Jump raises - minors limit □ forcing □ other Jump raises - majors limit □ forcing □ other	
lumn raises - majors limit	
Sumpression and the sum of the su	
Jump shifts after minor opening weak jump shifts, splinters	. A
Jump shifts after major opening weak jump shifts, splinters Name ABF I	
Responses to strong 2 suit opening 2D = negative	System:
Responses to 2NT opening stayman transfers	ification:
PLAY CONVENTIONS	incution.
'NT' Versus Notrump 'S' Versus Suit = Both Descri	ibe strengt
Sequence leads: Overlead all ✓ All except AK x (x) ☐ 1♣ :	2+ C, 11+
Underlead other 1 NT	15-17
Four or more with an honour 4th highest attitude 2	Stayman:
3rd/5th other trans	sfers 2
From 4 small 2nd highest other 2	NT D
,	GF
	weak 2 (5
	weak 2 (5
	weak 2 (5
Discards McKenney high encourage low encourage 2 NT	20-22 b
odd/even other 3 NT	Gamblir
Count natural reverse none	PRE-A
CONVENTIONS	IVII
4NT: Blackwood \square RKCB \boxtimes other	
4♣ Gerber ⊠ when? 1NT	
Other Conventions	
_	
	tive doubles
	overcalls
	vercall (im
	d cue of mi
©ARF Marketing	d cue of ma
1 O DOX 371	opponent's opponent's
Tel: 02 6239 2265	weak twos



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STAN	IDARD SYSTEM CARD
Names: Arian Lasocki	Andrew Morecombe
ABF Nos: 459410	
Basic System:	
Classification: Green	Blue □ Red □ Yellow □
	OPENING BIDS
Describe strength, minimum leng	gth, or specific meaning Canape
1♠ 2+ C, 11+ HCP 1♦ 4-	+ D, 11+ HCP 1♥ 5+ H, 11+ HCP 1♠ 5+ S, 11+ HCP
1 NT 15-17	may contain 5 card major
2♠ Stayman: simple 🗵	extended O other
transfers 2♦ H	2♥ S 2♠ C
2 NT D	other
2 ♠ GF	
2 weak 2 (5+ D)	
2♥ weak 2 (5+ H)	
2♠ weak 2 (5+ S)	
2 NT 20-22 balanced	
3 NT Gambling (1st/2nd), T	o play (3rd/4th)
-	ALLS THAT MAY HAVE UNEXPECTED
	OR REQUIRE SPECIAL DEFENCE
CO	MPETITIVE BIDDING
Negative doubles through	3S Responsive doubles through 3S
Jump overcalls weak	Unusual NT majors or minors
1NT overcall (immediate)	15-18 (re-opening) 11-14
Immed cue of minor S + 0	
	r major + minor
Over opponent's 1NT (weak)	
Over opponent's 1NT (strong)	
Over weak twos	x = takeout
Over opening threes	x = takeout

		RESPONSES TO (DPEN	ING BIDS			
	Describe strength, minimum length or specific meaning						
♣	1♦	4+ suit, 6+ HCP	2NT	10-12			
	1 ♥ /♠	4+ suit, 6+ HCP	3♣	10-12, support			
	1NT	6-9	3♦				
	2♣	6-9, support	3♥				
	2♦		3♠				
	2♥		3NT				
	2♠		4 bids				
 	1 ♥ /♠	4+ suit, 6+ HCP	3♣				
	1NT	6-9	3♦	10-12, support			
	2♣	4+ suit, 10+	3♥				
	2♦	6-9, support	3♠				
	2♥		3NT				
	2♠		4♦				
	2NT	10-12	4 Other				
 ♥ /♠	1NT	6-9	3♣				
	2♣	4+ suit, 10+	3♦				
	2♦	4+ suit, 10+	3 ♥/ ♠	10-12, support			
	2 ♥ /♠	6-9, support	3NT				
	2NT		4♣/♦				
2♣	2♦	negative	2 ♥ /♠				
	other						
2	2♥		3♣/♦				
	2♠		3 ♥/ ♠				
	2NT	ogust	3NT				
2♥/♠	2NT	ogust	3NT				
	3♣/♦		4♣/♦				
	3 ♥/ ♠		4 ♥ /♠				
2NT	3♣	stayman	4♣				
	3♦	transfer to H	4♦				
	3♥	transfer to S	4♥				
	3♠		4♠				
	3NT	to play	other				

Additional responses to 1NT 3♣/3♦ 3♥/3♠ 4♣ 4 4♥ 4♠ Unusual NT: minors \square other suits lower 2 unbid suits other majors or minors Cue Bids Asking Bids Other slam bidding One round \Box 4th Suit Forcing Game force NT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2◆ 1st X = 16+, 2nd X = takeout, 3rd X = penalties RCO style 2-s 1st X = 16+, 2nd X = takeout, 3rd X = penalties Other 2-s unanchored: 1st X = 16+, 2nd X = takeout, 3rd X = anchored: X = takeout Defence to strong & Over NT interference Lebensohl Other uses Take out of 4 level pre-empts 4**♣**/4♦ 4♠ **OTHER NOTES**

CONVENTIONS

penalties

BASIC RESPONSES
Jump raises - minors limit ☐ forcing ☐ other
Jump raises - majors limit \Box forcing \Box other
Jump shifts after minor opening
Jump shifts after major opening
Responses to strong 2 suit opening
Responses to 2NT opening
PLAY CONVENTIONS
'NT' Versus Notrump 'S' Versus Suit = Both
Sequence leads: Overlead all All except AK x (x)
Underlead other Underlead for unlock
Four or more with an honour 4th highest attitude attitude
3rd/5th other
From 4 small 2nd highest other
From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage low encourage
other Count
Signal on declarer's lead Count
Discards McKenney high encourage low encourage
odd/even
Count natural reverse
CONVENTIONS
4NT: Blackwood 🛛 RKCB 🖾 other
4♣ Gerber □ when?
Other Conventions
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Fyshwick ACT 2609



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	H					
5	TAND	ARD SY	STEM	CARE)	
Names: Nicolas C	roft	Ju	stin William	ns .		
ABF Nos:						
Basic System: Weak	(NT					
Classification: Green	⊠ Blu	ue \square	Red \square	Yellow		
	0	PENING	BIDS			
Describe strength, minim	um length, d	or specific me	eaning			Canape \Box
1 ♣ 3+, 11+ HCP	1+, 11	I+ HCP	1 4+, 11	I+ HCP	1 ≜	5+, 11+ HCP
1 NT (11)12-14			may	contain !	5 card m	najor 🛛
2♣ Stayman: simpl	e 🛛	extended		other		
transfers 2♦ -> 2	•	2♥ ->	2♠		2♠ ->	3♣
2 NT -> 3♦	0	ther				
2♣ Gameforce - 23+	Bal or 19+	unbalance	d			
2♦ Weak 2, usually !	5-card suit,	not 5332				
2♥ Weak 2, usually !	5-card suit,	not 5332				
2♠ Weak 2, usually !						
2 NT 20-22 Balance						
3 NT Gambling (any	suit) 1st/2r	nd. To play	3rd/4th			
PRE-ALER		1 3		VE IIN	IEYPE	CTED
		REQUIR				
After we open all jump						
Anter we open an jump	3 dre Spiirii	.013				
	- O O M E		= DID D	IN A		
		PETITIV				
Negative doubles throug	h 4S		ponsive dou	ıbles thro	ugh	4S
Jump overcalls Wea		Unusual NT	LUBS			
1NT overcall (immediate)	15-	-18	(re-opening	g) 11	-14	
Immed cue of minor	5+/5+ hi ợ	ghest and a	nother unb	id suits,	weak o	r strong
Immed cue of major	5+/5+ hiç	ghest and a	nother unb	id suits,	weak o	r strong
Over opponent's 1NT (w	eak)	2C = both	majors			
Over opponent's 1NT (st	rong)	2C = both majors				
Over weak twos		X = t/o + le	b.			
Over opening threes		X = t/o				

		RESPONSES TO C	PEN	ING BIDS
		Describe strength, minimum lengt	h or spe	cific meaning
1♣	1•	F1, usually 5-card suit	2NT	16+ with 4+ card support
	1 ♥ /♠	4+, F1	3♣	Limit raise, 9-11
	1NT	6-9	3♦	Splinter, 10-12
	2♣	Limit raise 6-9	3♥	Splinter, 10-12
	2♦	Splinter , 6-9	3♠	Splinter, 10-12
	2♥	Splinter , 6-9	3NT	13-15, 4-card support, balance
	2♠	Splinter , 6-9	4 bids	To play
1 🔷	1 ♥ /♠	4+, F1	3♣	Splinter, 6-9
	1NT	6-9	3♦	Limit raise, 9-11
	2♣	4+ ♣, 9/10+ HCP	3♥	Splinter, 10-12
	2♦	Limit raise, 6-9	3♠	Splinter, 10-12
	2♥	Splinter, 6-9	3NT	13-15, 4-card support, balance
	2♠	Splinter, 6-9	4♦	Pre-emptive
	2NT	16+ with 4+ card support	4 Other	To play
1 ♥ /♠	1NT	6-9	3♣	Splinter, 6-9
	2♣	4+ ♣, 9/10+ HCP	3♦	Splinter, 6-9
	2♦	4+ ♦, 9/10+ HCP	3♥/♠	Limit raise, 9-11
	2 ♥ /♠	Limit raise, 6-9	3NT	13-15, 4-card support, balance
	2NT	16+ with 4+ card support	4♣/♦	Splinter, 10-12
2♣	2•	0/1 controls	2 ♥ /♠	2/3 controls
	other	2NT = 7+ HCP, 0/1 controls		
2•	2♥	Forcing with a fit	3♣/♦	Forcing with a fit / To play
	2♠	Forcing with a fit	3♥/♠	Splinter, game try+
	2NT	Shortage ask	3NT	To play
2 ♥ /♠	2NT	Shortage ask	3NT	To Play
	3 ♣/ ♦	Forcing with a fit	4♣/♦	Splinter, slam try
	3 ♥/ ♠	To play	4 ♥ /♠	To Play
2NT	3♣	Modified puppet stayman	4♣	Slam try
	3♦	-> 3♥	4♦	Slam try
	3♥	-> 3♠	4♥	To play
	3♠	Minor suit stayman	4♠	To play
	3NT	To play	other	

CONVENTIONS Additional responses to 1NT 3**♣**/3♦ Slam try 3♥/3♠ Slam try 4♣ Both majors, slam try Both majors, less than a slam try 4♥ To play 4♠ To play Unusual NT: minors \square other suits lower 2 unbid suits other Cue Bids ⊠ Asking Bids Other slam bidding One round Game force ⊠ 4th Suit Forcing NT Checkback \boxtimes Priorities Lowest feature Defence to 3NT opening Defence to opening Two's: Multi 2♦ Immediate X = 15+, next X = t/o RCO style 2-s Other 2-s Defence to strong & X = good hand, TWERB Over NT interference Lebensohl Other uses Take out of 4 level pre-empts 4**♣**/4**♦** X 4**♥** X 4**♠** X **OTHER NOTES**

BASIC RESPONSES
Jump raises - minors limit
Jump raises - majors limit \square forcing \square other
Jump shifts after minor opening Splinter
Jump shifts after major opening Splinter
Responses to strong 2 suit opening 2 ♦= Negative
Responses to 2NT opening
PLAY CONVENTIONS
'NT' Versus Notrump 'S' Versus Suit = Both
Sequence leads: Overlead all All except AK x (x)
Underlead other
Four or more with an honour 4th highest attitude
3rd/5th other
From 4 small 2nd highest other
From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage low encourage
other
Signal on declarer's lead
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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ST	ANDAF	RD SY	STEM (CARE)	
Names: Joel Gue & P			Sellers &			
ABF Nos:						
Basic System: Acol						
Classification: Green	Blue	□ R	ed 🗆	Yellow		
	OPI	ENING	BIDS			
Describe strength, minimum			-		(Canape \square
1♣ 3+ 11+ pts 1♦	4+ 11+	ots	I ♥ 4+ 11			5+ 11+ pts
1 NT 11-14 pts Balance	ed		may	contain	5 card m	ajor \square
2♣ Stayman: simple		extended		other		
transfers 2 to Hearts	S	2♥ to S	Spades		2 ♠ Bar	ron
2 NT to Minors	othe	-				
2♣ 23+ pts or 8+ Playing	•					
2 20-22 Balanced or W	leak Hear	s or Wea	k Spades			
2♥ 5+ Hearts & 4+ Anot	her Suit					
2 ★ 5+ Spades & 4+ Min	or					
2 NT 5-5 Both Minors						
3 NT Gambling						
PRE-ALERTS:						
MEANING	S OR R	EQUIRE	SPECIA	AL DE	FENC	E
C	OMPE	TITIVE	BIDDI	NG		
Negative doubles through	3 ♠	Resp	onsive doul	bles thro	ugh	3 ♠
Jump overcalls Weak	Ur	nusual NT	S.A. M	ichaels		
1NT overcall (immediate)	15-17	pts	(re-opening) 11	1-14 pts	
Immed cue of minor S	.A. Michae	els				
Immed cue of major S	.A. Michae	els				
Over opponent's 1NT (weak)	La	ndy & X=	Peanalties	S		
Over opponent's 1NT (strong	j) La	ndy & X=	Penalties			
Over weak twos	X=	Take Ou	t			
Over opening threes	X=	Take Ou	t			

		RESPONSES TO (DPEN	IING BIDS
		Describe strength, minimum lengt	h or spe	cific meaning
1♣	1•	4+ Diamonds 5+ Pts	2NT	N/A
	1 ♥ /♠	4+ Hearts/ Spades 5+ Pts	3♠	4+ Clubs & 10-12 Pts
	1NT	N/A	3♦	Splinter
	2♣	4+ Clubs 6-9 Pts	3♥	Splinter
	2♦	Splinter	3♠	Splinter
	2♥	Splinter	3NT	To Play
	2♠	Splinter	4 bids	
1•	1 ♥ /♠	4+ & 5+ Pts	3♣	Splinter
	1NT	6-9 Pts No Support	3♦	4+ Diamonds & 10-12 Pts
	2♣	Natural	3♥	N/A
	2♦	Natural	3♠	N/A
	2♥	Splinter	3NT	To Play
	2♠	Splinter	4♦	Invitational
	2NT	N/A	4 Othe	r
1 ♥ /♠	1NT	6-9 Pts & No Support	3♠	Splinter
	2♣	Natural	3♦	Splinter
	2♦	Natural	3 ♥/ ♠	10-12 Pts & Support
	2 ♥ /♠	5-9 zpts & Support	3NT	13-15 Pts & Support
	2NT	16+ Pts & Support	4♣/♦	
2♣	2•	0-6 Pts	2 ♥ /♠	5 Card Suit & 6+ pts
	other	2NT= No 5 Card Suit & 6+ Pts	5	
2•	2♥	Pass or Correct	3♣/♦	N/A
	2♠	Pass or Correct	3 ♥/ ♠	N/A
	2NT	Enquiry	3NT	N/A
2♥/♠	2NT	Enquiry	3NT	To Play
	3♣/♦	Pass or Correct	4♣/♦	
	3 ♥ /♠	Invitational	4 ♥ /♠	To Play
2NT	3♣	Pass or Correct	4♣	
	3♦	To Play	4♦	
	3♥	Natural & Forcing	4♥	
	3♠	Natural & Forcing	4♠	
	3NT	To Play	other	

	CONVENTIONS
Additional resp	onses to 1NT
3♣/3♦	N/A
3♥/3♠	N/A
4♣	N/A
4♦	N/A
4♥	To Play
4♠	To Play
Unusual NT:	minors \square other suits \boxtimes lower 2 unbid suits \square
other	
Other slam bid	ding Cue Bids $oxtimes$ Asking Bids $oxtimes$
4th Suit Forcin	g One round \square Game force \boxtimes
NT Checkback	
Defence to 3N7	
Defence to ope	ning Two's: Multi 2♦ X= Take Out
RCO styl	e 2-s
Other 2-s	
Other 2 s	
Defence to stro	ong ♣
Lebensohl	Over NT interference
Other use	es
Take out of 4 le	evel pre-empts 4♣/4♦ X= Take Out
	4♥ X= Take Out 4♠ X= Take Out
	OTHER NOTES