	В	ASIC	RES	PO	NSES	
Jump raises - m	ninors lim	iit 🗆	forcing [		Other: ir	nverted
Jump raises - m	najors lim	iit 🗆	forcing [	7	Other:	
Jump shifts afte	er minor openir	ng	splinte	rs		
Jump shifts afte	er major openii	ng	splinte	rs		
Responses to s	trong 2 suit op	ening	2d = n	eg/wa	iting,	
Responses to 2	NT opening	mod	l puppet	t, trans	sfers, piv	ots
	Pl	_AY C	ONV	/EN	TION	S
'NT' Vers	us Notrump		'S' Ver	sus S	uit	= Both
Sequence leads	S:	0	verlead	all	]	All except AK x (x) ✓
	Underlead	Other	r:			
Four or more w	ith an honour		4th hig	hest 🛚	∠ at	titude
3r	d/5th	Other:				
From 4 small	2nd hig	hest 🔽	Othe	r:		
From 3 cards	(no honour)	top	р 🔽	mi	ddle_s_	bottom
Signal on part	ner's lead:	high €	encouraç	ge 🗸	]	low encourage
C	other: High e	nc only o	n Aces	nat c	ount othe	er times
Signal on decl	arer's lead	nat cou	nt or sn	nith pe	eters	
Discards	McKenney [		high en	couraç	ge	low encourage
	odd/even [		Other:			
Count	natural [	✓ re	everse [			
		CON	IVEN	TIO	NS	
4NT:	Blackwood		RKC	в⊠́	Oth	er: 1430
4♣	Gerber □ w	hen?				
		Other C	Convent	ions		
SWINE			I	Blacko	out	
Lebensohl			(	exclusion keycard		
fit showing jum	nps		(	crowh	urst	
splinters						
low level trans	fer responses	S				
/B	Bra	© A D E M	Markatina			
	<b>4</b> 4	©ABF N		j		



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Over opening threes

### AUSTRALIAN BRIDGE FEDERATION

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STAND	ARD SYSTEM CARD
lames: Peter Hollands	Justin Howard
ABF Nos: 656658	
Basic System: Acol	Brown Sticker□
Classification: Green   ✓	Blue □ Red □ Yellow □
C	PENING BIDS
Describe strength, minimum length	th, or specific meaning Canape□
<b>◆</b> 4+ (3) 1 <b>◆</b> 4+	1♥ 4+ 1♠ 4+
NT 11-14 can be semi bal,	denies 4-4 M may contain 5 card major  ✓
2♣ Stayman: simple ✓	extended Other:
Transfers 2♦ Pivot	2♥ Nat invitational 2♠ Nat invitational
2 NT pivot	Other:
Gameforce	
4+D, 4+S weak 1st/2nd, 4-	+D 4+H 3rd, intermediate 6 card suit 4th
4+H, 4+S weak 1st/2nd, w	reak single suiter 3rd, intermediate 6 card suit 4th
weak (can be 4 at fave)	
20-22 bal	
NT gambling 1st/2nd to play	/ 3rd/4th
	LS THAT MAY HAVE UNEXPECTED
MEANING/S OR	R REQUIRE SPECIAL DEFENCE
Comic NT (very aggressive)	1NT may contain singleton
ow level transfer responses	2 level openings vary in seat
Pivots (structure over 1nt)	
COMI	PETITIVE BIDDING
legative doubles through 7s	
ump overcalls weak	Unusual NT LUBS
	Comic (re-opening) 11-14
mmed cue of minor michea	, , ,
mmed cue of major michea	
Over opponent's 1NT (weak)	2c=majors, 2d=good single suiter major, 2h/s bad major
Over opponent's 1NT (strong)	same as weak but X=4M 5m
Over weak twos	X= t.0

x=t.o

		RESPONSES TO	OPEN	NING BIDS
		Describe strength, minimum ler	igth or s	pecific meaning
1♣	1•	4+ hearts	2NT	10-12 bal
	1 <b>♥</b> /♠	4+spades, 4+diamonds	3♣	6-9 hcp 4+C
	1NT	6-10	3♦	splinter
	2♣	4+C, 10+	3♥	splinter
	2•	splinter	3♠	splinter
	2♥	splinter	3NT	13-15 bal
	2♠	splinter	4 bids	exclusion keycard
1•	1 <b>♥</b> /♠	4+h, 4+S 6+	3♣	splinter
	1NT	6-10	3♦	6-9 hcp 4+D
	2♣	4+C 10+	3♥	splinters
	2♦	4+D,10+	3♠	splinter
	2♥	splinter	3NT	13-15 bal
	2♠	splinter	4♦	preemptive
	2NT	10-12	4 Othe	erexclusion keycard
1 <b>♥</b> /♠	1NT	6-10	3♣	splinter
	2♣	4+c 10+	3♦	splinter
	2♦	4+d 10+	3 <b>♥/</b> ♠	16+ with support
	2 <b>♥</b> /♠	6-9 with support	3NT	13-15 with support
	2NT	10-12 with support	4♣/♦	splinters
2♣	2•	waiting/negative	2♥/♠	6+ with 2 of the top three honou
	other	after 2c-2d-2h= forces 2s, 2nt=	=25+,	
2•	2♥	natural non forcing	3♣/♦	natural non forcing
	2♠	to play	3 <b>♥/</b> ♠	to play
	2NT	inquiry	3NT	to play
2 <b>♥</b> /♠	2NT	inquiry	3NT	to play
	3 <b>♣/♦</b>	nat nonforcing	4♣/♦	nat nonforcing
	3 <b>♥/</b> ♠	to play	4 <b>♥</b> /♠	to play
2NT	3♠	modified puppet stayman	4♣	5/5 majors
	3♦	transfer to hearts	4◆	transfer to hearts
	3♥	transfer to spades	4♥	transfer to spades
	3♠	pivot to 3nt	4♠	to play
	3NT	both minors slam invite	other	

#### CONVENTIONS

	Additional res	ponses t	o 1NT								
	3♣/3♦	5/5 mind	ors weak, 5/5 r	minors slam	try						
	3♥/3♠	slam try	in suit								
	4♠	to play									
	4♦	to play									
	4♥	to play									
	4♠	to play									
	Unusual NT:	m	inors□	other suits	$\Box$	lower 2 unbid suits					
	other										
	Other slam bid	dding	Cue Bio	ds☑	Asking Bids						
	4th Suit Forcin	ng	One round			Game forc€					
	NT Checkback	k □	Priorities	lowest f	eature						
	Defence to 3N	IT openin	g								
	Defence to op	ening Tw	o's: Multi 2♦	X = values,	pass then doub	ole is t/o					
	RCO sty	rle 2-s	X = values, pa	ass then do	uble is t/o						
	Other 2-	S	x=t/o								
	Defence to str	ong 뢒	x=majors, 1nt	t=minors							
5				,							
	Lebensohl		Over NT inte	erferenc€							
	Other us	ses ove	r weak twos								
	Take out of 4 l	level pre-	empts	4 <b>♣</b> /4 <b>♦</b> ×	c=t/o						
		4♥	x=t/o	4 <b>♠</b> x=t/0	0						
			ОТН	ER NO	ΓFS						
			• • • • • • • • • • • • • • • • • • • •								

	BASI	C RESP	ONSES	
Jump raises - minors	limit $\square$	forcing 🛛	Other:	
Jump raises - majors	limit $\square$	forcing $\Box$	Other:	
Jump shifts after minor	opening	Splinter		
Jump shifts after major	opening	Splinter		
Responses to strong 2	suit opening	2♦ = Nega	ative or Wai	ting
Responses to 2NT ope	ning Pu	uppet Stayma	n, Transfer	s to Majors
	PLAY	CONVE	NTIONS	5
'NT' Versus Notr	ump	'S' Versus	Suit	= Both
Sequence leads:		Overlead all	$ \overline{\Box} $	All except AK x (x)
Underl	ead Oth	ner:		
Four or more with an he	onour	4th highest	at	titude
3rd/5th	Othe	r:		
From 4 small 2	nd highest 🗔	Other:		
From 3 cards (no ho	nour)	top r	middle	bottom
Signal on partner's le	ad: higl	h encourage		low encourage
Other: 1	Natural Coun	t		
Signal on declarer's le	ad			
<b>Discards</b> McKe	enney	high encour	rage	low encourage
odd/e	even 🔽	Other:		
Count na	ntural 🔽	reverse		
	CO	NVENTI	ONS	
4NT: Black	wood $\square$	RKCB☑	Othe	er: 1403
4♣ Gerber	☐ when?			
	Other	Conventions	6	
Crowhurst				
Swine				
Blackout				
	-			
		Marketing ox 397		
	- FUBL	7X 941		



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## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STAND	ARD SYSTEM CARD
Names: Ben Kingham	Angus Munro
ABF Nos:	
Basic System: ACOL	Brown Sticker□
Classification: Green $\square$	Blue □ Red □ Yellow □
0	PENING BIDS
Describe strength, minimum length	n, or specific meaning Canape
1♠ 10-22, 4+♠ 1♦ 10-22	2, 4+♦ 1♥ 10-22, 4+♥ 1♠ 10-22, 4+♠
1 NT 11-14 (Denies 4-4 ♥♠, C	can be semi-bal) may contain 5 card major  ✓
2 <b>♣</b> Stayman: simple 🗹	extended Other:
Transfers 2♦ ♥	2♥ ♠ 2♠ ♠
2 NT ◆ (	Other: Super Accepts
2♣ Game Force or 23+ Balance	ed
2♦ 5-10, 6♦	
2♥ 5-10, 6♥	
2♠ 5-10, 6♠	
2 NT 21-22 Balanced	
3 NT Gambling	
PRE-ALERTS: CALL	S THAT MAY HAVE UNEXPECTED
	REQUIRE SPECIAL DEFENCE
COME	PETITIVE BIDDING
Negative doubles through 3♠	
	Unusual NT Lowest 2 unbid suits
,	-18 (re-opening) 10-14
Immed cue of minor Michaels	
Immed cue of major Michaels	
Over opponent's 1NT (weak)	Landy, X = Penalty
Over opponent's 1NT (strong)	Landy
Over weak twos	X = Take Out + Lebensohl
Over opening threes	X = Take Out

		RESPONSES TO	OPEN	NING BIDS
		Describe strength, minimum ler	ngth or s	pecific meaning
1 <b>♣</b>	1•	4+♦, 5+	2NT	10-12, 4+♣
	1 <b>♥</b> /♠	4+♥/♠, 5+	3♣	16+, 4+♣
	1NT	5-10	3♦	Splinter 10-12
	2♣	5-9, 4+♣	3♥	Splinter 10-12
	2♦	Splinter 6-9 or 13+	3♠	Splinter 10-12
	2♥	Splinter 6-9 or 13+	3NT	13-15, 4+♣
	2♠	Splinter 6-9 or 13+	4 bids	
1 🔷	1 <b>♥</b> /♠	4+♥/♠, 5+	3♣	Splinter 6-9 or 13+
	1NT	5-10	3♦	16+, 4+♦
	2♣	4+♠, 10+	3♥	Splinter 10-12
	2♦	5-9, 4+♦	3♠	Splinter 10-12
	2♥	Splinter 6-9 or 13+	3NT	13-15, 4+♦
	2♠	Splinter 6-9 or 13+	4♦	Pre-emptive
	2NT	10-12, 4+♦	4 Othe	if
1 <b>♥</b> /♠	1NT	5-10	3♣	Splinter 6-9 or 13+
	2♣	4+♠, 10+	3♦	Splinter 6-9 or 13+
	2♦	4+♦, 10+	3♥/♠	16+, 4+♥/♠
	2 <b>♥</b> /♠	6-9, 4+♥/♠	3NT	13-15, 4+♥/♠
	2NT	10-12. 4+♥/♠	4♣/♦	Splinter 10-12
2♣	2•	Negative or Waiting	2 <b>♥</b> /♠	5+♥/♠, 8+
	other			
2•	2♥	5+♥ forcing	3♣/♦	5+♠ forcing / Preemptive raise
	2♠	5+ <b>♠</b> forcing	3 <b>♥/</b> ♠	GF+ Splinter
	2NT	Feature ask, Inv+	3NT	To Play
2 <b>♥</b> /♠	2NT	Feature ask, Inv+	3NT	To Play
	3♣/♦	5+♣/♦	4♣/♦	
	3 <b>♥/</b> ♠	Preemptive Raise ♥/♠	4 <b>♥</b> /♠	To Play
2NT	3♣	Puppet Stayman	4♣	6+ <b>♣</b> , 8+
	3♦	Transfer to ♥	4♦	<b>6+♦</b> , <b>8</b> +
	3♥	Transfer to <b>♠</b>	4♥	To Play
	3♠	Minor Suit Stayman	4♠	To Play
	3NT	5♠ 4♥ Non Forcing	other	

		CON	VENTIC	NS	
Additional res	ponses t	o 1NT			
3♣/3♦	Slam Tr	y <b>♣</b> /♦			
3 <b>♥</b> /3♠	Slam Tr	y <b>∀</b> / <b></b>			
4♣	Gerber				
4♦					
4♥	To Play				
4♠	To Play				
Unusual NT:	m	ninors□	other suits		lower 2 unbid suits
other					
Other slam bio	dding	Cue Bi	ds☑	Asking Bids	
4th Suit Forci	• ,	One round			Game force  ✓
NT Checkback	k □	Priorities	Feature	s up the line	
Defence to 3N	IT openin	g			
Defence to op	ening Tw	o's: Multi 2♦			
RCO sty	rle 2-s				
Other 2-	S				
Defence to str	ong 뢒	X = Majors 5/	4, 1nt = Min	ors 5/4	
Labanaabl		Over NT inte			
Lebensohl	0			\	
Other us		er weak 2 bids		z ievei raises.	
Take out of 4	-	empts	4♣/4♦		
	4♥		4♠		
		OTH	ER NOT	TES	

		BASI	CRESP	ONSES	
Jump raises - m	ninors lin	nit $\square$	forcing 🗹	Other:	
Jump raises - m	najors lin	nit 🗆	forcing $\Box$	Other:	
Jump shifts afte	er minor open	ing	splinters a	and fit show	ring in compitition
Jump shifts afte	er major open	ing	splinters a	and fit show	ing in compitition
Responses to s	trong 2 suit o	pening	2D= waitir	ng	
Responses to 2	NT opening	pu	ppet staymeı	n + transfer	S
	Р	LAY	CONVE	NTION	S
'NT' Vers	us Notrump		'S' Versus	Suit	= Both
Sequence leads	S:		Overlead all	otag	All except AK x (x)
	Underlead [	Oth	er:		
Four or more w	ith an honour		4th highest	t ✓ at	titude
3r	d/5th	Other	:		
From 4 small	2nd hi	ghest 🔽	Other:		
From 3 cards	(no honour)	t	ор 🔲 п	middle 🔽	bottom
Signal on part	ner's lead:	high	encourage_		low encourage
C	ther:				
Signal on decl	arer's lead				
Discards	McKenney		high encou	rage	low encourage
	odd/even		Other:		
Count	natural		reverse 🔽		
		CO	NVENTI	ONS	
4NT:	Blackwood		RKCB□	Oth	er: 0314
4♠	Gerber 🗆 🕠	when?			
		Other	Conventions	S	
inverted minor	s when partr	er hasn	t passed		
fourth suit forc	ing				
cue bids					
cue raises					
our overcalls n	nay be weak				
<b>A</b>		0.455			
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# AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD SYSTEM CARD
Names: Nathan Howard Ivan Hu
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+cards 11+pts 1♦ 3+cards 11+pts 1♥ 5+cards 11+pts 1♠ 5+cards 11+pts
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: super accepts
2♣ Game Force
2  5+ diamonds less than opening hand
2♥ 5+ hearts less than opening hand
2♠ 5+ spades less than opening hand
2 NT 20-22 balanced
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 as many minors as possible
1NT overcall (immediate) 15-18 (re-opening) 11-14
Immed cue of major as many majors as possible
Over opponent's 1NT (weak) canapae in first seat x = penalty
Over opponent's 1NT (strong) canapae in first seat x= club canapae, except in 4th
Over weak twos x= take out
Over opening threes x= take out

		RESPONSES TO (	DPEN	NING BIDS
		Describe strength, minimum len	gth or sp	pecific meaning
1♣	1•	4+ 6+pts	2NT	10-12 natural
	1 <b>♥</b> /♠	4+ 6+pts	3♠	pre-emptive
	1NT	6-9	3♦	splinter
	2♣	inverted	3♥	splinter
	2♦	splinter	3♠	slinter
	2♥	splinter	3NT	13+ natural
	2♠	splinter	4 bids	cues
1•	1 <b>♥</b> /♠	4+ 6+pts	3♣	splinter
	1NT	6-9	3♦	pre-emptive
	2♣	10+ 4+cards	3♥	splinter
	2♦	inverted	3♠	splinter
	2♥	splinter	3NT	13+ natural
	2♠	splinter	4♦	pre-emptive
	2NT	10-12 natural	4 Othe	rcues
1 <b>♥</b> /♠	1NT	6-9	3♣	splinter
	2♣	10+ natural	3♦	splinter
	2♦	10+ natural	3♥/♠	15+ support
	2 <b>♥</b> /♠	6-9 support	3NT	13-15 support
	2NT	10-13 support	4♣/♦	splinter
2♣	2•	waiting	2 <b>♥</b> /♠	positive 5+ cards in suit
	other	positive		
2•	2♥	forcing	3♣/♦	natural to play
	2♠	forcing	3 <b>♥/</b> ♠	splinter
	2NT	ougust	3NT	play
2 <b>♥</b> /♠	2NT	ougust	3NT	play
	3♣/♦	to play	4♣/♦	splinter
	3 <b>♥/</b> ♠	to play	4 <b>♥</b> /♠	splinter
2NT	3♠	puppet staymen	4♣	natural
	3♦	transfer to hearts	4♦	natural
	3♥	transfer to spades	4♥	to play
	3♠	transfer to 3NT	4♠	to play
	3NT	minors slam try	other	stuff

#### **CONVENTIONS** Additional responses to 1NT 3♣/3♦ slam try setting suit 3♥/3♠ slam try setting suit 4♣ heart spades 4 4♥ play 4♠ play minors☑ other suits $\square$ Unusual NT: lower 2 unbid suits ✓ other Asking Bids ✓ Cue Bids ✓ Other slam bidding One round $\square$ Game force ✓ 4th Suit Forcing NT Checkback Priorities Defence to 3NT opening dbl Defence to opening Two's: Multi 2♦ dbl= values natural RCO style 2-s Other 2-s Defence to strong ◆ dbl shows majors, 1NT shows minors Over NT interferenc€ Lebensohl Other uses over a weak 2 4**♣**/4♦ dbl Take out of 4 level pre-empts 4♥ dbl 4**♠** dbl **OTHER NOTES**