

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: Weak

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

Jump shifts after minor opening      Weak to play

Jump shifts after major opening      Splinter

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

Responses to 2NT opening      3♣ = enquiry, else pass or correct

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

4♣      Gerber       when?      Only over 1NT

### Other Conventions

Crowhurst	4 th suit forcing
Jaciby	Lebensohl
Swine	Toxic



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Janet Kahler      Allison Farthing

ABF Nos: 155020      158720

Basic System: Standard      Brown Sticker

Classification: Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 10-20 (3)4+      1♦ 10-20 4+      1♥ 10-20 5+      1♠ 10-20 5+

1 NT 11-14      may contain 5 card major

2♣ Stayman: simple       extended       Other: Lavings

Transfers 2♦ ♥      2♥ ♠      2♣ ♣

2 NT ♦      Other: \_\_\_\_\_

2♣ 21-22 bal, or game forcing and unbalanced

2♦ wk 6+ ♥, wk 5/5 in ♣ & ♠, Acol 2♦ or 23-24 bal

2♥ wk 6+ ♠, wk 5/5 in ♣ & ♦, Acol 2♥ or 25-26 bal

2♠ wk 5/5 in ♣ & ♥ or ♦ & ♠, Acol 2♠ or 27-28 bal

2 NT wk 5/5 in ♦ & ♥ or ♥ & ♠

3 NT Kabel Ace Ask

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

Myxo Twos      Toxic Takeout of 1NT

## COMPETITIVE BIDDING

Negative doubles through 3♣      Responsive doubles through 3♠

Jump overcalls 6 1/2 -7 PTs      Unusual NT      Minors

1NT overcall (immediate) 15-18      (re-opening) 9-14

Immed cue of minor ♠ and a lower suit

Immed cue of major Other major + minor

Over opponent's 1NT (weak) Toxic Takeout

Over opponent's 1NT (strong) Toxic Takeout

Over weak twos X is takeout with Lebensohl

Over opening threes X is takeout



## BASIC RESPONSES

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

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

Jump shifts after minor opening drop dead majors \_\_\_\_\_

Jump shifts after major opening splinters \_\_\_\_\_

Responses to strong 2 suit opening 2♦0-7, 2♥2♠8+ 5cards, 2nt 8+bal \_\_\_\_\_

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

## 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: 30/41

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Crowhurst \_\_\_\_\_

Jacoby \_\_\_\_\_

Lebensol \_\_\_\_\_

4th Suit forcing to game \_\_\_\_\_

Fast arrival = weak \_\_\_\_\_



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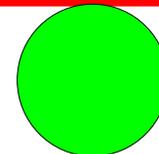
## STANDARD SYSTEM CARD

Names: Jan Davis Di Hawke

ABF Nos: 156124 226025

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

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

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

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

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

2 NT ♦ \_\_\_\_\_ Other: 3 level bids slam interest

2♣ game force in a suit, or, 21-22 bal

2♦ weak 6 card major, or, 23+ bal

2♥ 5♥+ 5another <opening

2♠ 5♠+5 minor <opening

2 NT 5/5 minors <opening

3 NT gambling[no more than outside K]

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥ \_\_\_\_\_ Responsive doubles through 3♠ \_\_\_\_\_

Jump overcalls weak \_\_\_\_\_ Unusual NT majors, or minors \_\_\_\_\_

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

Immed cue of minor both majors \_\_\_\_\_

Immed cue of major other major + minor \_\_\_\_\_

Over opponent's 1NT (weak) X, orToxic \_\_\_\_\_

Over opponent's 1NT (strong) X, orToxic \_\_\_\_\_

Over weak twos X \_\_\_\_\_

Over opening threes X \_\_\_\_\_

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ 4cards	2NT	11-12
	1♥/♠	5+ 4cards	3♣	12+ 5cards
	1NT	5-9	3♦	splinter
	2♣	natural	3♥	"
	2♦		3♠	"
	2♥	0-5, 6cards	3NT	13-15
	2♠	0-5, 6cards	4 bids	cue

1♦	1♥/♠	5+ 4cards	3♣	splinter
	1NT	5-9	3♦	12+ 5 cards
	2♣	10+	3♥	splinter
	2♦	natural	3♠	splinter
	2♥	0-5 6 cards	3NT	13-15
	2♠	0-5 6cards	4♦	
	2NT	11-12	4 Other	cue

1♥/♠	1NT	5-9	3♣	splinter
	2♣	10+	3♦	"
	2♦	10+	3♥/♠	limit 10-12
	2♥/♠	5-9	3NT	to play
	2NT	13+ 3♥	4♣/♦	cue

2♣	2♦	0-7	2♥/♠	8+ 5cards
	other	2nt 8+ bal		

2♦	2♥	opener to pass or correct	3♣/♦	forcing
	2♠	♥ better than ♠	3♥/♠	
	2NT	15+[ 3♣=♥, 3♦=♠, 9-10, 3♥3♠6-8	3NT	6-8

2♥/♠	2NT	asking for other suit	3NT	to play
	3♣/♦		4♣/♦	
	3♥/♠	weak raise	4♥/♠	to play

2NT	3♣	to play	4♣	invitational
	3♦	"	4♦	"
	3♥	forcing	4♥	
	3♠	"	4♠	
	3NT	to play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	slam interest [cue if accepted, otherwise 3NT]
3♥/3♠	"
4♣	
4♦	
4♥	To play
4♠	"

Unusual NT: minors  other suits  lower 2 unbid suits   
 other \_\_\_\_\_

Other slam bidding Cue Bids  Asking Bids   
 4th Suit Forcing One round  Game force

NT Checkback  Priorities 3 card support, 4 card other major  
 Defence to 3NT opening x = majors  
 Defence to opening Two's: Multi 2♦ immediate x=16+, overcall natural, delayed x=takeout

RCO style 2-s

Other 2-s

Defence to strong ♣

natural

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ x  
 4♥ x 4♠ 4nt

# OTHER NOTES

Toxic: 2♣=D or 5/5 majors, 2♦= H or 5/5 blacks, 2♥= S or 5/5 minors, 2♠= C or 5/5 reds

2nt = nontouch

CUE raises

Pre-empt opening- change of suit forcing

Ogust response to 2♦ opening. 3♣=♥, 3♦=♠, 3♥= weak ♥, 3♠= weak ♠, 3NT= 23+

## 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	Jump to 2M = weak (0-7'ish) otherwise fit showing		
Jump shifts after major opening	1♥ - 2♠ = weak (0-7'ish) otherwise fit showing		
Responses to strong 2 suit opening	Control showing over 2♣		
Responses to 2NT opening	puppet stayman and transfers over strong 2NT rebid		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: Against NT A asks for rev count, K for rev attitude
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
		bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: low encourage on honour lead, reverse count, Wenceslas	
Signal on declarer's lead	reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: only on 1st discard then reverse count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 6aceKC sometimes
4♣	Gerber <input type="checkbox"/>	when? Never	

### Other Conventions

Blackout, Fit showing jumps (sometimes),	Long and short suits trials
Crowhurst, Super accepts over transfers,	Splinters and mini splinters
Texas transfers, Namyats, 4th suit GF,	Negative free bids at 2-level
Cue raises, Swine (modified over mini NT),	Inverted minor suit raises
Exclusion X's, Support showing X's, PODI,	



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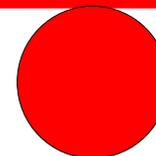


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## STANDARD SYSTEM CARD

Names:	Sheila Bird	Karen Creet
ABF Nos:	245216	293970
Basic System:	Acol'ish with mini NT	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input checked="" type="checkbox"/>	Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>						
1♣	3 (2)	1♦	4	1♥	4	1♠	5
1 NT	9-11 [in 1st/2nd not vul] else 11-14 (15)					may contain 5 card major <input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings style				
Transfers	2♦	♥	2♥	♠	2♣		
2 NT	♦	Other: 4♣ to ♥ and 4♦ to ♠					
2♣	Game force or 21-22 or 25+ balanced or semi balanced						
2♦	Weak 2♥ or Weak 2♠ or 23-24 balanced or semi balanced						
2♥	Weak 5+♥ and 4+ minor						
2♠	Weak 5+♠ and 4+ minor						
2 NT	Weak both Majors						
3 NT	4-level minor pre-empt						

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

Mini NT can have 5M, 6m, singleton	1C in 1st/2nd not vul can be 2 cards and
(no voids, not 5/5 can be 6m/4M)	can have 5D

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	lower 2 unbid suits - weak / v strong
1NT overcall (immediate)	15-18 Lavings	(re-opening)	10-14 Stayman
Immed cue of minor	♠ plus another - weak or very strong		
Immed cue of major	Other M plus a minor - weak or very strong		
Over opponent's 1NT (weak)	x = penalty 2♣ - 2NT = TOXIC		
Over opponent's 1NT (strong)	TOXIC		
Over weak twos	X with Lebensohl		
Over opening threes	X is take out		



## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: Weak

Jump raises - majors    limit     forcing     Other: Bergen (on over X)

Jump shifts after minor opening    Major= weak 6-card, < 6HCP

Jump shifts after major opening    Bergen

Responses to strong 2 suit opening    2♣ - 2♦ = negative or waiting

Responses to 2NT opening    Puppet Stayman, transfers

## PLAY CONVENTIONS

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

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

Underlead     Other: A asks count, K attitude

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

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

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

## CONVENTIONS

4NT:    Blackwood     RKC     Other: 14/30; Minorwood

4♣    Gerber     when? \_\_\_\_\_

### Other Conventions

4th suit forcing to Game	2-way Checkbacks
Cue Raises	
Asking Bids	
Splinters, Mini-splinters	
Support Doubles, Redoubles	



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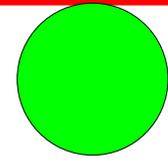
## STANDARD SYSTEM CARD

Names:    Helen Lowry    Berri Folkard

ABF Nos:    162795    20303

Basic System:    Modified Acol    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    2, 11+HCP    1♦    4, 11+HCP    1♥    5, 11+HCP    1♠    5, 11+HCP

1 NT    12-14    may contain 5 card major

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

Transfers    2♦    ♥    2♥    ♠    2♠    ♣

2 NT    ♦    Other: \_\_\_\_\_

2♣    Game force OR 23+ Balanced, OR 8.5-9.5 Playing tricks

2♦    Weak, 6+♦

2♥    Weak, 6+♥

2♠    Weak, 6+♠

2 NT    20-22 HCP, balanced

3 NT    Gambling

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

Bergen raises    Modified Hamilton over opp NT

Inverted minors

Minorwood

## COMPETITIVE BIDDING

Negative doubles through    4♥    Responsive doubles through    4♥

Jump overcalls    Weak    Unusual NT    Minors/lower unbid suits

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

Immed cue of minor    Majors

Immed cue of major    Other Major + Minor

Over opponent's 1NT (weak)    X=Penalty; 2♣=Majors; 2♦=ssMajor; 2♥/♠=M+m

Over opponent's 1NT (strong)    X=ssMinor; 2♣=Majors; 2♦=ssMajor; 2♥/♠=M+m

Over weak twos    X, then Lebensohl

Over opening threes    X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP, 4+♦	2NT	10-12 balanced
	1♥/♠	6+ HCP, 4+♥/♠	3♣	< 6HCP, 5+♣
	1NT	6-9 HCP, denies 4♦,♥,♠	3♦	Splinter
	2♣	10+ HCP, 5+♣	3♥	Splinter
	2♦	< 6 HCP, 6♦	3♠	Splinter
	2♥	< 6 HCP, 6♥	3NT	To Play
	2♠	< 6 HCP, 6♠	4 bids	4♣=Minorwood, 4♥/♠ to play

1♦	1♥/♠	6+ HCP, 4+♥/♠	3♣	6-9HCP, 4+♦
	1NT	6-9 HCP, denies 4,♥,♠	3♦	< 6 HCP, 5+♦
	2♣	10+ HCP, 4+♣	3♥	Splinter
	2♦	10+ HCP, 4+♦	3♠	Splinter
	2♥	< 6 HCP, 6♥	3NT	To Play
	2♠	< 6 HCP, 6♠	4♦	Minorwood
	2NT	10-12 balanced	4 Other	4♥/♠ to play

1♥/♠	1NT	6-9 HCP	3♣	6-9 HCP, 4♥/♠
	2♣	10+ HCP, 4+♣	3♦	10 - 12 HCP, 4♥/♠
	2♦	10+ HCP, 4+♦	3♥/♠	<6 HCP, 4♥/♠
	2♥/♠	6-9 HCP, 3♥/♠	3NT	12-15 balanced raise
	2NT	12+ HCP, 4♥/♠	4♣/♦	Splinter

2♣	2♦	<7 HCP, or waiting	2♥/♠	& 3♣/♦= 8+ HCP, 5-card suit, GF
	other	after 2♦, 2♥=GF, 23+unbal or 10+ pl tricks suit; then 2♠ = 2nd negative		

2♦	2♥	Forcing	3♣/♦	3♣ = Forcing; 3♦ = To play
	2♠	Forcing	3♥/♠	Splinter
	2NT	Enquiry, Ogust style	3NT	To play

2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	Forcing	4♣/♦	Splinter
	3♥/♠	Not forcing	4♥/♠	Play/correct

2NT	3♣	Puppet Stayman	4♣	Minorwood
	3♦	Transfer ♥	4♦	Minorwood
	3♥	Transfer ♠	4♥	To play
	3♠	Minors 5/5	4♠	To play
	3NT	To play	other	4NT/5NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam interest (asks cue: then 3NT no cue)
3♥/3♠	Slam interest
4♣	Minorwood
4♦	Minorwood
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♣ = invitational, 2♥ = natural, 2NT = GF

Defence to 3NT opening                      X = take-out; 4♣ = ♥ + ♠; 4♦ = ♠ + ♥

Defence to opening Two's:                      Multi 2♦                      X = Take out; 2NT = 15-18 balanced, then

RCO style 2-s                      Puppet Stayman, transfers

Other 2-s                      X = Take out; 2NT = 15-18 balanced, then

Other 2-s                      Puppet Stayman, transfers

Other 2-s                      X = Take out; 2NT = 15-18 balanced, then

Other 2-s                      Puppet Stayman, transfers

Defence to strong ♣                      RCOs: X = rank, 1♦ = colour, 1♥/♠ = nat, 1NT = odds

Lebensohl                      Over NT interference

Other uses                      After X of opp weak 2 opening

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

4♥ X                      4♠ 4NT

## OTHER NOTES

All systems on after X, off over interference: over X our NT, system on

After interference, use splinter, cue raise, not Bergen

Interference over our 2♣ opening: P = 0-4, X = 5+ HCP

Superaccept transfer via poor suit; 2NT = maximum, 3/4 card support

Double of artificial bid shows that suit

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: then stop show
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: Jacoby;3L=short;4L=V;rpt3=v
Jump shifts after minor opening	16+HCP with long suit(except by passed hand)		
Jump shifts after major opening	" " " A=2,K=1		
Responses to strong 2 suit opening	CAB,2♦=0/1;2♥=2;2♠=3;3♣=4;2NT=1K+Q's		
Responses to 2NT opening	3♦=enquiry		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input checked="" type="checkbox"/>	Other: 1st trick only A asks rev att;Kasks rev count(suit)
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: vs NT,A asks rev count(or drop hon)
From 4 small	2nd highest <input type="checkbox"/>	Other: top of nothing vs NT (o/lead p's suit)
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
	bottom <input type="checkbox"/>	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other:	
Signal on declarer's lead	rev count	Odd(enc)/even if singleton in dummy
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: Odd enc 1st disc only,then rev count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430;Q ask;trump cues
4♣	Gerber <input checked="" type="checkbox"/>	when?	after 1NT and 2 NT rebid: RKCB in last natl suit

### Other Conventions

FSF @ 1 level	If 2 suiter shown,bid of one=stop ask
splinters(10-13 total);Lebensohl;PODI	2nd cue of singleton shows V
Support X & XX;Checkback T.O.M.	2♥;3♥=stop ask;2♥;4♥=minors strong
2♦;X:P=♦ 2♦;X:XX=big hand	2♥;4NT=minors weaker
Long suit trial bids; Modified Swine	over our NT,if x=ss-sys on,if 2c=ss-sys on



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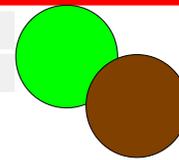


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## STANDARD SYSTEM CARD

Names:	Frances Lyons	Heather Cusworth
ABF Nos:	401765	219533
Basic System:	ACOL with RCO 2's	Brown Sticker <input checked="" type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣	4+♣,11+HCP
1♦	4+♦,11+HCP
1♥	4+♥,11+HCP
1♠	4+♠,11+HCP
1 NT	12(11)-14HCP 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♠ to ♣
2 NT	to ♦ Other: S/accept c 4 & min;bid 1st round control c max
2♣	1 round force;Baron after 2NT or 3NT rebid by opener; after 2N rebid,3♠=5/4 ♠/♥
2♦	6♥ or ♠,6-10HCP;21-22 Bal;25-26 Bal
2♥	5+/5+ ♣&♦ or ♥&♠ 6-10HCP
2♠	5+/5+ ♣&♠ or ♦&♥ 6-10 HCP
2 NT	5+/5+ ♣&♥ or ♦&♠ 6-10HCP
3 NT	Gambling,long (7)solid minor,no outside control

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

Namyats(4♣&4♦=infer to ♥&♠ solid)	4♦overcall of 3♣-♦&♥
Exclusion Blackwood	wjs by passed hand
Leaping Michaels	RCO defence to strong 1♣ & 2♣

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	2♠
Jump overcalls	wk c 6 in suit	Unusual NT	lower unbid suits
1NT overcall (immediate)	15-18 sys on	(re-opening)	11-14 sys on
Immed cue of minor	Michaels wk or GF		
Immed cue of major	Michaels wk or GF		
Over opponent's 1NT (weak)	X=Pen,2♣=rank;2♦=col;2NT=odd;♥,♠=nat		
Over opponent's 1NT (strong)	X=rank;2♣=colour;2♦=odd;♥,♠=nat		
Over weak twos	x=takeout 16 HCP		
Over opening threes	x=takeout		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+ ♦; 6+ HCP	2NT	15+ HCP 4+ ♣
	1♥/♠	4+ ♥/♠; 6+ HCP	3♣	10-12 HCP 4+ ♣
	1NT		3♦	splinter in ♦, 10-12 total pt, 4+ ♣
	2♣	6-9 HCP 4+ ♣	3♥	splinter in ♥, 10-12 total pt, 4+ ♣
	2♦	16+ HCP long ♦	3♠	splinter in ♠, 10-12 total pt, 4+ ♣
	2♥	16+ HCP long ♥, weak 6♥ p.h.	3NT	12-14 Bal with ♣ support
	2♠	16+ HCP long ♠, weak 6♠ p.h.	4 bids	4♣ preempt, ♦♥♠ splinter
1♦	1♥/♠	4+ ♥/♠; 6+ HCP	3♣	splinter in ♣, 10-12 total pt, 4+ ♦
	1NT	4+ ♣; 6-9 HCP	3♦	10-12 HCP 4+ ♦
	2♣	10+ HCP 4+ ♣ Forcing	3♥	splinter in ♥, 10-12 total pt, 4+ ♦
	2♦	4+ ♦; 6-9 HCP	3♠	splinter in ♠, 10-12 total pt, 4+ ♦
	2♥	16+ HCP long ♥, weak 6♥ p.h.	3NT	12-14 Bal with ♦ support
	2♠	16+ HCP long ♠, weak 6♠ p.h.	4♦	preemptive
	2NT	15+ HCP ♦ support	4 Other	to play (after spl 3NT to play)
1♥/♠	1NT	6-9 HCP (over ♥, denies 4♠)	3♣	16+ HCP with ♣
	2♣	10+ HCP 4+♣, Forcing	3♦	16+ HCP with ♦
	2♦	10+ HCP 4+♦, Forcing	3♥/♠	4+ ♥/♠; 10-12 HCP
	2♥/♠	4+ ♥/♠; 6-9 HCP	3NT	4+ ♥/♠; 12-14 HCP no shortage
	2NT	Jacoby 15+ HCP; 4+ ♥/♠	4♣/♦	splinter in ♣/♦ with support
2♣	2♦	0 or 1 control (A=2, K=1)	2♥/♠	♥=2 controls, ♠=3 controls
	other	3♣= 4 controls; 2NT = no A, 1K + Q's		
2♦	2♥	P/C NF	3♣/♦	my suit, to play
	2♠	P/C NF prefer ♥	3♥/♠	P/C
	2NT	strong 16+ enquiry	3NT	
2♥/♠	2NT	strong enquiry	3NT	
	3♣/♦	P/C NF	4♣/♦	P/C NF
	3♥/♠	P/C NF	4♥/♠	P/C NF
2NT	3♣	P/C NF prefer ♣ to ♥	4♣	P/C NF
	3♦	str enq, then ♥=♥/♠, ♠=♦/♠	4♦	P/C NF
	3♥	P/C NF	4♥	P/C NF
	3♠	P/C NF	4♠	P/C NF
	3NT	to play	other	P/C at all levels

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	natural, slam interest
3♥/3♠	natural, slam interest
4♣	Gerber
4♦	setting ♦, inviting cue
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  FSFer can pass but not partner                      Game force

### NT Checkback

Priorities                      Major support, TOM (other minor)

### Defence to 3NT opening

X=points

### Defence to opening Two's:

Multi 2♦                      X with 16+

### RCO style 2-s

X with 16+

### Other 2-s

SS 2's X = takeout; 2♥-3♥ = stop ask; 2♥-4♥ = minors strong  
2♥-4NT = minors distributional

### Defence to strong ♣

RCO (X=rank4/4; 1♦=colour; 1NT=odd; ♥/♠ natural)

defence to 2♣=RCO but at least 5/5

### Lebensohl

Over NT interference

### Other uses

over NT interference

### Take out of 4 level pre-empts

4♣/4♦                      X = takeout  
4♥                      X = takeout                      4♠                      4NT = takeout, X = penalty

## OTHER NOTES

with minor fit and after splinter, 3NT is to play

with major fit and after splinter 3NT may be a trump cue

1♥ (2NT o/call) 3♣ = limit+ ♥ support and 4♠; 3♦ = 3♥ and 4♠; 3♥ = 8-9 4♥

Specific King Ask                      After Stayman RKCB                      After Transfer 4NT=Quant

Jump bid in passout seat=opening hand with 5+in suit bid

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: Inverted

Jump raises - majors      limit       forcing       Other: Bergen

Jump shifts after minor opening      In M = weak, long suit, in another m = 6-9 limit raise

Jump shifts after major opening      Bergen or limit raise

Responses to strong 2 suit opening      Over 2♦ = Negative or waiting

Responses to 2NT opening      3♦ = Forcing 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: \_\_\_\_\_

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

Other: McKenney if obvious suit shift

Signal on declarer's lead      Natural count

Discards      McKenney       high encourage       low encourage

odd/even       Other: \_\_\_\_\_

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

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: RKB = 1430

4♣      Gerber       when? \_\_\_\_\_

### Other Conventions

Long suit game tries, Checkback      4th suit forcing to game

Bergen raises, Inverted minors      Leaping Michaels

Drury (3rd/4th seat): 2♣/♦ = 3/4 card raise      Minorwood

Support X and XX      DOPI, ROPI, DEPO

Lebensohl      Control Asking Bids



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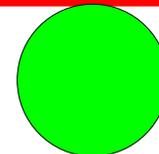
## STANDARD SYSTEM CARD

Names:      Nevena Djurovic      Diana Smart

ABF Nos:      497916      147631

Basic System:      Standard American      Brown Sticker

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

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

1 NT      15-18      may contain 5 card major

2♣ Stayman:      simple       extended       Other: 5-card enquiry

Transfers      2♦ ♥      2♥ ♠      2♣ ♣

2 NT      ♦      Other: Superacc (in M: 4 trumps min/max, in m: Hxx)

2♣      GF or 23-24 bal (2NT rebid) or 25-26 bal (3NT rebid)

2♦      Weak major or strong balanced hand (21-22)

2♥      Weak, 2 suits of the same RANK (at least 5-5)

2♠      Weak, 2 suits of the same COLOR (at least 5-5)

2 NT      Weak, 2 ODD suits: ♣+♥ or ♦+♠ (at least 5-5)

3 NT      Gambling (solid minor, no outside King)

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

Bergen raises

Inverted minors

## COMPETITIVE BIDDING

Negative doubles through      4♥      Responsive doubles through      4♥

Jump overcalls      Wk (not in 4th)      Unusual NT      2 lowest unbid suits (weak or strong)

1NT overcall (immediate)      15-18 (sys on)      (re-opening)      11-14 (simple Stayman)

Immed cue of minor      Both majors (weak or strong)

Immed cue of major      Another major + a minor (weak or strong)

Over opponent's 1NT (weak)      X = upper range of their NT, 2♣ = both Ms,

Over opponent's 1NT (strong)      2♦ = long M, 2♥/♠ = ♥/♠ + a minor, 2NT = minors

Over weak twos      X = t/o (Lebensohl applies)

Over opening threes      X = t/o



## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted

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

Jump shifts after minor opening Weak 6 cd suit

Jump shifts after major opening Fit showing

Responses to strong 2 suit opening 2 ♦ negative

Responses to 2NT opening ♣ and ♦ to play, ♥ and ♠ invitational

## 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: 4th

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

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

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

Discards McKenney  high encourage  low encourage

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

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

## CONVENTIONS

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

4♣ Gerber  when? Over 1 NT

### Other Conventions

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

Cue raises \_\_\_\_\_

Lebebohl (over 1NT) \_\_\_\_\_

Checkback \_\_\_\_\_

Support doubles \_\_\_\_\_



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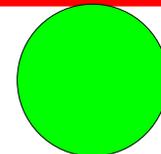
## STANDARD SYSTEM CARD

Names: Alison Maynard Cathy Warthold

ABF Nos: 355194 152072

Basic System: Standard American Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 15 - 17 may contain 5 card major

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

Transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣

2 NT 3♦ Other: \_\_\_\_\_

2♣ Game force or balanced 23 - 24

2♦ Multi - 6+ ♥ or ♠ weak / balanced 20 - 22

2♥ 5/5 ♥ and another, <10

2♠ 5/5 ♠ and another, <10

2 NT 5/5 minors, <10

3 NT Gambling, no outside entry

## 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 2 unbid suits

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

Immed cue of minor Michaels (majors < 10 or > 16)

Immed cue of major Michaels (other major and a minor < 10 or > 16)

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos X

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 4 cards	2NT	10 - 11
	1♥/♠	5+, 4 cards	3♣	5 - 9, 5 cards
	1NT	6 - 9, no major	3♦	splinter
	2♣	11+, 5 cards	3♥	splinter
	2♦	weak	3♠	splinter
	2♥	weak	3NT	12 - 13
	2♠	weak	4 bids	

1♦	1♥/♠	5+, 4 cards	3♣	weak
	1NT	5 - 9, no major	3♦	5 - 9, 4 cards
	2♣	10+	3♥	splinter
	2♦	11+, 4 cards	3♠	splinter
	2♥	weak	3NT	10 - 15, 4 card ♦
	2♠	weak	4♦	pre-emptive
	2NT	10 - 11	4 Other	

1♥/♠	1NT	5 - 9	3♣	fit showing
	2♣	10+	3♦	fit showing
	2♦	10+	3♥/♠	fit showing
	2♥/♠	5 - 9, 3 cards	3NT	12 - 15 flat raise
	2NT	Jacoby	4♣/♦	splinter

2♣	2♦	Negative	2♥/♠	5 cards, 3 controls
	other			

2♦	2♥	Pass or correct	3♣/♦	Forcing
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Asking	3NT	To play

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

2NT	3♣	To play	4♣	To play
	3♦	To play	4♦	To play
	3♥	Forcing	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	
3♥/3♠	Forcing to game, slam interest
4♣	Gerber
4♦	Transfer to ♥
4♥	Transfer to ♠
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 x = penalty, 4♣ = take out to major

Defence to opening Two's: Multi 2♦ x = 16+ takeout, 2NT 19 - 21, 3NT 22 - 24

pass then x = 10 - 15 shortage

RCO style 2-s

Other 2-s

Defence to strong ♣ Cappelletti style

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦

4♥  4♠

## OTHER NOTES

Inverted minors off after all interference

Over strong 1♣, X = single suit, 2♣ strong, 1♦ both majors,

1♥ hearts and minor, 1♠ spades and minor, 1NT minors

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted

Jump raises - majors limit  forcing  Other:

Jump shifts after minor opening weak

Jump shifts after major opening weak

Responses to strong 2 suit opening

Responses to 2NT opening Stayman

## PLAY CONVENTIONS

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

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

Underlead  Other:

Four or more with an honour 4th highest  attitude

3rd/5th  Other:

From 4 small 2nd highest  Other:

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

Other: Count (odd/low - even/high)

Signal on declarer's lead natural count when it suits

Discards McKenney  high encourage  low encourage

odd/even  Other:

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430

4♣ Gerber  when? over 1NT or 2NT openings

### Other Conventions

Ogust

Inverted Minors

Berlin



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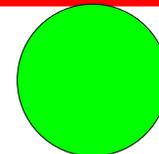
## STANDARD SYSTEM CARD

Names: Rowena Stokell Mairead Kelly

ABF Nos: 103055 664121

Basic System: 5 card Std American Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+HCP 3+ 1♦ 10+HCP 3+ 1♥ 10+HCP 5+ 1♠ 10+HCP 5+

1 NT 15-17HCP may contain 5 card major

2♣ Stayman: simple  extended  Other:

Transfers 2♦ 2H 2♥ 2S 2♣

2 NT Other:

2♣ Artificial - Game force or almost - with approx 4 losers; can contain 5 card major

2♦ 6-10HCP 6+ (no void & denies 4 card major)

2♥ 6-10HCP 6+ (no void & denies 4 spades)

2♠ 6-10HCP 6+ (no void & denies 4 hearts)

2 NT 20-22HCP; can include a 5 card major

3 NT Gambling (shows length in minor & no stoppers in other suits)

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

X of opening 1NT

Support X

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls weak Unusual NT

1NT overcall (immediate) Berlin (re-opening) Berlin

Immed cue of minor Berlin

Immed cue of major Berlin

Over opponent's 1NT (weak) Lionel

Over opponent's 1NT (strong) Lionel

Over weak twos X for takeout

Over opening threes X for takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+HCP 4+D	2NT	10-12HCP bal; no 4 cd Major
	1♥/♠	6+HCP 4+	3♣	6-9HCP 5+C
	1NT	6-9HCP bal; no 4 cd Major	3♦	3-5HCP 7+D
	2♣	10+HCP 4+C	3♥	3-5HCP 7+H
	2♦	0-5HCP 6D	3♠	3-5HCP 7+S
	2♥	0-5HCP 6H	3NT	13+HCP bal; no 4 cd Major
	2♠	0-5HCP 6S	4 bids	
1♦	1♥/♠	6+HCP 4+H/S	3♣	3-5HCP 7+C
	1NT	6-9HCP bal; no 4 cd Major	3♦	6-9HCP 5+D
	2♣	10+HCP 4+C	3♥	3-5HCP 7+H
	2♦	10+HCP 5+D	3♠	3-5HCP 7+S
	2♥	0-5HCP 6H	3NT	13+HCP bal; no 4 cd Major
	2♠	0-5HCP 6S	4♦	
	2NT	10-12HCP bal; no 4 cd Major	4 Other	
1♥/♠	1NT	6-9HCP denies 3 card support	3♣	3-5HCP 7+C
	2♣	10+HCP 4+C	3♦	3-5HCP 7+D
	2♦	10+HCP 4+D	3♥/♠	10-12HCP w/ 3 cd support; limit
	2♥/♠	6-9HCP with 3+ card support	3NT	15+HCP w/ 2 cd support
	2NT	13/+HCP w/ 4+ card support; GF	4♣/♦	Splinter 11/+HCP w/ void or sing
2♣	2♦	0-7HCP artificial negative	2♥/♠	8+HCP 5 card suit
	other	2NT shows 8+HCP balanced (see other notes)		
2♦	2♥	15+HCP 5+H (non-forcing)	3♣/♦	
	2♠	15+HCP 5+S (non-forcing)	3♥/♠	16+HCP 6+H/S
	2NT	Ogust	3NT	bal with stoppers in other suits
2♥/♠	2NT	Ogust	3NT	bal with stoppers in other suits
	3♣/♦	forcing	4♣/♦	
	3♥/♠	preemptive	4♥/♠	preemptive or to make
2NT	3♣	Stayman	4♣	Gerber
	3♦	4/+HCP 5+H	4♦	6/+D; slam values
	3♥	4/+HCP 5+S	4♥	6/+H; to play
	3♠	both minors & slam interest	4♠	6/+S; to play
	3NT	4/+HCP balanced	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ 6 cd suit; slam interest

3♥/3♠ 6 cd 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 X is takeout (equal length in Majors)

Defence to opening Two's: Multi 2♦ O/C=10-15HCP; Jump O/C=16-18HCP w/ 6 cd suit

X=16/+HCP w/ no 6 cd suit; 2NT=16-18HCP;

RCO style 2-s

Other 2-s

O/C=10-15HCP w/ 6 cd suit; Jump O/C=16-18HCP w/ 6 cd suit;

X= opening pts w/ support in 3 suits; 2NT=16-18HCP w/ stopper

Defence to strong ♣

Overcall with 6/+ cd suit & not vulnerable

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦

4♥ X for spades

4♠ X for penalties;

4NT shows minors

## OTHER NOTES

Responses to 2C opening:

7HCP with AK - response is positive

- Opener rebid of 2H is artificial (23=HCP or 10+ playing tricks); A 2S rebid by responder is artificial shows 0-4HCP - other replies are natural with 5-7HCP

- Opener rebid of 2S is natural gameforce with 5+S

- Opener rebid of 2NT shows 23-24 balanced

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other:	
Jump raises - majors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other:	
Jump shifts after minor opening	Splinters			
Jump shifts after major opening	Splinters			
Responses to strong 2 suit opening	2D wait or -ive to 2C All others natural			
Responses to 2NT opening	Puppet Stayman Transfers			

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/> <b>S</b>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: Against NT - J as opening lead denies higher
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: S and NT
From 3 cards (no honour)	top <input type="checkbox"/> <b>NT</b>	middle <input type="checkbox"/> <b>S</b>
	bottom <input type="checkbox"/>	
<b>Signal</b> on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Count or Suit Preference	
<b>Signal</b> on declarer's lead	Natural count when helping us	
<b>Discards</b>	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other:	
<b>Count</b>	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	1430
4♣	Gerber <input checked="" type="checkbox"/>	when?	Directly over 1 NT opening	

### Other Conventions

Swine	Crowhurst after opener's 1NT rebid
Fit showing jumps	Splinters - mini,maxi,mega
UCB	Truscott responses after X
Support Xs and XXs	Long & Short suit trials Latter by relay
TNT raises and No Trump raises	Puppet Stayman after 2NT opening



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## STANDARD SYSTEM CARD

Names:	Rosemary Mooney	Betty Mill	
ABF Nos:	151858	143103	
Basic System:	Acol	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♣	10HCP 4	1♦	10HCP 4	1♥ 10HCP 4
1 NT	(11) 12 -14			may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Pseudo	
Transfers	2♦ H	2♥ S	2♠ C	
2 NT	D	Other: Super accept in minors		
2♠	Art. 1 round force GF or almost 23+ NT hand			
2♦	Weak Natural 5-12HCP Varies with Vul and position			
2♥	Weak " " " "			
2♠	Weak " " " "			
2 NT	20-22			
3 NT	Gambling No outside control			

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

Support Xs and XXs	Minorwood
Defence to multi 2D	
Defence incl. X to 1NT openings	

## COMPETITIVE BIDDING

Negative doubles through	4D	Responsive doubles through	4D
Jump overcalls	Variable	Unusual NT	Shapely with other suits
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Majors Weak or very strong		
Immed cue of major	Other major and either minor Weak or very strong		
Over opponent's 1NT (weak)	Canape transfers X=Penalties		
Over opponent's 1NT (strong)	Canape transfers X= Clubs		
Over weak twos	X=TO/ 2NT=16-18/ Cue = Michaels/ SJ Ocalls/Suit natural		
Over opening threes	" 3NTto play "	"	" "

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning					
1♣	1♦	6+HCP 4	2NT	C fit 10-12 No 4M Flattish	
	1♥/♠	" "	3♣	C fit 16+ "	
	1NT	6-10HCP No 4 M	3♦	Maxi splinter	
	2♣	6-9 No 4 M	3♥	" "	
	2♦	Splinter	3♠	" "	
	2♥	"	3NT	C fit 13-15 No 4M NoS orVoid	
	2♠	"	4 bids	4C RKC in C	
1♦	1♥/♠	6+HCP 4	3♣	Splinter	
	1NT	6 - 10 HCP No 4M	3♦	D fit 16+ No 4 M	
	2♣	10+	3♥	Maxi splinter	
	2♦	6 - 9 NO 4M	3♠	" "	
	2♥	Splinter	3NT	D fit 13-15 No 4M No S or V	
	2♠	"	4♦	RKC in D	
	2NT	D fit 10-12 HCP No 4M Flattish	4 Other	4C maxi splinter 4M to play	
1♥/♠	1NT	6-9 (10)	3♣	Splinter	
	2♣	10+	3♦	" "	
	2♦	10+	3♥/♠	Suit fit 16+HCP No S or V	
	2♥/♠	6-9 (10) No sing or void	3NT	Suit fit 13-15HCP No S or V	
	2NT	Suit fit 10-12 HCP Flattish	4♣/♦	Maxi splinter	
2♣	2♦	Waiting or -ive	2♥/♠	3 controls + good suit	
	other	2NT 3 controls but no good 5 card suit			
2♦	2♥	Forcing Natural	3♣/♦		
	2♠	" " " "	3♥/♠		
	2NT	Ogust Then open's3D=WH SSuit	3NT	To play	
2♥/♠	2NT	Ogust	3NT	To play	
	3♣/♦	Nat Forcing	4♣/♦	Splinter	
	3♥/♠	Pre-emptive	4♥/♠	To make or pre-empt.	
2NT	3♣	Puppet Stayman	4♣	6+ Slam interest	
	3♦	Trans to H	4♦	6+ Slam interest	
	3♥	Trans to S	4♥	To play	
	3♠	Slam interest in both minors	4♠	To play	
	3NT	Play	other		

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	GF Slam interest
3♥/3♠	" " "
4♣	Simple Gerber
4♦	
4♥	To Play
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                      HCP and otherM and delayed support

Defence to 3NT opening                      X=TO to Ms                      4C=longerH                      4D= longer S

Defence to opening Two's:                      Multi 2♦                      In second seat see notes below

RCO style 2-s                      California Defence                      Fourth seat X is 2 way

Other 2-s                      X=opposite 2 suiter with C

3C=opposite 2 suiter without C                      Others nat.

Defence to strong ♣                      d=dh, h=hs, s=sc,2c=cd,x=ch,1NT=ds.

Lebensohl                      Over NT interference                       x= t.o.

Other uses                      Over weak 2s

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

4♥                      x /4NTfor minors                      4♠                      4NT for 3 suits

## OTHER NOTES

(A) Splinter ranges: 5-8HCP mini 9-12maxi 13+mega

(B) Defence to multi2d in 2nd seat: 2H=t.o.W2S / 2S=t.o.W2H / 2NT=minors

X= 16-18bal. or hand too strong for NF 2H or 2S/ 3NT to play often on tricks

4C/D a big mM 2 suiter with the bid m and either M

(C) Fit showing jumps after suit interference

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
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		2H = 0-4		
Responses to 2NT opening		2NT via 2C: Puppet Stayman		

## 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 = 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 type="checkbox"/>	Other: bottom
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input checked="" type="checkbox"/>
<b>Signal</b> on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other:	
<b>Signal</b> on declarer's lead:	count	
<b>Discards</b> McKenney	<input type="checkbox"/>	high encourage <input checked="" type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <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:	30/41
4♣	Gerber <input type="checkbox"/>	when?	over 1NT	

### Other Conventions

Responses to 2C:	Jacoby
2D=8+, any shape; 2H=0-4; 2S=5-8, bal;	Checkback
2NT=4-7, 5+C; 3C=4-7, 5+D; 3D=4-7, 5+H;	cue raises
3H=4-7, 5+S	Lebensohl
SPLASH over Precision	Blackout



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## STANDARD SYSTEM CARD

Names:	Carolyn	Margaret	
ABF Nos:	337844	107735	
Basic System:	Standard with 2 over 1	Brown Sticker <input type="checkbox"/>	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>	
		Yellow <input type="checkbox"/>	

## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	3	1♦	3	1♥	5	1♠	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:		5 card Stayman		
Transfers	2♦ H	2♥ S	2♣ C				
2 NT	D	Other:		super accepts			
2♣	Game force unbal; 23+ bal						
2♦	6 card H/S, 6-10; 20-22 bal						
2♥	5H and 4+ another suit, less than opening hand						
2♠	5S and 5 of a minor, less than opening hand						
2 NT	5/5 in minors, less than opening hand						
3 NT	Ace ask						

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

2/1 Game Force	1NT over 1H/1S forcing for 1 round
support X and XX	Open 1D and rebid 2C could be 5/4 either way
Jacoby over major and minor	

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	weak	Unusual NT	2 lowest unbid, weak
1NT overcall (immediate)	15-18	(re-opening)	10-14, system on
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	SPLASH		
Over opponent's 1NT (strong)	DONT		
Over weak twos	Lebensohl		
Over opening threes	t/o		



## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: **inverted**

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

Jump shifts after minor opening **weak in a major**

Jump shifts after major opening **fit showing forcing to game**

Responses to strong 2 suit opening **2♦ waiting**

Responses to 2NT opening **puppet staymen**

## 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: **suit preference when not attitude**

Signal on declarer's lead **count, or smith peter (nt)**

Discards McKenney  high encourage  low encourage

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

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: **03/14**

4♣ Gerber  when? **only over NT ( almost never )**

Other Conventions \_\_\_\_\_

### Splinters

4th suit forcing

Truscott

Jacoby 2nt

Support X & XX

### T O M

Lebensohl

Blackout

Minor suit keycard



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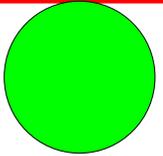
## STANDARD SYSTEM CARD

Names: **Sandy Johnson** **Toni Bardon**

ABF Nos: **99694** **11142**

Basic System: **Standard** Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ **3 12 +** 1♦ **3 12 +** 1♥ **5 12 +** 1♠ **5 12 +**

1 NT **15 - 17** may contain 5 card major

2♣ Stayman: simple  extended  Other: **pseudo**

Transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣

2 NT to ♦ Other: **superaccept in minor w Kxx or better**

2♠ **game force unless rebid 2nt ( 22 - 23 )**

2♦ **Flannery 5/6 ♥, 4♠, 11 - 15 pts**

2♥ **weak 6♥ with ogust ( 3♦ response = max suit, min hand )**

2♠ **weak 6♠ " "**

2 NT **20 - 21**

3 NT **gambling**

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

### Inverted Minors

## COMPETITIVE BIDDING

Negative doubles through **4♥** Responsive doubles through **4♥**

Jump overcalls **weak** Unusual NT **Minors or Majors**

1NT overcall (immediate) **16 - 18** (re-opening) **10 - 15**

Immed cue of minor **other Minor & a Major**

Immed cue of major **other Major & a minor**

Over opponent's 1NT (weak) **Cappiletti**

Over opponent's 1NT (strong) **"**

Over weak twos **X w lebensohl**

Over opening threes **X**

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural 5 + pts	2NT	balanced fit
	1♥/♠	"	3♣	pre-empt
1NT	8 - 10		3♦	splinter
2♣	inverted/fit 5+ no major		3♥	"
2♦			3♠	"
2♥	weak 6 + cards		3NT	to play
2♠	weak 6 + cards		4 bids	4♦ = splinter

1♦	1♥/♠	natural 5 + pts	3♣	splinter
1NT	6 - 10		3♦	pre-empt
2♣	10 +		3♥	splinter
2♦	inverted		3♠	"
2♥	weak 6 + cards		3NT	to play
2♠	weak 6+ cards		4♦	keycard
2NT	balanced fit		4 Other	

1♥/♠	1NT	6 - 10	3♣	fit showing & forcing
	2♣	natural 10 +	3♦	"
	2♦	"	3♥/♠	limit
	2♥/♠	natural 6 - 10	3NT	to play
	2NT	Jacoby	4♣/♦	splinter

2♣	2♦	waiting or negative	2♥/♠	5 + cards, 2 tricks A + K
other				

2♦	2♥	to play	3♣/♦	to play
	2♠	to play	3♥/♠	invitational
	2NT	asking	3NT	to play

2♥/♠	2NT		3NT	to play
	3♣/♦	to play	4♣/♦	splinter
	3♥/♠	invitational	4♥/♠	to play

2NT	3♣	puppet staymen	4♣	natural slam interest
	3♦	transfer to ♥	4♦	"
	3♥	transfer to ♠	4♥	
	3♠	5♠ + 4♥	4♠	
	3NT	to play	other	

# CONVENTIONS

Additional responses to 1NT

3♣/3♦	
3♥/3♠	
4♣	
4♦	
4♥	
4♠	

Unusual NT: minors  other suits  lower 2 unbid suits

other **minors after a major suit opening**  
**majors after a minor suit opening**

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X with 16 +non-balanced

RCO style 2-s 2nt w 16+ balanced, w good stops in both majors  
X

Other 2-s X ( ? Leaping Michaels )

Defence to strong ♣

Lebensohl Over NT interference

Other uses over partners X of a pre-empt

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

# OTHER NOTES

over 2nt interference for minors : 3♣ = major takeout , ♥ preference  
 3♦ = major takeout , ♠ preference

## BASIC RESPONSES

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

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

Jump shifts after minor opening =>5 hcp 6 card suit \_\_\_\_\_

Jump shifts after major opening mini/ maxi splinters \_\_\_\_\_

Responses to strong 2 suit opening 2♦ waiting <3+ controls , pup staymen \_\_\_\_\_

Responses to 2NT opening 3♣♦ to play, 3♥♠ forcing ,4♣♦ keycard \_\_\_\_\_

## 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: A for attitude K for count \_\_\_\_\_

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

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

Other: suit preference \_\_\_\_\_

Signal on declarer's lead reverse smiths peter in NT \_\_\_\_\_

Discards McKenney  high encourage  low encourage

odd/even  Other: suit preference \_\_\_\_\_

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

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 0314

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Lebensohl (direct denies stopper) Sup x to 1♠ only, sup XX

Help suit trial bids Jacoby raises

Fourth suit forcing to game TOM , Blackout after a reverse

Feature ask, Minorwood Truscot,

Unassuming cue bids Reverse smiths peters in NT



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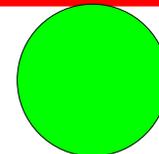
## STANDARD SYSTEM CARD

Names: Rosa Lachman Greer Tucker

ABF Nos: 99759 107735

Basic System: Standard 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♥ (4) 5+, 11 hcp 1♠ (4) 5+, 11 hcp

1 NT 15-17 may include a 6 card minor may contain 5 card major

2♣ Stayman: simple  extended  Other: 5 card staymen

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: Super accepts

2♠ GF or 21-23 bal, pup staymen

2♦ Flannery 4♠, 5+ ♥ 10-14 hcp

2♥ 6♥ 6-10 hcp constructive in 1st & 2nd pos , 5+,and up to 12hcp 3rd & 4th pos

2♠ 6♠ 6-10 hcp constructive in 1st and 2nd pos ,5+,and up to 12hcp 3rd & 4th pos

2 NT 5+♣/5+♦, 6-10 hcp

3 NT Solid minor no outside A or K in 1st or 2nd

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

Jordan TOM checkback to NT rebids

Truscot bids

1♠ response to 1♥= 5+♠.1NT may 4♣

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♠

Jump overcalls weak Unusual NT lower unbid weak or strong

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

Immed cue of minor 5+/5+ majors weak or strong if suit is natural

Immed cue of major 5+ other major,5+ minor weak or strong

Over opponent's 1NT (weak) Multilandy X= pen , X in passout seat = 10+hcp and suit

Over opponent's 1NT (strong) Multilandy X= pen, X in passout seat = ♣

Over weak twos X for t/o , Lebensohl reponses 2NT=>8 HCP

Over opening threes X= penalty orientated

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ hcp ,4+ maybe 3 occas	2NT	12+ hcp 5+♣
	1♥/♠	6+ hcp 4+	3♣	10-12 hcp 5+ ♣
	1NT	6-10 hcp	3♦	Splinter
	2♣	6-10 hcp 5+♣	3♥	Splinter
	2♦	>5hcp 6 card suit	3♠	Splinter
	2♥	>5hcp 6 card suit	3NT	13-15 hcp
	2♠	>5hcp 6 card suit	4 bids	4♣ keycard, 4♥/♠ to play

1♦	1♥/♠	6+ hcp 4+	3♣	Splinter
	1NT	6-10 hcp	3♦	10-12 hcp 5+ ♦
	2♣	10+ hcp 4+♣	3♥	Splinter
	2♦	6-10hcp 5+♦	3♠	Splinter
	2♥	>5hcp 6 card suit	3NT	13-15 hcp
	2♠	>5hcp 6 card suit	4♦	keycard
	2NT	12+ hcp 5+♦	4 Other	4♥/♠ to play

1♥/♠	1NT	6-10 hcp	3♣	Splinter
	2♣	10+ hcp 4+♣	3♦	Splinter
	2♦	10+ hcp 4+♦	3♥/♠	3+, 10-12
	2♥/♠	6-10,3+, 1♥--2♠ splinter	3NT	13-15 hcp
	2NT	12+hcp 4 card support	4♣/♦	splinter void slam interest

2♣	2♦	<3+ controls A=2,K=1	2♥/♠	3♣/3♦ 3+ controls
	other	2NT 8-10 Stopper in all suits		

2♦	2♥	to play	3♣/♦	bid 3NT with stopper in other minor
	2♠	to play	3♥/♠	invitational
	2NT	inquiry F ,nat if passed hand	3NT	to play

2♥/♠	2NT	Feature ask nat if passed hand	3NT	to play
	3♣/♦	1RF	4♣/♦	
	3♥/♠	invitation, preempt over X	4♥/♠	to play

2NT	3♣	to play	4♣	keycard
	3♦	to play	4♦	keycard
	3♥	forcing	4♥	to play
	3♠	forcing	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 card suit slam interest
3♥/3♠	6 card suit slam interest
4♣	Minor suit keycard
4♦	Minor suit keycard
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                      TOM

### Defence to 3NT opening

X= good hand

### Defence to opening Two's:

Multi 2♦                      X=♦, nat overcalls ,NT= stopper ♥/♠

### RCO style 2-s

X shows bid suit natural overcalls X later= T/O

### Other 2-s

X shows bid suit natural overcalls X later

### Defence to strong ♣

X=♣ and another, 1♦= ♦ and another, 1♥= ♥ and ♠

1♠ = spades, 1NT= minors

### Lebensohl

Over NT interference

### Other uses

after weak 2's ,2NT response = >8 hcp

### Take out of 4 level pre-empts

4♣/4♦                      optional

4♥ T/O                      4♠ Penalty

## OTHER NOTES

System on over NT overcalls, sys off after X= penalty

## BASIC RESPONSES

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

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

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

Jump shifts after major opening    Bergen \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## PLAY CONVENTIONS

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

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

Underlead     Other: Overlead, underlead interior sequences \_\_\_\_\_

Four or more with an honour    4th highest     attitude

3rd/5th     Other: 9 or 10 highest or third highest \_\_\_\_\_

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 where appropriate \_\_\_\_\_

Discards    McKenney     high encourage     low encourage

odd/even     Other: Reverse count in No trumps \_\_\_\_\_

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

## CONVENTIONS

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

4♣    Gerber     when? over \_\_\_\_\_

### Other Conventions

alpha & beta asks	cue raises
Bergen raises	4th Suit forcing



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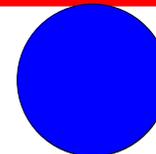
## STANDARD SYSTEM CARD

Names:    Ann Clarke    Linda Babiszewski

ABF Nos:    188999    188980

Basic System:    Precision

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 0 (16+HCP)    1♦ 4 (11-15HCP)    1♥ 4 (11-15HCP)    1♠ 5 (11-15HCP)

1 NT    12-15HCP    may contain 5 card major

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

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

2 NT    minor transfer    Other: super-accepts available

2♣ 11-15 hcp, either 6+ clubs or 5 clubs and a major

2♦ 6-9 hcp weak two in a major

2♥ 6-9 hcp, 5-5 hearts & a minor

2♠ 6-9 hcp, 5-5 spades & another

2 NT 6-9 both minors

3 NT Gambling, no more than a Queen outside

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


## COMPETITIVE BIDDING

Negative doubles through    4S    Responsive doubles through    4S

Jump overcalls    Weak or strong    Unusual NT    Other rank two suiter

1NT overcall (immediate)    15 - 18 HCP    (re-opening)    10-13 NV, 11-14 Vul

Immed cue of minor    other minor & a major

Immed cue of major    other major & a minor

Over opponent's 1NT (weak)    DONT

Over opponent's 1NT (strong)    DONT

Over weak twos    X = takeout

Over opening threes    X = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7, any	2NT	11-13 hcp, flat
	1♥/♠	8+hcp, 5+cards	3♣	8+hcp 4-4-1-4
	1NT	8+hcp, 5+ clubs	3♦	8+ hcp, 4-1-4-4
	2♣	8+ HCP, 5+ diamonds	3♥	0-3 hcp, 6+ cards
	2♦	8+ HCP, balanced	3♠	0-3 hcp, 6+ cards
	2♥	8+hcp, 1-4-4-4	3NT	14-16, balanced
	2♠	8+hcp, 4-4-4-1	4 bids	N/A

1♦	1♥/♠	6+, 4+ suit	3♣	splinter
	1NT	6-9, no 4 card major	3♦	Preemptive raise
	2♣		3♥	
	2♦	inverted raise	3♠	
	2♥	splinter	3NT	To play
	2♠	splinter	4♦	Pre-emptive
	2NT	11-12 hcp, balanced, no major	4 Other	

1♥/♠	1NT	forcing	3♣	Bergen
	2♣		3♦	Bergen
	2♦		3♥/♠	
	2♥/♠	Bergen	3NT	13-15, flat raise
	2NT	16+hcp, trump ask	4♣/♦	splinter

2♣	2♦	inquiry	2♥/♠	Not forcing
	other			

2♦	2♥	Correctable	3♣/♦	3♣ correctable, 3♦ asks major
	2♠	Correctable	3♥/♠	Invitational, correctable
	2NT	Enquiry	3NT	Not used

2♥/♠	2NT	Relay, one round force	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	splinter
	3♥/♠	Preemptive	4♥/♠	to play

2NT	3♣	to play	4♣	
	3♦	to play	4♦	
	3♥	natural	4♥	
	3♠	natural	4♠	
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Game Interest
3♥/3♠	
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♦ Double = T/O, 2NT = 15-18

RCO style 2-s first double values, next double takeout

Other 2-s if suit(s) not known then doubles are values, takeout, penalty

if suits known doubles are takeout, then penalty

Defence to strong ♣ DONT, 1S = spades, 1NT = any single suited hand

Lebensohl Over NT interference

Other uses

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

4♥ Double = values 4♠ 4NT

## OTHER NOTES

Super accept with 4 trumps after Jacoby response to our 1NT opening.

After 1C 1NT 2C asks for controls, 2NT = Baron

## BASIC RESPONSES

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

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

Jump shifts after minor opening 16+, 6 card (2 top 3 honours)

Jump shifts after major opening 16+, 6 card (2 top 3 honours)

Responses to strong 2 suit opening relay or +ve

Responses to 2NT opening 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: can be McKenny

Signal on declarer's lead natural count

Discards McKenney  high encourage  low encourage

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

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 14/30 unless ♠ 30/14

4♣ Gerber  when? over 1NT

### Other Conventions

Truscott Raises \_\_\_\_\_

Unassuming Cue \_\_\_\_\_

Crowhurst \_\_\_\_\_

Puppet Stayman \_\_\_\_\_

Jacoby 2NT \_\_\_\_\_



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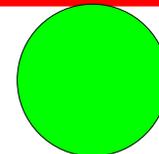
## STANDARD SYSTEM CARD

Names: Prudence Wagner Felicity Gunner

ABF Nos: 358541 370002

Basic System: ACOL Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 4 card 1♦ 11+ 4 card 1♥ 11+ 4 card 1♠ 11+ 4 card

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♣ 20 -- 22, 25 -- 26 flat or 8 PTs or game force

2♦ weak 6 card major or 23 -- 24, 27 -- 28 flat

2♥ ♥ and another, 5/5 <10

2♠ ♠ and a minor 5/5 <10

2 NT minors, 5/5 weak or strong

3 NT gambling

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

variable jump overcalls \_\_\_\_\_

2♣ -- 2♦ -- 2♥ is game force \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♣

Jump overcalls variable Unusual NT 1NT -- other suits, 2NT -- other rank

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

Immed cue of minor other minor and a major

Immed cue of major other major and a minor

Over opponent's 1NT (weak) Modified Cappeletti

Over opponent's 1NT (strong) Modified Cappeletti

Over weak twos natural

Over opening threes natural



## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: 1C - 3C is 4-4-4-1

Jump raises - majors    limit     forcing     Other: 8 losers

Jump shifts after minor opening    weak over 1D

Jump shifts after major opening    1st round controls & splinters

## PLAY CONVENTIONS

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

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

Underlead     Other: lead of an Ace seeks attitude, King seeks 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    Count where appropriate, some suit preference

**Discards**    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

**Count**    natural     reverse

## CONVENTIONS

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

4♣    Gerber     when?    Over 1NT & 2D-2NT rebid

**Other Conventions**

Support Doubles & Redoubles	Truscott
Unassuming Cue Bid	
Modified Swiss over 1H & 1S	
Checkback Stayman	
Cue Raises	

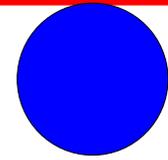


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## STANDARD SYSTEM CARD

Names:    Margaret Walters    Adrienne Kelly

ABF Nos:    450545    190632

Basic System:    Precision

Classification:    Green     Blue     Red     Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 0 (16+HCP)    1♦ 1 (11-15HCP)    1♥ 5 (11-15HCP)    1♠ 5 (11-15HCP)

1 NT    14-16HCP    may contain 5 card major

2♣ Stayman:    simple     extended     Other: 5 card major ask

Transfers    2♦ transfer to 2H    2♥ transfer to 2S    2♠ transfer to 3C

2 NT    transfer to 3D    Other: super-accepts available

2♣ 11-15 hcp, either 6+ clubs or 5 clubs and another suit

2♦ 6-10 hcp, six card major or 22-23 balanced

2♥ 6-10 hcp, 5 cards hearts, 4+ cards other

2♠ 6-10 hcp, 5 cards spades, 4+ cards minor

2 NT 5-5 minors, 6-10 hcp

3 NT Gambling

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


## COMPETITIVE BIDDING

Negative doubles through    3♣    Responsive doubles through    2♠

Jump overcalls    Weak    Unusual NT

1NT overcall (immediate)    15 - 18 HCP (re-opening)    8 - 11 HCP

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 = takeout; 2NT is 15-18; 3NT is 19-20

Over opening threes    X = takeout; 3NT is 19-20

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7, any	2NT	11-13 HCP, flat
	1♥/♠	8+ HCP, 5+ suit	3♣	8+ HCP, 4-4-4-1
	1NT	8-10 or 16+ flat	3♦	8+ HCP, 4-4-1-4
	2♣	8+ HCP, 5+ suit	3♥	8+ HCP, 4-1-4-4
	2♦	8+ HCP, 5+ suit	3♠	8+ HCP, 1-4-4-4
	2♥	0-5+ HCP, 6 card suit	3NT	
	2♠	0-5 HCP, 6 card suit	4 bids	N/A

1♦	1♥/♠	6+, 4+ suit	3♣	Weak 0-6
	1NT	6-10, no 4 card major	3♦	Invitational
	2♣	10+, 4+ suit	3♥	Splinter
	2♦	6-9	3♠	Splinter
	2♥	Weak 0-6	3NT	To play
	2♠	Weak 0-6	4♦	Pre-emptive
	2NT	11-12	4 Other	Splinter

1♥/♠	1NT	6-9 HCP, not necessarily flat	3♣	1st round control
	2♣	10+, 4+ suit	3♦	1st round control
	2♦	10+, 4+ suit	3♥/♠	10-12, 3+ support
	2♥/♠	6-9 HCP, 3+ suit	3NT	14-15, flat raise
	2NT	Jacoby	4♣/♦	Splinter

2♣	2♦	"Relay"	2♥/♠	8-10, not forcing
	other			

2♦	2♥	Correctable to 2S	3♣/♦	Natural, not forcing
	2♠	Correctable to 3H	3♥/♠	Correctable
	2NT	Enquiry	3NT	To play

2♥/♠	2NT	Relay, one round force	3NT	To play
	3♣/♦	Correctable	4♣/♦	Correctable
	3♥/♠	To Play	4♥/♠	To play

2NT	3♣	To Play	4♣	Pr-emptive
	3♦	To Play	4♦	Pr-emptive
	3♥	Forcing	4♥	To Play
	3♠	Forcing	4♠	To Play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Game Try
3♥/3♠	Splinter
4♣	Gerber
4♦	N/A
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits

other after 2 suits = other 2 suits

### Other slam bidding

Cue Bids  Asking Bids

### 4th Suit Forcing

One round  Game force

### NT Checkback

Priorities Up the line

### Defence to 3NT opening

Double with strength 4C-longer H's 3D-longer S's

### Defence to opening Two's:

Multi 2♦ Double = 16+, 2NT = 16-19

RCO style 2-s

Other 2-s

### Defence to strong ♣

X = Majors, 1NT = Minors, 1H = H & a minor, 1S = S & a minor

1D = Single Suited Major

### Lebensohl

Over NT interference

Other uses

After partner X's over opps multi two opening

### Take out of 4 level pre-empts

4♣/4♦ Double  
4♥ Double 4♠ 4NT

## OTHER NOTES

Transfers over our 1NT when opps X - XX = Clubs etc

## BASIC RESPONSES

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

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

Jump shifts after minor opening Exclusion bids 0-5 HCP 6 + cards

Jump shifts after major opening Fit showing jump 9-11 HCP

Responses to strong 2 suit opening To 2♣ - 2♦ = negative, 2♥/♠ 7+ HCP 5 + cards

Responses to 2NT opening 3♣/♦/NT to play 3♥ 20+HCP with ♣ 3♠ 20+ HCP with ♦

## PLAY CONVENTIONS

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

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

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

Four or more with an honour 4th highest  attitude

3rd/5th  Other: **KJ10xx - we From lead J against NT**

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 if given

Discards McKenney  high encourage  low encourage

odd/even  Other: **Present reverse count after 1st McK discard**

Count natural  reverse

## CONVENTIONS

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

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Splinter - void or singleton (Not Ace)	DOPI ROPI
Skew Cues	Lebensohl
Treatment	Crowhurst
Truscott	Jacoby
Reverse Drury	Long(help) suit trial bids



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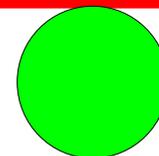
## STANDARD SYSTEM CARD

Names: **Dallas Cooper** Wynne Webber

ABF Nos: 269451 100171

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 NT ♦ Other: \_\_\_\_\_

2♣ Game force or 23-24 HCP or 27-28 HCP

2♦ Multi - Weak major 6 card 5-9 or 21-22 HCP or 25-26HCP

2♥ ♥ and another 5-9 HCP

2♠ ♠ and a minor 5-9

2 NT Both minors 5/5 5-9 HCP with Gamma responses

3 NT Gambling

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

Non forcing free bids in competition Lebensohl over weak jumps to the 2 level

TO doubles over weak jumps at the 3 or 4 level Skew Cues

Weak support over doubles

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♠

Jump overcalls Weak n.v inter v Unusual NT Unbid suits

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Cappalletti

Over opponent's 1NT (strong) Modified Cappaletti X=s.suit 2♣ = minors 2♦ = majors

Over weak twos X = T/O with Lebensohl Leaping Michaels

Over opening threes X = T/O Non leaping Michaels

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ 4♦	2NT	12+ 4+ ♣
	1♥/♠	5+ 4♥/♠	3♣	9-11 5+ ♣
	1NT	8-10 with 4 ♣ no 4 card other	3♦	
	2♣	5-7 4+ ♣ no 4 card other	3♥	
	2♦	0-5 6+♦	3♠	
	2♥	0-5 6+♥	3NT	To play
	2♠	0-5 6+♠	4 bids	

1♦	1♥/♠	5+ 4+ ♥/♠	3♣	
	1NT	7-9 with 4 ♦ no 4 card major	3♦	9-11 4+ ♦
	2♣	9+ 4+♣	3♥	
	2♦	5-7 no 4 card major	3♠	
	2♥	0-5 6+♥	3NT	To play
	2♠	0-5 6+♠	4♦	Forcing with ♦
	2NT	12+ HCP 4+♦	4 Other	Splinter - Sing. (not A) or void

1♥/♠	1NT	6-9 flat	3♣	9-11 4+♣ + 4+ ♥/♠
	2♣	9+ 4+♣	3♦	9-11 4+♦ + 4+♥/♠
	2♦	9+ 4+♦	3♥/♠	9-11 4+♥/♠
	2♥/♠	5-8 4+♥/♠	3NT	To play
	2NT	12+HCP 4+♥/♠	4♣/♦	Splinter -Sing.(notA) or void

2♣	2♦	Negative or waiting	2♥/♠	7+ HCP 5♥/♠
	other	2NT 9+ no 5 card suit		

2♦	2♥	Pass or correct	3♣/♦	
	2♠	9+ HCP - tolerance for ♥	3♥/♠	
	2NT	15+ HCP	3NT	

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	To play	4♣/♦	
	3♥/♠	Competitive	4♥/♠	To play

2NT	3♣	To play	4♣	Invitational
	3♦	To play	4♦	Invitational
	3♥	20+ HCP with ♣	4♥	To play
	3♠	20+ HCP with ♦	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	8-10 HCP 6+ ♣/♦ with 2 of the top 3 honours
3♥/3♠	8-10 HCP 6+ ♥/♠ with 2 of the top 3 honours
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 Rebid 5 card suits , bid 4 card suits, 3 card supp.

Defence to 3NT opening X = T/O

Defence to opening Two's: Multi 2♦ X+ ♦ 2♥= T/O ♥ 2♠= T/O ♠(shortage)

RCO style 2-s

Other 2-s

Defence to strong ♣ Brozel

Lebensohl Over NT interference

Other uses Weak 2's

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

4♥ X=T/O 4♠ X= penalty 4NT T/O

## OTHER NOTES

1♥/♠ 2NT 3 any other suit = singleton or void (not A)

1♥/♠ 2NT 3NT = ♥/♠ A

## BASIC RESPONSES

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

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

Jump shifts after minor opening 16+ good suit

Jump shifts after major opening 16+ good suit

Responses to strong 2 suit opening Next suit negative

Responses to 2NT opening Baron and Transfers

## PLAY CONVENTIONS

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

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

Underlead  Other: 3rd highest from interior sequence

Four or more with an honour 4th highest  attitude

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

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

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

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

Signal on declarer's lead Natural count when necessary

Discards McKenney  high encourage  low encourage

odd/even  Other: Odd encourage, even card McKenny

Count natural  reverse

## CONVENTIONS

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

4♣ Gerber  when? When NT range = 3 HCP

### Other Conventions

Lebensohl	Exclusion Blackwood
DOPI, ROPI	
Grand Slam Force	
Positive Slam X	
Skewed Cues	



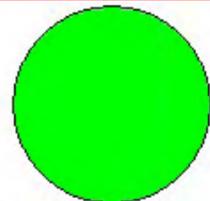
## STANDARD SYSTEM CARD

Names: Jane Tyson Margaret Gibbs

ABF Nos: 162639 161829

Basic System: 4 Card Standard Brown Sticker

Classification: Green  Blue  Red  Yellow

 Click circle for color

## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ hcp 3+ cds 1♦ 11+ hcp 4+ cds 1♥ 11+ hcp 4+ cds 1♠ 11+ hcp 4+ cds

1 NT 15-17 baL. may contain 5 card major

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

Transfers 2♦ H 2♥ S 2♠ Either minor

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

2♣ 8 P.T. in any suit or 22-23 balanced

2♦ Game Force

2♥ 6-10HCP 5-6 cards (could be stronger or weaker in 3rd, intermediate in 4th)

2♠ 6-10HCP 5-6 cards (could be stronger or weaker in 3rd, intermediate in 4th)

2 NT 20-21 HCP balanced

3 NT 4 level minor suit pre-empt

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

Jump raises over X very weak

Jump shifts (responses) in comp. = weak

4C/4D = Intermediate, major suit openings

## COMPETITIVE BIDDING

Negative doubles through 4H	Responsive doubles through 4H
Jump overcalls Weak	Unusual NT 2 suited primarily for minors
1NT overcall (immediate) 15-18	(re-opening) 10-12
Immed cue of minor	Michaels weak or strong
Immed cue of major	Michaels weak or strong
Over opponent's 1NT (weak)	Cappaletti
Over opponent's 1NT (strong)	Brozel
Over weak twos	Opt X
Over opening threes	Opt X



# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ cds, 6+ HCP	2NT	13-15 Balanced
	1♥/♠	4+ cds, 6+ HCP	3♣	Forcing up to 4C
	1NT	8-9 HCP balanced	3♦	Splinter agreeing clubs
	2♣	4+ cds, 6-9 HCP	3♥	Splinter agreeing clubs
	2♦	16+ HCP, 6+ D	3♠	Splinter agreeing clubs
	2♥	16+ HCP, 6+ H	3NT	16-18 Balanced
	2♠	16+ HCP, 6+ S	4 bids	To play
1♦	1♥/♠	4+ cds, 6+ HCP	3♣	16+ HCP, 6+ C
	1NT	8-9 HCP balanced	3♦	Forcing up to 4D
	2♣	4+ clubs, 10 HCP	3♥	Splinter agreeing diamonds
	2♦	4+ cds, 6-9 HCP	3♠	Splinter agreeing diamonds
	2♥	16+ HCP, 6+ H	3NT	16-18 Balanced
	2♠	16+ HCP, 6+ S	4♦	Pre-emptive
	2NT	13-15 Balanced	4 Other	To play
1♥/♠	1NT	6-9 HCP balanced	3♣	16+ HCP, 6+ C
	2♣	4+ clubs, 10 HCP	3♦	16+ HCP, 6+ D
	2♦	4+ diamonds, 10 HCP	3♥/♠	Limit raise in major
	2♥/♠	3+ cds, 6-9 HCP	3NT	16-18 Balanced
	2NT	Game Forcing raise in Major	4♣/♦	Splinter agreeing major
2♣	2♦	Negative, fewer than 8 HCP	2♥/♠	Positive, 5+ cards
	other	2NT= 8-10 bal, 3NT = 11-13 bal.		
2♦	2♥	Negative, fewer than 8 HCP	3♣/♦	Positive, 5+ cards
	2♠	Positive, 5+ cards	3♥/♠	Very weak 6+ cards
	2NT	8-10 bal.	3NT	11-13 bal.
2♥/♠	2NT	Ogust, forcing enquiry	3NT	To play
	3♣/♦	Natural and forcing	4♣/♦	N/A
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Baron	4♣	Natural and forcing
	3♦	Transfer to H	4♦	Natural and forcing
	3♥	Transfer to S	4♥	To play
	3♠	5S +4H	4♠	To play
	3NT	To play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	Natural and forcing
3♥/3♠	Natural and forcing
4♣	Gerber
4♦	N/A
4♥	To play
4♠	To play

Unusual NT: minors  other suits  lower 2 unbid suits   
other

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities

Defence to 3NT opening X for Penalties

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

strong in own suit.

RCO style 2-s X=16+ HCP

Other 2-s X= T.O. if suits are shown, otherwise X=16+

Cue =T.O. of t'fer style 2s, skewed cues apply

Defence to strong ♣ X=C+H, D=D+H, H=H+S, S=S+min. 1NT=Min.

2 levels bids weak jump style.

Lebensohl Over NT interference

Other uses in response to X of weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

# OTHER NOTES

Michaels Cue bids style up to the 4 level

Defence to 2NT= Minors, skewed cue bids for T.O. x=16+

Defence to 2C= Majors, skewed cue bids for T.O. x=16+

Over NT interference 'system on'where possible.

Baron in response to our X of weak NT

## BASIC RESPONSES

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

Jump raises - majors limit  forcing  Other: BERGEN RAISES

Jump shifts after minor opening 2♥/2♠ 6+card, less than 6HCP

Jump shifts after major opening 6+card, less than 6 HCP (major only)

Responses to strong 2 suit opening 2♣-2♦ waiting bid 2♦-2♥waiting bid

Responses to 2NT opening 3♣-5 card stayman

## PLAY CONVENTIONS

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

Sequence leads: Overlead all  All except AK x (x)   
Underlead  Other: \_\_\_\_\_

Four or more with an honour 4th highest  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: 14-30 (♠fit 30-14)

4♣ Gerber  when? NT opening

### Other Conventions

SPLINTER	BERGEN RAISES
UNASSUMING CUE BID	MODIFIED OGUST:3♥/♠(5-6HCP)
RUBENSOL-OVERCALL OF NT	4♥/♠(7-8 HCP);3NT (AKQ ♥/♠)
LEBONSOL-OVER 2 WEAK BID	3♣(9HCP) 3♦(9HCP) with 2 top honours
4 SUIT FORCING	5 card stayman (3♣ response to 2NT)



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## STANDARD SYSTEM CARD

Names: MARIA GIBBS MAGGIE CRAWFORD

ABF Nos: 223867 227609

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

Classification: Green  Blue  Red  Yellow



Click circle for color

## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 15-17 may contain 5 card major

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

Transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣♦

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

2♣ 8.5 playing tricks or 20-22 HCP

2♦ 3 or 4 losers or 23+HCP game force

2♥ 6 card suit - (5-9 HCP) can be less if non-vul

2♠ 6 card suit - (5-9 HCP) can be less if non-vul

2 NT 19-20 balance

3 NT gambling

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

3NT: 6+minors with AKQJ no side K or A or 7 card minors with AKQ

Michaels cue bid (weak 6-9 HCP) or strong (15+) \_\_\_\_\_

unassuming cue bid - 11+HCP invite to game \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT 2 lots of minors

1NT overcall (immediate) 15-17 (re-opening) 11-14

Immed cue of minor asking for majors

Immed cue of major asking for unbid major or minor

Over opponent's 1NT (weak) LANDY with MOHAN response

Over opponent's 1NT (strong) cappelletti

Over weak twos X-take out (16+HCP) 2nd seat; (13+HCP)4th seat

Over opening threes X-T/O; 13+for minors; 17+for majors 2nd or 4th seat

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+card/6+ HCP	2NT 16 - 18 HCP may include 5/major
	1♥/♠	4+card/6+ HCP	3♣ invitational bid 5+cards - 9+HCP
	1NT	6 - 9 HCP	3♦ splinter
	2♣	5+card/6+HCP	3♥ splinter
	2♦	WJS - 6+card -less than 6 HCP	3♠ splinter
	2♥	ditto	3NT 13+HCP
	2♠	ditto	4 bids ♦,♥,♠ to play; 4♣ invite to slam
1♦	1♥/♠	4+card/6+HCP	3♣ WJS - 6+card less than 6HCP
	1NT	6 - 9 HCP	3♦ invitational bid 5+card - 9+HCP
	2♣	4+card/10+HCP	3♥ splinter
	2♦	4+card/6-9 HCP	3♠ splinter
	2♥	WJS - 6+card - less than 6 HCP	3NT 13+HCP
	2♠	ditto	4♦ invite to slam
	2NT	16 - 18 HCP may include 5/major	4 Other 4♣ splinter; 4♥/♠ to play
1♥/♠	1NT	6 - 9 HCP	3♣ Bergen raise 4/c/s 7-9 hcp
	2♣	4+card 10+HCP	3♦ Bergen raise 4/c/s 10-12hcp
	2♦	ditto	3♥/♠ 4/c/s - 0-6 hcp
	2♥/♠	3+card support 6-9 HCP	3NT Balance 4 c/s 13-15 hcp
	2NT	16-18 with/without support	4♣♦ splinter
2♣	2♦	waiting bid	2♥/♠ natural - with top honour value
	other	show value	
2♦	2♥	waiting bid	3♣♦ natural with top honour value
	2♠	natural with top honour value	3♥/♠ 6 card suit with top honour value
	2NT	balance with value	3NT balance with less than 3 HCP
2♥/♠	2NT	16+HCP - MODIFIED OGUST	3NT
	3♣♦		4♣♦ splinter bid with support
	3♥/♠	pre-emptive	4♥/♠ to play
2NT	3♣	5 card stayman	4♣ gerber
	3♦	transfer to H	4♦ slam try in ♦
	3♥	transfer to S	4♥ to play; 6 card suit; min HCP
	3♠	transfer to C/D;slam try	4♠ to play; 6 card suit; min HCP
	3NT	to play	other 4NT quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 good card suit (slam try)
3♥/3♠	6 good card suit (slam try)
4♣	gerber
4♦	slam try
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

X - take out for majors

### Defence to opening Two's:

Multi 2♦ X - show value 16+HCP; otherwise natural bid 5+card

### RCO style 2-s

### Other 2-s

X - show value 16+HCP; otherwise natural bid 5+card

### Defence to strong ♣

2C opening - X lead directing; strong 1C opening - X penalty (16-18)

### Lebensohl

Over NT interference

### Other uses

### Take out of 4 level pre-empt

4♣/4♦ X show support of both majors 16+  
 4♥ X : 16+HCP 4♠ X for penalty; 4NT for take out on minors 16+HCP

## OTHER NOTES

DEFENCE TO WEAK NT :X for penalty 14+HCP; 2♣(5/4 card 2 lots of majors 10+HCP)

2NT - 2 lots of minors; 2♦; 2♥; 2♠ - natural (10+HCP); 3♥/♠ pre-emptive; 3♦ 11+HCP

MOHAN response to partner's X : 2♣ stayman; 2♦ transfer to ♥; 2♥ to ♠

2♠ to 3♣♦

MOHAN response to partner's 2♣: 2♦ partner to choose the major;

2♥/♠ show preference; 3♥/♠ invite;

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Criss Cross Inverted Raise

Jump raises - majors limit  forcing  Other: Pre-emptive

Jump shifts after minor opening Weak Jump Shift, Splinters, Raise

Jump shifts after major opening Splinters, Raise

Responses to strong 2 suit opening 2♦ - waiting, kokish continuation

Responses to 2NT opening Muppet, transfers to majors, texas transfers, 3♠ - puppet

## PLAY CONVENTIONS

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

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

Underlead  Other: A/Q - Natural Count, K - Rev. Attitude

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, Natural Suit Preference

Signal on declarer's lead Natural Count, Natural Suit Preference

Discards McKenney  high encourage  low encourage

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

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430

4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

2-Way Checkback Serious 3NT Cue/Non-serious cueing

Blackout & 4th suit forcing 1st/2nd round cues

Pete's Sliding Scale of Awesomeness (enquiry) Drury over 1major 3rd/4th seat openings

Exclusion Keycard (1430) Lebensohl (inverted)

Support Doubles & Redoubles Reverse Gazzilli



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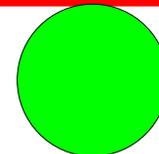
## STANDARD SYSTEM CARD

Names: Lucy Henbest Laura Ginnan

ABF Nos: 744182 586358

Basic System: 2/1 Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 1♦ 3+ 1♥ 5+ 1♠ 5+

1 NT (14) 15 - 17 Semi-Balanced may contain 5 card major

2♣ Stayman: simple  extended  Other: Smolen

Transfers 2♦ ♥ 2♥ ♠ 2♠ Range Probe

2 NT ♦ Other: Superaccepts (3M- 4+ any min, Other- 4+ suit max)

2♣ Gameforce

2♦ Weak (5) 6 card suit

2♥ Weak (5) 6 card suit

2♠ Weak (5) 6 card suit

2 NT 20 - 22 Semi-Balanced

3 NT Gambling - no outside entry

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

NT Openings and Re-bids maybe semi-balanced

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Lowest Unbid Suits

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

Immed cue of minor Michaels (both majors) 5/5 either weak or strong

Immed cue of major Michaels (other major and a minor) 5/5 either weak or strong

Over opponent's 1NT (weak) 2♣ both majors, 4+/4+, 2♦- 14+ single major, X- values

Over opponent's 1NT (strong) 2♣ both majors, 4+/4+, 2♦- 14+ single major, X- values

Over weak twos X - Takeout, Lebensohl continuations, leaping Michaels

Over opening threes X - Takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦, 5+	2NT	10-12, no 4 card major
	1♥/♠	4+ major, 5+	3♣	0-6, 5+ ♣
1NT		6-10, no 4 card major	3♦	10+, ♦ void, ♣ support (S/T)
2♣		10+, 5+ ♣	3♥	10+, ♥ void, ♣ support (S/T)
2♦		7-9, 5+ ♣	3♠	10+, ♠ void, ♣ support (S/T)
2♥		0-5 total points, 6+ ♥	3NT	12-15, no 4 card major
2♠		0-5 total points, 6+ ♠	4 bids	Exclusion Keycard
1♦	1♥/♠	4+ major, 5+	3♣	7-9, 5+ ♦
1NT		6-10, no 4 card major	3♦	0-6, 5+ ♦
2♣		10+, 4+ ♣	3♥	10+, ♥ void, ♦ support (S/T)
2♦		10+, 4+ ♦	3♠	10+, ♠ void, ♦ support (S/T)
2♥		0-5 total points, 6+ ♥	3NT	12-15, no 4 card major
2♠		0-5 total points, 6+ ♠	4♦	Keycard on Diamonds (1430)
2NT		10-12, no 4 card major	4 Other	Exclusion Keycard
1♥/♠	1NT	5-12, Semi-forcing	3♣	Undiscl.Splinter OR 4 card 6-9 raise
	2♣	4+ ♣, gameforcing	3♦	4 card 6-9 OR 10-12, 3 card raise
	2♦	4+ ♦, gamforcing	3♥/♠	Preemptive OR 10-12, 3 card raise
	2♥/♠	6-9, 3 card support	3NT	12-15 3 card balanced raise
	2NT	10+ 4+♥ OR Undisclosed Splinter	4♣/♦	10-12 Splinter
2♣	2♦	Waiting	2♥/♠	Semi-Solid Suit, Trump suggestive
other		Semi-Solid Suit, Trump suggestive		
2♦	2♥	5+ ♥, forcing	3♣/♦	5+ ♣ OR pre-emptive D raise
	2♠	5+ ♠, forcing	3♥/♠	Gamforcing Splinter
	2NT	Strong Enquiry	3NT	To Play
2♥/♠	2NT	Strong Enquiry	3NT	To Play
	3♣/♦	Natural, forcing	4♣/♦	Gameforcing Splinter
	3♥/♠	Pre-emptive raise	4♥/♠	To Play
2NT	3♣	Major enquiry (4 or 5 card)	4♣	5+/5+ majors
	3♦	Transfer to ♥ (Quant continuations)	4♦	Transfer to ♥ (RKC Continuations)
	3♥	Transfer to ♠ (Quant continuations)	4♥	Transfer to ♠ (RKC Continuations)
	3♠	Puppet to 3NT	4♠	5+/5+ minors
	3NT	4+/4+ minors, quantitative	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Suit setting, slam try

3♥/3♠ Suit setting, slam try

4♣ 5+/5+ majors

4♦ Transfer to ♥ (RKC Continuations)

4♥ Transfer to ♠ (RKC Continuations)

4♠ 5+/5+ minors

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

Features up the line

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦ X - values, 2NT 15-19 semi balanced, all suit bids

are natural

### RCO style 2-s

As above

### Other 2-s

### Defence to strong ♣

Suction - 1 and 2 level bids show either single suited in the suit

above or 2 suited in the suits below

### Lebensohl

Over NT interference

### Other uses

Over 2 level openings

### Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double/4NT

4♠ Double/4NT

## OTHER NOTES

PSSA: Over 2 Major preempts, 2NT = strong enquiry. Responses may vary with vul & seat:

3♣ = Worst hand possible for this seat/vul, 3♦ = Possible game interest opp strong NT

3♥ = Highly invitational, 3♠ = Gameforce over strong enquiry, 3NT: AKQxxx nothing else

Reverse Gazzilli: Over 1M - (P) - 1NT: 2♣ = Either any invitational or GF OR min 2M rebid

2 level bids = nonforcing 5+/4+, 2M = 5+M/4+♣ nonforcing, 3 level J/S = self supporting splinter

3M = G/F Solid single suit

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other: 4 card support, 6 - 9 HCP
Jump shifts after minor opening	Splinter		
Jump shifts after major opening	Splinter		
Responses to strong 2 suit opening	(2C) - 2D = denies 1.5 quick tricks		
Responses to 2NT opening	3C/D = to play; 3H/S = forcing (6 card suit)		

## 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: _____
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: _____
From 4 small	2nd highest <input type="checkbox"/>	Other: Count
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input 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: _____	
<b>Signal</b> on declarer's lead	_____	
<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: _____
4♣	Gerber <input checked="" type="checkbox"/>	when? Over INT	_____

### Other Conventions

SWINE	Block out
Long suit Trials	_____
Jacoby Raises	_____
Cue Raises	_____
4th suit Forcing to Game	_____



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## STANDARD SYSTEM CARD

Names:	Lesley Samuels	Gabrielle Wilson	
ABF Nos:	146455	44539	
Basic System:	Modified Acol	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+ (4)	1♥ 11+ (4)
1NT	12 - 14			may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____	
Transfers	2♦ to Hearts	2♥ to Spades	2♠ clubs	
2NT	diamonds	Other: 1NT 2C, 2D/H/S 2NT, Invitational		
2♣	95% Game Force			
2♦	Weak in H/S (6 - 10); 8.5 - 9 tricks in minor; balanced 20 - 22			
2♥	Hearts & a minor (5/5), 6 - 10 HCP			
2♠	Spades & another (5/5), 6 - 10 HCP			
2NT	Both Minors (5/5), 6 - 11			
3NT	_____			

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


## COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S
Jump overcalls	Weak	Unusual NT	Minors or unbid suits
1NT overcall (immediate)	15 - 18	(re-opening)	11+, stopper in suit
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	Lionel (modified)		
Over opponent's 1NT (strong)	Lionel (modified)		
Over weak twos	X = Takeout		
Over opening threes	X = Takeout		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ HCP, 4+D	2NT	11 - 12, 4C
	1♥/♠	5+ HCP, 4+H	3♣	5 -9 HCP, 5+ C
	1NT	6 - 9 HCP, 4+C	3♦	
	2♣	10+ HCP, 5+C	3♥	
	2♦	Splinter, Game Force	3♠	
	2♥	Splinter, Game Force	3NT	
	2♠	Splinter, Game Force	4 bids	
1♦	1♥/♠	5+ HCP, 4+H	3♣	Splinter, Game Force, no Major
	1NT	6 - 9 HCP, no 4 card Major	3♦	5 - 9 HCP, 5+ D
	2♣	10+ HCP, 4+C	3♥	
	2♦	10+ HCP, no 4 card Major	3♠	
	2♥	Splinter, Game Force,4+D	3NT	13 - 15 HCP, no 4 card Major
	2♠	Splinter, Game Force,4+D	4♦	
	2NT	11 - 12 HCP, no 4 card Major	4 Other	
1♥/♠	1NT	5 - 9HCP, no 4/3 fit	3♣	Splinter, Game force
	2♣	10+ HCP, 4+C	3♦	Splinter, Game Force
	2♦	10+ HCP, 4+D	3♥/♠	5 - 9 HCP, 4 card support
	2♥/♠	6 - 9 HCP,3+ card support	3NT	13 - 15 HCP, no major fit
	2NT	10+ HCP,4+ card support	4♣/♦	
2♣	2♦	Denies 1.5 quick tricks	2♥/♠	1.5 quick tricks, 5+ card suit
	other	2NT = 1.5 quick tricks, no 5 card suit; 3C/D = 1.5 Quick tricks, 5+ card suit		
2♦	2♥	0 - 13 HCP	3♣/♦	
	2♠	13+,Game invite if weak 2 in H	3♥/♠	
	2NT	14+; ask re D bid	3NT	
2♥/♠	2NT	14+ HCP, ask re minor/other	3NT	
	3♣/♦	Weak, pass/correct	4♣/♦	
	3♥/♠	6 - 10 HCP, fit ,Competitive	4♥/♠	
2NT	3♣	To play	4♣	Invitational
	3♦	To play	4♦	Invitational
	3♥	Forcing, 6+H	4♥	To play
	3♠	Forcing, 6+S	4♠	To play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Game Force,6+ card suit

3♥/3♠ Game Force, 5+ card suit

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♦

X = 15+, any shape

RCO style 2-s                      2NT= 17 - 18 HCP, balanced

3C/D/Other major = 15+HCP, 5+ , unbalanced

Other 2-s

Defence to strong ♣

X = Strong single/2 suiter; 1 D/H/S/2C = 5+ card suit(9-15 HCP)

1NT/2D/H/S/2NT = 2 suited bids

Lebensohl

Over NT interference

Other uses

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

4♥ X = Takeout                      4♠ 4NT = 2 suiter, Forcing

## OTHER NOTES

LIONEL (Modified) over opps NT: operates in direct & passout seats

X = Spades & another                      2 suited bids show 4+/4+ in suits, 9 - 15 HCP

2C = Clubs & a red suit

2D = Diamonds & Hearts

2H/S = single suit

(2NT = Minors 5/5)

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: distributional limit  
 Jump raises - majors limit  forcing  Other: " "  
 Jump shifts after minor opening splinters  
 Jump shifts after major opening splinters  
 Responses to strong 2 suit opening 2C--2D= neg or waiting other = positive, AK  
 Responses to 2NT opening pupp stayman, transfers; 3S= both minors 3nt to play

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: Ace for attitude, 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: natural count except hi enc on the A  
 Signal on declarer's lead natural count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: first discard McK style  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 0314  
 4♣ Gerber  when? after NT only Q ask =reply in steps

### Other Conventions

cue first second round controls Landy  
 crowhurst after 1nt/2nt rebids 5NT asks for number of outside K  
 RKC in agreed or last bid nat suit.



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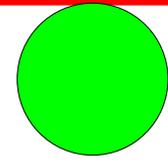


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Jill Magee Helen Snashall  
 ABF Nos:  
 Basic System: 4 card 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♦ H 2♥ S 2♠ C super ac 2nt  
 2 NT D supr acc 3C Other: in major 3M=min; max bid 2nd suit or NT  
 2♣ at least 8.5 PT Mjr; 9 minor or 23+balanced  
 2♦ weak 6-10 non vul; 8-10 vul 2nt ask feature show  
 2♥ weak " "  
 2♠ weak " "  
 2 NT 20-22 bal; can have 5cd major; puppet stayman  
 3 NT gambling minor

## 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 Lowest 2 unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor both majors 5-5 shape  
 Immed cue of major other major and a minor 5-5 shape  
 Over opponent's 1NT (weak) 2C=both majors; other nat; 2nt=minors X=pen  
 Over opponent's 1NT (strong) as above  
 Over weak twos X = TO lebensohl  
 Over opening threes x=TO

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+ 4+ D	2NT	10-12 or 16+ 4+D
	1♥/♠	6+ 4cd major+	3♣	distrib limit raise
	1NT	6-9 no 4 cd major	3♦	splinter
	2♣	6-9 raise	3♥	splinter
	2♦	splinter	3♠	splinter
	2♥	splinter	3NT	13-15 bal club raise
	2♠	splinter	4 bids	splinter
<hr/>				
1♦	1♥/♠	6+ points; 4+ major	3♣	splinter
	1NT	6-9 no major	3♦	distrib limit raise
	2♣	natural 10 +	3♥	splinter
	2♦	6-9 4+ D	3♠	splinter
	2♥	splinter	3NT	13-15 bal raise
	2♠	splinter	4♦	
	2NT	10-12 or 16 + D raise	4 Other	splinter
<hr/>				
1♥/♠	1NT	6-9	3♣	splinter
	2♣	natural 10+	3♦	splinter
	2♦	natural 10+	3♥/♠	distributional limit
	2♥/♠	6-9 single raise	3NT	13-15 flat raise
	2NT	10-12 or 16+ raise	4♣/♦	splinters
<hr/>				
2♣	2♦	neg or waiting	2♥/♠	positive, AK 5cd suit
	other			
<hr/>				
2♦	2♥	nat fcg	3♣/♦	3C= nat forcing
	2♠	nat fcg	3♥/♠	
	2NT	enquiry ; feature show	3NT	to play
<hr/>				
2♥/♠	2NT	enquiry; feature show	3NT	to play
	3♣/♦	nat fcg	4♣/♦	
	3♥/♠	preemptive	4♥/♠	
<hr/>				
2NT	3♣	puppet	4♣	gerber
	3♦	tfr H	4♦	
	3♥	tfr S	4♥	
	3♠	both minors	4♠	
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam try sets 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                      up the line

### Defence to 3NT opening

X= take out

### Defence to opening Two's:

Multi 2♦                      X immed 15+; after relay = opening hand

### RCO style 2-s

doubles 1= values 2= take out -- 3= penalty

if opps suits not known

### Other 2-s

if suits known, first X= take out subsequent = penalty

### Defence to strong ♣

X majors NT minors

### Lebensohl

Over NT interference  after TO x of weak 2's

### Other uses

### Take out of 4 level pre-empts

4♣/4♦                      X= TO  
4♥                      X= TO                      4♠                      X=pen

## OTHER NOTES

3 suits bid over 1nt X= pen

no neg free bids; no cue raise

after a strong XX, next X= TO

cue first and 2nd round controls

after major suit agreement; 2nt, 3nt forcing

they X our NT XX=fcg 2C shows 5cd minor; other = sys on

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: weak  
 Jump shifts after minor opening to play \_\_\_\_\_  
 Jump shifts after major opening Bergen (4+ supprt):3C=6-9, 3D=10-12  
 Responses to strong 2 suit opening n/a  
 Responses to 2NT opening 3C=5card enq; 3D/H=xfer; 3S=5S+4H; 4C/D MSKC

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT: Blackwood  RKCB  Other: MSKC  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Leaping Michaels \_\_\_\_\_  
 4th suit GF \_\_\_\_\_  
 Splinters \_\_\_\_\_  
 NAMYATS \_\_\_\_\_  
 Cue Raises \_\_\_\_\_



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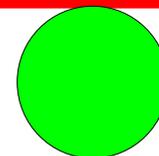


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Leone Fuller Val Billoft  
 ABF Nos: 194761 122122  
 Basic System: Standard 2/1 Optimal 2s Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+, 10+ HCPs 1♦ 3+, 10+ HCPs 1♥ 5+, 10+ HCPs 1♠ 5+, 10+ HCPs  
 1 NT 15-17, flat may contain 5 card major   
 2♣ Stayman: simple  extended  Other: Modified Lavings  
 Transfers 2♦ to H 2♥ to S 2♠ to C  
 2 NT to D Other: Aft 2C - 2D/NT, 3C=4cardMenq, 3D=3cardMenq  
 2♣ GF  
 2♦ weak, 6H or 5+ 5+c C & D/S  
 2♥ weak, 6S or 5+, 5+, H & Minor  
 2♠ weak, 6C or 5+, 5+ S & Red suit  
 2 NT 20-22, Flat  
 3 NT Specific ace ask

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

2 Level openings \_\_\_\_\_  
 NAMYATS \_\_\_\_\_  
 Leaping Michaels \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls weak Unusual NT minors over major, or maj/minor over minor  
 1NT overcall (immediate) 15-18 (re-opening) 10-14, not necc stopper  
 Immed cue of minor majors, 5+5+, any strength  
 Immed cue of major major + minor, 5+5+, any strength  
 Over opponent's 1NT (weak) X=pen, 2C=single suit any, 2D=majs; 2H/S=4suit+5minor  
 Over opponent's 1NT (strong) X=single suit not C, 2C=nat, 2D=majs; 2H/S=4suit+5minor  
 Over weak twos X=TO with Leb resp; 4C/D=5suit and 5 major  
 Over opening threes X=TO ; 4C/D= 6suit or 5 suit and 4 major

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+HCPs, 4+	2NT	15+ fit (passed hand 10-11 flat)
	1♥/♠	6+HCPs, 4+	3♣	Limit raise
	1NT	6-10, flat	3♦	Splinter
	2♣	4-9 HCPs, 5(4) card fit	3♥	Splinter
	2♦	To play, 6+ suit	3♠	Splinter
	2♥	To play, 6+ suit	3NT	12-14 flat, no 4 major
	2♠	To play, 6+ suit	4 bids	4C=MSKC, 4D/H/S to play
1♦	1♥/♠	6+HCPs, 4+	3♣	To play, 6+ suit
	1NT	6-10, flat	3♦	Limit raise
	2♣	10+, 5+ (4) suit	3♥	Splinter
	2♦	4-9 HCPs, 5(4) card fit	3♠	Splinter
	2♥	To play, 6+ suit	3NT	12-14 flat, no 4 major
	2♠	To play, 6+ suit	4♦	MSKC
	2NT	15+ fit (passed hand 10-11 flat)	4 Other	4C=Splinter, 4H/S to play
1♥/♠	1NT	5-11 any shape, forcing	3♣	6-9 HCPs, 4+ fit
	2♣	Natural GF	3♦	10-12 HCPs, 4+ fit
	2♦	Natural GF	3♥/♠	barrage
	2♥/♠	6-9,3fit;1S-2H=natGF;1H-2S=to	3NT	13-15, 3 card fit
	2NT	14+, 4 card fit	4♣/♦	splinter
2♣	2♦	relay, usually negative	2♥/♠	8+, 5 card suit
	other	8+, no 5 card suit		
2♦	2♥	pass or correct	3♣/♦	pass or correct
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	GF on opener	3NT	to play
2♥/♠	2NT	pass or correct	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct
2NT	3♣	5 card suit enquiry	4♣	MSKC
	3♦	Xfer to H	4♦	MSKC
	3♥	Xfer to S	4♥	To play
	3♠	5S, 4H	4♠	To play
	3NT	to play	other	4NT= quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Sets suit, slam enquiry
3♥/3♠	Sets suit, slam enquiry
4♣	MSKC
4♦	MSKC
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other      Other minor + either major over minor

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=TO of S or 16+, 2H=TO of H or 16+

RCO style 2-s                      X=15+, suits natural

Other 2-s                      Over Strong 2 level bid: X=2 suiter with S; 2NT= 2suiter without S

Optimals: X=TO of single suited option or 16+, all else natural

Defence to strong ♣                      1D/H/S= constructive; 1NT= weak D, 2C= weak, nat

2D/H/S as per opening bids; 2NT= strong 2 suiter

Lebensohl                      Over NT interference

Other uses                      Weak 2 openings

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

4♥      X                      4♠      4NT

## OTHER NOTES

Over 1NT X : XX= single suiter; 2C/D/H= suit + any other above; 2S=suit;

2NT=GF unbalanced; 3 level pre-emptive

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: barrage 0 - 5 hcp
Jump shifts after minor opening	weak		
Jump shifts after major opening	weak		
Responses to strong 2 suit opening			
Responses to 2NT opening	Puppet Stayman		

## 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 checked="" type="checkbox"/>
	Underlead <input type="checkbox"/> Other: A for attitude, 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 checked="" type="checkbox"/>
	Other: reverse count
<b>Signal</b> on declarer's lead	reverse count
<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:
4♣	Gerber <input type="checkbox"/>	when?	

### Other Conventions

Lebensohl,	splinters
ROPI, DOPI	Roman Keycard: 41/30
minor suit keycard	Bergen raises
Cue raises	Puppet Stayman over 2NT
Long suit trials	Exclusion Blackwood



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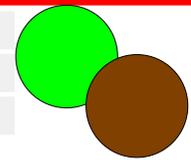


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Cynthia Belonogoff	Vivian Wood
ABF Nos:	118966	324043
Basic System:	2/1	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning					Canape <input type="checkbox"/>
1♣	11-20 (3)	1♦	11-20 (3)	1♥	11-20 (5)
1NT	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: super accepts in majors and minors			
2♣	8+pl C, weak 6 cd D, 5/5 H&S weak/strong, flat 19-20				
2♦	8+pl D, weak 6 cd H, 5/5 S&C weak/strong, flat 21-22				
2♥	8+pl H, weak 6 cd S, 5/5 C&D weak/strong, flat 23-24				
2♠	8+pl S, weak 6 cd C, 5/5 D&H weak/strong, flat 25-26				
2 NT	5/5 non touching suits, weak or strong or flat 27-28				
3 NT	gambling				

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

Splinters	Cue bids
Bergen raises	Cue raises
Inverted minors	multi-2 level openings

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	weak	Unusual NT	Michaels - lower 2 suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Michaels - Spades and another		
Immed cue of major	Michaels - minor and other major		
Over opponent's 1NT (weak)	X pen; 2C:Ms, 2D: either M, 2H/S M+4-card m; 2nt both m		
Over opponent's 1NT (strong)	same; 3Suit long suit		
Over weak twos	X for t/o with Lebensohl		
Over opening threes	X for t/o, 3NT to play		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+pts, 4+ cards	2NT	10-12 flat, no 4-cd major
	1♥/♠	6+pts, 4+ cards	3♣	5+ cards, 0-6 hcp
	1NT	6-11 may have 5 C, denies maj	3♦	splinter
	2♣	5+ cards, 10+hcp	3♥	splinter
	2♦	weak 0-5 hcp 6+ card suit	3♠	splinter
	2♥	weak 0-5 hcp 6+ card suit	3NT	13-14 pts flat, no 4-cd major
	2♠	weak 0-5 hcp 6+ card suit	4 bids	4C MSK, 4D, 4H, 4S cue
1♦	1♥/♠	6+pts, 4+ cards	3♣	splinter
	1NT	6-11 may have 5 D	3♦	0-7 4-card support
	2♣	5+ cards, 10+hcp	3♥	splinter
	2♦	5+ cards, 10+hcp	3♠	splinter
	2♥	weak 0-5 hcp 6+ card suit	3NT	13-14
	2♠	weak 0-5 hcp 6+ card suit	4♦	minor suit keycard
	2NT	10-12 hcp flat, no 4-card major	4 Other	cue bids
1♥/♠	1NT	6-11	3♣	6-8 hcp 4-card support 9 losers
	2♣	4+cards, gf unless rebid 3C	3♦	9-11 hcp 4-card support 8 losers
	2♦	4+cards, gf unless rebid 3D	3♥/♠	0-6 hcp 4-card sup 1S -3H 3-card
	2♥/♠	6-9hcp, 3+cards 1H - 2S 10-12	3NT	12-15 3343
	2NT	Forcing g/f 4-card support	4♣/♦	splinter
2♣	2♦	to play	2♥/♠	weak, long suit
	other	2NT forcing - asks partner to describe hand		
2♦	2♥	to play	3♣/♦	
	2♠	weak, at least 6-card suit	3♥/♠	
	2NT	2NT forcing - enquiry	3NT	to play
2♥/♠	2NT	2NT forcing - enquiry	3NT	to play
	3♣/♦		4♣/♦	
	3♥/♠		4♥/♠	
2NT	3♣	poc	4♣	
	3♦	poc	4♦	
	3♥	forcing relay	4♥	to play
	3♠		4♠	to play
	3NT		other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	strong slam interest
3♥/3♠	strong slam interest
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 GF, 2H/S so. poc, 2NT relay 3C, 3-x slam int

### Defence to 3NT opening

4C 5/5 majors , 4NT minors , X 16+hcp

### Defence to opening Two's:

Multi 2♦                      X = opening hand or better, with Lebensohl

### RCO style 2-s

x t/o with Lebensohl

### Other 2-s

x t/o with Lebensohl

### Defence to strong ♣

Myxi 2s, suit natural?

### Lebensohl

Over NT interference                       slow shows

### Other uses

over weak 2 or multi openings

### Take out of 4 level pre-empts

4♣/4♦                      X=t/o  
4♥                      x t/o                      4♠                      x penalties 4NT t/o 5/5+

## OTHER NOTES

Over 1NT (X) System on

Pass is to play.

2-way Checkback over 1NT: 2C relay to 2D; 2D art/forcing

1H - 2S limit raise with 3-card support

(1NT) X penalties; 2C-majors; 2D-H or S; 2H/S-5H/S & 4-minor; 2NT both minors; 3C/D 6-card

1X (X) system on; 1NT - 2C - 2D - 2S inv

## BASIC RESPONSES

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

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

Jump shifts after minor opening      12+ points, 6+ suit \_\_\_\_\_

Jump shifts after major opening      12+ points, 6+ suit \_\_\_\_\_

Responses to strong 2 suit opening      2D = waiting \_\_\_\_\_

Responses to 2NT opening      Lavings, transfers, 3S = 5/4 \_\_\_\_\_

## PLAY CONVENTIONS

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

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

Underlead       Other: A for attitude, K for count \_\_\_\_\_

Four or more with an honour      4th highest       attitude

3rd/5th       Other: \_\_\_\_\_

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

From 3 cards (no honour)      top       middle       bottom

Signal on partner's lead:      high encourage       low encourage

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

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

Discards      McKenney       high encourage       low encourage

odd/even       Other: McKenney when obvious \_\_\_\_\_

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

## CONVENTIONS

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

4♣      Gerber       when? \_\_\_\_\_

### Other Conventions

3C lavings: after 3D response, requester bids      Minor suit KC (if agreeing at 4 level, 1st step)

4c major they have. 4C/D asks about that suit.      transfers ask

Jump cue bid requests stopper for NT      DOPI/ROPI

Swine in response to 1NT - (X)      Over opp. strong GF opening, X = S & other,

XX = single suit, 2C/D/H = 2 suit      2NT = 2 suit (not S)



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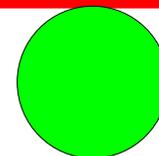
## STANDARD SYSTEM CARD

Names:      Marnie Leybourne      Alida Clark

ABF Nos:      383449      170224

Basic System:      Acol      Brown Sticker

Classification:      Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

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

1 NT      12-14      may contain 5 card major

2♣ Stayman:      simple       extended       Other: 5 card major ask

Transfers      2♦ 2H      2♥ 2S      2♠ 5 card suit ask

2 NT      majors or minors      Other: 3C/3D = suit quality ask in that suit

2♣ 19-20 balanced or Acol 2 in a suit

2♦ weak (6 card) major or GF

2♥ 5+/5+ in hearts and another, 5-10 points

2♠ 5+/5+ in spades and a minor, 5-10 points

2 NT 21-22 balanced

3 NT Good 4-level pre-empt in a major

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

4NT opening = specific ace ask

## COMPETITIVE BIDDING

Negative doubles through      4D      Responsive doubles through      3S

Jump overcalls      6-10nv, 8-11v      Unusual NT      two lowest unbid suits

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

Immed cue of minor      Michaels

Immed cue of major      Blue club

Over opponent's 1NT (weak)      } X = 15+; 2C = majors; 2D = hearts

Over opponent's 1NT (strong)      } 2H = spades and other, 2S = spades, 2NT = minors

Over weak twos      Takeout double, 2NT 16-18

Over opening threes      Takeout double, 3NT to play

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4+D	2NT	15+, 4+ clubs, GF
	1♥/♠	6+, 4+ H/S	3♣	10-12, 4+ clubs, no major
	1NT	6-9, no major	3♦	splinter, 12-14
	2♣	6-9, 4+ clubs	3♥	splinter, 12-14
	2♦	12+, 6+ diamonds	3♠	splinter, 12-14
	2♥	12+, 6+ hearts	3NT	12-14, 4 clubs, balanced
	2♠	12+, 6+ spades	4 bids	pre-emptive
1♦	1♥/♠	6+, 4+ H/S	3♣	12+, 6+ clubs
	1NT	6-9, no major	3♦	10-12, 4+ diamonds, no major
	2♣	9+, 4+ clubs	3♥	splinter, 12-14
	2♦	6-9, 4+ diamonds	3♠	splinter, 12-14
	2♥	12+, 6+ hearts	3NT	12-14, 4 diamonds, balanced
	2♠	12+, 6+ splades	4♦	pre-emptive
	2NT	15+, 4+ diamonds, GF	4 Other	
1♥/♠	1NT	6-9, <3 in bid major	3♣	12+, 6+ clubs
	2♣	9+, 4+ clubs	3♦	12+, 6+ diamonds
	2♦	9+, 4+ diamonds	3♥/♠	7-9, 4+ in suit
	2♥/♠	5-9, 3(4) in suit	3NT	12-14, 4 in suit, balanced
	2NT	10-11(12-14) or 15+, 4+ in suit	4♣/♦	splinter, 12-14, 4+ in suit
2♣	2♦	waiting	2♥/♠	5+ in suit, 6+ points
	other	2NT-3H, transfer bids showing a good suit, 6+		
2♦	2♥	pass or correct relay	3♣/♦	to play, correctable
	2♠	relay, tolerance for hearts	3♥/♠	pre-emptive
	2NT	15+, GI	3NT	
2♥/♠	2NT	15+, GI	3NT	to play
	3♣/♦	pass or correct relay	4♣/♦	splinter
	3♥/♠	pre-emptive	4♥/♠	pre-emptive
2NT	3♣	5 card suit ask	4♣	Do you like clubs?
	3♦	transfer to hearts	4♦	Do you like diamonds?
	3♥	transfer to spades	4♥	To play
	3♠	5/4 in spades & hearts	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	suit quality inquiry (in that suit)
3♥/3♠	GF, showing 5 in that suit & 3 in other major
4♣	Transfer to hearts
4♦	Transfer to spades
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other      Two suits, including all unbid minors, any strength

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♦      X = takout of spades, 2H = takeout of hearts

2NT = 16-18, both majors stopped

RCO style 2-s

Other 2-s

Defence to strong ♣                      X = D or H & S; 1D = H or S & C; 1H = S or C & D;

1S = C or D & H; NT = 2 odd suits

Lebensohl                      Over NT interference       Slow shows, direct denies

Other uses                      Responding to X of weak two

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

4♥      X = optional                      4♠      X = optional

## OTHER NOTES

1NT rebid = 15-18

Major super accept over 1NT, shows 4 trumps; 3 suit = weak, 2NT= strong, no weakness,

3 other suit = strong, with weakness (Jx or worse)

Jump shift with passed hand = fit showing (3+) with 5 card suit

1X, 1Y, 2NT = (3)4 card support in Y, strong

Responding to takeout X: jumps show 8-11, cue forcing to suit agreement.