15-18 <input style="width: 50px;" type="text"/>	(re-opening) <input style="width: 50px;" type="text"/>	15-18 <input style="width: 50px;" type="text"/>
Immed cue of minor	Both majors (5:5) <input style="width: 50px;" type="text"/>		
Immed cue of major	Other Major and Minor (5:5) <input style="width: 50px;" type="text"/>		
Over opponent's 1NT (weak)	Canape Transfers <input style="width: 50px;" type="text"/>		
Over opponent's 1NT (strong)	Canape Transfers (X is transfer to C) <input style="width: 50px;" type="text"/>		
Over weak twos	X=T/O, with Lebensohl continuations <input style="width: 50px;" type="text"/>		
Over opening threes	X=T/O <input style="width: 50px;" type="text"/>		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ suit, 5+ HCP	2NT	10-12 or 16+, Club support
	1♥/♠	4+ suit, 5+HCP	3♣	8-9 HCP, 5+ (4+) Clubs
	1NT	5-9 (10), denies 4+ H/S	3♦	Splinter. Singleton (not A or K)
	2♣	4-7 (8), denies 4+ H/S	3♥	Splinter (as above)
	2♦	3-7, 6 card suit	3♠	Splinter (as above)
	2♥	3-7, 6 card suit	3NT	13-15, Club support
	2♠	3-7, 6 card suit	4 bids	H/S to play
1♦	1♥/♠	4+ suit, 5+ HCP	3♣	3-7, 6 card suit
	1NT	5-9 (10), denies 4+ H/S	3♦	8-9 HCP, 4+ D
	2♣	4+ suit, 10+ HCP	3♥	Splinter
	2♦	4-7 (8), denies 4+ H/S	3♠	Splinter
	2♥	3-7, 6 card suit	3NT	13-15, D support
	2♠	3-7, 6 card suit	4♦	Preemptive
	2NT	10-12 or 16+ D support	4 Other	To play
1♥/♠	1NT	5-9 (10), denies primary support	3♣	3-7, 6 card suit
	2♣	4+ suit, 10+ HCP	3♦	3-7, 6 card suit
	2♦	4+ suit, 10+ HCP	3♥/♠	8-9 HCP, H/S support
	2♥/♠	4-7 (8), 3+ support	3NT	13-15, primary support
	2NT	10-12 or 16+, primary support	4♣/♦	Splinter
2♣	2♦	Negative	2♥/♠	5+ suit, Positive response
	other	2NT. Positive, no 5 card suit, unlimited HCP		
2♦	2♥	Pass or correct	3♣/♦	Natural, forcing
	2♠	Forcing, 5+ S	3♥/♠	3♥ preemptive if 2♦ is weak 2♥
	2NT	Forcing clarification	3NT	To play
2♥/♠	2NT	Forcing clarification	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Not defined
	3♥/♠	3♠ preemptive if 2♥ is weak 2 in ♠	4♥/♠	4♥ To play, 4♠ P/C
2NT	3♣	Forcing clarification	4♣	Not defined
	3♦	Pass or correct	4♦	Not defined
	3♥	Pass or correct	4♥	To play
	3♠	Pass or correct	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C transfer to 3D. 3D 6 card suit with 2/3 top honours
3♥/3♠	6 card suit, 8-10HCP, 2/3 top honours
4♣	Transfer to H
4♦	Transfer to S
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits

other Michaels in conjunction with Cue

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities

Defence to 3NT opening X= T/O

Defence to opening Two's: Multi 2♦ X=T/O, 16+ unbalanced.

RCO style 2-s 2NT 15-18 balanced, 3C is puppet Stayman  
X=T/O, 16+ unbalanced.

Other 2-s 2NT 15-18 balanced. 3C is puppet Stayman  
X=T/O. Lebensohl continuations

Defence to strong ♣ Canape Transfers

Lebensohl Over NT interference

Other uses In response to T/O X of OPP weak 2 bids

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

4♥ X T/O oriented 4♠ X T/O oriented

## OTHER NOTES

Wide range (15-18) 1NT rebid with Crowhurst continuations

Herbert Negative (next suit <8HCP) in response to first round T/O X

Lavings continuations after 1NT overcall

Puppet Stayman continuations after 2NT rebids/overcalls

McCance Trump cues

Canape defence to OPP 1NT openings

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump shifts after minor opening	Fit showing F1		
Jump shifts after major opening	Fit showing F1		
Responses to strong 2 suit opening	2♦: Neg or waiting -> 3♣: 2nd neg		
Responses to 2NT opening	5 card stayman; 3♦,♥: Transfer; 3S: 5♠ 4♥		

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: DOPI and ROPI
4♣	Gerber <input checked="" type="checkbox"/>	when?	over 1NT opening and 20+ 2NT

### Other Conventions

Cue bidding: 1st or 2nd	1NT(X)XX: Any 44 weak
Change of suit forcing	
Blackout	



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	Margaret Bourke	David Hoffman		
ABF Nos:	131792	157627		
Basic System:	ACOL			
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>		Red <input type="checkbox"/>

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	12- ,3	1♦	12- ,4	1♥	12- ,4	1♠	12- ,5
1 NT	(11+)12-14 : 15-17 in 3rd seat (5 card M)			may contain 5 card major <input type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: Extended over 15-17NT				
Transfers	2♦ ♥	2♥ ♠	2♣ ♣				
2 NT	♦	Other: <input type="text"/>					
2♣	Game force; or 23-24 bal						
2♦	5-9, Weak 6+major						
2♥	5-9, Weak 5♥, 4+minor						
2♠	5-9, Weak 5♠, 4+minor						
2 NT	20-22 bal - may have 5 card M						
3 NT	Gambling						

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

Cue raises: Limit raise or better	<input type="text"/>
Fit showing jumps	<input type="text"/>
	<input type="text"/>

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak (Int 4th)	Unusual NT	Lowest suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Majors		
Immed cue of major	Major + minor		
Over opponent's 1NT (weak)	2♣: One suiter; 2♦: Majors; 2♥,♠: 5suit, 4+minor		
Over opponent's 1NT (strong)	X: Clubs; 2♣: One suiter; 2♦: Majors; 2♥,♠: 5suit, 4+minor		
Over weak twos	X + lebensohl		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5-, 4+♦	2NT	Raise, 15+, denies major
	1♥/♠	5-, 4+♥,♠	3♣	4-8, 4+♣, 8 losers
	1NT	5-9	3♦	Splinter, 9-13 or 18-
	2♣	Inverted 9-11	3♥	Splinter, 9-13 or 18-
	2♦	Fit showing, 9+	3♠	Splinter, 9-13 or 18-
	2♥	Fit showing, 9+	3NT	Raise, 12-14, denies major
	2♠	Fit showing, 9+	4 bids	
1♦	1♥/♠	5-, 4+♥,♠	3♣	Fit showing, 9+
	1NT	5-9	3♦	4-8, 4+♦, 8 losers
	2♣	9-, 4+♣	3♥	Splinter, 9-13 or 18-
	2♦	Inverted 9-11	3♠	Splinter, 9-13 or 18-
	2♥	Fit showing, 9+	3NT	Raise, 12-14, denies major
	2♠	Fit showing, 9+	4♦	
	2NT	Raise, 15+, denies major	4 Other	
1♥/♠	1NT	5-9	3♣	Fit showing, 9+
	2♣	9-, 4+♣	3♦	Fit showing, 9+
	2♦	9-, 4+♦	3♥/♠	4-8, 4+support, 8 losers
	2♥/♠	6-9, 3+ support	3NT	Bal raise, 12-14
	2NT	B raise, 10-11 or 15-; 14-17 spl.	4♣/♦	Splinter, 9-13 or 18-
2♣	2♦	Neg or waiting	2♥/♠	Nat, 3+ controls
	other	3♣: Second negative after 2♥,♠		
2♦	2♥	Correctable	3♣/♦	To play
	2♠	Correctable	3♥/♠	Correctable
	2NT	Ask	3NT	4-8, 44 majors
2♥/♠	2NT	Ask	3NT	To play
	3♣/♦	3♣: Correctable; 3♦: To play	4♣/♦	
	3♥/♠	Other M: F1	4♥/♠	
2NT	3♣	5 card stayman	4♣	Gerber
	3♦	♥	4♦	♥
	3♥	♠	4♥	♠
	3♠	Transfer to 3NT -> 4m:RKCB	4♠	Pick a minor
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Nat slam try	[5 suit, 43 in majors]
3♥/3♠	Nat slam try	[Singleton, 54 in minors]
4♣	Gerber	
4♦	55 majors, no slam interest	
4♥	To play	
4♠	To play	

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities                      Major fit

Defence to 3NT opening

Defence to opening Two's:                      Multi 2♦                      [2♦] X: TO, 15+

RCO style 2-s                      X: TO

Other 2-s

Defence to strong ♣                      TWERB (Next suit; or 2 suiter in next two; ♠: Non touching)-to 3♣

Lebensohl                      Over NT interference

Other uses

Take out of 4 level pre-empt                      4♣/4♦

4♥                       4♠

## OTHER NOTES

Cue: 1st or 2nd

## 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	2♦ = criss cross raise; other = strong		
Jump shifts after major opening	Bergen and crisscross raises (see over)		
Responses to strong 2 suit opening	2♦ = waiting		
Responses to 2NT opening	Puppet Stayman		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> 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"/>
<b>Signal</b> on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Natural count	
<b>Signal</b> on declarer's lead	Natural count	
<b>Discards</b>	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: _____
<b>Count</b>	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/> _____

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 3041
4♣	Gerber <input type="checkbox"/>	when? _____	

### Other Conventions

Lebensohl	4th suit forcing to game
Bergen Raises of majors	Jacoby 2NT over majors
Criss Cross Raises (majors and minors)	Inverted minor raises
Crowhurst checkback over 1NT rebid	Cue raises
Michaels Cue Bids	



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	Hashmat Ali	Bernie Waters	
ABF Nos:	226122	161217	
Basic System:	STANDARD		
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 HCP; 2+	1♦	11 - 20 HCP; 4+	1♥ 11 - 20 HCP; 5+ 1♠ 11 - 20 HCP; 5+
1 NT	15 - 17 HCP balanced		may contain 5 card major <input type="checkbox"/>	
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____	
Transfers	2♦ ♥ _____	2♥ ♠ _____	2♠ ♣ _____	
2 NT	♦ _____	Other: _____		
2♣	Game force			
2♦	Multi: 5 - 9 HCP and 6♥ or 6♠; or 21 - 22 HCP balanced			
2♥	5 - 9 HCP, 5+ ♥ and 4+ minor			
2♠	5 - 9 HCP, 5+ ♠ and 4+ minor			
2 NT	23 - 24 HCP, balanced			
3 NT	Gambling, no Ace or King outside			

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

2♦ = Multi (see above)	

## COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	lower unbid suits
1NT overcall (immediate)	15 - 18 HCP	(re-opening)	15 - 18 HCP
Immed cue of minor	majors		
Immed cue of major	other major and a minor		
Over opponent's 1NT (weak)	2♣=majors; 2♦= either major; 2♥/♠= suit+minor		
Over opponent's 1NT (strong)	as above		
Over weak twos	X		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ HCP; 4+ ♦	2NT 11 - 12 HCP; no major
	1♥/♠	5+ HCP; 4+ ♥/♠	3♣ 5 - 7 HCP; 5+♣
	1NT	8 - 10 HCP	3♦ splinter
	2♣	11+ HCP; 5+ ♣	3♥ splinter
	2♦	8 - 10 HCP; 5+♣	3♠ splinter
	2♥	15+ HCP, good suit 5+♥	3NT to play; 4♣ = minorwood
	2♠	15+ HCP, good suit 5+♠	4 bids 4♣ = minorwood
1♦	1♥/♠	5+ HCP; 4+ ♥/♠	3♣ 8 - 10 HCP; 4+♦
	1NT	6 - 10 HCP; no major	3♦ 5 - 7 HCP; 4+♦
	2♣	9+ HCP; 5+ ♣	3♥ splinter
	2♦	11+ HCP; 4+♦	3♠ splinter
	2♥	15+ HCP; good suit 5+♥	3NT to play
	2♠	15+ HCP; good suit 5+♠	4♦ minorwood
	2NT	11 - 12 HCP; no major	4 Other
1♥/♠	1NT	5 - 9 HCP	3♣ Bergen: 4+♥/♠, 7 - 9 HCP
	2♣	10+ HCP; 4+♣	3♦ Bergen: 4+♥/♠, 10 - 12 HCP
	2♦	10+ HCP; 4+♦	3♥/♠ pre-emptive raise/ splinter
	2♥/♠	3 + card raise	3NT 13 - 15 HCP
	2NT	Jacoby game forcing raise	4♣/♦ splinter
2♣	2♦	Waiting	2♥/♠ Natural, forcing
	other	Natural, forcing	
2♦	2♥	pass or correct	3♣/♦ natural, forcing
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	strong enquiry	3NT to play
2♥/♠	2NT	strong enquiry	3NT to play
	3♣/♦	pass or correct	4♣/♦ splinter
	3♥/♠	invitational	4♥/♠ to play
2NT	3♣	Puppet Stayman	4♣ natural, forcing
	3♦	transfer to ♥	4♦ natural, forcing
	3♥	transfer to ♠	4♥ to play
	3♠	4♥ + 5♠, forcing	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	natural, forcing, slam try
3♥/3♠	natural, forcing, slam try
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 up the line

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦                      X = 16+ HCP (Lebensohl responses)

2NT = 15 - 18 HCP; suit = natural, 12 - 15 HCP

### RCO style 2-s

as above

### Other 2-s

as above

### Defence to strong ♣

### Lebensohl

Over NT interference

### Other uses

over X of any twos

### Take out of 4 level pre-empts

4♣/4♦                      X  
4♥                      X                      4♠                      X

## OTHER NOTES

1♥ - P - 2♥ - P

1♠ - P - 2♠ - P

2♣ = ambiguous trial

2NT = ambiguous trial

2NT = ♠ feature

3♣/♦/♥ = feature

3♣/♦ = feature

3♠ = poor hand

3♥ = poor hand

4♠ = good hand

4♥ = good hand

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak PRE-EMPT

Jump raises - majors limit  forcing  Other: Weak ( Bergen )

Jump shifts after minor opening PREEMPTIVE (M), Support 6-10 (other minor)

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♥=Negative

Responses to 2NT opening 3♥/3♠=1RF

## PLAY CONVENTIONS

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

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

Underlead  Other: A asks for REV ATT and K asks for REV COUNT

Four or more with an honour 4th highest  attitude

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

From 4 small 2nd highest  Other: 3rd versus Suit

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

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

Signal on declarer's lead Reverse Count

Discards McKenney  high encourage  low encourage

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

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

4th suit forcing to game Lebensohl after our 1NT only

Splinters (9-11 HCP) 2 way checkback over 1NT rebid

Inverted minors off after interference Support DBLs by opener to 2S



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

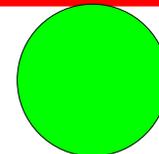
## STANDARD SYSTEM CARD

Names: Marlene Watts Paul Lavings

ABF Nos: 270350 35092

Basic System: \_\_\_\_\_

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 1♦ 4+ 1♥ 5 (4 if 4-4M) 1♠ 5

1 NT 12 (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: 3C/D=Shortage, 3H/S=short, 3 other major GF

2♣ Multi:Wk 2M OR 20-22 HCP Bal or 25-26 HCP Bal or 8+ Playing Tricks Any Suit

2♦ Game Force or 23-24 Bal

2♥ 5H, 4+ minor 6-10 HCP

2♠ 5S, 4+ minor 6-10 HCP

2 NT 5+/5+ Minors either 6-10 HCP or 16+ HCP

3 NT Gambling with no outside A or K

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

Inverted Minors Support Doubles and Redoubles

Gambling 1NT

Bergen Raises

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lowest unbid suits

1NT overcall (immediate) 15-18 Syst ON (re-opening) 11-14 System OFF

Immed cue of minor Michaels (except for strong 1♣ opening)

Immed cue of major Michaels

Over opponent's 1NT (weak) X=Pen, 2C=M, 2D=ssM, 2M=5M + minor

Over opponent's 1NT (strong) X=Pen, 2C=M, 2D=ssM, 2M=5M + minor

Over weak twos DBL

Over opening threes DBL

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+	2NT 11-12 HCP Inv 4+ ♣
	1♥/♠	6+ HCP, 4+	3♣ 5+♣ 0-7 HCP
	1NT	6-9 HCP Bal 4+ ♣	3♦ splinter, 12 HCP, 5+ ♣s
	2♣	10+ HCP, 4+♣	3♥ splinter, 12 HCP, 5+ ♣s
	2♦	7-9 HCP, 4+♣	3♠ splinter, 12 HCP, 5+ ♣s
	2♥	6+♥ (weak)	3NT 12-15 HCP BAL 4+ ♣
	2♠	6+♠ (weak)	4 bids 4♣ Natural, others void Splinter
1♦	1♥/♠	6+ HCP, 4+	3♣ 7-9 HCP 4+♦
	1NT	6-9 HCP nf	3♦ 4+♦s, 0-7 HCP
	2♣	4+ (9+ HCP) F1	3♥ splinter, 12 HCP, 5+ ♦s
	2♦	10+ HCP, 4+♦	3♠ splinter, 12 HCP, 5+ ♦s
	2♥	6+♥ (weak)	3NT 12-15 HCP BAL 4+ ♦s
	2♠	6+♠ (weak)	4♦ Natural Pre-emptive
	2NT	11-12 HCP BAL 4+ ♦s	4 Other 4♣ spl, others void splinter
1♥/♠	1NT	6-9 HCP NF	3♣ 6-9 HCP 4 + raise ( Bergen )
	2♣	4+ (9+ HCP) F1	3♦ 10-11 HCP 4 + raise ( Bergen )
	2♦	4+ (9+ HCP) F1	3♥/♠ 0-5 HCP 4 + raise ( Bergen )
	2♥/♠	3 card support 6-10 HCP	3NT 12-14 HCP BAL with 3/4 support
	2NT	12+ HCP Jacoby 4+ raise FG	4♣♦ SPL(10+ HCP)
2♣	2♦	Relay - Puppet	2♥/♠ Correctable
	other	Correctable	
2♦	2♥	Negative 0-7 HCP	3♣♦ NAT Positive
	2♠	NAT Positive	3♥/♠
	2NT	NAT Positive	3NT
2♥/♠	2NT	Strong enquiry	3NT To play
	3♣♦	Correctable	4♣♦ Correctable
	3♥/♠	Pre-emptive	4♥/♠ To Play
2NT	3♣	To Play	4♣ Pre-emptive
	3♦	To Play	4♦ Pre-emptive
	3♥	NAT 1RF	4♥ NAT
	3♠	NAT 1RF	4♠ NAT
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Splinter
3♥/3♠	Splinter-singleton or void and 3145/3154 shape
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                      2 way checkback over 1NT; TRF over 2NT rebid

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦                      X=16+ ; 2NT = 15-18 BAL

### RCO style 2-s

X=16+ ; 2NT = 15-18 BAL

### Other 2-s

DBL= Takeout  
2NT= 15-18 HCP

### Defence to strong ♣

1♣ DBL=Majors, 1NT=Minors  
1♥/1♠/2♣/2♦ = NAT

### Lebensohl

Over NT interference

### Other uses

Over opponents Weak 2 openings after our X 2NT=No 5 card suit

### Take out of 4 level pre-empts

4♣/4♦                      DBL for T/O in all seats  
4♥                      DBL for T/O                      4♠                      DBL for T/O; 4NT= 2 suiter T/O

## OTHER NOTES

Jacoby 2NT also on over opps overcall

We cannot play 1NTX

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: 4-8

Jump raises - majors      limit       forcing       Other: 0-6

Jump shifts after minor opening      weak, 4-7 6+ cards

Jump shifts after major opening      3C=7-9 M4; 3D=10-12 M4; 2NT = 12+ M4+

Responses to strong 2 suit opening      2D = 0-7 HCP or waiting

Responses to 2NT opening      3C/D = to play; 3H = artificial ask

## PLAY CONVENTIONS

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

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

Underlead       Other: \_\_\_\_\_

Four or more with an honour      4th highest       attitude

3rd/5th       Other: \_\_\_\_\_

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

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

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

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

Discards      McKenney       high encourage       low encourage

odd/even       Other: \_\_\_\_\_

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

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: 0314

4♣      Gerber       when? after 1NT opening

### Other Conventions

4NT opening = specific ace ask	Negative Free Bids (Level 2)
5Major opening = GSF	1M X 1NT = good raise to 2M
Drury	Lebensohl
Inverted minors	
Bergen Raises( also over opp. double)	



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

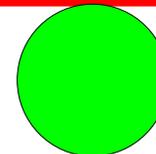
## STANDARD SYSTEM CARD

Names: Misha Solar      George Bilski

ABF Nos: 57754      242683

Basic System: Standard

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 15-17      may contain 5 card major

2♣ Stayman: simple       extended       Other: Lavings

Transfers 2♦ Hearts      2♥ Spades      2♠ Clubs

2 NT Diamonds      Other: \_\_\_\_\_

2♣ GF or 23-24 BAL

2♦ weak two in a major or 20-22 BAL

2♥ 5 hearts and another (4+), 6-10 HCP

2♠ 5 spades and a minor (4+), 6-10 HCP

2 NT 5+/5+ minors, 6-11 HCP

3 NT Solid minor, nothing outside

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


## COMPETITIVE BIDDING

Negative doubles through 4H      Responsive doubles through 4H

Jump overcalls weak      Unusual NT yes

1NT overcall (immediate) 15-18      (re-opening) 11-13

Immed cue of minor majors, 5/5

Immed cue of major major + minor, 5/5

Over opponent's 1NT (weak) X = penalty, 2C= single suit, 2D = majors, 2M = M+m

Over opponent's 1NT (strong) DONT

Over weak twos double = T/O

Over opening threes double = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	(5)6+, 4+ diamonds	2NT	11-12, no major 4
	1♥/♠	(5)6+ M4+, may skip diamonds	3♣	4-8 5+ clubs
	1NT	6-9(10), no M4	3♦	splinter
	2♣	10+, 4+ clubs	3♥	splinter
	2♦	4-7, 6+ diamonds	3♠	splinter
	2♥	4-7, 6+ hearts	3NT	13-15 bal no M4
	2♠	4-7, 6+ spades	4 bids	
1♦	1♥/♠	(5)6+, M4+	3♣	4-7, 6+ clubs
	1NT	6-9(10), no M4	3♦	4-8 5+ diamonds
	2♣	9+, 4+ clubs	3♥	splinter
	2♦	10+ 4+ diamonds	3♠	splinter
	2♥	4-7, 6+ hearts	3NT	13-15 bal no M4
	2♠	4-7, 6+ spades	4♦	pre-emptive
	2NT	11-12, no major 4	4 Other	
1♥/♠	1NT	6-9(10), no S4	3♣	7-9, M4
	2♣	9+, 4+ clubs	3♦	10-12, M4
	2♦	9+, 4+ diamonds	3♥/♠	0-6, M4+
	2♥/♠	6-10 M3	3NT	13-15 4-3-3-3 M3
	2NT	12+, M4+	4♣/♦	splinter
2♣	2♦	0-7 any or waiting	2♥/♠	8+, M5+
	other	2NT = 8+ bal or semi-bal; 3m = 8+, m5+		
2♦	2♥	pass/correct	3♣/♦	nat and forcing
	2♠	pass/correct	3♥/♠	pass/correct
	2NT	enquiry	3NT	to play
2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	pass/correct	4♣/♦	
	3♥/♠		4♥/♠	
2NT	3♣	to play	4♣	to play
	3♦	to play	4♦	to play
	3♥	enquiry	4♥	to play
	3♠	to play	4♠	to play
	3NT	to play	other	to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	good suit, slam interest
3♥/3♠	good suit, slam interest
4♣	Gerber
4♦	
4♥	to play
4♠	to play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities

Defence to 3NT opening

Defence to opening Two's:                      Multi 2♦                      2NT = 15-18, 3 any = Nat NF, double = cards

RCO style 2-s

Other 2-s

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

Lebensohl                      Over NT interference

Other uses                      over weak two and double from partner

Take out of 4 level pre-empts                      4♣/4♦                      double

4♥                      double/4NT                      4♠                      4NT

## OTHER NOTES

1S - 3H = 6+ hearts 4-7 HCP

<input type="text"/>

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: pre-emptive raise 5-8 hcp

Jump raises - majors    limit     forcing     Other: pre-emptive raise 0-5 hcp

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    2♦ waiting

Responses to 2NT opening    Muppet Stayman

## PLAY CONVENTIONS

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

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

Underlead     Other: A/Q for attitude, K for count

Four or more with an honour    4th highest  NT    attitude

3rd/5th  S    Other: \_\_\_\_\_

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

From 3 cards (no honour)    top     middle     bottom

Signal on partner's lead:    high encourage     low encourage

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

Signal on declarer's lead    Reverse Smith against NT

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

Count    natural     reverse  Original

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 1430

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Minorwood	Support doubles and redoubles
Inverted minor raises	Fit showing jumps in competition
Lebensohl	
Rubensohl	
Reverse Drury	



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

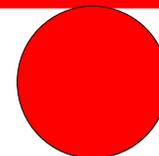
## STANDARD SYSTEM CARD

Names:    Ross Stuart    Richard Douglas

ABF Nos:    71511    156280

Basic System:    2/1    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 11+ 2 cards    1♦ 11+ 4 cards    1♥ 11+ 5 cards    1♠ 11+ 5 cards

1 NT 15-17    may contain 5 card major

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

Transfers    2♦ ♥    2♥ ♠    2♠ enq or ♣

2 NT ♦    Other: 3♣,♦ = singleton M, 3♥,♠ = 4 of OM

2♣ 22+ balanced or GF or 9 tricks in a major

2♦ 3-7 hcp 6 card major (can be 5 card suit when non vul)

2♥ 8-11 hcp 6 card suit

2♠ 8-11 hcp 6 card suit

2 NT 20-21 balanced

3 NT Solid minor, no A or K outside

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

Transfer responses to 1♣ and in some competition

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through    4♥    Responsive doubles through    4♥

Jump overcalls    Weak    Unusual NT    Lower two suits

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

Immed cue of minor    Both majors (weak or strong, not intermediate)

Immed cue of major    Other major and a minor (weak or strong)

Over opponent's 1NT (weak)    X= penalty, 2♣=♥ and another, 2♦=♠ and another

Over opponent's 1NT (strong)    \_\_\_\_\_

Over weak twos    X=T/O

Over opening threes    X=T/O



## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump shifts after minor opening	N/A <input style="width: 100px;" type="text"/>		
Jump shifts after major opening	Forcing <input style="width: 100px;" type="text"/>		
Responses to strong 2 suit opening	N/A <input style="width: 100px;" type="text"/>		
Responses to 2NT opening	3♣/4♠ relay; all others natural <input style="width: 100px;" type="text"/>		

## 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: <input style="width: 100px;" type="text"/>	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input checked="" type="checkbox"/>	
	3rd/5th <input type="checkbox"/>	Other: <input style="width: 100px;" type="text"/>	
From 4 small	2nd highest <input type="checkbox"/>	Other: Highest <input checked="" type="checkbox"/>	
From 3 cards (no honour)	top <input checked="" type="checkbox"/>	middle <input type="checkbox"/>	bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>	
	Other: Low encourage <input checked="" type="checkbox"/>		
Signal on declarer's lead	<input style="width: 100px;" type="text"/>		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: <input style="width: 100px;" type="text"/>	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/>	<input style="width: 100px;" type="text"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
4♣	Gerber <input type="checkbox"/>	when? <input style="width: 100px;" type="text"/>	

### Other Conventions

<input style="width: 98%; height: 100%;" type="text"/>	<input style="width: 98%; height: 100%;" type="text"/>
<input style="width: 98%; height: 100%;" type="text"/>	<input style="width: 98%; height: 100%;" type="text"/>
<input style="width: 98%; height: 100%;" type="text"/>	<input style="width: 98%; height: 100%;" type="text"/>
<input style="width: 98%; height: 100%;" type="text"/>	<input style="width: 98%; height: 100%;" type="text"/>



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	Neville Richards	Phil Whitters		
ABF Nos:	241563	152099		
Basic System:	Forcing Minor	Brown Sticker <input type="checkbox"/>		
Classification:	Green <input type="checkbox"/>	Blue <input checked="" type="checkbox"/>		Red <input type="checkbox"/>

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	0, 16+	1♦	2, 15-20	1♥	4, 11-16	1♠	4, 11-16
1 NT	12 - 14				may contain 5 card major <input type="checkbox"/>		
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Please ask				
Transfers	2♦	2♥	2♠				
2 NT	6+ suit invitation	Other: <input style="width: 100px;" type="text"/>					
2♣	11 - 15, 5+, usually no biddable 4-card major						
2♦	11 - 14, 5+, usually no biddable 4-card major						
2♥	6 - 10, 5+, may have second 5-card suit						
2♠	6 - 10, 5+, may have second 5-card suit						
2 NT	Pre-emptive hand ♦♥♠ or 21 - 23 5/5 minors						
3 NT	Hand with 11 tricks						

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

2NT	3♦/3♥/3♠ solid 7-card suit
1♦	1NT overall
1♣ - interference - pass	

## COMPETITIVE BIDDING

Negative doubles through	<input style="width: 98%; height: 20px;" type="text"/>	Responsive doubles through	4♥
Jump overcalls	Weak <input type="checkbox"/>	Unusual NT	Weak minor 2-suiter
1NT overall (immediate)	major - minor	(re-opening)	
Immed cue of minor	Michaels for majors		
Immed cue of major	Michaels for minors		
Over opponent's 1NT (weak)	Lionel		
Over opponent's 1NT (strong)	Lionel		
Over weak twos	Natural		
Over opening threes	Natural		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0 - 3 or 8 - 13, 0 suit	2NT	4 - 7, 6♦ 5♣
	1♥/♠	4 - 7, 3 - 6 suit	3♣	4 - 7, 5♦ 6♣
	1NT	14+	3♦	N/A
	2♣	4 - 7, 6+	3♥	N/A
	2♦	4 - 7, 6+	3♠	N/A
	2♥	4 - 7, 7+	3NT	N/A
	2♠	4 - 7, 7+	4 bids	N/A
1♦	1♥/♠	0 - up HCP, 4+	3♣	17 +
	1NT	4 - 7	3♦	5 - 7, 6+
	2♣	6 - up, no major	3♥	N/A
	2♦	8 - up, forcing no major	3♠	N/A
	2♥	17+	3NT	10 - 12
	2♠	17+	4♦	
	2NT	8 - 9	4 Other	
1♥/♠	1NT	7 - 11, no support	3♣	11+, short major
	2♣	5+	3♦	11+, balanced
	2♦	5+	3♥/♠	pre-emptive
	2♥/♠	6 - 10	3NT	to play
	2NT	11+, short minor	4♣/♦	12 - 14 or pre-emptive
2♣	2♦	To play	2♥/♠	To play, 5+
	other	2NT invitational, jump bids forcing		
2♦	2♥	5+, to play	3♣/♦	To play
	2♠	5+, to play	3♥/♠	Forcing
	2NT	Invitational	3NT	To play
2♥/♠	2NT	Invitational	3NT	To play
	3♣/♦	Non-forcing	4♣/♦	Slam invitation
	3♥/♠	Non-forcing	4♥/♠	To play
2NT	3♣	Relay, 0	4♣	To play
	3♦	Transfer to ♥	4♦	To play
	3♥	Transfer to ♠	4♥	To play
	3♠	Suit quality ask	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Both minors weak
3♥/3♠	To play
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

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

### Defence to strong ♣

### Lebensohl

Over NT interference

Other uses

### Take out of 4 level pre-empt

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    3 - 6 pts, 6 card

Jump shifts after major opening    3 - 6 pts, 6 card

Responses to strong 2 suit opening    2D/2H 0 - 4 pts

Responses to 2NT opening    Baron and Flint

## PLAY CONVENTIONS

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

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

Underlead     Other: \_\_\_\_\_

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

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

From 3 cards (no honour)    top     middle     bottom

Signal on partner's lead:    high encourage     low encourage

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

Signal on declarer's lead

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

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

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 1430

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

Splinters	1 Major/3NT-Game major raise no sing/void
Truscott	
Moscow rescue over 1NTX	
Lebensohl	



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

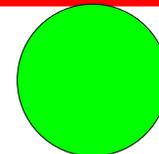
## STANDARD SYSTEM CARD

Names:    Ken Moffitt    Sue Moffitt

ABF Nos:    43524    43559

Basic System:    Acol    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 12+, 4    1♦ 12+, 4    1♥ 12+, 4    1♠ 12+, 4

1 NT 12 - 14    may contain 5 card major

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

Transfers    2♦    2♥    2♠

2 NT    Other: \_\_\_\_\_

2♣ 23= or 95% Game Force

2♦ 20 - 22 or 8PT any suit

2♥ 6 - 10, 6 card

2♠ 6 - 10, 6 card

2 NT 20 - 22

3 NT Gambling

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


## COMPETITIVE BIDDING

Negative doubles through    3D    Responsive doubles through    3D

Jump overcalls    Weak    Unusual NT    Minors/Unbid Suits

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

Immed cue of minor    Michaels

Immed cue of major    Michaels

Over opponent's 1NT (weak)    Pin Point Astro

Over opponent's 1NT (strong)    Pin Point Astro

Over weak twos    Opt X

Over opening threes    Opt X

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4	2NT	10 - 11
	1♥/♠	6+ 4	3♣	9 - 11, 4
	1NT	6 - 9	3♦	Splinter, 0
	2♣	6 - 8, 4	3♥	Splinter, 0
	2♦	3 - 6, 6 card	3♠	Splinter, 0
	2♥	3 - 6, 6 card	3NT	12 - 13
	2♠	3 - 6, 6 card	4 bids	

1♦	1♥/♠	6+, 4	3♣	3 - 6, 6 card
	1NT	6 - 9	3♦	9 - 11, 4
	2♣	10+, 4	3♥	Splinter, 0
	2♦	6 - 8, 4	3♠	Splinter, 0
	2♥	3 - 6, 6 card	3NT	12-13
	2♠	3 - 6, 6 card	4♦	
	2NT	10 - 11	4 Other	4C Splinter, 0

1♥/♠	1NT	6 - 9	3♣	3 - 6, 6 card
	2♣	10+, 4	3♦	3 - 6, 6 card
	2♦	10+, 4	3♥/♠	9 - 11, 4
	2♥/♠	6 - 8, 4	3NT	Major game raise, no sing/void
	2NT	10 - 11	4♣/♦	Splinter, 0

2♣	2♦	0 - 4	2♥/♠	5+, 4+ card
	other			

2♦	2♥	0 - 4	3♣/♦	5+, 4+ card
	2♠	5+, 4+ card	3♥/♠	
	2NT	5+	3NT	

2♥/♠	2NT	Ogust	3NT	
	3♣/♦	Strong forcing	4♣/♦	
	3♥/♠	Invitational	4♥/♠	

2NT	3♣	Baron	4♣	
	3♦	Flint	4♦	
	3♥	Forcing, 5+ card	4♥	To play
	3♠	Forcing, 5+ card	4♠	To play
	3NT	To play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	Forcing, 5+ card
3♥/3♠	Forcing, 5+ card
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♦ Opt X

RCO style 2-s Opt X

Other 2-s Opt X

Defence to strong ♣ Disco

Lebensohl Over NT interference

Other uses \_\_\_\_\_

Take out of 4 level pre-empt 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    16 + \_\_\_\_\_

Jump shifts after major opening    16 + \_\_\_\_\_

Responses to strong 2 suit opening    \_\_\_\_\_

Responses to 2NT opening    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     middle     bottom

Signal on partner's lead:    high encourage     low encourage

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

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

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

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

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 1430

4♣    Gerber     when? NT

### Other Conventions

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

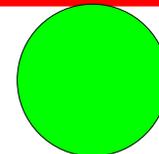
## STANDARD SYSTEM CARD

Names:    Eileen Boocock    Denise McEwan

ABF Nos:    597155    228664

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

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 12-20/3    1♦ 12-20/3    1♥ 11-20/5    1♠ 11-20/5

1 NT 15-17    may contain 5 card major

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

Transfers    2♦ Hearts    2♥ Spades    2♠ Clubs/Diamonds

2 NT 8 pts    Other: \_\_\_\_\_

2♣ 21+

2♦ 6- weak

2♥ 6- weak

2♠ 6- weak

2 NT 20-22 Balanced

3 NT 8-9 quick tricks

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through    \_\_\_\_\_    Responsive doubles through    \_\_\_\_\_

Jump overcalls    weak \_\_\_\_\_    Unusual NT    \_\_\_\_\_

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

Immed cue of minor    Michaels

Immed cue of major    Michaels

Over opponent's 1NT (weak)    DONT

Over opponent's 1NT (strong)    DONT

Over weak twos    x for TO

Over opening threes    x for TO



## BASIC RESPONSES

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

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

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

Jump shifts after major opening    Splinters \_\_\_\_\_

Responses to strong 2 suit opening    Simple Relay < 7 \_\_\_\_\_

Responses to 2NT opening    3♣♦ to play \_\_\_\_\_

## PLAY CONVENTIONS

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

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

Underlead     Other: \_\_\_\_\_    AK doubleton \_\_\_\_\_

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    Low encourage \_\_\_\_\_

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

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

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 3041 \_\_\_\_\_

4♣    Gerber     when?    Only over 1NT \_\_\_\_\_

### Other Conventions

Drury	4th suit forcing to game
Unassuming Cue Bid	Lebensohl
Ogust	Support X & XX
TOM/Walsh	Splinters
Truscott over Majors	



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

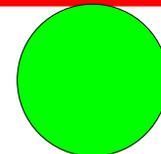
## STANDARD SYSTEM CARD

Names:    Andrew Slater    Keith McDonald

ABF Nos:    107328    105732

Basic System:    Standard    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    2 12+    1♦    4 12+    1♥    5 12+    1♠    5 12+    \_\_\_\_\_

1 NT    15-17    \_\_\_\_\_    may contain 5 card major

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

Transfers    2♦    2♥    2♥    2♠    2♣    3♣ \_\_\_\_\_

2 NT    3♦    Other: Super Accept in Minors \_\_\_\_\_

2♣    21/22 Balanced or 8 playing tricks \_\_\_\_\_

2♦    23/24 Balanced or Game Force \_\_\_\_\_

2♥    6-10 6 card suit \_\_\_\_\_

2♠    6-10 6 card suit \_\_\_\_\_

2 NT    7-11 Minors (or Strong) \_\_\_\_\_

3 NT    Gambling - No outside King \_\_\_\_\_

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


## COMPETITIVE BIDDING

Negative doubles through    3♣    Responsive doubles through    3♣

Jump overcalls    Weak    Unusual NT    Minors/Majors < 12

1NT overcall (immediate)    15-18    (re-opening)    8-10

Immed cue of minor    Natural

Immed cue of major    Natural

Over opponent's 1NT (weak)    Splash

Over opponent's 1NT (strong)    Splash

Over weak twos    X (16-18, 2NT)

Over opening threes    X



## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak
Jump shifts after minor opening	weak		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	NA		
Responses to 2NT opening	3m to play, 3♥ asking, 3♠ to play		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: Ace count, K att, Coded 9's and 10's
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"/>
<b>Signal</b> on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: odds (enc) & evens	
<b>Signal</b> on declarer's lead	count	
<b>Discards</b> McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other:
<b>Count</b> natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>	

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 0314
4♣	Gerber <input type="checkbox"/>	when? never	

### Other Conventions

Over 1NT:X Swine used	1NT is principle force over 1♦/1♥/1♠
Unassuming cue bids	1♦:(1♥):X denies 4 spades
1♦ is only +ve response to 1♣ opening	Lebensohl; Minorwood
Negative free bids	Puppet stayman to str 2NT bids
Splinters	

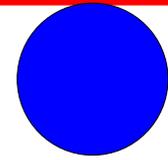


©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©



## STANDARD SYSTEM CARD

Names:	Paul	Ian	
ABF Nos:	164917 ( 138 )	370861	
Basic System:	Modified Polish Club (Nemesis)	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♣	0+♣, 11+ HCP	1♦	5+♦, 11-16	1♥	5+♥, 11-16	1♠	5+♠, 11-16
1NT	12-14, bal but could be 4441 (stiff A/K)			may contain 5 card major <input checked="" type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:				
Transfers	2♦ to ♥	2♥ to ♠	2♣ Baron GF				
2NT	Trf to ♣ or ♦		Other:				
2♠	10-20 HCP any 5440, or 12-21 any 1444, or 21-22 bal, 25-26 bal may have stiff A/K						
2♦	Weak major, 3-7 HCP or 23-24 bal, or any GF						
2♥	weak 6♥ 8-10 HCP, 2NT is a singleton ask						
2♠	weak 6♠ 8-10 HCP, 2NT is a singleton ask						
2NT	Both minors 5/5, 8-11 HCP, 3♥ is asking bid						
3NT	Gambling						

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

Namyats 4♣=♥, 4♦=♠	Bergen raises, puppet stayman, relays
SWINE to 1NT:X	Many X's may be unusual
1♣, 2♣ and 2♦ openings	1♦ is only +ve response to 1♣ opening

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	3♠
Jump overcalls	weak	Unusual NT	varies can be MM
1NT overcall (immediate)	15-17	(re-opening)	15-17
Immed cue of minor	5/5 other minor + a major extended Michaels any strength		
Immed cue of major	5/5 OM/m Michaels any strength		
Over opponent's 1NT (weak)	Cappelletti, DONT if passed or in pass out seat		
Over opponent's 1NT (strong)	DONT		
Over weak twos	X + lebensohl extension		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ hcp any shape forcing	2NT	0-5 hcp, 5/5 in minors
	1♥/♠	4+ 0-5 hcp	3♣	0-5 hcp. 7♣
	1NT	0-5 hcp, at least 4/3 in minors	3♦	0-5 hcp. 7♦
	2♣	0-5 hcp. 5+♣	3♥	0-5 hcp. 7♥
	2♦	0-5 hcp. 5+♦	3♠	0-5 hcp. 7♠
	2♥	0-5 hcp. 6♥	3NT	N/A
	2♠	0-5 hcp. 6♠	4 bids	
1♦	1♥/♠	6-10 (11) hcp. 4+ ♥/♠	3♣	0-6 hcp 6+ ♣
	1NT	Relay F1; 5-7/8 3+♦ or 9+	3♦	0-5 hcp 4+♦
	2♣	6-10 (11) hcp, 5+♣, NF	3♥	splinter
	2♦	8-10 hcp. 3+♦	3♠	splinter
	2♥	0-6 hcp 6♥	3NT	NA
	2♠	0-6 hcp 6♠	4♦	preemptive raise
	2NT	weak 5/5 ♥ & ♣	4 Other	4♣ splinter
1♥/♠	1NT	Relay F1; 3+ fit 5-7/8 or 9+any	3♣	6-9 (10) pts 4+ fit (Bergen)
	2♣	6-10(11) hcp 5+♣ Non Force	3♦	10-12 hcp 4+ fit (Bergen)
	2♦	6-10(11) hcp 5+♦ Non Force	3♥/♠	Raise is 0-5 4+, OM splinter
	2♥/♠	3+ fit 8-10, OM varies	3NT	NA
	2NT	4-8 both minors (5+)	4♣/♦	splinters
2♣	2♦	any 7+hcp.	2♥/♠	0-6 hcp 3+♥/♠
	other	2NT = 0-6 hcp No 3 card M. 3♣ = P or C. Other = 0-6 hcp 7+card suit		
2♦	2♥	Pass or Correct	3♣/♦	NF
	2♠	Pass or Correct, prefers ♥	3♥/♠	Pass or Correct if used
	2NT	Asking	3NT	To play
2♥/♠	2NT	Singleton Ask	3NT	To play
	3♣/♦	F1	4♣/♦	splinter
	3♥/♠	raise is preemptive	4♥/♠	To play
2NT	3♣	To play	4♣	preemptive
	3♦	To play	4♦	preemptive
	3♥	F1 Shape Ask	4♥	To play
	3♠	To play, can raise with fit	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	good 6+ suit NF
3♥/3♠	good 6+ suit NF
4♣	trf to ♥
4♦	trf to ♠
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other    Over 1m = Both majors; over 1M = both minors

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round     Relays used in most cases                      Game force

NT Checkback                       Priorities                      NA usually relays apply plus stayman etc

Defence to 3NT opening                      4♣ = MM better ♥; 4♦ = MM better ♠

Defence to opening Two's:                      Multi 2♦    X= 11-15, 5+ ♥; 2♥= 16+ any shape

RCO style 2-s                      2NT = 16-18 majors stopped  
X=16+, 2nd X=TO, 3rd X=Penalty

Other 2-s                      X, leaping michaels, lebensohl

Defence to strong ♣                      X = Trf to ♥, 1♦ = ♠; 1♥,1♠,1NT = CRO

Lebensohl                      Over NT interference

Other uses                      Over X of opponents weak 2M opening

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

## OTHER NOTES

Lebensohl always applies over interference of 1NT openings & overcalls

Puppet stayman over strong NT rebids for 1♣, 2♣ and 2♦ openings

27/05/2012

## BASIC RESPONSES

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

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

Jump shifts after minor opening      Weak \_\_\_\_\_

Jump shifts after major opening      Weak \_\_\_\_\_

Responses to strong 2 suit opening      2♦ negative or waiting \_\_\_\_\_

Responses to 2NT opening      Transfers and Baron \_\_\_\_\_

## PLAY CONVENTIONS

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

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

                                 Underlead       Other: Overlead all except AK bare \_\_\_\_\_

Four or more with an honour      4th highest       attitude

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

From 4 small      2nd highest       Other: Even card McKenny \_\_\_\_\_

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

                                 Other: Odd encouraging, even McKenny \_\_\_\_\_

Signal on declarer's lead      Odd encouraging, even McKenny \_\_\_\_\_

Discards      McKenny       high encourage       low encourage

                                 odd/even       Other: Odd encouraging, even McKenny \_\_\_\_\_

Count      natural       reverse       Natural when used \_\_\_\_\_

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: 3041 \_\_\_\_\_

4♣      Gerber       when?      Only after direct NT openings \_\_\_\_\_

### Other Conventions

Truscott raises \_\_\_\_\_

DOPI and ROPI \_\_\_\_\_

Checkback on NT bids \_\_\_\_\_

Swine \_\_\_\_\_

4th suit forcing \_\_\_\_\_



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

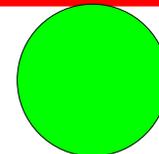
## STANDARD SYSTEM CARD

Names:      David Harrison      Lech Kaszubski

ABF Nos:      161934      311464

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

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣      10+ 3 \_\_\_\_\_      1♦      10+ 4 \_\_\_\_\_      1♥      10+ 4 \_\_\_\_\_      1♠      10+ 5 \_\_\_\_\_

1 NT      12 to 14 \_\_\_\_\_      may contain 5 card major

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

Transfers      2♦ to 2♥ \_\_\_\_\_      2♥ to 2♠ \_\_\_\_\_      2♠ to 3♣/3♦ \_\_\_\_\_

2 NT      Invitational \_\_\_\_\_      Other: 3♣ Baron \_\_\_\_\_

2♣      Unlimited strong \_\_\_\_\_

2♦      Weak 2 in ♥ or ♠, 7 or 8 playing tricks in any suit or 27/28 flat \_\_\_\_\_

2♥      Weak ♥ and another suit, at least 5/5 \_\_\_\_\_

2♠      Weak ♠ and a minor, at least 5/5 \_\_\_\_\_

2 NT      21 to 22 \_\_\_\_\_

3 NT      Direct ace ask \_\_\_\_\_

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

Immediate cue of a minor is natural \_\_\_\_\_

Jump overcalls are 7 or 8 Playing tricks \_\_\_\_\_

Negative doubles are 9+ or negative \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through      4♥ \_\_\_\_\_      Responsive doubles through      2♠ \_\_\_\_\_

Jump overcalls      7/8 p.tricks \_\_\_\_\_      Unusual NT      For the minors and lower unbid \_\_\_\_\_

1NT overcall (immediate)      15 to 17 \_\_\_\_\_      (re-opening)      10/11 \_\_\_\_\_

Immed cue of minor      Natural \_\_\_\_\_

Immed cue of major      Michaels \_\_\_\_\_

Over opponent's 1NT (weak)      Cappelletti \_\_\_\_\_

Over opponent's 1NT (strong)      Brozel \_\_\_\_\_

Over weak twos      X \_\_\_\_\_

Over opening threes      X \_\_\_\_\_

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+ and 4♦	2NT	15 to 17 no majors
	1♥/♠	5+ and 4♥/♠	3♣	10/11 and 5♣
	1NT	5 to 8	3♦	
	2♣	5 to 8 and 4+♣	3♥	
	2♦	6+♦ weak less than 6 pts	3♠	
	2♥	6+♥ weak less than 6 pts	3NT	to play
	2♠	6+♠ weak less than 6 pts	4 bids	
1♦	1♥/♠	5+ and 4♥/♠	3♣	weak 6+♣ less than 6 pts
	1NT	5 to 8	3♦	10/11 and 4♦
	2♣	9+ and 4+♣	3♥	
	2♦	5 to 9 and 4+♦	3♠	
	2♥	6+♥ weak less than 6 pts	3NT	to play
	2♠	6+♠ weak less than 6 pts	4♦	
	2NT	15 to 17 no majors	4 Other	
1♥/♠	1NT	5 to 8	3♣	weak 6+♣ less than 6pts
	2♣	9+ and 5♣	3♦	weak 6+♦ less than 6 pts
	2♦	9+ and 5♦	3♥/♠	10 to 11 and 4(3+♥/♠)
	2♥/♠	5 to 9 and 3+♥/♠	3NT	to play with max 2♥/♠
	2NT	15 to 17 no support	4♣/♦	
2♣	2♦	negative or waiting	2♥/♠	natural positive A & a K or 8+
	other	2/3NT aceless 8 to 10/11 to 12	3 any =	positive with (semi) solid suit
2♦	2♥	pass or correct	3♣/♦	
	2♠	to play opposite a weak 2♥	3♥/♠	
	2NT	positive enquiry	3NT	to play
2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	correctable	4♣/♦	invitational and correctable
	3♥/♠	natural	4♥/♠	to play
2NT	3♣	baron (bid 4 cd suits up the line)	4♣	gerber
	3♦	transfer to ♥	4♦	
	3♥	transfer to ♠	4♥	
	3♠	both minors 4/4 min	4♠	
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	baron - bid 4 card suits up the line
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                      point range then major support

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦                      X for takeout usually at least 15/16

2NT = 15 to 18 both majors stopped

### RCO style 2-s

### Other 2-s

### Defence to strong ♣

brozel style

### Lebensohl

Over NT interference

### Other uses

### Take out of 4 level pre-empts

4♣/4♦                      X for takeout  
4♥                      X for takeout                      4♠                      4NT for minors

## OTHER NOTES

### After 2♥-2NT

### After 2♠-2NT

3♣ = min ♥+♣

3♣ = min ♠+♣

3♦ = min ♥+♦

3♦ = min ♠+♦

3♥ = min ♥+♠

3♥ = max ♠+♣

3♠ = max ♥+♠

3♠ = max ♠+♦

3NT = max ♥+minor

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: Inverted

Jump raises - majors    limit     forcing     Other: Bergen

Jump shifts after minor opening    Weak jump responses in majors.

Jump shifts after major opening    Mini splinters

Responses to strong 2 suit opening    ---

Responses to 2NT opening    (Equiv) Stayman, transfers

## PLAY CONVENTIONS

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

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

Underlead     Other: Aces for Att, King for count

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

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

From 3 cards (no honour)    top     middle     bottom

Signal on partner's lead:    high encourage     low encourage

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

Signal on declarer's lead    Reverse Count

Discards    McKenney     high encourage     low encourage

odd/even     Other: First discard only

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 3014

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

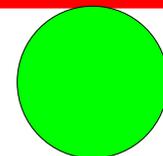
## STANDARD SYSTEM CARD

Names: Peter Chan    David Lusk

ABF Nos: \_\_\_\_\_

Basic System: ACOL

Classification: Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

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

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

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

Transfers 2♦ --> H    2♥ --> S    2♠ Baron

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

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

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

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

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

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

3 NT Gambling. running minor, little outside.

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

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

TWERB over strong 1C    Inverted minors

BERGEN Raises

## COMPETITIVE BIDDING

Negative doubles through 4H    Responsive doubles through 4H

Jump overcalls    Weak style    Unusual NT    Lower unbid suits

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

Immed cue of minor    Majors <opening or 17+

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

Over opponent's 1NT (weak)    Cappelletti

Over opponent's 1NT (strong)    Cappelletti

Over weak twos    X

Over opening threes    X



## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 6-9 pts 5+support no void  
 Jump raises - majors limit  forcing  Other: 6-9 pts 4+support no 0/1  
 Jump shifts after minor opening at 2 level = 0-5 pts 6+suit 3+level = splinter g/f  
 Jump shifts after major opening at 2 level = 0-5 pts 6+suit 3+ level = splinter g/f  
 Responses to strong 2 suit opening 2♦ = < 2 controls rest = natural 2+ controls  
 Responses to 2NT opening

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? never

### Other Conventions

RKCB 0 or 3 then or 4 then 2(w/out, with)  
 do not use king ask or minor wood  
 5NT =trump ask 1st step = 0 then 123 etc.



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1

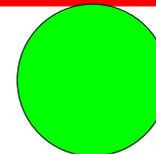


AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names: Kevin Lange Peter Colmer  
 ABF Nos: 197688 195952  
 Basic System: Standard American better minor  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+ 10+hcp 1♦ 3+ 10+hcp 1♥ 5+ 11+hcp 1♠ 5+ 11+hcp  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ ♥ 2♥ ♠ 2♠ baron  
 2 NT to minor Other: \_\_\_\_\_  
 2♣ 19+unbalanced or 23+ balanced  
 2♦ 7-10 with a 6 card major  
 2♥ 7-10 5+♥ 4+minor  
 2♠ 7-10 5+♠ 4+minor  
 2 NT 21-22 balanced  
 3 NT gambling long solid minor

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠  
 Jump overcalls weak Unusual NT minors or majors  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor other minor + a major  
 Immed cue of major other major + a minor  
 Over opponent's 1NT (weak) modified cappelletti  
 Over opponent's 1NT (strong) modified cappelletti  
 Over weak twos x = t/o  
 Over opening threes x = t/o

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+hcp 4+♦	2NT 10+pts 5+♣ no void
	1♥/♠	6+hcp 4+suit	3♣ 6-9pts 5+♣ no void
	1NT	6-9 no major	3♦ g/f splinter 0/1♦ 5+♣
	2♣	6-9 4card♣	3♥ g/f splinter 0/1♥ 5+♣
	2♦	0-5hcp 6+♦	3♠ g/f splinter 0/1♠ 5+♣
	2♥	0-5hcp 6+♥	3NT 13-15 any 4333
	2♠	0-5hcp 6+♠	4 bids
1♦	1♥/♠	6+hcp 4+suit	3♣ g/f splinter 0/1♣ 5+♦
	1NT	6-9hcp no major	3♦ 6-9pts 5+♦ no void
	2♣	10+[8+] hcp 4+♣	3♥ g/f splinter 0/1♥ 5+♦
	2♦	6-9hcp 4card♦	3♠ g/f splinter 0/1♠ 5+♦
	2♥	0-5hcp 6+♥	3NT 13-15 any 4333
	2♠	0-5hcp 6+♠	4♦
	2NT	10+pts 5+♦ no void	4 Other
1♥/♠	1NT	6-9hcp	3♣ g/f splinter 0/1♣ with support
	2♣	10+[8+]hcp 4+♣	3♦ g/f splinter 0/1♦ with support
	2♦	10+[8+]hcp 4+♦	3♥/♠ 6-9 4+support no shortage
	2♥/♠	6-9 3card support not 4333 shape	3NT 13-15 any 4333
	2NT	10+hcp 3+support with no shortage	4♣/♦ 4♥♠=0-9with a shortage somewhere
2♣	2♦	<2controls [see notes]	2♥/♠ 3♣3♦=5+suit 2+controls
	other	2nt = 2+contrls no 5card suit	3♥/♠=4441 short bid suit 2+ controls
2♦	2♥	correctable	3♣/♦ natural not forcing 6+suit
	2♠	correctable	3♥/♠ correctable
	2NT	3♣♦=max 3♥♠=min	3NT to play
2♥/♠	2NT	asks for minor	3NT to play
	3♣/♦	natural not forcing	4♣/♦ correctable to minor
	3♥/♠	natural not forcing	4♥/♠ to play
2NT	3♣	asks for 4 or 5 card major [see notes]	4♣ sets suit demands cues
	3♦	5+♥	4♦ sets suit demands cues
	3♥	5+♠	4♥ to play
	3♠	minors	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam try
3♥/3♠	slam try
4♣	sets suit demands cues
4♦	sets suit demands cues
4♥	to play
4♠	t0 play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

   other                      majors or minors

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities

Defence to 3NT opening                      x = lead ♠

Defence to opening Two's:                      Multi 2♦                      x = 16+ all else = natural

RCO style 2-s                      x = 16+ all else = natural

Other 2-s                      specific 2----- x = t/o of the highest rank rest = natural even if opp.  
   have shown this suit

Defence to strong ♣                      x = majors                      nt = minors                      rest = natural

Lebensohl                      Over NT interference

Other uses                      after we make t/o x of opp. weak2 of major or 5-5 major+another

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

## OTHER NOTES

super accepts after transfers 1nt/2♦ 2♥= no 4 card ♥, 3♥ = min 4♥ suit= nat 4♥max

x opp. 1nt or any 2 bid with no anchor suit. our 2nd x by either hand is t/o, 3rd x = penalties

2nt --3♣--3♦= no 5 card major then 3♥♠ shows 4 of suit 4 suit

3♥♠ = 5 card suit

2♣--2♦--2♥=strong --then 2♠ = 0 controls all other bids natural 1 control

2♣--2♦--2nt= bal. 23-24 further bidding as for 2nt opening

## 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:	Bergen raises
Jump shifts after minor opening	Strong			
Jump shifts after major opening	1H/S - 3C/D: 1H - 2S: 1S - 3H, Bergen raises			
Responses to strong 2 suit opening	N/A			
Responses to 2NT opening	Where strong and natural, Stayman, transfers			

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump		<b>'S'</b> Versus Suit		✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>		
	Underlead <input type="checkbox"/>	Other: A(Q) = Attitude, K = 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"/>	
<b>Signal</b> on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>		
	Other: See above under Leads			
<b>Signal</b> on declarer's lead	Reverse count (where signalling)			
<b>Discards</b> McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>		
	odd/even <input type="checkbox"/>	Other:		
<b>Count</b> natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>			

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	0/3, 1/4, 2 no QT, 2+QT
4♣	Gerber <input checked="" type="checkbox"/>	when?	Natural 1 NT and 2NT bids	

### Other Conventions

1C & +ve, Alpha, Beta, Gamma, Epsilon	1C - 1D - 1H = 19+
Splinters	1C - 1D - 1H - 1S (0-4) - 2C = GF (2D = 0-2)
Long Suit Trial Bids	1D - 2NT - 3C (= 4D) - 3D = numb of hon?
Bergen Major Suit Raises	1D - 2NT - 3D onwards = normal Gamma
Transfer Overcalls over 1NT	PODI over interference



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	John Zollo	Roger Januszke		
ABF Nos:	200115	197394		
Basic System:	Precision	Brown Sticker <input type="checkbox"/>		
Classification:	Green <input type="checkbox"/>	Blue <input checked="" type="checkbox"/>		Red <input type="checkbox"/>

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>	
1♣	16+, 0+	1♦	11-15, 4+	1♥ 11-15, 4+	1♠ 11-15, 5+
1 NT	12-15, balanced			may contain 5 card major <input type="checkbox"/>	
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: (May not have Major)		
Transfers	2♦ Hearts	2♥ Spades	2♠ Baron		
2 NT	Weak C or D, or		Other: Strong C and/or D		
2♣	11-15, 6+ C, or 5+ C and 4 card Major				
2♦	Weak 6 card Major, or 23-24 balanced				
2♥	Hearts & Minor, 5-5, < 10 HCP				
2♠	Spades & Another, 5-5, < 10 HCP				
2 NT	Minors, 5-5, < 10 HCP				
3 NT	Gambling, solid Minor, no outside A or K in 1st or 2nd position				

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

Bergen Major suit raises	Over Precision 1C, X = Majors, 1NT = Minors
Transfer overcalls over (their) 1NT	

## COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	Weak	Unusual NT	Majors or Minors
1NT overcall (immediate)	15-18	(re-opening)	12-15 (occasionally 11)
Immed cue of minor	Other Minor & a Major, 5-5, weakish		
Immed cue of major	Other Major & a Minor, 5-5, weakish		
Over opponent's 1NT (weak)	Transfer overcalls		
Over opponent's 1NT (strong)	Transfer overcalls		
Over weak twos	Double for T/O, 2NT natural		
Over opening threes	Double for T/O, 3NT natural		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7, 0+	2NT	14-15, no 5 card suit
	1♥/♠	8+, 5+	3♣	8+, 4-4-1-4
1NT		8-13 or 16+, no 5 card suit	3♦	8+, 4-1-4-4
2♣		8+, 5+	3♥	Solid 6 card Minor
2♦		8+, 5+	3♠	Solid 6 card Major
2♥		8+, 1-4-4-4	3NT	Solid 7 card C
2♠		8+, 4-4-4-1	4 bids	4D = Solid 7 card D, etc

1♦	1♥/♠	6+, 4+	3♣	16+, 5+
1NT		6-9, no Major	3♦	8-11, 4+
2♣		10+, 4+	3♥	Splinter
2♦		5-9, 4+	3♠	Splinter
2♥		16+, 5+	3NT	To play
2♠		16+, 5+	4♦	Pre-emptive
2NT		16+, Gamma	4 Other	4C = RKCB in D

1♥/♠	1NT	6-9	3♣	6-9, 4 card support
	2♣	10+, 4+	3♦	9-11, 4 card support
	2♦	10+, 4+	3♥/♠	Raise = 0-6, 4: 1S - 3H = Bergen
	2♥/♠	Raise = 5-9, 3: 1H - 2S = Bergen	3NT	13-15, flat raise (4 trumps)
	2NT	16+, Gamma	4♣/♦	Splinters

2♣	2♦	8+, Relay	2♥/♠	Constructive, Non-forcing
other		2NT = invitation: 2C - 4D = RKCB in C		

2♦	2♥	Pass or correct	3♣/♦	Constructive, Non-forcing
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Ogust (3H/S = Maximum)	3NT	To play

2♥/♠	2NT	Inquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Raise = pre-emptive	4♥/♠	Raise = to play

2NT	3♣	To play	4♣	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	One round force	4♥	To play
	3♠	One round force	4♠	To play
	3NT	To Play	other	

## CONVENTIONS

### Additional responses to 1NT

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

Unusual NT: minors  other suits  lower 2 unbid suits

other South Australian Michael's Cue Bids

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities

Defence to 3NT opening Double with strength

Defence to opening Two's: Multi 2♦ 2NT = 15-18, Double for T/O, 2nd Partnership X is

also for T/O, 3rd is for penalties

RCO style 2-s

Other 2-s

Defence to strong ♣ Double = Majors, 1NT = Minors, other overcalls natural

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ Double, 4NT = 2 suiter

## OTHER NOTES

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

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

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

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

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

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

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening to a major : 13+hcp with 6+suit  
 Jump shifts after major opening to a minor : pre-emptive  
 Responses to strong 2 suit opening \_\_\_\_\_  
 Responses to 2NT opening 3C/3D to play, 3NT 16+

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Ace from AK bare  
 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 Count when appropriate  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse  \_\_\_\_\_

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430  
 4♣ Gerber  when? over NT or when implied contract is NT

### Other Conventions

Cue Bids	Dopi/Ropi
Splinters	5 card Stayman over 2NT rebid
Namyats	4th suit forcing
Unassuming cue	



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1

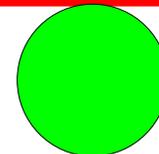


AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names: Margaret Glasson Ken Glasson (TAS-Seniors)  
 ABF Nos: 161748 234664  
 Basic System: Power Acol (partial) Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11-20 / 4 1♦ 11-20 / 4 1♥ 11-20 / 4 1♠ 11-20 / 4  
 1 NT 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: Non-forcing  
 Transfers 2♦ hearts 2♥ spades 2♠ \_\_\_\_\_  
 2 NT \_\_\_\_\_ Other: \_\_\_\_\_  
 2♣ Game Force or 23-24 bal  
 2♦ Multi: 6-10 major or 21-22 bal  
 2♥ 6-10hcp, ♥+minor 5/4+  
 2♠ 6-10hcp, ♠+minor 5/4+  
 2 NT 6-12, minors  
 3 NT Pre-emptive minor at 4-level

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

2C response = 10-12hcp 4C/4D Namyats  
 2D response = 13+ \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S  
 Jump overcalls Weak Unusual NT Minors  
 1NT overcall (immediate) 15-18 (re-opening) 10-12  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) Cappelletti  
 Over opponent's 1NT (strong) Cappelletti  
 Over weak twos X = T/O, Suit overcall natural  
 Over opening threes X optional, mainly for T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5-12 4+suit	2NT	
	1♥/♠	5-12 4+suit	3♣	pre-emptive
	1NT	6-9	3♦	pre-emptive
	2♣	10-12, no major ... Artificial	3♥	pre-emptive
	2♦	13+ ... Artificial	3♠	pre-emptive
	2♥	13+ 6+suit	3NT	
	2♠	13+ 6+suit	4 bids	

1♦	1♥/♠	5-12 4+suit	3♣	pre-emptive
	1NT	6-9	3♦	pre-emptive
	2♣	10-12, no major ... Artificial	3♥	pre-emptive
	2♦	13+ ... Artificial	3♠	pre-emptive
	2♥	13+ 6+suit	3NT	
	2♠	13+ 6+suit	4♦	
	2NT		4 Other	

1♥/♠	1NT	6-9	3♣	pre-emptive
	2♣	10-12 ... Artificial	3♦	pre-emptive
	2♦	13+ ... Artificial	3♥/♠	
	2♥/♠	support (9losers)	3NT	
	2NT	6-12 5+ in each suit	4♣/♦	

2♣	2♦	Negative or relay	2♥/♠	Positive, 5+suit
	other			

2♦	2♥	Forced response	3♣/♦	
	2♠		3♥/♠	
	2NT	15+ inquiry of suit & quality	3NT	

2♥/♠	2NT	Inquiry	3NT	
	3♣/♦	Invitational	4♣/♦	
	3♥/♠	Pre-emptive	4♥/♠	Pre-emptive

2NT	3♣	simple preference	4♣	
	3♦	simple preference	4♦	
	3♥	natural 6+suit, invitational	4♥	
	3♠	natural 6+suit, invitational	4♠	
	3NT	16+, To Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Strong, good suit
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                      values

Defence to 3NT opening                     

Defence to opening Two's:                      Multi 2♦                      Dbl = 16+, 2NT 15-18, Suit natural

RCO style 2-s                      Dbl 16+, Suit natural

Other 2-s                      generally as above

Defence to strong ♣                      X = strong, Suit natural

Lebensohl                      Over NT interference

Other uses

Take out of 4 level pre-empts                      4♣/4♦                      optional Dbl

4♥                      optional Dbl                      4♠                      optional Dbl

## OTHER NOTES

### SPECIAL RESPONSES BY PASSED HAND

2C = maximum pass - no good support

2D = maximum pass - with support

2H/2S = maximum pass - 5 in this suit + 4card support

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: weak 4-6

Jump raises - majors limit  forcing  Other: weak 4-6

Jump shifts after minor opening in other minor=Lim+raise, in major=weak 0-4

Jump shifts after major opening in other major=Lim raise, in minor=Bergen raise

Responses to strong 2 suit opening 2D = Neg or relay, 2H/2S strong 6card 8+

Responses to 2NT opening 3C/3D preference, 3H artificial inquiry

## PLAY CONVENTIONS

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

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

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

Four or more with an honour 4th highest  NT attitude  S

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

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

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

Signal on partner's lead: high encourage  low encourage

Other: Pd leads Ace .. McKenny signal, Pd leads K .. Attitude

Signal on declarer's lead Reverse count(original count) when helpful

Discards McKenney  NT high encourage  low encourage  S

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

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 4-minor RKCB

4♣ Gerber  when? 1st response after 1NT opening

### Other Conventions

CHECKBACK(Crowhurst) LEBENSOHL - Overcalls of our 1NT

4th SUIT FORCING - Response to X of Wk2

SWINE ... (Pass includes a Weak 4333)

BLACKOUT - To Pd's reverse bids



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

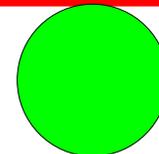
## STANDARD SYSTEM CARD

Names: Roger Watts (TAS-Seniors) Pat Beattie

ABF Nos: 163376 435430

Basic System: Acoll Wk NT / 5card majors Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple  extended  Other: NT invitation

Transfers 2♦ hearts 2♥ spades 2♠ clubs

2 NT diamonds Other: 3C/3D minors, 3H/3S slam invitation

2♣ strong unbal GF / strong bal 23+ / strong major (8+ Play Tricks)

2♦ weak-2 major / strong bal 21-22 / strong minor (8+ Play Tricks)

2♥ weak ♥+ minor ~ 5/5 5-10, or 5/4 8-10 nv

2♠ weak ♠+ minor ~ 5/5 5-10, or 5/4 8-10 nv

2 NT weak minors ~ 5/5+

3 NT long solid minor, no outside entry (1st, 2nd seat only)

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

1NT rebid 15-18, 2NT jump rebid 19-20 Jump in other major = Lim raise

2NT non-jump rebid 14-17 Jump in other minor = Lim+ raise

3NT jump rebid 18-20 Lebensohl X = T/O (inv. values balanced)

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 3S

Jump overcalls Weak Unusual NT Lower 2 unbid - weak or 17+

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

Immed cue of minor majors 5/5 - weak or strong 17+

Immed cue of major major-minor 5/5, weak or strong 17+

Over opponent's 1NT (weak) X=Pen, 2♣=M+M, 2♦=one M, 2♥/♠=M+m, 2N m+m

Over opponent's 1NT (strong) X=T/O(4cd M + 5cd m), < other bids as above >

Over weak twos X=T/O, Suit non-forcing, Jump suit=strong, 2NT 15-18

Over opening threes X=T/O, Suit non-forcing, Jump in suit=strong

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+, 3+ diam (may be 6-7 bal)	2NT	10-12, 4/5 clubs bal
	1♥/♠	5+, 4+ suit	3♣	4-6, 5+ clubs unbal
	1NT	8-9, 4 clubs bal	3♦	n/a
	2♣	7-9, 5+clubs	3♥	n/a
	2♦	10+, 5+clubs unbal	3♠	n/a
	2♥	0-4, natural 6card	3NT	13-15 bal, no major
	2♠	0-4, natural 6card	4 bids	
1♦	1♥/♠	5+, 4+ suit	3♣	10+, 5+ diam unbal
	1NT	6-9, bal	3♦	4-6, 5+ diam unbal
	2♣	10+, natural usually unbal	3♥	n/a
	2♦	7-9, 5+ diam	3♠	n/a
	2♥	0-4, natural 6card	3NT	13-15 bal, no major
	2♠	0-4, natural 6card	4♦	RKCB
	2NT	10-12, balanced	4 Other	
1♥/♠	1NT	6-9/10, 0-2 trumps	3♣	7-9, 4card support
	2♣	10+, natural usually unbal	3♦	10-12, 4card support
	2♦	10+, natural usually unbal	3♥/♠	4-6, 4card support
	2♥/♠	7-9 (9 losers), 3 trumps	3NT	13-15, flat with 2 or 3 trumps
	2NT	12+(7 losers), 4 trumps	4♣/♦	Splinter
2♣	2♦	0-7 Neg, or relay 8+	2♥/♠	8+, strong 6card suit
	other			
2♦	2♥	relay ... 'Pass or Correct'	3♣/♦	Strong suit, forcing.
	2♠	♥ suit ... 'Pass or C'	3♥/♠	Pre-empt ... 'Pass or C'
	2NT	Artificial ... inquiry	3NT	To Play
2♥/♠	2NT	Artificial ... inquiry	3NT	???
	3♣/♦	prefer minor ... 'Pass or C'	4♣/♦	???
	3♥/♠	Pre-emptive	4♥/♠	Possibly pre-emptive
2NT	3♣	To play	4♣	RKCB for ♣s
	3♦	To play	4♦	RKCB for ♦s
	3♥	Artificial ... inquiry	4♥	Natural to play
	3♠	Natural	4♠	Natural to play
	3NT	To play	other	5C/5D to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	5/5 minors ... 3C invitational, 3D gameforce
3♥/3♠	Natural slam interest. Opener cues lowest Ace if interested, else 3NT
4♣	Gerber ... replies 4D=0 or 4, 4H=1, etc
4♦	RKCB for ♦
4♥	Natural, to play
4♠	Natural, to play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other                      may be weak 5-10, or strong 17+ GF

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities                      3 card support for responder

Defence to 3NT opening                      ???

Defence to opening Two's:                      Multi 2♦                      1st X values, 2nd X T/O, 3rd X Pen, 2NT16-18

RCO style 2-s                      Suit 11-15, Jump suit 16-18, X then NT or suit 19+  
X 12-15 bal, 2NT 16-18 bal, X then NT or suit 19+

Other 2-s                      Suit 11-15, Jump suit 16-18 .. 6 or strong 5card  
Natural wk 2D/H/S : X=T/O 12+ if 4441, 15+ if 4432

Defence to strong ♣                      Suit 11-15, Jump 16-18 .. 6 or strong 5card  
TWERB .. X=values, Suit = 1-suit above or 2-suiter 2/3 above  
1NT=non-tch 2-suits .. responder bids lower of her 2 best suits

Lebensohl                      Over NT interference  lebensohl. X=T/O 11-12 bal

Other uses

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

## OTHER NOTES

RESPONSE TO 2NT 21+ : 3C Puppet, 3D/H Trfs, 3S minors 5/5, 4C/D RKCB

INTERFERENCE (if they overcall our 1-Suit) .. Cue=10+ raise, Suit=5card, X=Neg

PASS AFTER INTERFERENCE eg 1S -(2C) - / - / ... opener must bid again or X

PEN X : 4-level .. if we forced to game we must X(good trumps) or bid 1 more.

3-level .. only X atimps if 4 decent trumps and it is 'our hand'.

5-level .. always X or bid on if 'our hand'                      2 LEVEL X=T/O, never Pen

## BASIC RESPONSES

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

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

Jump shifts after minor opening V.Weak(major) ; Millwood Ask(other minor)

Jump shifts after major opening Cue bid \_\_\_\_\_

Responses to strong 2 suit opening 2D neg \_\_\_\_\_

Responses to 2NT opening 3C/3D preference - To play \_\_\_\_\_

## 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: McKenney \_\_\_\_\_

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

Discards McKenney  high encourage  low encourage

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

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

## CONVENTIONS

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

4♣ Gerber  when? After NT or 2C \_\_\_\_\_

### Other Conventions

Truscott \_\_\_\_\_

DOPI \_\_\_\_\_

Millwood Ace ask - minor openings \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

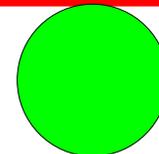
## STANDARD SYSTEM CARD

Names: Val Badcock Judy Mann (TAS-Seniors)

ABF Nos: 330280 153702

Basic System: Standard Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+, 2 1♦ 11+, 4 1♥ 11, 5 1♠ 11, 5

1 NT 15-18 may contain 5 card major

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

Transfers 2♦ 2H 2♥ 2S 2♠ 3C

2 NT 3D Other: \_\_\_\_\_

2♣ 8 Playing tricks unbal / 19+ bal (except 23-24 bal)

2♦ Weak 6card major / 23-24 bal

2♥ ♥+Another 5/4+, 5-10hcp

2♠ ♠+Another 5/4+, 5-10hcp

2 NT Minors 5/5 vul, 5/4+nv, 5-10hcp

3 NT \_\_\_\_\_

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

Cue bidding at low level \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 2S Responsive doubles through 2S

Jump overcalls Weak Unusual NT Minors 5/5 vul, but 5/4 nv

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

Immed cue of minor Majors

Immed cue of major Major/minor

Over opponent's 1NT (weak) Cappelletti X=Pen, 2C=S.Suit, 2D majors 4/4+

Over opponent's 1NT (strong) Cappelletti X=Pen, 2C=S.Suit, 2D majors 5/5

Over weak twos 2NT is T/O

Over opening threes 3NT is To Play

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4+suit	2NT	11-13, natural
	1♥/♠	6+, 4+suit	3♣	Lim raise 10-12
	1NT	6-9	3♦	
	2♣	6-9, 5♣s	3♥	
	2♦	Cue, 1st Rd control	3♠	
	2♥	V.weak, natural	3NT	To Play
	2♠	V.weak, natural	4 bids	4D is Millwood

1♦	1♥/♠	6+, 4+suit	3♣	
	1NT	6-9	3♦	Lim raise 10-12
	2♣	10+, 4+suit	3♥	
	2♦	6-9, 4+card support	3♠	
	2♥	V.weak, natural	3NT	To Play
	2♠	V.weak, natural	4♦	Invitational to 5D
	2NT	11-13, natural bal	4 Other	4C is Millwood

1♥/♠	1NT	6-9	3♣	Cue, 1st Rd control
	2♣	10+, 4+suit	3♦	Cue, 1st Rd control
	2♦	10+, 4+suit	3♥/♠	Lim raise (but 1H-2S is Cue)
	2♥/♠	6-9, 2-3 card support	3NT	To Play
	2NT	11-13, natural	4♣/♦	

2♣	2♦	0-7 neg	2♥/♠	8+, 5+suit
	other	2NT = 8+ bal		

2♦	2♥	Relay	3♣/♦	To Play
	2♠	To Play	3♥/♠	
	2NT	Inquiry	3NT	To Play

2♥/♠	2NT	Inquiry	3NT	To Play
	3♣/♦	Pass or Correct	4♣/♦	
	3♥/♠	2S = Pass or Correct	4♥/♠	

2NT	3♣	To Play	4♣	Invitation to 5C
	3♦	To Play	4♦	Invitation to 5D
	3♥	To Play	4♥	To Play
	3♠	To Play	4♠	To Play
	3NT	To Play	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=16+, 2NT 15-18 bal, X of relay = T/O

RCO style 2-s                      Suit 11-15, Jump in suit 16+ 6card suit

Other 2-s

Defence to strong ♣                      Cappelletti style

Lebensohl                      Over NT interference

Other uses

Take out of 4 level pre-empts                      4♣/4♦                      4H/4S To Play

4♥                       4♠                      5C/5D To Play

## OTHER NOTES

Defence to Precision 1C :                      X=clubs, 1D=majors, 1H=H+Another, 1S=S+Another 5/4+

1Nt=minors, 2-Suit natural

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: Preemptive

Jump raises - majors      limit       forcing       Other: Preemptive

Jump shifts after minor opening      16+ solid suit

Jump shifts after major opening      Mini or maxi splinters

Responses to strong 2 suit opening

Responses to 2NT opening      3C is correctible, 3D is an enquiry

## 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: Could be 4th

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

Other: Count at NT

Signal on declarer's lead      Count

Discards      McKenney       high encourage       low encourage

odd/even       Other:

Count      natural       reverse

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: 14 30

4♣      Gerber       when?      Over 1NT only

### Other Conventions

Over our Gambling 3NT 4D asks for shortage and 4NT asks for length.      After 1C opening and weak response (1D X,XX, pass) and 2 level interference 2NT is Lebensohl style.

1D - 1Maj; 3D=6 card and 3 card support      After 1C opening and positive response

After 1C; 1NT= 9+ with Ds      X is penalty.

After 1C; 2D = bal 9-11 or 15+



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

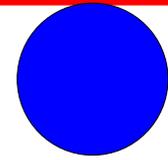
## STANDARD SYSTEM CARD

Names:      Gary Ridgway      Arthur Robbins

ABF Nos:

Basic System:      Precision

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 16hcp 0      1♦ 11-15 4(1in3/4)      1♥ 11-15 5(4)      1♠ 11-15 5

1 NT      12-15 in 1st/2nd, 14-15 in 3rd/4th.      may contain 5 card major

2♣ Stayman:      simple       extended       Other: 2NT to 2C is any max

Transfers      2♦ > H      2♥ > S      2♠ > C

2 NT      > D      Other:

2♣ 10-15, 5 clubs + 4 major or 6+clubs. 2D enquiry.

2♦ 6-10, major - may be 5 card not vul. 2NT enquiry.

2♥ 6-10, 5+H and 4+S. 2NT enquiry.

2♠ 6-10, 5+S and 4+ minor. 2NT enquiry.

2 NT 6-10, 5/5 H and minor. 3D enquiry.

3 NT Gambling, long solid minor with no outside A or K

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

Big Heart. After 1C - 1D; 1H shows 19+      Jump shift over 1H/S is min/max splinters unbalanced or 20+ balanced.      Jump shift over 1NT is 13+ 4441.

2H opening shows both majors.      In 3rd/4th 1NT is 14/15 and 1D is 1+ D.

## COMPETITIVE BIDDING

Negative doubles through      3S      Responsive doubles through      3S

Jump overcalls      Wk NV/Int Vul      Unusual NT      Minors over M. Other m +M over m.

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

Immed cue of minor      Both Majors 5/4 6-11 or 17+

Immed cue of major      Other M + m 5/5 6-11 or 17+

Over opponent's 1NT (weak)      X=S+another, 2C=C+D/H, 2D=D/H, 2H nat. All 10+.

Over opponent's 1NT (strong)      As above.

Over weak twos      X=takeout. Lebensohl.

Over opening threes      X=takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Negative 0-8 (0)	2NT	12-14 balanced
	1♥/♠	9+ (5)	3♣	9+ 4414 dist.
	1NT	9+ (5 diamonds)	3♦	9+ 4144 dist.
	2♣	9+ (5)	3♥	9+ 1444 dist.
	2♦	Balanced 9-11 or 15+	3♠	9+ 4441 dist.
	2♥	5-8 (6)	3NT	
	2♠	5-8 (6)	4 bids	
1♦	1♥/♠	7+ (4)	3♣	16+ (6)
	1NT	7-10	3♦	<11 (4) preemptive
	2♣	11+ (4)	3♥	12+ splinter
	2♦	6-10 (4)	3♠	12+ splinter
	2♥	16+ (6)	3NT	RKC Step1 response is weak
	2♠	16+ (6)	4♦	<11 (5)
	2NT	11+ (4+D) & no 4 card M	4 Other	4C = 12+ splinter
1♥/♠	1NT	7-10	3♣	Splinter. Mini or maxi.
	2♣	11+ (4)	3♦	Splinter. Mini or maxi.
	2♦	11+ (4)	3♥/♠	<10 (4) preemptive.
	2♥/♠	6-9 (10) (3)	3NT	RKC Step1 response is weak
	2NT	10-15 raise	4♣/♦	12+ splinter with 6 LTC.
2♣	2♦	Ask. Usually 12+	2♥/♠	One round force (5)
	other	3NT is RKC Step1 response is weak		
2♦	2♥	Correctible	3♣/♦	Forcing & natural
	2♠	Good H raise	3♥/♠	3H correctible, 3S nat, forcing
	2NT	Ask. Usually 13+	3NT	To play
2♥/♠	2NT	Ask. Usually 13+	3NT	17+ 5/5 minors
	3♣/♦	16+ over 2H. Correct over 2S	4♣/♦	RKC for H/S resp over 2H
	3♥/♠	To play over 2H.	4♥/♠	To play over 2H.
2NT	3♣	Correctible	4♣	Preemptive, correctible
	3♦	Asking	4♦	Invite to 6H if <2 losers in D.
	3♥	To play	4♥	To play
	3♠	Forcing & natural	4♠	Invite to 6H if <2 losers in S.
	3NT	To play.	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	13+ 4441. Bid suit below singleton.
3♥/3♠	13+ 4441. Bid suit below singleton.
4♣	Gerber - normal
4♦	To play
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other Both minors over a major. Other minor and a major over a minor.

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities

Defence to 3NT opening                      4C=H> or =S, 4D=S>H

Defence to opening Two's:                      Multi 2♦ X=16+ 2H,S show 4+ with 12-15.

RCO style 2-s                      Lebensohl after X and 2H/S overcall.  
X=16+ Lebensohl

Other 2-s                      Over 2NT (minors) 3C/3D for majors 3C=11-14, 3D=15+

Defence to strong ♣                      X= good 1/2 suiter. 1NT=C/H or D/S. 1D,H,S & 2C natural  
Jumps show that suit and the suit above 5/4. 2NT=minors.

Lebensohl                      Over NT interference  After interference over our 1C and  
Other uses weak response. Over weak 2s inc multi and RCOs. (1S) X (2S)

Take out of 4 level pre-empts                      4♣/4♦ X=TO Cue =2 suiter  
4♥ X=T/O 4N=m                      4♠ X=Pts 4NT=2 suiter

## OTHER NOTES

Vs 2NT (minors) opening - 3D is stronger than 3C - both are T/O for majors.  
After 2NT (minors) interference; 3C= GF other major, 3D= GF bid major, X=3/3+ mins  
and 4 other major, pass followed by X is penalties, 3H/S are invites.

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: WEAK
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: WEAK
Jump shifts after minor opening	FIT SHOWING		
Jump shifts after major opening	FIT SHOWING		
Responses to strong 2 suit opening	2D NEG OR WAITING ,2H 2-3 CONTROLS		
Responses to 2NT opening	3H FORCING		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit <span style="float: right;">✓ = Both</span>
Sequence leads:	Overlead all <input checked="" 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"/>
<b>Signal</b> on partner's lead:	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
Other:	_____
<b>Signal</b> on declarer's lead	_____
<b>Discards</b> McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other: _____
<b>Count</b> natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 0314 , EXCL RKCB
4♣	Gerber <input type="checkbox"/>	when?	AFTER 1NT

### Other Conventions

MICHAELS STRONG/WEAK	LAVINGS
CROWHURST	OVER 4NT 2KC+VOID BID VOID
LEBENSOHL	OVER 4NT 3KC+Q BID 5NT
SWINE	2C-2S POS S; 2C-2NT POS H
NAMYATS	CUEBIDS



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	DE JONG HENRI	SAM ARBER	
ABF Nos:	134384	130311	
Basic System:			
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+ 4+	1♦	11+ 4+	1♥	11+ 4+
1 NT	(11) 12-14				may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>	extended <input checked="" type="checkbox"/>	Other: _____		
Transfers	2♦ PUPPET TO 2H	2♥ INVITATIONAL	2♠ INVITATIONAL		
2 NT	BARON	Other: 1NT-2C,2NT OR 3C/D LONG MINOR			
2♠	GAME FORCE OR 8.5 PT				
2♦	STANDARD MULTI, 6 CARD M 6-9 HCP OR 20-22 NT				
2♥	H + OTHER LESS THAN AN OPENING BID				
2♠	S + OTHER LESS THAN AN OPENING BID				
2 NT	MIN ORS LESS THAN AN OPENING BID				
3 NT	_____				

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

1NT-2D	

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	WEAK/INTER	Unusual NT	LOWEST UNBID SUITS
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	MM STRONG OR WEAK		
Immed cue of major	Mm STRONG OR WEAK		
Over opponent's 1NT (weak)	CAPPELETTI		
Over opponent's 1NT (strong)	CAPPELETTI		
Over weak twos	X / LEBENSOHL		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ 6+ HCP	2NT	4+ C 10-12 OR 16+
	1♥/♠	4+ 6+ HCP	3♣	PRE-EMPTIVE
	1NT	8-10 HCP	3♦	SPLINTER
	2♣	4+ 6-9 HCP NO M	3♥	SPLINTER
	2♦	FIT SHOWING	3♠	SPLINTER
	2♥	FIT SHOWING	3NT	4+C 13-15 FLAT
	2♠	FIT SHOWING	4 bids	

1♦	1♥/♠	4+ 6+ HCP	3♣	FIT SHOWING
	1NT	7-10 HCP, NO M	3♦	PRE-EMPTIVE
	2♣	10+ 5+C	3♥	SPLINTER
	2♦	4+ 6-9 HCP NO M	3♠	SPLINTER
	2♥	FIT SHOWING	3NT	4+D 13-15 FLAT
	2♠	FIT SHOWING	4♦	PRE-EMPTIVE
	2NT	4+ D 10-12 OR 16+	4 Other	

1♥/♠	1NT	6-9 HCP	3♣	FIT SHOWING
	2♣	10+ HCP 5+C	3♦	FIT SHOWING
	2♦	10+ HCP 5+D	3♥/♠	PRE-EMPTIVE
	2♥/♠	6-9 HCP 3-4 M	3NT	4+M 13-15 FLAT
	2NT	M SUPPORT 10-12 OR 16+	4♣/♦	

2♣	2♦	LESS THAN 2 C OR WAITING	2♥/♠	2H 2-3 C, 2S POS S
	other	2NT POS H, 2C-3NT 4+C, 2C-3H/S/4C/ D1LOSER SUIT LESS THAN 3C		

2♦	2♥	CORRECTABLE	3♣/♦	FORCING
	2♠	GAME INTEREST IN H	3♥/♠	CORRECTABLE
	2NT	FORCING INQUIRY	3NT	MM LESS THAN 8HCP

2♥/♠	2NT	FORCING INQUIRY	3NT	TO PLAY
	3♣/♦	FORCING	4♣/♦	DCUE
	3♥/♠	PRE-EMPTIVE	4♥/♠	CORRECTABLE

2NT	3♣	TO PLAY	4♣	TO PLAY
	3♦	TO PLAY	4♦	TO PLAY
	3♥	FORCING	4♥	KEYCARD IN C
	3♠	FORCING	4♠	KEYCARD IN D
	3NT	TO PLAY	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	5C ASKS FOR SHORTAGE
3♥/3♠	5C FORCES TO 3NT OR 4M
4♣	GERBER
4♦	
4♥	TO PLAY
4♠	TO PLAY

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities

Defence to 3NT opening                      4C+MM SAME LENGTH, 4D=LONGER S

Defence to opening Two's:                      Multi 2♦                      2H=T/O H. X=T/O S

RCO style 2-s                      2NT 15-18 FLAT

Other 2-s                      2NT 15-18 FLAT

Other 2-s                      2H/S 4C=C+M, 4D=D+M

Defence to strong ♣                      OVER PREC C X=C, 1D=44M, 2D=55M, 1NT=mm

Lebensohl                      Over NT interference

Other uses                      AFTER X OF WEAK 2, 2NT ASKS FOR 3C

Take out of 4 level pre-empts                      4♣/4♦                      X=T/O CARDS, 4NT=2 SUITS

4♥                      X=T/O                      4♠                      X=PEN

## OTHER NOTES

2C-3H/S 4C/D 1LOSER SUIT, LESS THAN 3C

2C,X,PASS LESS THAN 1C, 2H/S,3C/D NATURAL POS

2C,X,XX 1-2 CONTROLS

2D,X,2H AT LEAST 33M,

1NT-2C, 2NT 6+ m 11-12

1NT-2C, 3C/D 6+m 13-14, 4M MINORWOOD

## BASIC RESPONSES

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

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

Jump shifts after minor opening Weak 6-9 and 6 card suit

Jump shifts after major opening Splinter & raise in suit except 1♥/2♠ weak

Responses to strong 2 suit opening 2♦ weak, others constructive

Responses to 2NT opening 3♣=Staymen, Transfers 3♦/3♥ & 3♠=minors

## 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  NT

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

From 4 small 2nd highest  Other: high is discouraging

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

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

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

Discards McKenney  high encourage  low encourage

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

Count natural  reverse

## CONVENTIONS

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

4♣ Gerber  when? Over NT openings

### Other Conventions

Extended Crowhurst RKCB = 03,14

Lebensohl Minorwood

Jacoby 2NT 10-14 or 18+ Fit showing jumps in contested auctions

3NT 15-17



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

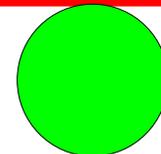
## STANDARD SYSTEM CARD

Names: Robert Gallus Stephen Weisz

ABF Nos: 136298 150126

Basic System: Acol Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 11+ 1♦ 4 11+ 1♥ 4 11+ 1♠ 4 11+

1 NT 12-14 may contain 5 card major

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

Transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣

2 NT 3♦ Other: \_\_\_\_\_

2♣ Strong 21+

2♦ Weak 6-9 5+ Cards Non Vul, 6+ Cards Vul

2♥ Weak 6-9 5+ Cards Non Vul, 6+ Cards Vul

2♠ Weak 6-9 5+ Cards Non Vul, 6+ Cards Vul

2 NT 21-22 balanced

3 NT Good Suit game and asks for Aces

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

1♥/♠ dble by opponents, rdbl=8+, 1NT=♣, 2♣=♦

1NT after responders 1♠ = 12-18

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Intermediate Unusual NT Michaels

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

Immed cue of minor Majors

Immed cue of major Other Major and Minor

Over opponent's 1NT (weak) Astro (♣=Hearts+another, ♦=Spades+another)

Over opponent's 1NT (strong) Natural/Double=2 suiter with a Major/2NT=Minors

Over weak twos Double

Over opening threes Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦ 6+ points	2NT	Jacoby 10-14/18+ suit raise
	1♥/♠	4+♥/♠ 6+ points	3♣	♣ Limit singleton higher
	1NT	6-9 points	3♦	♣ Raise splinter
	2♣	♣ Raise 6-9 points	3♥	♣ Raise splinter
	2♦	6+♦ 6-9 points	3♠	♣ Raise splinter
	2♥	6+♥ 6-9 points	3NT	Jacoby 15-17 suit raise
	2♠	6+♠ 6-9 points	4 bids	Natural Weak
1♦	1♥/♠	4+♥/♠ 6+ points	3♣	♦ raise splinter
	1NT	6-9 points	3♦	♦ Limit singleton higher
	2♣	4+♦, 10+ points	3♥	♦ raise splinter
	2♦	♦ Raise 6-9 points	3♠	♦ raise splinter
	2♥	6+♥ 6-9 points	3NT	Jacoby 15-17 suit raise
	2♠	6+♠ 6-9 points	4♦	Pre-emptive
	2NT	Jacoby 10-14/18+ suit raise	4 Other	Natural Weak
1♥/♠	1NT	6-9 points	3♣	♥/♠ raise splinter
	2♣	4+♣, 10+ points	3♦	♥/♠ raise splinter
	2♦	4+♦, 10+ points	3♥/♠	♥/♠ raise splinter
	2♥/♠	2♠ 6+♠ weak to 1♥	3NT	Jacoby 15-17 suit raise
	2NT	Jacoby 10-14/18+ suit raise	4♣/♦	Natural Weak
2♣	2♦	Weak or waiting bid	2♥/♠	Natural with Ace and King+
	other	Natural with Ace and King+		
2♦	2♥	5+♥, 12+	3♣/♦	3♣ 5+♣, 12+, 3♦ raise
	2♠	5+♠, 12+	3♥/♠	6+♥/♠ 16+
	2NT	Forcing	3NT	Natural
2♥/♠	2NT	Forcing	3NT	Natural
	3♣/♦	Forcing	4♣/♦	Weak
	3♥/♠	Weak raise/Other major Forcing	4♥/♠	Natural
2NT	3♣	Staymen	4♣	Natural slam try in ♣
	3♦	Transfer 3♥	4♦	Natural slam try in ♦
	3♥	Transfer 3♠	4♥	Natural
	3♠	Minors	4♠	Natural
	3NT	Natural	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Strong and Ace ask

3♥/3♠ Strong and Ace ask

4♣ Gerber

4♦

4♥ To Play

4♠ To Play

Unusual NT: minors  other suits  lower 2 unbid suits

other

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities

Defence to 3NT opening

Defence to opening Two's: Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣ Double for Majors, 1NT minors

Others natural

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ 4NT

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors      limit     forcing     Other: Inverted

Jump raises - majors      limit     forcing     Other: Barrage 0-7 hcp

Jump shifts after minor opening      2♦/♥/♠ weak 6 card suit

Jump shifts after major opening      S'ton 10-11 hcp 3/4 trumps invites cues

Responses to strong 2 suit opening      N/A

Responses to 2NT opening      puppet S'man, 3♦/♥ trans; 3♠=5♠/4♥; 3NT=5/5 minors

## PLAY CONVENTIONS

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

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

                                 Underlead     OI      vs NT:A=att.;K=count: both unblock

Four or more with an honour      4th highest       attitude

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

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

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

                                 Other: Natural count; McKenney if obvious

Signal on declarer's lead      Natural count

Discards      McKenney       high encourage       low encourage

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

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

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: MSKC - 0-3, 1-4

4♣      Gerber       when? \_\_\_\_\_

### Other Conventions

Cappelletti	Cue raise after opp overcall GF
Truscott over X of suit	Exclusion RKCB (0-3, 1-4)
Long & short suit trials	CRASH
Inv. minor raises except over overcalls	Modified Swine of penalty X of 1NT
Cue raises after overcall 10+	

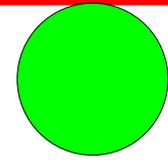


©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©



## STANDARD SYSTEM CARD

Names:      Noelene Law      Annabel Booth

ABF Nos:      111678      126365

Basic System:      Standard 2/1      Brown Sticker

Classification:      Green       Blue       Red       Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 3+ 11+hcp      1♦ 3+ 11+hcp      1♥ 5+ 10+hcp      1♠ 5+ 10+hcp

1 NT 15-17      may contain 5 card major

2♣ Stayman:      simple       extended       Other: Lavings

Transfers      2♦ 2♥      2♥ 2♠      2♣ 3♣

2 NT 3♦      Other: super accepts in all

2♠ GF or 23-24 flat

2♦ Weak 6 card major

2♥ ♥ and a minor 5/5 less than opening hand

2♠ ♠ and another 5/5 less than opening hand

2 NT 20-22 flat

3 NT Specific Ace ask

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

Jump responses 2♦/♥/♠ = < 6hcp

Inverted minor response, barrage over

1 M & forcing NT off if passed hand

## COMPETITIVE BIDDING

Negative doubles through      4♥      Responsive doubles through      4♥

Jump overcalls      Weak      Unusual NT      Modified Michaels

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

Immed cue of minor      At least 5/5 majors

Immed cue of major      5/5 other major and a minor

Over opponent's 1NT (weak)      Cappelletti

Over opponent's 1NT (strong)      Cappelletti

Over weak twos      2NT = 15-18; X = TO; suit natural

Over opening threes      3NT to play; X = TO

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+ suit 6 + hcp	2NT	10-12 hcp bal hand
	1♥/♠	4+ suit 5+ hcp	3♣	Inverted < 10 hcp 5+ ♣
	1NT	6-9 hcp no 4 card major	3♦	Splinter
	2♣	Inverted 5+ ♣ 10+ hcp no maj	3♥	Splinter
	2♦	Weak 6 card suit	3♠	Splinter
	2♥	Weak 6 card suit	3NT	To play no 4 cd maj 13-15 bal
	2♠	Weak 6 card suit	4 bids	4♣ = MSKC
1♦	1♥/♠	4+ suit 5+ hcp	3♣	Splinter
	1NT	6-9 hcp, no 4 card major	3♦	Inverted < 10 hcp 5+ ♦
	2♣	4+ suit 11+ hcp	3♥	Splinter
	2♦	Inverted 5+ ♦, 10+ hcp no maj	3♠	Splinter
	2♥	Weak 6 card suit	3NT	To play no 4 cd maj 13-15 hcp
	2♠	Weak 6 card suit	4♦	MSKC
	2NT	10-12 hcp bal hand	4 Other	
1♥/♠	1NT	5+ hcp forcing for 1 round	3♣	S'ton 10-11 hcp 3/4 trumps
	2♣	4+ suit GF	3♦	S'ton 10-11 hcp 3/4 trumps
	2♦	4+ suit GF	3♥/♠	Barrage 3/4 trumps 0-6 hcp
	2♥/♠	8-9 hcp 3+ trumps	3NT	12-15 hcp bal 3 card support
	2NT	16+ hcp fit, cue at 3 level	4♣/♦	Splinter GF
2♣	2♦	0-4 or 8+ hcp	2♥/♠	5-7 hcp 5+ suit
other	2NT= 5-7 hcp no 5 card suit		3♣/♦	5-7 hcp 5+ suit
2♦	2♥	Correctable	3♣/♦	my suit NF
	2♠	Correctable can play 3♥	3♥/♠	Correctable - barrage
	2NT	Forcing	3NT	To play
2♥/♠	2NT	Forcing	3NT	To play
	3♣/♦	Correctable	4♣/♦	Splinter
	3♥/♠	Pre-emptive	4♥/♠	To play
2NT	3♣	Puppet Stayman	4♣	MSKC
	3♦	Transfer to ♥	4♦	MSKC
	3♥	Transfer to ♠	4♥	To play
	3♠	5♠/4♥	4♠	To play
	3NT	Shows 5/5 minors	other	5♣/♦ to play; 4NT quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam seeking, cues follow
3♥/3♠	Slam seeking, cues follow
4♣	MSKC
4♦	MSKC
4♥	
4♠	

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other      Modified Michaels: over minor, cue=majors, 2NT=other minor & a major

                    Over major: cue=other major & a minor, 2NT= minors

Other slam bidding                      Cue Bids                       Asking Bids

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

NT Checkback                       Priorities      3 of part's maj or 4 of other; 2♦ min, 2NT max

Defence to 3NT opening                      X = TO major oriented

Defence to opening Two's:                      Multi 2♦      X = 16+; 2NT = 15-18; suit natural;

RCO style 2-s                      3NT to play

                    X = TO, suit natural

Other 2-s                      2 suits known, lower cue weak TO, higher cue strong TO

Defence to strong ♣                      CRASH - 1NT = colour, 2♣ = rank: 2♦ = shape - all 2 suited

Lebensohl                      Over NT interference       Slow shows

Other uses                      In response to X of weak 2 & partner's reverse at 2 level

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

                    4♥      X=♠ & others                      4♠      X = penalties, 4NT; = TO

## OTHER NOTES

Resp to 1NT overcall are as if partner opened;

Resp to 1NT X (artificial), system on

Resp to 1NT - 2♣ o'call; X = 10+ hcp, 2NT Lebensohl; pass then X = TO

Resp to 1NT - 2 suited overcall - 2NT = Lebensohl; 3 level bid GF

Resp to 1NT X (penalties) - modified Swine: 3 level bid GF

2NT over opponents opening 1NT = strong 2 suiter

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted 6-9
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 0-5, 4 card support
Jump shifts after minor opening	Weak 0-4, 6+		
Jump shifts after major opening	Mini / Maxi splinters		
Responses to strong 2 suit opening	2C-2D = 0-7 or relay; 2D-2H=p/c		
Responses to 2NT opening	See Inside		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> 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: A=Attitude; K=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"/>
<b>Signal</b> on partner's lead:	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
	Other: Primarily Count
<b>Signal</b> on declarer's lead	Primarily Count
<b>Discards</b> McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/> Other: or Throw away what we dont want
<b>Count</b> natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

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

### Other Conventions

Long suit Trial Bids	Exclusion RKCB; DOPE; ROPE
Lebensohl (After our 1NT is overcalled & after Opps opening Weak 2 or Multi is X)	RKCB/MSKC response = 14, 03, 2-, 2+, 5
Support Doubles (3 card support)	5NT (after 4NT) = specific K ask
Negative Free 2 Level Bids	Cue raises = Invite or stronger with fit
	1NT - Opp X = System On



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1

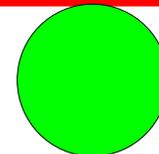


AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	David Matthews	Anton Pol
ABF Nos:	169757	119091
Basic System:	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♣	11+, 3+	1♦ 11+, 3+ 1♥ 11+, 5+ 1♠ 11+, 5+
1 NT	15-17 balanced	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/> extended <input type="checkbox"/>	Other: SMOLEN (see inside)
Transfers	2♦ to H 2♥ to S 2♠ to C	
2 NT	to D	Other: Super Accepts (M=4+; m=3+ to an honour)
2♣	23+ OR Game force	
2♦	6-10, 6+ Major; OR 8 playing tricks; OR 20-22 Flattish (with Puppet Stayman)	
2♥	6-10, 5+ H and another	
2♠	6-10, 5+ S and a minor	
2 NT	6-10, 5+/5+ in minors	
3 NT	Solid minor, no outside A or K	

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

Opening 4C = solid H	Opening 4H = Preemptive
Opening 4D = solid S	Opening 4S = Preemptive

## COMPETITIVE BIDDING

Negative doubles through	4D	Responsive doubles through	4D
Jump overcalls	Weak-6+ cards	Unusual NT	2NT = Two lowest unbid
1NT overcall (immediate)	15-18, stopper	(re-opening)	11-14
Immed cue of minor	5+ S/5+ another - can be weak or strong. (Also leaping Cue)		
Immed cue of major	5+ other Major/5+ minor. (Also leaping Cue)		
Over opponent's 1NT (weak)	Cappelletti		
Over opponent's 1NT (strong)	Cappelletti		
Over weak twos	X=T/O (with Lebensohl); 2NT=16-19, stopper		
Over opening threes	X=T/O; 3NT to play		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+, 4+	2NT	10-12 flat, no 4 card Major
	1♥/♠	6+, 4+	3♣	Inverted 6-9, 5+ card fit
	1NT	6-9, no 4 card Major	3♦	Splinter
	2♣	Inverted 10+, 5+ card fit	3♥	Splinter
	2♦	0-4, 6+	3♠	Splinter
	2♥	0-4, 6+	3NT	13-15, no 4 card Major
	2♠	0-4, 6+	4 bids	4C/4D = MSKC, 4H/S to play
1♦	1♥/♠	6+, 4+	3♣	0-4, 6+
	1NT	6-9, no 4 card Major	3♦	Inverted 6-9, 4+
	2♣	10+, 4+	3♥	Splinter
	2♦	Inverted 10+, 4+	3♠	Splinter
	2♥	0-4, 6+	3NT	13-15, no 4 card Major
	2♠	0-4, 6+	4♦	MSKC
	2NT	10-12, no 4 card Major	4 Other	4C=Splinter, 4H/S to play
1♥/♠	1NT	6-9, denies 3 card fit	3♣	Mini (7-10) or Maxi (15+) splinter
	2♣	10+, 4+	3♦	Mini (7-10) or Maxi (15+) splinter
	2♦	10+, 4+	3♥/♠	0-5, 4+ card support
	2♥/♠	6-9, 3+ card fit	3NT	13-15 balanced
	2NT	10-12, 3+ card support	4♣/♦	Splinter (11-14)
2♣	2♦	0-7 or relay	2♥/♠	/3C/3D = 8+, 5+
	other	2NT=8+ balanced		
2♦	2♥	Pass or correct	3♣/♦	GF, 6+ any suit; 3D inv in major
	2♠	Pass or correct	3♥/♠	Pass or correct; 4D=bid yr suit
	2NT	Asking (3C good, 3D/H=Wk Tfr)	3NT	To play
2♥/♠	2NT	Asking: 2S over 2H=P/C	3NT	To play
	3♣/♦	Natural, one round force	4♣/♦	Splinter
	3♥/♠	Blocking; 3 other Major 6+ 1RF	4♥/♠	To play
2NT	3♣	To play	4♣	MSKC
	3♦	To play	4♦	MSKC
	3♥	Asking for longer Major	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C=5+/5+ minors weak, 3D=5+/5+ minors strong
3♥/3♠	3H=5+/5+ Majors weak, 3S=5+/5+ Majors strong
4♣	MSKC
4♦	MSKC
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                      2D=min, no fit; 2M=min, fit; 2 other M=max, fit

### Defence to 3NT opening

X=T/O                      2NT=max, no fit

### Defence to opening Two's:

Multi 2♦                      X=T/O, 15+

### RCO style 2-s

X=T/O 15+

### Other 2-s

X=T/O 15+

### Defence to strong ♣

Natural

### Lebensohl

Over NT interference

### Other uses

After partner doubles opponents Opening Two bid

### Take out of 4 level pre-empts

4♣/4♦                      X = T/O  
4♥                      X=T/O                      4♠                      X=Pen, 4NT=T/O

## OTHER NOTES

3NT opener: 4/5C = p/c; 4D=short ask (4NT=None); 4H/S=Natural; 4NT=Length ask

1H/S - Opp X - 1/2NT=raise to 2/3H/S; direct raise=Preemptive

Capelletti: 2C=Single suiter, 2D=both majors, 2H/S=4H/S + a minor, 2NT=minors

MSKC response = 1403, King ask is 4NT or next available bid excluding trump suit

SMOLEN (5/4 in Majors). (1) Weak = Stayman & bid 5 card M; (2) Intermediate = Tfr &

bid 4 card suit; (3) Strong = Stayman & jump in 4 card suit

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: _____
Jump shifts after minor opening	weak _____		
Jump shifts after major opening	weak _____		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	3C= pupt stmn; 3D/H=trnsfr; 3S=5S/4H; 4C/D=RKCB		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A for suit preference ; K for 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"/>
<b>Signal</b> on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Odd indicates preference ; even McKenny	
<b>Signal</b> on declarer's lead	_____	
<b>Discards</b>	McKenny <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: _____
<b>Count</b>	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

Minor Suit KC	X of 3NT requests S lead (uncontested auct)
Ogust after 2C-2D-2M-2NT	X of slam demands highest unbid suit
Exclusion Blackwood	Lebensohl
Blue Club (ELU)	Leaping Michaels
Negative Free Bids	Invitational Doubles



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	D.MUNRO	D.SCHOKMAN	
ABF Nos:	175560	125581	
Basic System:	Standard American	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♣	9+,3	1♦	9+,3	1♥	9+,5	1♠	9+,5
1 NT	15-17				may contain 5 card major	<input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings				
Transfers	2♦	2H	2♥	2S	2♣	3C	
2 NT	3D	Other: Includes super accepts					
2♣	Weak 2 in a major; balanced 22 HCP or 3 Suiter with 4 or less losers						
2♦	23+HCP or Game Force (4 losers or better and at least 18 HCP)						
2♥	5H exactly; denies 5S; normally 8-11HCP and 8 losers (vul) or 8+ losers (nvul)						
2♠	5S exactly; denies 5H; normally 8-11 HCP and 8 losers (vul) or 8+ losers (nvul)						
2 NT	20-21 HCP and balanced						
3 NT	Kabel (Specific ace ask)						

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

4C/D Namyats. Transfer to 4H/S. 4 losers	
4NT Minor 2 suitor with 3 losers vul, 4-5 nvul	

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	3S
Jump overcalls	weak nv; -15pts v	Unusual NT	2 lowest unbid suits
1NT overcall (immediate)	15-17	(re-opening)	15-17
Immed cue of minor	Highest and lowest of unbid suits (Blue Club - ELU)		
Immed cue of major	Highest and lowest of unbid suits (Blue Club - ELU)		
Over opponent's 1NT (weak)	Modified Cappelletti		
Over opponent's 1NT (strong)	Modified Cappelletti		
Over weak twos	X=13+HCP; 2NT=15-17 (System On)		
Over opening threes	X=13+HCP; 3NT to play		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+,4+	2NT	11-12, no 4cM but M's guarded
	1♥/♠	6+,4+	3♣	6-10,5+ no 4c M
	1NT	6-10, no 4 card M	3♦	3-6, 7+
	2♣	11+,5+ (usually unbalanced vul)	3♥	3-6, 7+
	2♦	3-6,6	3♠	3-6, 7+
	2♥	3-6,6	3NT	13-15, no 4cM but M's guarded
	2♠	3-6,6	4 bids	TP, 4C/D=minor suit RKC
1♦	1♥/♠	6+,4+	3♣	3-6,6
	1NT	6-10, no 4 card M	3♦	6-10,5+ no 4 card M
	2♣	11+,5+	3♥	3-6, 7+
	2♦	11+,5+	3♠	3-6, 7+
	2♥	3-6,6	3NT	13-15, no 4cM but M's guarded
	2♠	3-6,6	4♦	Minor suit RKC
	2NT	11-12, no 4cM	4 Other	TP, 4C=Minor suit RKC
1♥/♠	1NT	6+; forcing for 1 round	3♣	3-6,6; <2 of M
	2♣	11+,5+	3♦	3-6,6;<2 of M
	2♦	11+,5+	3♥/♠	3-6,4 unbalanced
	2♥/♠	6-9,3+	3NT	To Play (2 card support)
	2NT	14+,3+ Jacoby	4♣/♦	Splinter
2♣	2♦	Relay	2♥/♠	N/A
	other	N/A		
2♦	2♥	Relay	3♣/♦	Good suit with at least 3 controls
	2♠	Good suit with at least 3 controls	3♥/♠	3H = good suit with 3+ controls
	2NT	8-11 HCP balanced with no Aces	3NT	N/A
2♥/♠	2NT	Relay with not more than 6 losers	3NT	To Play
	3♣/♦	To Play	4♣/♦	Minor suit KC
	3♥/♠	Invitational?	4♥/♠	To Play
2NT	3♣	Puppet Stayman	4♣	Minor Suit RKC
	3♦	Transfer to Hearts	4♦	Minor Suit RKC
	3♥	Transfer to Spades	4♥	To Play
	3♠	5S and 4H	4♠	To Play
	3NT	To Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6+ card suit with 1 missing honour and no outside values
3♥/3♠	6+ card suit with 1 missing honour and no outside values
4♣	RKCB
4♦	RKCB
4♥	To Play
4♠	To Play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other

3C= 2 highest ranking unbid suits

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round                       Game force

NT Checkback                       Priorities                      Fit and range

Defence to 3NT opening                      4C/D = better H/S X = TO

Defence to opening Two's:                      Multi 2♦                      2H = T/O of H; X = T/O of S; 2NT=15-17

Immediate o/call=<13HCP; Pass then o/call =13+ good suit

RCO style 2-s                      X = TO, Cue of M = both minors,

Other 2-s                      X = TO, Cue of M = both minors

Defence to strong ♣                      X=M's, 1NT=m's; 2C=black suits; 2D=red suits; other bids natural

2H/S = 6 card suit

Lebensohl                      Over NT interference

Other uses

Take out of 4 level pre-empts                      4♣/4♦ x

4♥ x                      4♠ 4NT

## OTHER NOTES

Exit transfers over 1NT(X) - Pass (forcing) asks for a 5-card suit or xx

xx = Clubs 5+, 2C/D/H = transfer to suit above 5+