

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: weak

Jump shifts after minor opening m-M: wk | m-om:mixed raise of m

Jump shifts after major opening natural inv or various M raises

Responses to strong 2 suit opening 2♥: waiting | 2♠: less than ~K

Responses to 2NT opening 3♣: Muppet | 3R: xfer to M | 3♠: minors | 4m: xfer to M

PLAY CONVENTIONS

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

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

Underlead Other: Ace: reverse count | King: reverse attitude

Four or more with an honour 4th highest attitude NT

3rd/5th S Other: (NT: reverse attitude)

From 4 small 2nd highest Other:

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

Signal on partner's lead: high encourage low encourage

Other: except where count/suit-preference is given

Signal on declarer's lead reverse count | NT: at trick 2, usu. rev Smith echo

Discards McKenney high encourage low encourage

odd/even Other: reverse original count after first discard

Count natural reverse original

CONVENTIONS

4NT: Blackwood RKCB Other: 1430 (4-suit Kickback)

4♣ Gerber when?

Other Conventions

* 2♣ could begin a single-suited slam try

* Transfers might be only 4 if about to show

canape on oM/om

Fit-showing jumps in competition

Transfers after opp take-out Xs at 1-level



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Sebastian Yuen Stephen Williams

ABF Nos: 696481 695637

Basic System: 2/1, with short club Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 15-17 (can be semi-bal) may contain 5 card major

2♣ Stayman: simple extended Other: Keri (forces 2♦)

Transfers 2♦ to ♥ (4*)5+ 2♥ to ♠ (4*)5+ 2♠ range probe*

2 NT to 3♣ (4*)5+ Other: * see reverse

2♣ 18-19, (semi)balanced

2♦ Any GF (including 23+ bal.)

2♥ weak, 4+♥ 4+♠

2♠ weak, (5)6♠

2 NT 20-22, (semi)balanced

3 NT ~9-13, 6+♥/5♠

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

Some low-level transfers in competition

(e.g. 1M-(X)-?)

T1 pauses may be unrelated to current play

COMPETITIVE BIDDING

Negative doubles through lots Responsive doubles through some

Jump overcalls weak Unusual NT 5-5 lowest unbid suits, weak or strong

1NT overcall (immediate) ~15-18 (re-opening) ~11-14 up to ~11-16

Immed cue of minor 5/5, majors, weak or strong

Immed cue of major 5/5, other major and unspecified minor, weak or strong

Over opponent's 1NT (weak) X: values | 2♣: majors | 2♦: constructive M overcall

Over opponent's 1NT (strong) X: values | 2♣: majors | 2♦: constructive M overcall

Over weak twos X for takeout, Lebensohl, leaping Michaels

Over opening threes X for takeout, non-leaping Michaels

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+♦	2NT	natural
	1♥/♠	4+♥/♠	3♣	weak, ♣
	1NT	natural	3♦	[strong
	2♣	10+, ♣	3♥	[jump
	2♦	~7-9, ♣	3♠	[shifts
	2♥	weak, 6♥	3NT	min GF bal
	2♠	weak, 6♠	4 bids	4♣: weak (6)7♣ 4♦: RKCB
1♦	1♥/♠	~4+, 4+♥/♠	3♣	~7-9, ♦
	1NT	~5+, <4M	3♦	weak, ♦
	2♣	inv+, ♣	3♥	[splinters agreeing
	2♦	~10+, ♦	3♠	[diamonds
	2♥	weak, 6♥	3NT	min GF bal
	2♠	weak, 6♠	4♦	weak raise (usu. 6♦)
	2NT	natural	4 Other	4♣: splinter 4♥: RKCB
1♥/♠	1NT	semi-forcing	3♣	natural inv
	2♣	1♥-2♣: 3-way (see notes)	3♦	natural inv
	2♦	natural GF	3♥/♠	1M-3M: weak raise see notes
	2♥/♠	weak raise	3NT	see notes
	2NT	GF 4M (no spl. unless v. strong)	4♣/♦	see notes
2♣	2♦	transfer to 2♥	2♥/♠	transfer to 2♠ puppet to 2NT
	other	2NT: inv+, ♣ 3♣: puppet to 3♦ 3♦, 3♥, 3♠: GF, 4-card unbid major(s)		
2♦	2♥	Waiting, ~K+	3♣/♦	
	2♠	Waiting, <K	3♥/♠	
	2NT		3NT	
2♥/♠	2NT	forcing inquiry	3NT	to play
	3♣/♦	* constructive NF	4♣/♦	*
	3♥/♠	* natural F/raise	4♥/♠	* raise
2NT	3♣	Mmuppet stayman	4♣	6+♥, no OR strong slam interest
	3♦	transfer to ♥ (3♥: 3♥, 3NT: 2♥)	4♦	6+♠, no OR strong slam interest
	3♥	transfer to ♠ (3♠: 3♠, 3NT: 2♠)	4♥	to play
	3♠	both m (slammish or at least 5-5)	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	transfer splinter, i.e. shortage in the next suit (denies 5cM)
3♥/3♠	transfer splinter, i.e. shortage in the next suit (denies 5cM)
4♣	transfer to hearts, no OR strong slam interest
4♦	transfer to spades, no OR strong slam interest
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

 Priorities puppet (2♣ forces 2♦) and transfers

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ 2♥: ~15-18 balanced | 2♣/2NT: good ♣/♦ overcall

3♣/♦: bad ♣/♦ overcall | X: 19+ OR M overcall

RCO style 2-s

XXX (first X: values | second X: takeout | third X: penalty)

Other 2-s

XXX (first X: values | second X: takeout | third X: penalty)

Defence to strong ♣

X = majors, 1NT = minors

Lebensohl

Over NT interference

Other uses

(2M) X (P) and other analogous situations

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ X/4NT (4NT not willing to defend)

OTHER NOTES

1♥-2♣ and 1♠-2♣: [inv+, 3♥/♠] OR [GF, bal] OR [GF, 5+♣]

1M-3M+1 = min GF 4M, unspecified splinter; 1M-3M+2/3/4 = mild extras GF 4M, splinter

* Over 2♣, as written; over 2♥ weak both M, 3m = non-constructive NF, 4m = sets resp. M

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Weak

Jump shifts after minor opening 2M=weak, Other min=8-11

Jump shifts after major opening Rev. Bergen

Responses to strong 2 suit opening 2D=waiting

Responses to 2NT opening 3C=puppet stayman, 3D/H=xfer, 3S=minors

PLAY CONVENTIONS

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

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

Underlead Other: A=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 rev. count

Discards McKenney high encourage low encourage

odd/even Other: odd enc

Count natural reverse orig.

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? No

Other Conventions

Lebensohl in several comp. situations

Jacoby 2N

Support X/XX



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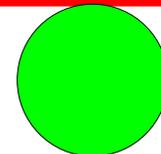
STANDARD SYSTEM CARD

Names: Jack Tarlinton John Yoon

ABF Nos: 840610 751391

Basic System: 2 over 1 GF Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+ 1♦ 4+ 1♥ 5+ 1♠ 5+

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ->♥ 2♥ ->♠ 2♣ ->♣

2 NT ->♦ Other: 3x = single-suited slam try

2♠ Strong (GF unbal OR 23+ bal)

2♦ Weak, 6♦

2♥ Weak, 6♥

2♠ Weak, 6♠

2 NT 20-22

3 NT ---

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

1x-1N forcing

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) 11-14

Immed cue of minor Michaels - both majors (Weak/strong)

Immed cue of major Michaels - other major + undisclosed minor (Weak/Strong)

Over opponent's 1NT (weak) 2C = majors, X=penalty

Over opponent's 1NT (strong) 2C = majors, X=values

Over weak twos X=t/o, Lebensohl applies

Over opening threes X=t/o

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+hcp, 4+	2NT	10-12 bal
	1♥/♠	6+hcp, 4+	3♣	Weak, <8
	1NT	6-9	3♦	Splinter
	2♣	GF	3♥	Splinter
	2♦	8-11, ♣ support	3♠	Splinter
	2♥	Weak, 6+♥	3NT	To play
	2♠	Weak, 6+♠	4 bids	

1♦	1♥/♠	6+hcp, 4+	3♣	8-11, ♦ support
	1NT	6-9	3♦	Weak, <8
	2♣	GF nat	3♥	Splinter
	2♦	GF	3♠	Splinter
	2♥	Weak, 6+♥	3NT	To play
	2♠	Weak, 6+♠	4♦	Slam interest
	2NT	10-12	4 Other	

1♥/♠	1NT	6-12, forcing	3♣	9-12, 4-card support
	2♣	GF nat	3♦	6-9, 4-card support
	2♦	GF nat	3♥/♠	Weak, preempt. 1♠-3♥=10-12
	2♥/♠	6-9, 3 support. 1♥-2♠=10-12	3NT	
	2NT	GF, balanced-ish, 4+support	4♣/♦	Splinter

2♣	2♦	Waiting	2♥/♠	
	other			

2♦	2♥	Natural, forcing.	3♣/♦	
	2♠	Natural, forcing.	3♥/♠	
	2NT	Enquiry	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Natural, forcing.	4♣/♦	
	3♥/♠		4♥/♠	

2NT	3♣	Puppet Stayman	4♣	
	3♦	Transfer ♥	4♦	
	3♥	Transfer ♠	4♥	
	3♠	Both minors, slammish	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	->♥
4♦	->♠
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round _____ Game force

NT Checkback Priorities 2-way

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s XXX

Defence to strong ♣ Natural

Lebensohl Over NT interference _____

Other uses (2x) X (P) _ , some other competitive situations

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

4♥ _____ 4♠ _____

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Weak

Jump shifts after minor opening 2 Major = Weak, other minor = 8-9 with support

Jump shifts after major opening Bergen

Responses to strong 2 suit opening Reverse Kokish

Responses to 2NT opening 3C = Mpuppet, 3D/3H = Xfers, 3S = minors

PLAY CONVENTIONS

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

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

Underlead Other: _____

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead Reverse attitude

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 14/30

4♣ Gerber when? NT Ace asking, 04/1/2/3

Other Conventions



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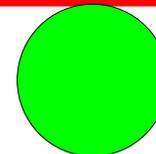
STANDARD SYSTEM CARD

Names: Qiao Zhou Saisai Zhang

ABF Nos: 840661 857122

Basic System: _____ Brown Sticker

Classification: Green Blue Red Yellow



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 balanced may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds Other: 3x - Single suited slam try

2♣ Strong (GF unbalanced or 20-21 or 24+ Balanced)

2♦ Weak, 6 Diamonds

2♥ Weak, 6 Hearts

2♠ Weak, 6 Spades

2 NT 22-23 balanced

3 NT _____

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 Unusual NT Lowest unbid suits

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) X = Penalty, 2C = Landy

Over opponent's 1NT (strong) X = Values, 2C = Landy

Over weak twos X = take out + lebensohl

Over opening threes X = take out

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Strong _____

Jump shifts after major opening Strong _____

Responses to strong 2 suit opening 2♦ waiting

Responses to 2NT opening Stayman, Transfers

PLAY CONVENTIONS

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

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

Underlead Other: _____

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead: _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions



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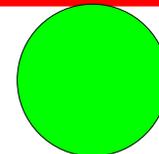
STANDARD SYSTEM CARD

Names: Edward Burrowes James Ferguson

ABF Nos: 858684

Basic System: Standard, 5cd Majors 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 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ -> ♥ 2♥ -> ♠ 2♠ -> ♣

2 NT ->♦ Other: _____

2♣ GF or 22+ Bal

2♦ 3-7 6+♦

2♥ 3-10 6+♥

2♠ 3-10 6+♠

2 NT 20-21

3 NT

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

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT Lowest Unbid Suits

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

Immed cue of minor Both Majors

Immed cue of major Other Major + minor

Over opponent's 1NT (weak) X = Pen, 2♣ = Majors, others Natural

Over opponent's 1NT (strong) (as above)

Over weak twos X = T/O

Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural	2NT	GF Invitational
	1♥/♠	Natural	3♣	5+♣, invitational
	1NT	6-10	3♦	Splinter
	2♣	4+♣, 6-9	3♥	Splinter
	2♦	6+♦, 16+ HCP	3♠	Splinter
	2♥	6+♥, 16+ HCP	3NT	13-15 Balanced
	2♠	6+♠, 16+ HCP	4 bids	

1♦	1♥/♠	Natural	3♣	6+♣, 16+ HCP
	1NT	6-10	3♦	5+♦, invitational
	2♣	4+♣, 10+ HCP	3♥	Splinter
	2♦	4+♦, 6-9	3♠	Splinter
	2♥	6+♥, 16+ HCP	3NT	13-15 Balanced
	2♠	6+♠, 16+ HCP	4♦	
	2NT	GF Invitational	4 Other	

1♥/♠	1NT	6-10	3♣	6+♣, 16+ HCP
	2♣	4+♣, 10+ HCP	3♦	6+♦, 16+ HCP
	2♦	4+♦, 10+ HCP	3♥/♠	Invitational
	2♥/♠	3+M, 6-9	3NT	
	2NT	GF M	4♣/♦	Splinters

2♣	2♦	Negative or Waiting	2♥/♠	Natural, Positive
other				

2♦	2♥	natural non-forcing	3♣/♦	game invite
	2♠	natural non-forcing	3♥/♠	
	2NT	sign off	3NT	To Play

2♥/♠	2NT	sign off	3NT	To Play
	3♣/♦	natural non-forcing	4♣/♦	
	3♥/♠	game invite	4♥/♠	To Play

2NT	3♣	Simple Stayman	4♣	6+♣, Slam try
	3♦	->♥	4♦	6+♦, Slam try
	3♥	->♠	4♥	
	3♠	Transfer to a minor	4♠	
	3NT	Sign off	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural Slam Try
3♥/3♠	Natural Slam Try
4♣	
4♦	
4♥	
4♠	

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening

Defence to opening Two's: Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses

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

4♥ X = T/O 4♠ X = T/O

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: 6-9

Jump raises - majors limit forcing Other: <6

Jump shifts after minor opening _____

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D waiting

Responses to 2NT opening Simple stayman, 3S minor suit stayman

PLAY CONVENTIONS

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

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

Underlead Other: _____

Four or more with an honour 4th highest NT attitude

3rd/5th S Other: _____

From 4 small 2nd highest NT Other: _____

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

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead Reverse smith vs NTs

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 _____

4th suit GF _____



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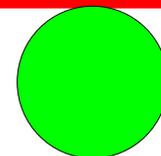
STANDARD SYSTEM CARD

Names: Nabil Edgton Jennifer Black

ABF Nos: _____

Basic System: 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

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

2♣ Stayman: simple extended Other: _____

Transfers 2♦ H _____ 2♥ S _____ 2♠ C or Range _____

2 NT D _____ Other: _____

2♣ GF or 22+ Bal _____

2♦ (0)3-7 5+ in either M _____

2♥ 8-11 (5)6+ _____

2♠ 8-11 (5)6+ _____

2 NT 20-21 _____

3 NT Gambling _____

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

Transfers over 1C _____

Some transfers in competition _____

COMPETITIVE BIDDING

Negative doubles through 4S _____ Responsive doubles through 4S _____

Jump overcalls Weak _____ Unusual NT LUBS _____

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

Immed cue of minor Michaels _____

Immed cue of major Michaels _____

Over opponent's 1NT (weak) X=pen, 2C 2M, 2D 1M, 2M M+m _____

Over opponent's 1NT (strong) Same _____

Over weak twos _____

Over opening threes _____

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	H	2NT	0-6 club raise
	1♥/♠	S/D or no M	3♣	6-9 club raise
	1NT	11-12	3♦	Splinter
	2♣	10+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	
	2♠	Weak	4 bids	

1♦	1♥/♠		3♣	Natural INV
	1NT		3♦	6-9
	2♣	GF	3♥	Splinter
	2♦	10+	3♠	Splinter
	2♥	Weak	3NT	
	2♠	Weak	4♦	
	2NT	11-12	4 Other	

1♥/♠	1NT	Semi Forcing	3♣	6-9
	2♣	GF clubs or Bal	3♦	10-11
	2♦	5+ GF	3♥/♠	0-6 or 1S-3H natural INV
	2♥/♠	Raise or 1S-2H GF 5+	3NT	
	2NT	GF 4+M	4♣/♦	

2♣	2♦	Waiting	2♥/♠	Natural, but an interesting hand
	other			

2♦	2♥	p/c	3♣/♦	Natural semi-forcing
	2♠	p/c	3♥/♠	p/c
	2NT	Strong Ask	3NT	To play

2♥/♠	2NT	Strong Ask	3NT	To play
	3♣/♦	Forcing	4♣/♦	Splinter Slam Try
	3♥/♠	NF or 2S-3H forcing	4♥/♠	

2NT	3♣	Simple Stayman	4♣	6+H ST
	3♦	H	4♦	6+S ST
	3♥	S	4♥	6+C ST
	3♠	Minor suit stayman	4♠	6+D ST
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Puppet Stayman/Both Minors GF
3♥/3♠	Splinters, 3oM, 54 minors
4♣	6+H ST
4♦	6+S ST
4♥	
4♠	

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 2-way

Defence to 3NT opening

Defence to opening Two's: Multi 2♦

RCO style 2-s

Other 2-s

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

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: weak

Jump raises - majors limit forcing Other: weak

Jump shifts after minor opening _____

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D waiting

Responses to 2NT opening Mod Puppet Stayman, Transfers, Minor Suit Stayman

PLAY CONVENTIONS

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

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

Underlead Other: _____

Four or more with an honour 4th highest NT attitude

3rd/5th S Other: _____

From 4 small 2nd highest NT Other: _____

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

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

Other: Rev count vs suit, sometimes combined with rev att

Signal on declarer's lead Rev count

Discards McKenney high encourage low encourage NT

odd/even Other: Rev Count vs suit

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

2-way checkback _____

4th suit GF _____

Blackout _____



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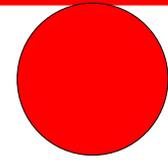
STANDARD SYSTEM CARD

Names: EDGTTON MILNE

ABF Nos: _____

Basic System: 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 1♦ 4(2) 1♥ 5 1♠ 5

1 NT (14)-15-17/9-12 1st/2nd Fav may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ H 2♥ S 2♠ C or Range

2 NT D Other: System changes over mini NT

2♣ GF or 22+ Bal

2♦ (0)3-7 5+ either M

2♥ 8-11 6+H

2♠ 8-11 6+S

2 NT 20-21

3 NT Gambling

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

Transfers over 1C when mini NT 1C = Nat or 13-15 Bal

Transfers in comp when mini NT 1D = 15-17 Bal or Nat

mini NT at 1st/2nd favourable

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls weak Unusual NT LUBS

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) X=pen 2C=2M 2D=1M 2M M+m

Over opponent's 1NT (strong) Same

Over weak twos

Over opening threes

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	H	2NT	
	1♥/♠	S/D or No M	3♣	
	1NT	11-12	3♦	Void
	2♣	10 +	3♥	Void
	2♦		3♠	Void
	2♥		3NT	
	2♠		4 bids	

1♦	1♥/♠	Nat	3♣	Nat INV
	1NT	Nat	3♦	<10
	2♣	GF	3♥	Void
	2♦	10+	3♠	Void
	2♥		3NT	
	2♠		4♦	
	2NT	INV	4 Other	

1♥/♠	1NT	Semi Forcing	3♣	Raise
	2♣	GF clubs or BAL	3♦	Raise
	2♦	5+ GF	3♥/♠	Raise
	2♥/♠	Raise/1S-2H 5+ GF	3NT	
	2NT	Raise	4♣/♦	

2♣	2♦	Waiting	2♥/♠	
	other			

2♦	2♥		3♣/♦	
	2♠		3♥/♠	
	2NT	Ask	3NT	

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

2NT	3♣	Mod Puppet	4♣	6+H ST
	3♦	H	4♦	6+S ST
	3♥	S	4♥	6+C ST
	3♠	Minor Suit stayman	4♠	6+D
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Puppet to 3D/Minors GF
3♥/3♠	Shortage 3/15/4
4♣	
4♦	
4♥	
4♠	

Unusual NT: minors other suits lower 2 unbid suits

other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round _____ Game force

NT Checkback Priorities _____

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ _____

Lebensohl Over NT interference _____

Other uses When we X 2M _____

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

4♥ _____ 4♠ _____

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Bergen

Jump shifts after minor opening WJS

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2D = Waiting

Responses to 2NT opening 3C = Puppet, 3D/H Transfers, 3S Minor Suit Stayman

PLAY CONVENTIONS

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

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

Underlead Other: _____

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Reverse Count

Signal on declarer's lead Reverse Count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 30 41

4♣ Gerber when? _____

Other Conventions

New Minor Forcing _____



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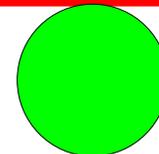
STANDARD SYSTEM CARD

Names: Nathan van Jole Thomas Wix Andy Hung

ABF Nos: 531529 801232 615285

Basic System: 2/1 Brown Sticker

Classification: Green Blue Red Yellow



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♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds Other: _____

2♣ G.F. or 23+ Bal

2♦ Pre-emptive, Natural

2♥ Pre-emptive, Natural

2♠ Pre-emptive, Natural

2 NT 21-22

3 NT Gambling

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 Unusual NT Lowest Unbid Suits

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

Immed cue of minor Majors

Immed cue of major Other Major + Minor

Over opponent's 1NT (weak) Multi Landy

Over opponent's 1NT (strong) Multi Landy

Over weak twos X T O

Over opening threes X T O

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Weak _____

Jump shifts after major opening Weak _____

Responses to strong 2 suit opening 2D = Waiting _____

Responses to 2NT opening Stayman & Transfers _____

PLAY CONVENTIONS

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

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

Underlead Other: _____

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: 4th highest

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? direct 4C after NT openings only

Other Conventions

Inverted Minors _____

Jacoby/Truscott 2NT _____



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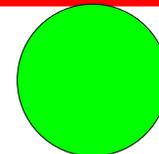
STANDARD SYSTEM CARD

Names: Chris Larter Jessica Brake Andy Hung

ABF Nos: 684791 720569 615285

Basic System: Standard American 2/1 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: _____

Transfers 2♦ 5+ H 2♥ 5+ S 2♠ 5+ C

2 NT 5+ D Other: _____

2♣ GF or 23+

2♦ Preemptive, Natural

2♥ Preemptive, Natural

2♠ Preemptive, Natural

2 NT 21-22 Balanced

3 NT Gambling

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 Lowest 2 unbid suits

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

Immed cue of minor Majors

Immed cue of major H = S + D S = H + D 5/4

Over opponent's 1NT (weak) Multi Landy

Over opponent's 1NT (strong) Multi Landy

Over weak twos X = TO 2NT = 16-18 bal

Over opening threes X = TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural, forcing	2NT	Natural GF
	1♥/♠	Natural, forcing	3♣	pre-emptive
	1NT	6-9 hcp Natural	3♦	Splinter Raise, Forcing
	2♣	4/5 + 10+ hcp	3♥	Splinter Raise, Forcing
	2♦	WJS	3♠	Splinter Raise, Forcing
	2♥	WJS	3NT	12-14 hcp to Play
	2♠	WJS	4 bids	To Play

1♦	1♥/♠	Natural, forcing	3♣	WJS
	1NT	6-9 hcp Natural	3♦	pre-emptive
	2♣	Natural GF	3♥	Splinter Raise, Forcing
	2♦	4/5+ 10+ hcp	3♠	Splinter Raise, Forcing
	2♥	WJS	3NT	12-14 hcp to Play
	2♠	WJS	4♦	Pre-emptive
	2NT	Natural GF	4 Other	4C: Splinter Raise, Forcing

1♥/♠	1NT	Natural, Semi-forcing	3♣	WJS
	2♣	Natural GF	3♦	WJS
	2♦	Natural GF	3♥/♠	Limit Raises
	2♥/♠	Raise 6-9 hcp	3NT	12-14 hcp To Play
	2NT	Jacoby	4♣/♦	Splinter Raise, Forcing

2♣	2♦	Waiting	2♥/♠	Positive
other	Positives include AQ, AK, or KQ in suit.			

2♦	2♥	Natural, forcing	3♣/♦	3c: Natural, forcing, 3d: NF
	2♠	Natural, forcing	3♥/♠	Splinter Raise, Forcing
	2NT	Ogust	3NT	To Play

2♥/♠	2NT	Ogust	3NT	To Play
	3♣/♦	Natural, forcing	4♣/♦	Splinter Raise, Forcing
	3♥/♠	Raise: NF	4♥/♠	To Play

2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	Transfer to Hearts	4♦	
	3♥	Transfer to Spades	4♥	
	3♠	Minor Suit Stayman	4♠	
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural Slam try
3♥/3♠	Natural Slam try
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 xyz (2C = invit. 2D = game force)

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X = 12-15 bal or 19+ 2NT = 16-18 bal

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ _____

Lebensohl Over NT interference

Other uses _____

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

4♥ X T O 4♠ X optional

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening _____

Jump shifts after major opening _____

Responses to strong 2 suit opening _____ Step responses showing no of controls

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: _____

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? Any jump to 4♣ in response to partner

Other Conventions

Splinter raises _____



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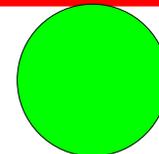
STANDARD SYSTEM CARD

Names: Jessie De Garis Sam Thorpe

ABF Nos: 740969 778273

Basic System: Standard

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 11-20 1♦ 3+, 11-20 1♥ 5+, 11-20 1♠ 5+, 11-20

1 NT 15-17 _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Jacoby 2♥ Jacoby 2♠ minor transfer

2 NT invitational Other: _____

2♣ Near game force, or 23+ balanced

2♦ weak two in diamonds, 6-10 hcp

2♥ weak two in hearts, 6-10 hcp

2♠ weak two in spades, 6-10 hcp

2 NT 20-22 balanced

3 NT 25-26 balanced

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

COMPETITIVE BIDDING

Negative doubles through 2♣ Responsive doubles through 2♣

Jump overcalls weak Unusual NT _____

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

Immed cue of minor 5-5, both majors (if minor is 3+ cards)

Immed cue of major 5-5, other major & a minor

Over opponent's 1NT (weak) Natural

Over opponent's 1NT (strong) Natural

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+ pts	2NT	10-12 pts bal
	1♥/♠	4+, 6+ pts	3♣	5+; 10-12 pts
	1NT	6-9 pts	3♦	
	2♣	5+ clubs, 6-9	3♥	
	2♦	5+ cards, 10+ points	3♠	
	2♥		3NT	13-15 pts
	2♠		4 bids	

1♦	1♥/♠	4+, 5+ pts	3♣	
	1NT	6-9 pts	3♦	5+; 10-12 pts
	2♣	4+, 10+ pts	3♥	
	2♦	5+ diamonds, 6-9	3♠	
	2♥	5+ cards, 10+ points	3NT	13-15 pts
	2♠	5+ cards, 10+ points	4♦	5+ diamonds 13+ hcp
	2NT	10-12 pts bal	4 Other	Natural, to play

1♥/♠	1NT	6-9 pts	3♣	
	2♣	4+, 10+ pts	3♦	
	2♦	4+, 10+ pts	3♥/♠	3+ suit, 10-12 hcp
	2♥/♠	3+, 6-9 pts	3NT	13-15 pts, bal
	2NT	10-12 bal	4♣/♦	Splinters

2♣	2♦	less than 1 control	2♥/♠	1/2 controls
	other	step responses showing number of controls		

2♦	2♥		3♣/♦	
	2♠		3♥/♠	
	2NT	Ogust	3NT	To play

2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦		4♣/♦	
	3♥/♠		4♥/♠	To play

2NT	3♣	Stayman	4♣	Gerber
	3♦	Transfer to hearts	4♦	slam try
	3♥	Transfer to spades	4♥	To play
	3♠	Minor Transfer	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	
3♥/3♠	
4♣	Gerber
4♦	
4♥	
4♠	

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ Double shows values

RCO style 2-s

Other 2-s

Defence to strong ♣ Double shows both majors

Lebensohl Over NT interference

Other uses Over weak 2s

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

OTHER NOTES

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 Splinters

Responses to strong 2 suit opening 2♦ = negative, all else natural

Responses to 2NT opening Puppet stayman and transfers

PLAY CONVENTIONS

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

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

Underlead Other:

Four or more with an honour 4th highest attitude

3rd/5th Other:

From 4 small 2nd highest Other:

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other:

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when? 1NT/2NT openings

Other Conventions

4th suit Game Force

Long suit game tries

Splinters

Jacoby 2NT

1st/2nd cues



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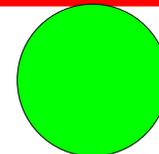
STANDARD SYSTEM CARD

Names: Alex Dunbar Jarrad Dunbar

ABF Nos: 557048 601161

Basic System: Standard 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

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

2♣ Stayman: simple extended Other:

Transfers 2♦ ♥'s 2♥ ♠'s 2♠ ♣'s

2 NT ♦'s Other: Super-accepts

2♣ Game Force

2♦ 5+♦, 6-10

2♥ 5+♥, 6-10

2♠ 5+♠, 6-10

2 NT 20-22

3 NT 1st/2nd Gambling, 3rd/4th to play

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

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT LUBS

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

Immed cue of minor Majors

Immed cue of major Other major and a minor

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

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

Over weak twos X = take out

Over opening threes X = take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Suit, 6+	2NT	11-12, no major
	1♥/♠	Suit, 6+	3♣	5+♣, weak
	1NT	No major, 6-10	3♦	Splinter
	2♣	5+♣, 11+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4 bids	

1♦	1♥/♠	Suit, 6-10	3♣	Weak
	1NT	No major, 6-10	3♦	5+♦, weak
	2♣	Suit	3♥	Splinter
	2♦	5+♦, 11+	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4♦	
	2NT	No major, 11-12	4 Other	

1♥/♠	1NT	Forcing, 6-11	3♣	Splinter
	2♣	Suit, Game Force	3♦	Splinter
	2♦	Suit, Game Force	3♥/♠	4+ support, 10-12
	2♥/♠	3+ support, 6-9	3NT	4+ support, 13-15
	2NT	4+ support, Game Force	4♣/♦	Splinter

2♣	2♦	0-6	2♥/♠	5+ card suit, 7+
	other			

2♦	2♥	Natural, forcing	3♣/♦	Natural, forcing / Natural
	2♠	Natural, forcing	3♥/♠	Natural, non-forcing
	2NT	Ogust	3NT	To play

2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	Splinter
	3♥/♠	Natural	4♥/♠	Natural

2NT	3♣	Puppet stayman	4♣	Gerber
	3♦	5+♥ transfer	4♦	5+♣/5+♦
	3♥	5+♠ transfer	4♥	To play
	3♠	Minor suit slam try	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	Gerber
4♦	5+♣/5+♦
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Up the line

Defence to 3NT opening

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

RCO style 2-s

Other 2-s

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

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT (2/3 suits)

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: Preemptive (inverted)

Jump raises - majors limit forcing Other: Preemptive

Jump shifts after minor opening To minor - 7-10 HCP raise, to major - weak

Jump shifts after major opening To minor - Bergen raise, to major - nat, invitational

Responses to strong 2 suit opening 2♦ - negative or waiting, other - natural

Responses to 2NT opening Simple stayman, transfers, 3♠ forces 3NT, Texas

PLAY CONVENTIONS

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

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

 Underlead Other: A - 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: Reverse count

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

 odd/even Other: Subsequent - reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430, specific king ask

4♣ Gerber when? --

Other Conventions

Support X + XX	4SF
Ogust	Fit showing jumps in competition
Splinters	Long suit game tries
Bergen raises, Jacoby 2NT	1st + 2nd round cues
Criss cross + inverted minors	Reverse Kokish



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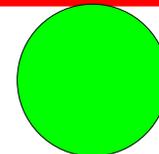
STANDARD SYSTEM CARD

Names: Shane Harrison Lauren Travis

ABF Nos: _____ 701815

Basic System: 2/1 GF Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

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

2♣ Stayman: simple extended Other: Smolen

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: Superaccepts

2♠ GF

2♦ (5)6+ ♦, 6-10 HCP

2♥ (5)6+ ♥, 6-10 HCP

2♠ (5)6+ ♠, 6-10 HCP

2 NT 20-22, balanced

3 NT Gambling (1st/2nd), To play (3rd/4th)

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

1M-1NT is forcing

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT LUBS

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) 2♣ - majors, X - penalty, other - natural

Over opponent's 1NT (strong) 2♣ - majors, X - penalty, other - natural

Over weak twos X - takeout, Lebensohl

Over opening threes X - takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+ ♦	2NT 11-12 HCP, no major
	1♥/♠	6+ HCP, 4+ ♥/♠	3♣ Preemptive, 5+ ♣
	1NT	6-10 HCP, no major	3♦ Splinter
	2♣	10+, 5+ ♣, F to 3♣	3♥ Splinter
	2♦	7-10, 5+ ♣	3♠ Splinter
	2♥	Weak, 6 ♥	3NT 13-15 HCP, no major
	2♠	Weak 6 ♠	4 bids Exclusion, 4♣ - keycard
1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♣ 7-10, 5+ ♦
	1NT	6-10 HCP, no major	3♦ Preemptive, 5+ ♦
	2♣	GF, 4+ ♣	3♥ Splinter
	2♦	10+, 5+ ♦, F to 3♦	3♠ Splinter
	2♥	Weak, 6 ♥	3NT 13-15 HCP, no major
	2♠	Weak, 6 ♠	4♦ Keycard
	2NT	11-12 HCP, no major	4 Other 4♣ - splinter, other - Exclusion
1♥/♠	1NT	6-12 HCP, semi-forcing	3♣ 6-10, 4 card raise
	2♣	GF, 4+ ♣	3♦ 10-12, 4 card raise
	2♦	GF, 4+ ♦	3♥/♠ Preemptive, 4+ card raise
	2♥/♠	6-9, 3 card raise	3NT 15-17, 3 card raise, 4333
	2NT	13+, 4 card raise	4♣/♦ Splinter
2♣	2♦	Negative or waiting	2♥/♠ Natural, 7+ HCP
	other		
2♦	2♥	Natural, forcing	3♣/♦ Natural, forcing; preemptive raise
	2♠	Natural, forcing	3♥/♠ Non-forcing, long suit
	2NT	Ogust	3NT To play
2♥/♠	2NT	Ogust	3NT To play
	3♣/♦	Natural, forcing	4♣/♦ Splinter
	3♥/♠	Preemptive raise	4♥/♠ Preemptive raise or to play
2NT	3♣	Stayman	4♣ Transfer to ♥
	3♦	Transfer to ♥	4♦ Transfer to ♠
	3♥	Transfer to ♣	4♥ To play
	3♠	Forces 3NT, minor/s	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ - 5/5 minors, weak; 3♦ - 5/5 minors, strong
3♥/3♠	3♥ - 13(54), 3♠ - 31(54)
4♣	Transfer to 4♥
4♦	Transfer to 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 1♣-1♦-1♥-1♠ - 1 round force Game force

NT Checkback

 Priorities 2 way, up the line

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ X - 16+, 2NT - 15-18 HCP (system on), other - natural

RCO style 2-s

Other 2-s

Defence to strong ♣

X - majors, 1NT - minors, other - natural

Lebensohl

Over NT interference

Other uses

Over weak 2s

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 3M-slam try 4M pre
Jump shifts after minor opening	splinter		
Jump shifts after major opening	splinter		
Responses to strong 2 suit opening	2d- waiting		
Responses to 2NT opening	stayman +transfers		

PLAY CONVENTIONS

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

CONVENTIONS

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

Other Conventions

all jump shift-spl	
4nt always blackwood	
2nt-is natural most of the time	
Pete's sliding scale of awesomeness	



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STANDARD SYSTEM CARD

Names:	Angus Munro	Ella Pattison	
ABF Nos:	656666	737331	
Basic System:	Standard American	Brown Sticker <input type="checkbox"/>	
Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>		

OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	3+, 11+	1♦	3+, 11+	1♥	5+, 11+	1♠	5+, 11+
1 NT	15-17			may contain 5 card major <input checked="" type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____				
Transfers	2♦ hearts	2♥ spades	2♠ clubs				
2 NT	diamonds		Other: _____				
2♣	gf						
2♦	weak 6 Diamonds						
2♥	weak 6 hearts						
2♠	weak 6 spades						
2 NT	20-22 bal/semi bal						
3 NT	gambling						

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

COMPETITIVE BIDDING

Negative doubles through	7S	Responsive doubles through	7S
Jump overcalls	weak	Unusual NT	Lowest unbid suits 5/5
1NT overcall (immediate)	15-18	(re-opening)	11-15
Immed cue of minor	Michaels (5/5 majors)		
Immed cue of major	Michaels (5OM/5 any minor)		
Over opponent's 1NT (weak)	x-Pen 2c-Majors 2d/h/s natural		
Over opponent's 1NT (strong)	as above		
Over weak twos	x-t/o (lebensohl)		
Over opening threes	x-t/o		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+	2NT	10-12 no 4M
	1♥/♠	4+, 6+	3♣	6-9 5+clubs no 4M
	1NT	6-9	3♦	spl
	2♣	10+, 5+C no 4M	3♥	spl
	2♦	spl	3♠	spl
	2♥	spl	3NT	13-16 4+ clubs
	2♠	spl	4 bids	spl

1♦	1♥/♠	4+, 6+	3♣	spl
	1NT	6-9	3♦	6-9 5+D
	2♣	10+, 4+	3♥	spl
	2♦	10+, 5+diamonds	3♠	spl
	2♥	spl	3NT	13-16, 5+D
	2♠	spl	4♦	
	2NT	10-12 bal no 4M	4 Other	spl

1♥/♠	1NT	6-9	3♣	spl
	2♣	10+, 4+	3♦	spl
	2♦	spl	3♥/♠	slam try
	2♥/♠	6-9 (3/4 card support)	3NT	13-15 3(4) card support
	2NT	10-12 or 16+ with 3(4) card sup	4♣/♦	spl

2♣	2♦	waiting	2♥/♠	8+, 5+
	other			

2♦	2♥	nat forcing	3♣/♦	nat forcing
	2♠	nat forcing	3♥/♠	spl
	2NT	enquiry-	3NT	to play

2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	nat forcing	4♣/♦	spl
	3♥/♠	pre raise	4♥/♠	to play or pre

2NT	3♣	stayman	4♣	natural
	3♦	trf hearts	4♦	natura
	3♥	trf spades	4♥	to play
	3♠	?	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	nat slam try
3♥/3♠	nat slam try
4♣	
4♦	
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round _____ Game force

NT Checkback Priorities _____

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ _____

Lebensohl Over NT interference _____

Other uses _____

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

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening splinters _____

Jump shifts after major opening splinters _____

Responses to strong 2 suit opening 2D = waiting _____

Responses to 2NT opening staymen, transfers _____

PLAY CONVENTIONS

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

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

Underlead Other: _____

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? _____

Other Conventions

fourth suit forcing _____

cue bids 1st / 2nd _____

long suit trails _____



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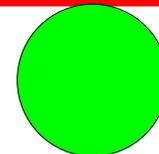
STANDARD SYSTEM CARD

Names: Nathan Howard Peter Bolling

ABF Nos: _____

Basic System: Standard American Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 15-17 may be off shape may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ hearts 2♥ spades 2♠ clubs

2 NT diamonds Other: super accepts

2♣ Game forcing

2♦ Weak may be 5 card suit

2♥ Weak may be 5 card suit

2♠ Weak may be 5 card suit

2 NT 20 - 22 may be off shape

3 NT gambling

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

we may overcall and open aggressively _____

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

Jump overcalls weak Unusual NT yes

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

Immed cue of minor Michaels cue bids

Immed cue of major Michaels cue bids

Over opponent's 1NT (weak) natural X = penalty

Over opponent's 1NT (strong) natural X = penalty

Over weak twos natural X = take out

Over opening threes natural X = take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural	2NT	10-12
	1♥/♠	natural	3♣	16+
	1NT	6-10	3♦	splinter
	2♣	3-9 and support	3♥	splinter
	2♦	splinter	3♠	splinter
	2♥	splinter	3NT	13-15
	2♠	splinter	4 bids	preemptive

1♦	1♥/♠	natural	3♣	preemptive
	1NT	6-9	3♦	16+ support
	2♣	natural	3♥	splinter
	2♦	6-9 support	3♠	splinter
	2♥	splinter	3NT	13-15 support
	2♠	splinter	4♦	preemptive
	2NT	10-12 support	4 Other	preemptive

1♥/♠	1NT	6-9	3♣	splinter
	2♣	natural	3♦	splinter
	2♦	natural	3♥/♠	splinter
	2♥/♠	6-9 support	3NT	13-15 support
	2NT	10-12 support	4♣/♦	splinter

2♣	2♦	waiting	2♥/♠	good suit
	other	good suit		

2♦	2♥	nat forcing	3♣/♦	nat forcing/ to play
	2♠	nat forcing	3♥/♠	splinters
	2NT	inquiry	3NT	to play

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

2NT	3♣	stayman	4♣	natural
	3♦	transfer	4♦	natural
	3♥	transfer	4♥	natural
	3♠	minor suit stayman	4♠	natural
	3NT	to play	other	quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	natural slam try
3♥/3♠	natural slam try
4♣	preemptive
4♦	preemptive
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♦ natural x= values

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ _____

Lebensohl Over NT interference _____

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ can be purely based on values

4♥ based on values 4♠ can be purely based on values

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump shifts after minor opening	2-level=weak; 3-level=splinter		
Jump shifts after major opening	2-level=weak; 3m=bergen; 3M=splinter		
Responses to strong 2 suit opening	2♦=<3 controls or waiting		
Responses to 2NT opening	pstayman (invert 3♥/3NT); 3♦/♥=tfers; 3♠=mstayman		

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: u/lead for unblock; A for att and 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"/>
Signal on partner's lead:	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
	Other: suit preference if indicated
Signal on declarer's lead:	count or suit preference if indicated
Discards McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
	odd/even <input type="checkbox"/> Other: suit preference if indicated
Count natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/> present count

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430; 5NT=specific Ks
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

after 1NT rebid:	fit jumps in comp & by passed-hands
2♣=puppet to 2♦ then pass or inv	cue raises change of suit forcing
2♦= any GF (nat continuations)	after 1M:2NT(GF raise): 3♣=any min;
2M=sign-off	3♦=extras no shortage; 3♥=extras sh oM;
2NT=puppet to 3♣ then pass or F1-raise	3♠=extras sh ♦; 3NT=extras sh ♣

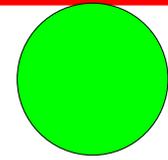


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STANDARD SYSTEM CARD

Names:	Jamie Thompson	Elena Moskovsky
ABF Nos:	Victoria Youth	2012 ANC
Basic System:	2/1 GF	
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♣	12+hcp, 2+	1♦	12+hcp, 4+	1♥	12+hcp, 5+	1♠	12+hcp, 5+
1 NT	15-17 bal (may have 6m)			may contain 5 card major <input checked="" type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: smolen				
Transfers	2♦ ♥	2♥ ♠	2♣ ♣				
2 NT	♦	Other: non-accept is super w 4-card supp then refter					
2♣	GF or 23-24 bal (kokish continuations)						
2♦	3-7hcp (5)6M (then 2NT enq: 3♣=max, 3R=min tfer, 3♠=2/3top♥, 3NT=2/3top♠)						
2♥	8-11hcp 6♥ (then 2NT enq: 3X=shortage, 3♥=min bal, 3NT=max bal)						
2♠	8-11hcp 6♠ (then 2NT enq: 3X=shortage, 3♠=min bal, 3NT=max bal)						
2 NT	20-22 bal (then puppet stayman with 3♥=no 4cM & 3NT=5♥)						
3 NT	solid 7-card suit with no A or K outside (p/c continuations)						

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

1X:1NT=semi-forcing (-5-12hcp)	weak jump responses at 2-level (-3-7hcp)
inverted minor suit raises (inv+ F1)	support dbls/redbls by opener (3-card supp)
transfers after 1M:(dbl) up to 2M-1	may overcall light 1-level esp non-vul

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak	Unusual NT	5+/5+ lower unbid suits (good/bad)
1NT overcall (immediate)	15-18(sys-on)	(re-opening)	11-14(sys-on)
Immed cue of minor	5+/5+ Ms (good/bad)		
Immed cue of major	5+/5+ oM/m (good/bad)		
Over opponent's 1NT (weak)	dbl=15+(pen); 2♣=Ms; 2♦=M; 2M=M/m; 2NT=ms		
Over opponent's 1NT (strong)	dbl=15+(pen); 2♣=Ms; 2♦=M; 2M=M/m; 2NT=ms		
Over weak twos	dbl=t/o (with Leb); 2NT=15-18bal; cue=stopper ask		
Over opening threes	dbl=t/o; (3M):4NT=ms; cue=shortage or gen force		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	5+hcp 4+♦	2NT	10-12hcp bal
	1♥/♠	5+hcp 4+♥/♠	3♣	preempt
	1NT	8-10hcp 4+♣ & <4♥♦♠	3♦	splinter
	2♣	10+hcp 4+♣ F1	3♥	splinter
	2♦	3-7hcp 6+♦	3♠	splinter
	2♥	3-7hcp 6+♥	3NT	13-15hcp bal <4♥♠
	2♠	3-7hcp 6+♠	4 bids	4♣=preempt; 4♠=void
1♦	1♥/♠	5+hcp 4+♥/♠	3♣	splinter
	1NT	5-12hcp <4♥♠ <5♦ F1	3♦	preempt
	2♣	12+hcp 4+♣ GF	3♥	splinter
	2♦	10+hcp 4+♦ F1	3♠	splinter
	2♥	3-7hcp 6+♥	3NT	13-15hcp bal <4♥♠
	2♠	3-7hcp 6+♠	4♦	preempt
	2NT	10-12hcp bal	4 Other	void
1♥/♠	1NT	5-12hcp F1	3♣	6-9hcp 4-card raise
	2♣	12+hcp 4+♣ GF (p/h rev drury)	3♦	10-12hcp 4-card raise
	2♦	12+hcp 4+♦ GF	3♥/♠	r=preempt; j/s=splinter
	2♥/♠	raise=5-9 3M; 2/1=GF; j/s=weak	3NT	13-15hcp bal <4♥♠
	2NT	GF raise (incl after intervention)	4♣♦	splinter
2♣	2♦	<3 controls or waiting	2♥/♠	nat & 3+ controls
	other	2NT=8-10 bal with <3 controls; after 2♣:2♦:2♥=♥ or 25+ bal (kokish)		
2♦	2♥	p/c	3♣♦	nat & NF
	2♠	p/c	3♥/♠	p/c 4♣=pls tfer to your M
	2NT	inv+ enquiry	3NT	to play 4♦=pls bid your M
2♥/♠	2NT	inv+ enquiry	3NT	to play
	3♣♦	nat & F1	4♣♦	splinter
	3♥/♠	r=to play; j/s=splinter	4♥/♠	2♠:4♥=spl; 2♥:4♠=to play
2NT	3♣	puppet stayman (invert 3♥/3NT)	4♣	transfer to 4♥
	3♦	transfer to ♥	4♦	transfer to 4♠
	3♥	transfer to ♠	4♥	to play
	3♠	minor suit stayman	4♠	to play
	3NT	to play	other	4NT=quant

CONVENTIONS

Additional responses to 1NT

3♣/3♦	single suited slam try FP after we bid game with clear intent to make
3♥/3♠	single suited slam try after RCKB 1/4 or 0/3 resp, next non-trump step Q ask
4♣	transfer to 4♥ in comp with opps comp to 4-level in 1st rd, 4NT=2-places
4♦	transfer to 4♠ after opps dbl cue: rdbl=1st rd control, bid=void, pass=neither
4♥	to play XRCKB 0314 with DEPO/REPO (dbl/rdbl=even, pass=odd)
4♠	to play XRCKB applies when jump to new suit at 5-level or 4♠ if opps' suit

Unusual NT:	minors <input type="checkbox"/>	other suits <input type="checkbox"/>	lower 2 unbid suits <input checked="" type="checkbox"/>
other	after RCKB intervention pass=1st step (pass=1/4, dbl/rdbl=0/3)		
	cue 1st/2nd round control; cue opposite splinter 1st round control		

Other slam bidding	Cue Bids <input checked="" type="checkbox"/>	Asking Bids <input type="checkbox"/>	
4th Suit Forcing	One round <input type="checkbox"/>	except <2NT after a reverse <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities	2♣=puppet to 2♦; 2♦=any GF	
Defence to 3NT opening	dbl=values		
Defence to opening Two's:	Multi 2♦	dbl=13-15b or 20+, then one t/o dbl for our side	

	2NT=16-19 bal (system-on)
RCO style 2-s	as for multi-2♦
Other 2-s	where anchored Michaels cue-bid
	vs. 2♣(GF): dbl=Ms, 2♦=6M, 2M=M/m, 2NT=ms
Defence to strong ♣	dbl=Ms; 1X=nat; 1NT=ms; 2♣=nat; 2♦=6M; 2M=M/m

Lebensohl	Over NT interference <input checked="" type="checkbox"/>	via 2NT shows stopper
Other uses	after we dbl a weak two or anchored two	
Take out of 4 level pre-empts	4♣/4♦	dbl
	4♥	dbl
	4♠	4NT

OTHER NOTES

delayed cue of opener's suit is nat | precision 1♦ treated as nat | 4NT=quant after def range NT

immediate cue of responders suit is nat - eg: (1♣):pass:(1♥):2♥=nat | pen dbls after we preempt

in a GF auction (e.g. after FSF, 2/1 or GF 2♦) fast arrival is weak option

weak twos may be raised to 3-level with any 3-card or Hx supp non-vul

after 2M:2NT: 3X=shortage, 3M=min no shortage, 3NT=max no shortage

after reverse, lowest of 4th suit and 2NT is <8hcp (blackout) - everything else is GF

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: not applicable
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: not applicable
Jump shifts after minor opening	not applicable		
Jump shifts after major opening	not applicable		
Responses to strong 2 suit opening	not applicable		
Responses to 2NT opening	3♣ strong others play or correct		

PLAY CONVENTIONS

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

CONVENTIONS

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

Other Conventions

Optional minor keycard	_____
Exclusion keycard	_____
Grand Slam force	_____
Denial cue bidding	_____



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Michael Bausor	Rhys Cooper		
ABF Nos:	726222	726257		
Basic System:	Forcing Pass with relays			
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>		Red <input type="checkbox"/>

OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input checked="" type="checkbox"/>						
1♣	4+ ♥ 8-12 pts	1♦	4+♠ 8-12 pts < 4♥	1♥	0-7 pts any shape	1♠	flat 8-12 pts < 4♥♠
1 NT	5+/4+ minors 8-12 pts				may contain 5 card major <input type="checkbox"/>		
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: invitational+ relay				
Transfers	2♦ N/A	2♥ N/A	2♠ N/A				
2 NT	N/A		Other: _____				
2♣	6+ 8-12 pts						
2♦	6+ 8-12 pts						
2♥	5+/5+ colour 9-12pts						
2♠	5+/5+ rank 9-12pts						
2 NT	5+/5+ shape 9-12pts						
3 NT	specific ace ask						

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

jump bids in response to 1♥ are	preemptive raises
preemptive in any suit or take out of the suit	non forcing change of suit
2♥-2NT are 5+/5+ without anchor suit	

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	2 lowest suits
1NT overcall (immediate)	15-18 pts	(re-opening)	15-18 pts
Immed cue of minor	5+/5+ majors weak or strong		
Immed cue of major	5+/5+ other major and a minor weak or strong		
Over opponent's 1NT (weak)	DONT		
Over opponent's 1NT (strong)	DONT		
Over weak twos	X=take out		
Over opening threes	X=take out		

Suggested Defense to Forcing Pass

Over Pass Open normally apart from 1NT if weak change to strong

Over 1♣ or ♦

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are constructive
- Jumps are weak
- 2 of the suit shown is Michaels
- 1 NT is strong

Over 1♥

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength
- 1NT is weak
- Jumps are intermediate

Over 1♠

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength
- 1NT is weak
- Jumps are weak

Over 1NT

- X is 16+ with step bid as 0-7 points others GF
- 2♣ take out for the majors with better ♥
- 2♦ take out for the majors with better ♠
- 2♥♠ natural with opening bid strength
- 2NT weak with both majors

Over 2♣ or ♦

- Use your normal methods over weak 2's

Over 2♥ or ♠

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength

System Notes – Rhys Cooper/Michael Bausor

Note: For the purposes of these notes, opener is defined as the first player to act, even if that action was to pass.

Uncontested

Openings

- Pass = any 13+ (some weaker hands upgraded)
- 1C = 4+H, 8-12, may have a longer suit
- 1D = 4+S, 8-12, denies as many as 4 hearts, may have a longer minor
- 1H = 0-7 any shape
- 1S = balanced (4333, 4432 or 5332 on a minor), no 4+ card major, 8-12
- 1NT = 5+4+ in the minors (either way), no 4+ card major, 8-12
- 2C = 6+C, no 4+ card major, 8-12
- 2D = 6+D, no 4+ card major, 8-12
- 2H/2S/2NT = 5+/5+ in 2 suits of the same colour/rank/shape, 8-12. Shows a constructive 5/5 (can also open 1c, 1d or 1nt with 5+/5+ hands). Typically will be in the 10-12 range with the larger majority of HCPs in the long suits
- 3c+ = pre-empt

Responses to strong pass

- 1C = 0-7 any shape
- 1D = any GF, symmetric relay initiated, responder is master
- 1H = 4+H, 8-10, unbalanced, may have a longer suit
- 1S = 4+S, 8-10, unbalanced, denies as many as 4 hearts, may have a longer minor
- 1NT = Flat (4333, 4432), 8-10
- 2C = single suited clubs, 8-10
- 2D = single suited diamonds or 5+D/4C, no 4+ card major 8-10
- 2H = 5+C/4D, no 4+ card major, 8-10
- 2S = 5+/5+ in the minors

See system card for responses to openings other than pass in uncontested auctions

In Competition

General Rules

- In GF situations, we play relay on if we can go to no worse than relay+3 on the base symmetric relay (including pass and X/XX where they are available)
- If relay is on, pass is step 1, X/XX is step 2, steps gained where possible
- In GF situations, pass by master is a relay (X by responder is step 1) and X by master is penalties
- In non-GF situations, pass by the master is NF, X by the master is a relay. If master is in pass-out seat, X is the relay

- New suits are generally natural and forcing if relay is off, X is penalties if we're in a game forcing auction, take-out if we're not

Over Pass

- System on over interference below 1NT (with pass = step 1, X = step 2). Relay+1 over interference with 1H, relay+2 over interference with 1S, off if opponents interfere with 1NT or higher
- If opponents interfere with 1C, pass = 0-4, X = 4-7 and normal relay on (steps gained where possible)
- If opponents interfere with 1NT or greater, X = t/o (or values/penalty interest if the interference is not natural), new suits are natural and forcing for one round

Over 1C

- If opponents X, XX = invitational, 1D = GF (1 step gained) and 1H is to play. 1S/2D are just running from 1C (does not show any values), but 2C shows 6-12 with a decent suit
- If opponents interfere with 1D, X = invitational (relay initiated), 1H = GF (relay initiated)
- If opponents interfere with 1H, X = GF (relay initiated), 2NT = game try in hearts, new suits natural NF
- If opponents interfere with 1S or higher, 2NT = invitational+ with heart support, X = t/o, new suits natural and forcing for one round, 2 hearts is competitive and jumps in hearts are preemptive

Over 1D

- If opponents X, XX = invitational and 1H = GF (1 step gained) and 1S is to play. 2C/2H are just running from 1D (does not show any values), but 2D shows 6-12 with a decent suit
- If opponents interfere with 1H, X = invitational (relay initiated), 1S = GF (relay initiated)
- If opponents interfere with 1S, X = GF (relay initiated), 2NT = game try in spades, new suits natural NF
- If opponents interfere with 1NT or higher, 2NT = invitational+ with spade support, X = t/o, new suits natural and forcing for one round, 2 spades is competitive and jumps in spades are preemptive

Over 1H

- Suits at the 3 level (2S included if opponents X 1H) show either a pre-empt in any suit or takeout of the suit bid. Opener MUST PASS any of these bids. If responder has the takeout option, they will XX if opponents X. If vulnerable, it is unusual (but not unheard of) to do this with any option but a pre-empt in the suit bid, but system is the same.
- If opponents X:
 - Pass = tolerance for hearts (2+), not compulsory (can bid a suit when holding hearts)
 - Suits are to play (running from 1H). 1S frequently 4 cards, 2x almost always 5 cards
 - 1NT = pick a minor
 - XX = 18+, relay initiated
 - 2H = good overcall

- If opponents bid over 1H, suits are natural and NF, X = t/o or very strong (typically 19+)

Over 1S

- If opponents X
 - XX = invitational+ (relay initiated)
 - Pass = suggestion to play. Opener may rip with doubleton spade and a 5 card minor but will usually pass
 - 1NT = pick a minor
 - 2C/2D = to play (generally 4+ cards)
 - 2H/2S = to play (5+ cards)
 - 2NT = pick a minor
 - 3C+ = pre-empt (generally pre-empts in minors will be more aggressive since opener has shown 7 or 8 cards in the minors)
- If opponents bid, suits are competitive (generally majors will be better suits). X = PENALTIES. 2NT = pick a minor

Over 1NT

- If opponents X pass = pick a minor, XX = strong (relay initiated), 2x = to play, 2NT/4NT is pick a minor. Minors at any level are pre-empts, but can be as short as 4 cards and very aggressive
- If opponents bid, X = PENALTIES, 2NT = natural invitational

Over 2C/2D

- If opponents interfere, new suits are natural and forcing, X = PENALTIES
- If opponents interfere with 2D over 2C or 2H over 2D, X = strong (relay initiated), but new suits are still natural and forcing

Over 2H

- 2NT = strong enquiry
 - 3C = Clubs and Spades
 - 3D = hearts and diamonds

Over 2S

- 2NT = strong enquiry
 - 3C = both minors
 - 3D = both majors

Over 2NT

- 3C = strong enquiry
 - 3D = diamonds and spades
 - 3H = clubs and hearts

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: _____
Jump shifts after minor opening	Mini-Splinters, invitational to game or slam		
Jump shifts after major opening	Mini-Splinters, invitational to game or slam		
Responses to strong 2 suit opening	n/a		
Responses to 2NT opening	Puppet stayman, transfers		

PLAY CONVENTIONS

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

CONVENTIONS

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

Other Conventions

Fourth suit forcing	
Minor suit keycard	
Two-way reverse checkback	
Cue raises, weak jump raises in competition	
Jacoby 2nt	



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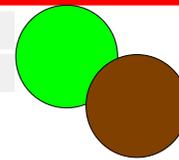


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STANDARD SYSTEM CARD

Names:	Tim Knowles	Jane Reynolds
ABF Nos:	801259	666701
Basic System:	Standard	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

1♣	11+, 3+ ♣	1♦	11+, 3+ ♦	1♥	11+, 5+ ♥	1♠	11+, 5+ ♠
1 NT	15-17, balanced					may contain 5 card major <input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings				
Transfers	2♦ ♥	2♥ ♠	2♣ ♣				
2 NT	♦	Other: Super-Accepts					
2♣	Game Forcing						
2♦	Weak with 5-7 ♥ or 5+/5+ in ♣ and (♦ or ♠)						
2♥	Weak with 5-7 ♠ or 5+/5+ in ♥ and (♣ or ♦)						
2♠	Weak with 6-7 ♣ or 5+/5+ in ♠ and (♦ or ♥)						
2 NT	20-22 HCP, balanced, may contain 5 card major						
3 NT	Gambling						

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

Optimal 2's	

COMPETITIVE BIDDING

Negative doubles through	4 ♠	Responsive doubles through	4 ♠
Jump overcalls	Weak	Unusual NT	Lowest 2 Unbid Suits
1NT overcall (immediate)	15-18 HCP	(re-opening)	11-14 HCP
Immed cue of minor	Michaels (5+/5+ in ♥+♠)		
Immed cue of major	Michaels cuebid (5+/5+ in oM and a minor)		
Over opponent's 1NT (weak)	DONT (X = single-suited)		
Over opponent's 1NT (strong)	2♣/♦♥ = 4+/4+ in suit + a higher suit		
Over weak twos	Natural, Michaels, X = take-out		
Over opening threes	Natural, Michaels, X = take-out		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦	2NT	10-12, balanced
	1♥/♠	4+ ♥/♠	3♣	<10, 5+ support
	1NT	6-9, balanced	3♦	Splinter
	2♣	10+, 5+ support	3♥	Splinter
	2♦	Mini-splinter	3♠	Splinter
	2♥	Mini-splinter	3NT	13-15, balanced
	2♠	Mini-splinter	4 bids	

1♦	1♥/♠	4+ ♥/♠	3♣	Mini-splinter
	1NT	6-9, balanced	3♦	<10, 5+ support
	2♣	♣, 10+	3♥	Splinter
	2♦	10+, 5+ support	3♠	Splinter
	2♥	Mini-splinter	3NT	13-15, balanced
	2♠	Mini-splinter	4♦	Keycard
	2NT	10-12, balanced	4 Other	

1♥/♠	1NT	6-9, balanced	3♣	Mini-splinter
	2♣	♣, 10+	3♦	Mini-splinter
	2♦	♦, 10+	3♥/♠	10-12, support
	2♥/♠	6-9, support	3NT	
	2NT	13+, 4+ support	4♣/♦	Splinter

2♣	2♦	0-4 or 8+	2♥/♠	Natural, 5-7
other		Natural, 5-7		

2♦	2♥	Pass/correct	3♣/♦	Pass/correct
	2♠	Pass/correct	3♥/♠	Pass/correct
	2NT	Strong enquiry	3NT	To play

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

2NT	3♣	Puppet stayman	4♣	Keycard in ♣
	3♦	♥	4♦	Keycard in ♦
	3♥	♠	4♥	To play
	3♠	5♠/4♥	4♠	To play
	3NT	To play	other	Quant

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Both minors, ♣=weak, ♦=game forcing
3♥/3♠	Both minors, splinter in the suit bid
4♣	Keycard in ♣
4♦	Keycard in ♦
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Up the line

Defence to 3NT opening

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

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses Response to take-out of a weak 2

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

OTHER NOTES

Two-way reverse checkback, 2♣ puppets 2♦, either weak to play or game-forcing upon continuation. 2♦ is invitational.

When 2♣ opening shows ♣ in 1st/2nd seat, it shows 2/3 top honours, whereas 3♣ direct opening shows 0-1.

BASIC RESPONSES

Jump raises - minors limit forcing Other: inverted

Jump raises - majors limit forcing Other:

Jump shifts after minor opening Weak, 0-6, 6+

Jump shifts after major opening Bergens

Responses to strong 2 suit opening 2D= neg/pos

Responses to 2NT opening puppet stayman and transfers to majors, 3S=5S, 4H

PLAY CONVENTIONS

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

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

Underlead Other: A for att, K for count

Four or more with an honour 4th highest NT attitude

3rd/5th S Other:

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

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

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: 3014

4♣ Gerber when?

Other Conventions



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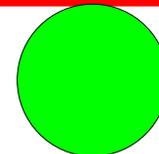
STANDARD SYSTEM CARD

Names: Renee Cooper Kirstyn Fuller

ABF Nos: 726249 726273

Basic System: 2/1 Game Force Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: Lavings

Transfers 2♦ H 2♥ S 2♠ C

2 NT D Other: Super accepts

2♣ GF

2♦ Weak 2

2♥ Weak 2

2♠ Weak 2

2 NT 20-22 and flattish

3 NT Specific Ace Ask

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

Bergen Raises

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak Unusual NT LUBS

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Capelletti

Over opponent's 1NT (strong) Capelletti

Over weak twos x= lebensohl

Over opening threes x=takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+	2NT	10-12, flat, no 4 card major
	1♥/♠	4+, 6+	3♣	4+C, 6-9 pts
	1NT	flat, 6-9 pts	3♦	splinter
	2♣	10+pts, 4+C	3♥	splinter
	2♦	Weak, 0-6, 6+	3♠	splinter
	2♥	Weak, 0-6, 6+	3NT	to play, 13+ pts, no 4 card maj
	2♠	Weak, 0-6, 6+	4 bids	Exclusion
1♦	1♥/♠	4+, 6+	3♣	Weak, 0-6, 6+
	1NT	forcing 1 round, no 4 card maj	3♦	6-9 pts, 4+D
	2♣	GF	3♥	Splinter
	2♦	10+, 4+	3♠	Splinter
	2♥	Weak, 0-6, 6+	3NT	13+, no 4 card major
	2♠	Weak, 0-6, 6+	4♦	KC in D
	2NT	10-12, flat, no 4 card major	4 Other	Exclusion
1♥/♠	1NT	Forcing for 1 round, 6+ pts	3♣	Bergen
	2♣	GF, 4+	3♦	Bergen
	2♦	GF, 4+	3♥/♠	Weak, 0-6, preemptive
	2♥/♠	6-9 pts, 3 card support	3NT	flat, 13+, to play
	2NT	Jacoby, 14+, 4+ support	4♣/♦	Splinter
2♣	2♦	waiting,	2♥/♠	2H = negative
	other	2NT = H, encouraging		
2♦	2♥	non-forcing	3♣/♦	preemptive
	2♠	non-forcing	3♥/♠	ROCK!!!! Splinter
	2NT	Ogust	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	non-forcing	4♣/♦	ROCK!!!! Splinter
	3♥/♠	Preemptive	4♥/♠	To play
2NT	3♣	Puppet stayman	4♣	Texas transfer
	3♦	transfer to H	4♦	Texas transfer
	3♥	Transfer to S	4♥	To play
	3♠	5S, 4H	4♠	To play
	3NT	To play	other	4NT = quant

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam Try in suit, further bids are cues, 3NT= weak, 2 card support
3♥/3♠	Slam Try in suit, further bids are cues, 3NT= weak, 2 card support
4♣	Texas transfer
4♦	Texas Transfer
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round Game force

NT Checkback

Priorities 2 way

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empt

4♣/4♦ 4♥ 4♠

OTHER NOTES