		BASIC RESPONSES
Jump raises	- minors limit	forcing other
Jump raises	- majors limit	✓ forcing □ other
Jump shifts a	after minor openi	ng
Jump shifts a	after major openi	ng
Responses t	o strong 2 suit op	pening
Responses t	o 2NT opening	3. to play, 3NT to play
		PLAY CONVENTIONS
'NT' \	ersus Notrump	'S' Versus Suit = Both
Sequence le	ads:	Overlead all 🗹 All except AK x (x) 🔽
	Underlead	other
Four or more	with an honour	4th highest 🗹 attitude 🗀
3	rd/5th	other
From 4 smal	I 2nd high	est other
From 3 cards	s (no honour)	top 🦳 middle 🗹 bottom 🔲
Signal on	partner's lead:	high encourage
	other Suit p	reference when necessary
Signal on o	leclarer's lead	Count
Discards	McKenney	high encourage low encourage
	odd/even	other
Count	natural	reverse Lead count in partner's bid suit
		CONVENTIONS
4NT:	Blackwood	□ RKCB ☑ other Minor RKCB
4♣	Gerber 🔽	when? To 1 NT openings
		Other Conventions
Lead count t	o partner's bid su	uit
Astro to opp	onents' 1NT ope	ning
After 2♣oper	ning rebid of 2NT	
is 23+ and fo	orcing	
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	S	TAND	ARD S	SYS	TEN	CAR	D				
Names:	Rachel Kras	enstein	Deborah Frankel								
ABF Nos:	127329			12804	41						
Basic Syste		artan Two	s - Multi 2	? Diam	ond						
Classificatio	n: Green	☑ Blu	ue 🗆	Re	d \square	Yellov	v 🗆				
		0	PENII	NG	BID	S					
Describe str	ength, minimu	m length, d	or specific	mear	ning			Canape			
1♠ 3	1	4		1	4		1♠	5			
1 NT 12	- 14				m	ay contai	n 5 card	major	M		
2 ≜ Stayma	n: simple	V	extend	ded	V	other					
transfers	2♦ to 2♥		2♥	to 2♠			2 ♠ to	3♣			
2 NT	to 3♦	0	ther Su	iper ac	ccept in	Minors					
2 ♣ G.F											
2♦ Weak	Major or 20 - 2	2 pts (flat)									
	or Strong suit										
2 ♠ Weak	or strong suit I	oid & a mir	or								
2 NT 5 / 5	Minors - pre-	emptive									
3 NT Gar	nbling										
PR	E-ALERTS MEANING										
2 Diamonds		3/0 OIX	MEGO		OI E			<u> </u>			
2 Diamonus 2NT	•										
ZIVI											
		COMF	ETIT	۷E	BID	DING					
Negative do	ubles through	3 ♠		Respo	nsive d	loubles th	rough	3 ♠			
Jump overc	alls Weak/	Int.	Unusual	NT	Low	est Unbid	Suits				
1NT overca	II (immediate)	15	- 18	(r	e-open	ing)	10 - 14				
Immed cue	of minor	Extremes	- Blue Cli	ub Ov	ercalls						
Immed cue	Immed cue of major Extremes			s - Blue Club Overcalls							
Over oppon	ent's 1NT (wea	ık)	ASTRO								
Over oppon	ent's 1NT (stro	ng)	ASTRO								
Over weak t	twos		Double fo	or Tak	eout						
Over openir	ng threes		Double fo	or Tak	eout						

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		RESPONSES TO (OPEN	IING BIDS
		Describe strength, minimum length	th or spe	cific meaning
1 ♣	1♦	5+/3	2NT	10 - 12
	1 ∜ ♠	5+ / 4	3♠	10 - 12 (5 clubs)
	1NT	8 - 10	3◆	Splinter
	2♣	5 - 9 5 card suit	3♥	Splinter
	2♦		3♠	Splinter
	2♥	Cue / 5+ ♣	3NT	13 - 15
	2 ♠	Cue / 5+ ♣	4 bids	
1 ♦	1 ∜ ♠	5+ / 4	3♣	
	1NT	5 - 9	3♦	Limit bid
	2♠	9+	3♥	Splinter
	2♦	5 - 9	3♠	Splinter
	2♥	Cue 4+◆	3NT	13 - 15
	2♠	Cue 4+◆	4◆	Minor RKCB
	2NT	10 - 12	4 Othe	r
1 ₩ ♠	1NT	5 - 9	3♣	Cue agreeing suit
	2♣	9+	3◆	Cue agreeing suit
	2♦	9+	3 ₩ ♠	Limit raise
	2 ∜ ♠	5 - 9	3NT	13 - 15
	2NT	10 - 12	4 季♦	Splinter (singleton)
2 ♣	2•	Neg. or relay	2 ♥ ♠	5 card suit pos. 1 1/2 QT
	other	2NT 8+ flat		
2•	2♥	Relay, may be passed	3 ♣ ♦	
	2♠	May play in 3♥	3 ♥ ♠	
	2NT	Forcing, opening hand	3NT	To play
2 ♥ ♠	2NT	Forcing or relay	3NT	To play
	3♣♦		4 季♦	
	3 ♥ ♠	Positive	4 ♥ ♠	To play
2NT	3♣	Lavings	4♣	Gerber
	3♦	Transfer to ♥	4	
	3♥	Transfer to ♠	4♥	
	3♠	5♠and 4♥	4♠	
	3NT	To play	other	only after 2NT rebid

		CO	NVENTI	ONS			
Additional resp	onses to	1NT					
3 ⊈ 3♦	Slam inv	ritation - ope	ener show Ac	es with 3 c	ard supp	ort	
3♥3♠	as above	9					
4♣	Gerber						
4♦	Slam try	- suit set -	Minor RKCB				
4♥	To play						
4♠	To play						
Unusual NT:	mino	rs 🗆	other suits		lower 2	unbid suits	\square
other							
Other slam bid	ding	Cue Bid	s 🗹	Asking Bid	s 🗹		
4th Suit Forcing	g (One round	\square			Game force	
NT Checkback	\square	Prioriti	es hcp				
Defence to 3NT	opening	4 ♣ lo	nger ∜ , 4 ← lo	onger ≜ Dou	uble =T/0	O 16+	
Defence to ope	ning 2-s:	Multi	Double = 1	16+ pts			
RCO styl	e 2-s	Double					
Other 2-s		Double					
Defence to stro	ng 뢒	1NT for mir	nors, double	for majors			
Lebensohl	0\	ver NT interfe	rence 🔽	slow sho	WS		
Other use	es Wh	en partner d	loubles a we	ak 2 bid for	T/O		
Take out of 4 le	evel pre-e	mpts	4 ₫ 4♦	Double			
	4♥	Double	4 ♠ 4N	T = T/O			
		ОТ	HER NO	TES			
		UI	HEK NO	ILO			
If partner's 1N7	Γ is doubl	ed then:					
Redouble for m	ninors or	diamonds, 2	2 ♦for Majors				
1NT rebid 15 -	18 (Chec	kback) 2 ∢ h	en 2NT is fo	rcing. Resp	onses a	re	
3 ♣ = upper limit		• •					
Over opponent	s' openin	g 2NT then	3♣= longer •	7 , 3♦= longe	er ≜ X = I	Majors	

BASIC RESPONSES	4
Jump raises - minors limit	
Jump raises - majors limit ✓ forcing other	
Jump shifts after minor opening 2♥or 2♠= 0 - 5 & 6+ suit	Namasa
Jump shifts after major opening Mini or Maxi Splinter	Names: ABF Nos
Responses to strong 2 suit opening	
Responses to 2NT opening 3♣= Lavings - Transfers	Basic Sy Classifica
PLAY CONVENTIONS	Classifica
'NT' Versus Notrump 'S' Versus Suit = Both	Describe
Sequence leads: Overlead all All except AK x (x)	1 ♠ 3+
Underlead other	1 NT
Four or more with an honour 4th highest attitude	2 ≜ Stay
3rd/5th other	transfe
From 4 small 2nd highest other	2 N
From 3 cards (no honour) top middle bottom	2 ♣ GF
Signal on partner's lead: high encourage low encourage	2 ♦ W€
other Count (natural)	2 ♥ W∈
Signal on declarer's lead Natural Count	2 ♠ W∈
Discards McKenney ✓ high encourage ☐ low encourage ☐	2 NT 2
odd/even other	3 NT (
Count natural reverse	
CONVENTIONS	
4NT: Blackwood W RKCB W other B/Wood over NT	Mini/Max
4♠ Gerber □ when?	
Other Conventions	
Long/short suit trials	
Truscott	Negative
Mini & maxi Splinters	Jump ov
ASTRO	1NT ove
	Immed c
	Immed c
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Fyshwick ACT 2609	Over opp
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FAA. UZ UZ37 1010	0



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STANDARD SYSTEM CARD
Names: A. Booth L. Shiels
ABF Nos: 126365 183539
Basic System: Acol - Modified Tartan Twos
Classification: Green ☑ Blue ☐ Red ☐ Yellow ☐
OPENING BIDS
Describe strength, minimum length, or specific meaning Canape
1♠ 3+ 11+ 1♦ 4+ 11+ 1♥ 4+ 11+ 1♠ 5+ 11+
1 NT 12 - 14 may contain 5 card major
2 . Stayman: simple □ extended ☑ other
transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♠
2 NT to ◆ other Super accept in minors, majors rarely
2 ♠ GF
2♦ Weak major 6 - 10 pts
2♥ Weak 2 suiter - ♥& a minor
2♠ Weak 2 suiter - ♠& another
2 NT 20 - 22
3 NT Gambling
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
MEANING/S OR REQUIRE SPECIAL DEFENCE
Mini/Maxi & Intermediate Splinters
COMPETITIVE BIDDING
Negative doubles through 4♥ Responsive doubles through 4♥
Jump overcalls Weak Unusual NT
1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14
Immed cue of minor Michaels
Immed cue of major Michaels
Over opponent's 1NT (weak) ASTRO
Over opponent's 1NT (strong) ASTRO
Over weak twos Double for takeout
Over opening threes Double for takeout

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		RESPONSES TO (DPEN	ING BIDS
		Describe strength, minimum lengt	h or spe	cific meaning
1♣	1•	6+ 4+	2NT	10 - 12 (3,3,3,4)
	1 ₩ ♠	6+ 4+	3♠	10 - 12 4+♣
	1NT	6 - 9	3♦	Splinter
	2♠	6 - 9 4+♣	3♥	Splinter
	2♦		3♠	Splinter
	2♥	0 - 5 6+	3NT	13 - 15 no 4 card major
	2♠	0 - 5 6+	4 bids	4 ♣ = RKCB
1•	1 ∜ ♠	6+ 4+	3♣	
	1NT	6 - 9	3♦	10 - 12
	2♠	10+ 4+	3♥	Splinter
	2♦	6 - 9	3♠	Splinter
	2♥	0 - 5 6+	3NT	13 - 15
	2♠	0 - 5 6+	4♦	RKCB
	2NT	10 - 12 flat	4 Othe	4 ♣ = Splinter
₩♠	1NT	6 - 9	3♠	Mini or Maxi splinter
	2♣	10+ 4+	3♦	Splinter
	2♦	10+ 4+	3 ♥ ♠	Splinter
	2 ₩ ♠	6-9 4+/mini-maxi splinter	3NT	13 - 14 (3,4,3,3)
	2NT	16 - 18	4♣♦	Splinter
2♣	2•	0 - 4 or 8+	2 ∜ ♠	5 - 7 hcp
	other	2NT/3 ⊈ 3♦= 5 - 7 hcp		
2	2♥	Correctable	3 ♣ ♦	
	2♠	Correctable	3 ♥ ♠	Correctable
	2NT	Forcing	3NT	
2 ∀ ♠	2NT	Forcing	3NT	To play
	3♣♦	Correctable	4 ≇ ♦	Correctable
	3 ♥ ♠	Pre-empt/ 2♥34inv in 4	4 ♥ ♠	Correctable
2NT	3♣	5 card major enquiry	4♣	RKCB
	3♦	Transfer to ♥	4	RKCB
	3♥	Transfer to ◆	4♥	To play
	3♠	5♠& 4♥	4♠	To play
	3NT	Minors	other	

		CC	NVENTI	ONS			
Additional resp	onses to	1NT					
3 ⊈ 3♦	5+ suit -	Slam inter	est				
3♥3♠	as above	9					
4♣	Gerber						
4◆	RKCB in	•					
4♥	To play						
4♠	To play						
Unusual NT:	mino	rs 🗆	other suits		lower 2	unbid suits	
other 1	minor - 21	NT=other n	ninor, 1♣- 2N7	Γ = ♦ & a n	najor,		
1	•- 2NT =	♣& a majo	r, 1 ∜ ♠- 2NT =	Both min	ors		
Other slam bid	ding	Cue Bi	ds 🗹	Asking Bi	ds \square		
4th Suit Forcin	g (One round				Game force	\square
NT Checkback		Priori	ties				
Defence to 3N7	Γ opening	X =	penalty, 4 ∉ 4♦	⊨ weak/str	ong T/O	to major	
Defence to ope	ening 2-s:	Multi	X = 16+, I	Bid = 11 -	15, 2NT =	= 15 - 18	
RCO styl	le 2-s	as above					
Other 2-s	8	Over weal	k 2's X = Take	eout			
Defence to stro	ong 🕭	CRASH					
Lebensohl	Ov	er NT interf	erence 🔽	Slow sh	nows		
Other us	es Ove	er weak 2's					
Take out of 4 le	evel pre-ei	mpts	4 ∯ 4♦	X = T/O			
	4♥	X = T/O	4 ♠ X =	T/O, 4N	T = 2 suit	er	
		-01	HER NO	TFS_			
			TIEIT IVO	ILO			
(1NT) 2NT = S	•						
1NT(X)XX = I	minors, 2	•= majors,	2 4 √ ♠ natural				

		BASIC RESPONSES
Jump raise	s - minors limit	forcing other
Jump raise	s - majors limit	✓ forcing □ other
Jump shifts	after minor openi	ing Strong sets suits
Jump shifts	after major openi	ing Jump to minors is a cue
Responses	to strong 2 suit op	pening
Responses	to 2NT opening	Lavings and transfers
		PLAY CONVENTIONS
'NT'	Versus Notrump	'S' Versus Suit
Sequence I	eads:	Overlead all All except AK x (x)
	Underlead [other
Four or mo	re with an honour	4th highest 🗹 attitude 🔲
	3rd/5th	other
From 4 sma	all 2nd high	hest 🗹 other
From 3 care	ds (no honour)) top \square middle \checkmark bottom \square
Signal or	partner's lead:	high encourage
	other In NT	T second highest
Signal on	declarer's lead	Count where necessary
Discards	McKenney	NT high encourage ✓ low encourage ☐
	odd/even	other
Count	natural	reverse
		CONVENTIONS
4NT:	Blackwood	□ RKCB ☑ other Minor RKCB
4♣	Gerber \square	when?
		Other Conventions
Blue Club	overcalls	
Drury		
5NT Grand	Slam Force	
DOPI		
Trial Bids		
_		
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		Tal: 02 6230 2265





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STANDARD SYSTEM CARD
Names: Joan Touyz Shira Shilbury
ABF Nos: 94900 129429
Basic System: Standard
Classification: Green ✓ Blue Red Yellow
OPENING BIDS
Describe strength, minimum length, or specific meaning $\ \square$
1♠ 3 11+ 1♠ 3 11+ 1♥ 5 11+ 1♠ 5 11+
1 NT 15 - 17 may contain 5 card major $\mathbf{\nabla}$
2 ♣ Stayman: simple □ extended □ other Lavings
transfers 2♦ to 2♥ to 2♠ to ♠
2 NT to ◆ other Super accept in minors, majors rarely
2♠ Game Force
2♦ Multi
8 tricks or 5♥and a minor, weak
2♠ 8 tricks or 5♠and another, weak
2 NT Both Minors, weak
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 4♠
Jump overcalls Intermed. Unusual NT Lower Suits
1NT overcall (immediate) 15 - 18 (re-opening) 10 - 12
Immed cue of minor Extremes
Immed cue of major Extremes
Over opponent's 1NT (weak) RIPSTRA, 2NT = strong 2 - suiter
Over opponent's 1NT (strong) RIPSTRA
Over weak twos Double for takeout
Over opening threes Double is optional

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		RESPONSES TO	OPEN	ING BIDS				CONVENT	IONS			
		Describe strength, minimum length	th or spe	cific meaning	Additional res	ponses to	1NT					
1 ♣	1♦	4 card 6+ pts	2NT	12 - 15 flat	3 ∉ 3♦	Slam inv	/itation					
	1 ₩ ♠	as above	3♠	9 - 11 4+♣	3 ∜ 3♠	as abov	е					
	1NT	8 - 10 no major	3◆	Splinter	4♣	Keycard						
	2♠	Weak	3♥	Splinter	4◆	as abov	е					
	2♦	Strong sets the suit	3♠	Splinter	4♥	To play						
	2♥	as above	3NT	12 - 14 4 ♣ no major	4♠	To play						
	2 ♠	as above	4 bids	4 ♣ = RKCB	Unusual NT:	mino	rs 🗆	other suits		lower 2	unbid suits	\square
1•	1 ∜ ♠	4 card 6+ pts	3♣	Strong	other							
	1NT	8 - 10 no major	3♦	9 - 11 4								
	2♠	11+	3♥	Splinter	Other slam bid	•		ue Bids 📈	Asking I	Bids \square		_
	2♦	Weak	3♠	Splinter	4th Suit Forcii	•	One rou				Game force	
	2♥	Strong sets the suit	3NT	12 - 14 4♦no major	NT Checkback			Priorities				
	2♠	as above	4♦	RKCB	Defence to 3N			Double for take				
	2NT	12 - 15 flat	4 Othe	r_4 ♣ = Splinter	Defence to op	ening 2-s:	Λ	Multi Double	= 16+			
1 ₩ ♠	1NT	6 -9	3♣	Ace ♣	DCO cts	4. 2.						
	2♣	10+	3♦	Ace ◆	RCO sty	/IE Z-S						
	2♦	10+	3 ₩ ♠	9 - 11	Othor 2	_						
	2 ∜ ♠	Weak	3NT	Keycard	Other 2-	S						
	2NT	12 - 15 flat	4♣♦	Splinter	Defence to str	ona 🛦	Dicco	1NIT majore	2NIT – mir	aara 2A- i	rada	
2♣	2•	0 - 7	2 ♥ ♠	5 card 8+	บยเยเนย เบ รแ	ony *		1NT = majors, lacks, 2♥= % ♣		1015, Z ▼ = 1	reus,	
	other	2NT flat 8+ no 5 card suit			Lebensohl	O			Z≢- ± x▼ Z			
2•	2♥	Weak relay	3 ♣ ♦	Natural & forcing	Other us			nents' weak 2's				
	2♠	Prefer ♥	3 ₩ ♠	Strong & forcing	Take out of 4 I			4 ∯ 4♦	Optional	l Double		
	2NT	Forcing	3NT				X Opti		NT Takeo			
2 ♥ ♠	2NT	Weak	3NT	Keycard				OTHER N	TEC			
	3♣♦	Natural	4 ♣♦	Splinter				OTHERN	JIES			
	3 ♥ ♠	Promises Ace	4 ♥ ♠	Weak no Ace								
2NT	3♣	Pass	4♣	Keycard								
	3♦	Pass	4•	Keycard								
	3♥	Good suit	4♥	To play								
	3♠	Good suit	4♠	To play								
	3NT	To play	other									