BASIC RESPONSES	AR RE AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit $\square$ forcing $\square$ Other: Pre-emptive	INCORPORATED ©
Jump raises - majors $\operatorname{limit}^\square$ forcing $\operatorname{\square}$ Other: Pre-emptive	
Jump shifts after minor opening Exclusion bids (majors)	STANDARD SYSTEM CARD
Jump shifts after major opening Bergen raises (minors), Exclusion bids (maj	Names: Pat Sandercock Fiona Hickey
Responses to strong 2 suit opening 2C:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2D:2D = waiting (5+ hcp); 2H = double negative 2C:2D = waiting (5+ hcp); 2H = double negative 2D:2D = waiting (5+ hcp); 2H = double negative 2D:2D = waiting (5+ hcp); 2D = waiting (5+ h	ABF Nos: 69760 182958 ative
Responses to 2NT opening See inside of card	Basic System: Variable No Trump & 2 Over 1  Classification: Green ☐ Blue ☐ Red ☐ Yellow ☐
PLAY CONVENTIONS	Classification: Green □ Blue □ Red □ Yellow □  OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning  Canape  Canape
Sequence leads: Overlead all All except AK x (x)	1
Underlead Other:	1 NT 10-12 hcp (not vul); 15-18 hcp (vul.) may contain 5 card major ☐
Four or more with an honour 4th highest 🗹 attitude 🗌	2♠ Stayman: simple extended Other: K.E.R.I.
3rd/5th Other:	Transfers 2♦ Hearts 2♥ Spades 2♠ Range Inquiry
From 4 small 2nd highest  Other:	2 NT Clubs Other: 2C:2D Transfer or invitational
From 3 cards (no honour) top middle bottom	2♣ 8-9 playing tricks OR 20+ balanced OR game force
Signal on partner's lead: high encourage low encourage	2 Flannery (5 Hearts & 4 Spades) 11-15 hcp
Other: High = shift	2♥ 5 (min) Hearts & a minor 5-10 hcp or 6+ Hearts 5-10 hcp
Signal on declarer's lead	2♠ 5 (min) Spades & a minor 5-10 hcp or 6+ Spades 5-10 hcp
Discards McKenney ✓ high encourage ☐ low encourage ☐	2 NT 5/5 Majors, 5-10 hcp
odd/even Other:	3 NT 4-level minor suit pre-empt
Count natural reverse 🗹	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE
CONVENTIONS	1NT = 10-12 hcp (not vul.) 15-18 hcp (vul.) Two over one bids mostly forcing to gam
4NT: Blackwood RKCB Other: CRO Blackwood	1C:2D = Clubs & 6-10 hcp Namyats
4♠ Gerber When?	1D:3C = Diamonds & 6-10 hcp 1NT forcing over majors
Other Conventions	,
Flannery 2D Crowhurst	COMPETITIVE BIDDING
Bergen Raises Inverted Minors	Negative doubles through 3S Responsive doubles through 3S
Jacoby 2NT Forcing 1 NT	Jump overcalls 6-10 hcp Unusual NT See "OTHER NOTES"
Rubensohl Two Over One Forcing	1NT overcall (immediate) 15-18 (re-opening) 12-14
Drury Kickback RKCBlackwood	. Immed cue of minor Michaels, 8-15 hcp
©ABF Marketing	Immed cue of major Michaels, 8-15 hcp
PO Box 397	Over opponent's 1NT (weak) D.O.N.T.
Fyshwick ACT 2609 Tel: 02 6239 2265	Over opponent's 1NT (strong) D.O.N.T.
TOI. 02 0237 2203	Over weak twos Natural

Over opening threes

Michaels, 4NT minors



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		RESPONSES TO	OPEN	IING BIDS
		Describe strength, minimum ler	ngth or s	pecific meaning
1 <b>♣</b>	1•	4, 6-9 hcp or 16+ hcp	2NT	15+ hcp and Clubs
	1 <b>♥</b> /♠	4, 5+ hcp	3♣	6 Clubs, 0-5 hcp
	1NT	6-9 hcp	3♦	Splinter,13+hcp, no 4-card maj
	2♣	6 Clubs, 11-14 hcp	3♥	Splinter,13+hcp, no 4-card maj
	2♦	6 Clubs, 6-10 hcp	3♠	Splinter,13+hcp, no 4-card maj
	2♥	6, 0-5 hcp	3NT	13-15 hcp
	2♠	6, 0-5 hcp	4 bids	-
1 <b>♦</b>	1 <b>♥</b> /♠	4, 5+ hcp	3♣	5 Diamonds, 6-10 hcp
	1NT	6-9 hcp	3♦	5 Diamonds, 0-5 hcp
	2♣	5+ Clubs, 10+ hcp	3♥	Splinter,13+hcp, no 4-card maj
	2♦	5 Diamonds, 11-14 hcp	3♠	Splinter,13+hcp, no 4-card maj
	2♥	6, 0-5 hcp	3NT	13-15 hcp
	2♠	6, 0-5 hcp	4♦	Slam interest in Diamonds
	2NT	15+ hcp and Diamonds	4 Othe	r4 Clubs = Splinter, 13+ hcp
1 <b>♥</b> /♠	1NT	6-12 hcp, forcing for 1 round	3♣	4 of bid major, 6-9 hcp
	2♣	Game force, unless clubs repe	ea₿♦	4 of bid major, 10-12 hcp
	2♦	Game force, unless d'mond re	p.3 <b>♥/</b> ♠	4 of bid major, 0-5 hcp
	2 <b>♥</b> /♠	6-9 hcp, 3 of bid suit	3NT	4333 shape, 13-15 hcp
	2NT	4 of bid major, 13+ hcp	4♣/♦	Splinter,10+ hcp
2♣	2•	5+ hcp (waiting)	2 <b>♥</b> /♠	2H = Double negative
	other	2S = 5+ Hearts, 2NT = 5+ Spa	ides, 3C	= 5+ Clubs, 3D = 5+ Diamond
2•	2♥	3 Hearts	3♣/♦	6 Clubs/Diamonds
	2♠	4 Spades	3 <b>♥/</b> ♠	Invitational Hearts/Spades
	2NT	Asking bid	3NT	To play
2 <b>♥</b> /♠	2NT	Asking bid	3NT	To play
	3♣/♦	6 Clubs/D'monds, forcing 1 rou	un <b>(!≜</b> /♦	-
	3 <b>♥/</b> ♠	Pre-emptive	4 <b>♥</b> /♠	To play
2NT	3♠	Relay bid	4♣	Void in Clubs
	3♦	5-7 hcp, singleton Club	4♦	Void in Diamonds
	3♥	5-7 hcp, singleton Diamond	4♥	6 Hearts, 5 Spades
	3♠	8-10 hcp, singleton Club	4♠	6 Spades, 5 Hearts
	3NT	8-10 hcp, singleton Diamond	other	

	CONV	ENTION	IS	
dditional responses to	1NT			
3♣/3♦				
3♥/3♠				
4♣				
4♦				
4♥				
4♠				
nusual NT: mi	nors	other suits	]	lower 2 unbid suits
other A major & a	minor			
ther slam bidding th Suit Forcing T Checkback	Cue Bidş	Ø	Asking Bids	
th Suit Forcing	One round			Game force
T Checkback	Priorities			
efence to 3NT opening	4C, 4D =	both majors		
efence to opening Two	o's: Multi 2♦ Na	atural		
RCO style 2-s				
Other 2 c	Motural			





	<b>BASIC RESP</b>	ONSES	
Jump raises - minors	limit forcing	Other:	
Jump raises - majors	$limit \square \qquad forcing \square$	Other:	
Jump shifts after minor op	ening 16+ good	d suit	
Jump shifts after major op	ening 16+ good	d suit	
Responses to strong 2 sui	it opening Next suit	neg.	
Responses to 2NT opening	Baron and trai	nsfers	
	PLAY CONVE	NTIONS	
'NT' Versus Notrum	p 'S' Versu	s Suit	= Both
Sequence leads:	Overlead all	S	All except AK x (x) NT
Underlea	d Other: 3rd from	Int. Seq.	
Four or more with an hono	our 4th highe:	st 🗹 attitu	ude 🔙
3rd/5th	Other:		
From 4 small 2nd	highest  Other:		
From 3 cards (no honor	ur) top 🔲	middle	bottom
Signal on partner's lead:	high encourage[	✓ lo	ow encourage
Other:			
Signal on declarer's lead	Natural count who	en necessary	
Discards McKenn	ey high enco	urage	low encourage
odd/eve	n Other: odd	encourage. Ev	en McKenny
Count natur	ral 🔽 reverse 🗔		
	CONVENT	IONS	
4NT: Blackwo	od☑ RKCB[	Other:	
4♣ Gerber 🗹	when? When NT	range =3 hcp	
	Other Convention	ıs	
Lebensohl			
Dopi Ropi			
Grand Slam Force			
Positive slam doubles			
skewed cues			
	©ABF Marketing		
WRG	PO Box 397		
	Fyshwick ACT 260	19	



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## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

		INCORPORATED®				
STAND	ARD SYSTE	M CARD				
Names: Jane Tyson	Margaret	Gibbs				
ABF Nos: 162639	161829					
Basic System: Modified Stand	dard					
Classification: Green ☐	Blue ☐ Red ☐	Yellow□				
	OPENING BIE	OS				
Describe strength, minimum leng	yth, or specific meanin	g Canape□				
1♠ 3 1	1♥ 4	1♠ 4				
1 NT 15-17		may contain 5 card major☐				
2♣ Stayman: simple 🗸	extended $\square$	Other:				
Transfers 2♦ H	2 <b>♥</b> S	2♠ Either minor				
2 NT Invitational	Other:					
2♠ 8 P.T. in any suit or 22-23	Balanced					
2♦ Game force						
2♥ 6-10 HCP 5-6 cards (could	d be stronger or wea	ker in 3rd, Intermediate in 4th)				
2♠ 6-10 HCP 5-6 cards (could	d be stronger or wea	ker in 3rd, Intermediate in 4th)				
2 NT 20-21 HCP balanced						
3 NT 4 level Minor suit pre-en	npt					
		HAVE UNEXPECTED ECIAL DEFENCE				
Jump raises over X = very wea	k					
Jump shifts (responses) in com	np = weak					
4C/4D = Strong major suit pre-	empts					
COM	COMPETITIVE BIDDING					
Negative doubles through 4		e doubles through 4H				
Jump overcalls Weak		suited, primarily for the minors				
	5-18 (re-op	, ,				
	els, weak or strong	51111g) 10-12				
	ű					
Over opponent's 1NT (weak)	els weak or strong  Cappaletti					
Over opponent's 1NT (weak)	Brozel					
Over upportent's TNT (strong)  Over weak twos	Opt. X					
	•					
Over opening threes	Opt. X					

		RESPONSES TO (	DPEN	IING BIDS		
	Describe strength, minimum length or specific meaning					
1 <b>♣</b>	1•	4+ cards, 6+ hcp	2NT 13-15 balanced			
	1 <b>♥</b> /♠	4+ cards, 6+ hcp	3♠	Forcing		
	1NT	8-9 balanced	3♦	Splinter agreeing clubs		
	2♣	4+ cards, 6-9 hcp	3♥	Splinter agreeing clubs		
	2♦	16+hcp 6+ diamonds	3♠	Splinter agreeing clubs		
	2♥	16+hcp 6+ Hearts	3NT	16-18 hcp		
	2♠	16+hcp 6+ Spades	4 bids	To play		
1•	1 <b>♥</b> /♠	4+ cards, 6+ hcp	3♠	16+hcp 6+ Clubs		
	1NT	8-9 balanced	3♦	Forcing		
	2♣	4+ clubs, 10+ hcp	3♥	Splinter agreeing clubs		
	2♦	4+ cards, 6-9 hcp	3♠	Splinter agreeing clubs		
	2♥	16+hcp 6+ Hearts	3NT	16-18 hcp		
	2♠	16+hcp 6+ Spades	4♦	To play		
	2NT	13-15 balanced	4 Othe	1		
1♥/♠	1NT	6-9 balanced	3♣	16+hcp 6+ Clubs		
	2♣	4+ clubs, 10+ hcp	3♦	16+hcp 6+ Diamonds		
	2♦	4+ diamonds, 10+ hcp	3 <b>♥/</b> ♠	Limit raise with 4 card supppor		
	2♥/♠	3+ cards, 6-9 hcp	3NT	16-18 hcp balanced		
	2NT	GF raise in majors	4♣/♦	Splinter		
2♣	2♦	Negative fewer than 8 hcp	2 <b>♥</b> /♠	Positive 5+ cards		
	other	2NT = 8-10 bal, 3NT = 11-13 b	al			
2♦	2♥	Negative fewer than 8 hcp	3♣/♦	Positive 5+ cards		
	2♠	Positive 5+ cards	3 <b>♥/</b> ♠	Positive 5+ cards		
	2NT	8-10 bal.	3NT	11-13 bal.		
2 <b>♥</b> /♠	2NT	Ogust, forcing enquiry	3NT	To Play		
	3♣/♦	Natural and forcing	4♣/♦	N/A		
	3 <b>♥/</b> ♠	To Play	4 <b>♥</b> /♠	To Play		
2NT	3♠	Baron	4♣	Natural and forcing		
	3♦	Transfer to H	4♦	Natural and forcing		
	3♥	Transfer to S	4♥	To Play		
	3♠	5S + 4H	4♠	To Play		
	3NT	To Play	other			

## CONVENTIONS

Additional res	sponses	to 1NT			
3♣/3♦	Natural and forcing				
3♥/3♠	Natural and forcing				
4♣	Gerber				
4♦	N/A				
4♥	To Play				
4♠	To Play				
Unusual NT:	n	ninors☑	other suits		lower 2 unbid suits□
other					
Other slam bi	dding	Cue Bio	ds.	Asking Bids	
4th Suit Forci	ng	One round	2		Game force  ☐
NT Checkbac	k	Priorities			
Defence to 3N	Defence to 3NT opening X for penalties				
Defence to op	Defence to opening Two's: Multi 2♦ H = T.O. of Hearts, X T.O of Spades				
RCO style 2-s		X= 16+hcp			
Other 2-	-S	X = take out if	f the suits are	e shown, othe	rwise X = 16+
Cue = takeout			t of transfer	style 2s	
Defence to str	Defence to strong ♠ Brozel, X = C+H, 1D = D+H, 1H = H+S, 1S = S+ min. 1NT=C				1S = S + min. 1NT = C + D
	2 level bids weak. Same over 1C, P, 1D				
Lebensohl	Over NT interferenc€				
Other uses over X of Opp. weak 2. and weak NT.					
Take out of 4 level pre-empts 4♣/4♦ X					
	4♥	Χ	4 <b>♠</b> 4NT		

## OTHER NOTES

Michaels Cue bids style up to the 4 level

Defence to 2NT= Minors, Skewed cue bids for T. O. X=16+

Defence to 2C = Majors, Skewed cue bids for T.O. X=16+

ВА	SIC RESPONSES	<b>AR</b> Q
Jump raises - minors limit 5	forcing Other:	
Jump raises - majors limit 🛭	✓ forcing □ Other:	YM ALL
Jump shifts after minor opening	Cue bid	Names: Val Badcoc
Jump shifts after major opening	Cue bid	ABF Nos: 330280
Responses to strong 2 suit open	ning 2D neg	Basic System:
Responses to 2NT opening	3C, 3D to play	Classification: Green
PL#	AY CONVENTIONS	Classification. Green
'NT' Versus Notrump	'S' Versus Suit = Both	Describe strength, minim
Sequence leads:	Overlead all All except AK x (x) S	1♠ 2 11+ 1•
Underlead	Other:	1 NT 15-18
Four or more with an honour	4th highest s attitude	2♣ Stayman: simp
3rd/5th	Other:	Transfers 2♦ 2H
From 4 small 2nd highest	st S Other:	2 NT 3D
From 3 cards (no honour)	top middle_s bottom	2♣ Stong: 8 playing tri
Signal on partner's lead:	high encourage low encourage	2 Multi. Weak Major
Other: McKenne	ey	2♥ 5-10 hcp. 5 hearts
Signal on declarer's lead N	<i>McKenney</i>	2♠ 5-10 hcp. 5 spades
Discards McKenney S	high encourage low encourage	2 NT 5-10 hcp 5/5 or
odd/even	Other:	3 NT both majors 11-
Count natural	reverse	PRE-ALERTS
	CONVENTIONS	MEANING
4NT: Blackwood   ✓	RKCB Other:	2NT take out over weak
4♣ Gerber ☑ whe	en? After Nt or 2C	3NT to play over pre em
0	Other Conventions	
		Negative doubles through
		Jump overcalls weak
		1NT overcall (immediate)
		Immed cue of minor
	ADE Marketing	Immed cue of major
	PABF Marketing PO Box 397	Over opponent's 1NT (we
	yshwick ACT 2609 el: 02 6239 2265	Over opponent's 1NT (str
	EL UZ 02.34 2203	



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## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

	INCORPORATED
STANDARD	SYSTEM CARD
Names: Val Badcock	Judy Mann
ABF Nos: 330280	153702
Basic System:	Brown Sticker□
Classification: Green ☐ Blue ☐	Red □ Yellow□
OPEN	IING BIDS
Describe strength, minimum length, or sp	pecific meaning Canape□
1♣ 2 11+ 1♦ 4 11	+ 1♥ 5 11+ 1♠ 5 11+
1 NT 15-18	may contain 5 card major⊠
2 <b>♣</b> Stayman: simple e	xtended 🗹 Other:
Transfers 2♦ 2H 29	<b>♥</b> 2S 2♠ 3c
2 NT 3D Other:	
2♠ Stong: 8 playing tricks, 19+NT (ex	(. 23-24)
2♦ Multi. Weak Major 6+ cards, 7+ca	rds minor, or 2NT 23 hcp
2♥ 5-10 hcp. 5 hearts 4-5 another	
2♠ 5-10 hcp. 5 spades 4-5 another	
2 NT 5-10 hcp 5/5 or 5/4 minors	
3 NT both majors 11-14 hcp	
PRE-ALERTS: CALLS T	HAT MAY HAVE UNEXPECTED
	UIRE SPECIAL DEFENCE
2NT take out over weak 2's	
3NT to play over pre emptive 3's	
1 3 1	
COMPETI	TIVE DIDDING
	TIVE BIDDING
Negative doubles through 2S	Responsive doubles through 2S
•	sual NT minors 5/5 or5/4
1NT overcall (immediate) 15-18	(re-opening) 12-14
	oid. Both majors
	oid. Major and minor
Over opponent's 1NT (weak) Capp	pelletti (modified)
Over opponent's 1NT (strong) Capp	pelletti (modified)
Over weak twos 2NT t	takeout
Over opening threes 3NT t	to play

		RESPO	NSES TO	OPEN	NING BIDS
Describe strength, minimum length or specific meaning					pecific meaning
1 <b>♣</b>	1•	6+	4 cards	2NT	11-13
	1 <b>♥</b> /♠	6+	4 cards	3♣	limit 10-12
	1NT	6-9		3♦	
	2♣	6-9	5 cards	3♥	
	2♦	cue 1st cont	rol	3♠	
	2♥	cue 1st cont	rol	3NT	to play
	2♠	cue 1st cont	rol	4 bids	4NT Blackwood
1•	1 <b>♥</b> /♠	6+	4 cards	3♣	cue bid
	1NT	6-9		3♦	limit 10-12
	2♣	10+	4 cards	3♥	
	2♦	6-9	4 cards	3♠	
	2♥	cue 1st cont	rol	3NT	to play
	2♠	cue 1st cont	rol	4◆	inviting to game
	2NT	11-13		4 Othe	r4NT Blackwood
1 <b>♥</b> /♠	1NT	6-9		3♣	cue bid
	2♣	10+	4 cards	3♦	cue bid
	2♦	10+	4 cards	3 <b>♥/</b> ♠	limit 10-12
	2 <b>♥</b> /♠	6-9	2-3 cards	3NT	cue bid Ace
	2NT	11-13		4♣/♦	
2♣	2•	0-7 neg		2 <b>♥</b> /♠	8+ 5 cards
	other	8 2NT	•		
2•	2♥	relay		3 <b>♣/</b> ♦	to play
	2♠	to play		3 <b>♥/</b> ♠	
	2NT	asking for in	fo	3NT	to play
2 <b>♥</b> /♠	2NT	enquiry		3NT	to play
	3♣/♦	to play		4♣/♦	
	3 <b>♥/</b> ♠	to play		4♥/♠	
2NT	3♣	to play		4♣	invite
	3♦	to play		4♦	invite
	3♥	to play		4♥	to play
	3♠	to play		4♠	to play
	3NT	to play		other	

	CONVENTION	IS
Additional responses to 1	NT	
3♣/3♦		
3♥/3♠		
4 <b>♣</b> Gerber		
4♦		
4♥		
4♠		
Unusual NT: mino	rs other suits	lower 2 unbid suits
other		
Other slam bidding	Cue Bids	Asking Bids $\square$
4th Suit Forcing	One round  ✓	Game force  ☐
NT Checkback	Priorities	
Defence to 3NT opening		
Defence to opening Two's	: Multi 2 X=16+. 2MT 1	5-18 balanced
OV	ercall = 11-15, jump over	call = 16+, 6 card suit
RCO style 2-s do	uble relay = shortage of s	uit bid
Other 2-s		
Defence to strong ♠ Ca	ppelletti style	
	NT	
	Over NT interferenc€	
Other uses		
Take out of 4 level pre-em		
4♥	4♠	
	OTHER NOTE	S