

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	Fit showing F1		
Jump shifts after major opening	Fit showing F1		
Responses to strong 2 suit opening	2♦: Neg or waiting -> 3♣: 2nd neg		
Responses to 2NT opening	5 card stayman; 3♦,♥: Transfer; 3S: 5♠ 4♥		

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: vs NT: K=count or unblock, A or Q=attitude	
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	Natural count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Natural count
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: DOPI and ROPI
4♣	Gerber <input checked="" type="checkbox"/>	when?	over 1NT opening and 20+ 2NT

Other Conventions

Cue bidding: 1st or 2nd	1NT(X)XX: Any 4/4 weak
Change of suit forcing	
Blackout	



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FAX: 02 6239 1816
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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Margaret Bourke	David Hoffman
ABF Nos:	131792	157627
Basic System:	ACOL	
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-,3+♣	1♦	12-,4+♦	1♥	12-,4+♥	1♠	12-,5+♠
1 NT	(11+)-12-14 : 15-17 in 3rd seat (5 card M)			may contain 5 card major			<input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: Extended over 15-17NT				
Transfers	2♦ to ♥	2♥ to ♠	2♣ to ♣				
2 NT	to ♦	Other:					
2♣	Game force; or 23-24 bal						
2♦	5-9, Weak 6+major						
2♥	5-9, Weak 5♥, 4+minor						
2♠	5-9, Weak 5♠, 4+minor						
2 NT	20-22 bal - may have 5 card M						
3 NT	Gambling						

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

Cue raises: Limit raise or better	
Fit showing jumps	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak (Int 4th)	Unusual NT	Lowest suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Majors		
Immed cue of major	Major + minor		
Over opponent's 1NT (weak)	2♣: One suiter; 2♦: Majors; 2♥,♠: 5suit, 4+minor		
Over opponent's 1NT (strong)	X: Clubs; 2♣: One suiter; 2♦: Majors; 2♥,♠: 5suit, 4+minor		
Over weak twos	X + lebensohl		
Over opening threes	X		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	5- , 4+♦	2NT	Raise, 15+, denies major
	1♥/♠	5- , 4+♥,♠	3♣	4-8, 4+♣, 8 losers
	1NT	5-9	3♦	Splinter, 9-13 or 18-
	2♣	Inverted 9-11	3♥	Splinter, 9-13 or 18-
	2♦	Fit showing, 9+	3♠	Splinter, 9-13 or 18-
	2♥	Fit showing, 9+	3NT	Raise, 12-14, denies major
	2♠	Fit showing, 9+	4 bids	
1♦	1♥/♠	5- , 4+♥,♠	3♣	Fit showing, 9+
	1NT	5-9	3♦	4-8, 4+♦, 8 losers
	2♣	9-, 4+♣	3♥	Splinter, 9-13 or 18-
	2♦	Inverted 9-11	3♠	Splinter, 9-13 or 18-
	2♥	Fit showing, 9+	3NT	Raise, 12-14, denies major
	2♠	Fit showing, 9+	4♦	
	2NT	Raise, 15+, denies major	4 Other	
1♥/♠	1NT	5-9	3♣	Fit showing, 9+
	2♣	9- , 4+♣	3♦	Fit showing, 9+
	2♦	9- , 4+♦	3♥/♠	4-8, 4+support, 8 losers
	2♥/♠	6-9, 3+ support	3NT	Bal raise, 12-14
	2NT	B raise, 10-11 or 15-; 14-17 spl.	4♣♦	Splinter, 9-13 or 18-
2♣	2♦	Neg or waiting	2♥/♠	Nat, 3+ controls
	other	3♣: Second negative after 2♥,♠		
2♦	2♥	Correctable	3♣♦	To play
	2♠	Correctable	3♥/♠	Correctable
	2NT	Ogust	3NT	4-8, 44majors
2♥/♠	2NT	Ask	3NT	To play
	3♣♦	3♣: Correctable; 3♦: To play	4♣♦	
	3♥/♠	Other M: F1	4♥/♠	
2NT	3♣	5 card stayman	4♣	Gerber
	3♦	♥	4♦	♥
	3♥	♠	4♥	♠
	3♠	Transfer to 3NT -> 4m:RKCB	4♠	Pick a minor
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Nat slam try

[5 suit, 43 in majors]

3♥/3♠

Nat slam try

[Singleton, 54 in minors]

4♣

Gerber

4♦

55 majors, no 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

Major fit

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

[2♦] X: TO, 15+

RCO style 2-s

X: TO

Other 2-s

Defence to strong ♣

TWERB (Next suit; or 2 suiter in next two; ♠: Non touching)-to 3♠

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

OTHER NOTES

Cue: 1st or 2nd

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: Weak (at most 6 HCP)
Jump shifts after minor opening	Weak (4-7 HCP) 6-7 card suit		
Jump shifts after major opening	Bergen (if a minor), 3-card limit raise (if a major)		
Responses to strong 2 suit opening	2D (<3 controls)		
Responses to 2NT opening	3C enquiry; otherwise Pass 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 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:		
Signal on declarer's lead		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

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

Other Conventions

Cue raises	Splinters
Puppet Stayman	DOPI
2NT checkback over 1NT rebid	Grand slam force
3C checkback over 2NT rebid	123 doubles over 1NT interference
FSF forcing to game	



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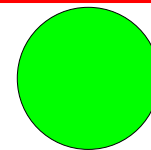


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Earl Dudley	Anne Powell
ABF Nos:	156 302	159 786
Basic System:	2/1 GF 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 <input type="checkbox"/>			
1♠	11-20, 3	1♦	11-20, 3	1♥	11-20, 5	1♠	11-20, 5
1 NT	14-17				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings				
Transfers	2♦ to hearts	2♥ to spades	2♣ to clubs				
2 NT	to diamonds	Other:					
2♣	GF or (semi) balanced 20-21 or 24-25 or 28-29 HCP						
2♦	6-10 HCP 6 card major or (semi) balanced 22-23 or 26-27 or 30-31 HCP						
2♥	6-10 HCP, 5+5+ in majors or minors						
2♠	6-10 HCP, 5+5+ in red suits or black suits						
2 NT	6-10 HCP, 5+5+ clubs/hearts or spades/diamonds						
3 NT							

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

Support doubles and redoubles	

COMPETITIVE BIDDING

Negative doubles through	4D	Responsive doubles through	4D
Jump overcalls	Weak	Unusual NT	lower unbid suits
1NT overcall (immediate)	15-18	(re-opening)	(11) 12-14
Immed cue of minor	5+5+ majors, 6-10 HCP or strong		
Immed cue of major	5+5+ other major and a minor, 6-10 HCP or strong		
Over opponent's 1NT (weak)	Pottage		
Over opponent's 1NT (strong)	Pottage		
Over weak twos	X (+ Lebensohl)		
Over opening threes	X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+HCP, 4+	2NT	16+ HCP, 5+ support
	1♥/♠	6+ HCP, 4+	3♣	4-7 HCP, 5+ support
	1NT	6-11 HCP	3♦	12+ HCP, splinter
	2♣	10+ HCP if NP, 6-9 if P, 5+suit	3♥	pre-emptive, natural
	2♦	4-7 HCP, 6-7 card suit	3♠	pre-emptive, natural
	2♥	4-7 HCP, 6-7 card suit	3NT	12-15 HCP balanced
	2♠	4-7 HCP, 6-7 card suit	4 bids	pre-emptive

1♦	1♥/♠	6+HCP, 4+	3♣	?
	1NT	6-11 HCP	3♦	4-7 HCP, 5+ support
	2♣	GF, 4+ suit	3♥	pre-emptive, natural
	2♦	10+ HCP if NP, 6-9 if P, 5+suit	3♠	pre-emptive, natural
	2♥	4-7 HCP, 6-7 card suit	3NT	12-15 HCP balanced
	2♠	4-7 HCP, 6-7 card suit	4♦	pre-emptive, natural
	2NT	16+ HCP, 5+ support	4 Other	pre-emptive, natural

1♥/♠	1NT	6-11 HCP	3♣	10-11 HCP, 4-5 card support
	2♣	GF, 4+ suit	3♦	8-9 HCP, 4-5 card support
	2♦	GF, 4+ suit	3♥/♠	<7 HCP, 4-5 card support
	2♥/♠	6-9 HCP, 3 card support or 4333	3NT	12-15 HCP balanced 3 card supp
	2NT	12+ HCP, 4-5 card support	4♣/♦	12+ HCP, splinter

2♣	2♦	<3 controls	2♥/♠	3+ controls, natural
	other	3+ controls, natural		

2♦	2♥	Pass or correct	3♣/♦	Pass or correct
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Strong enquiry	3NT	To play if opener is weak

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

2NT	3♣	Strong enquiry	4♣	Pass or correct
	3♦	Pass or correct	4♦	Pass or correct
	3♥	Pass or correct	4♥	Pass or correct
	3♠	Pass or correct	4♠	Pass or correct
	3NT	Strong enquiry	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural slam interest
3♥/3♠	Natural slam interest
4♣	Not used
4♦	Not used
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

Cheapest length feature

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ X = 15+ HCP, 2Major = T/O of bid suit

RCO style 2-s

X = 15+ HCP

Other 2-s

X = 15+ HCP,

Defence to strong ♣

X = majors, NT =minors

Lebensohl

Over NT interference ☒

Other uses

After X of weak two

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: weak, preemptive

Jump raises - majors limit ☐ forcing ☐ Other: weak, preemptive

Jump shifts after minor opening Weak, 3-7, 6+ cards. Jump to 3 level = splinter

Jump shifts after major opening 1♥:2♠ = weak, 6+ cards. 3 of minor: Bergen raise

Responses to strong 2 suit opening not applicable

Responses to 2NT opening 3♣ forcing enquiry. 3♠: nat, forcing. Other = pass/correct

PLAY CONVENTIONS

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

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

Underlead ☐ Other: 2nd-highest honour at trick 1

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 natural count

Discards McKenney ☐ high encourage ☐ low encourage ☒

odd/even ☐ Other: low encourage on first discard only

Count natural ☒ reverse ☐

CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other: 1430

4♣ Gerber ☐ when? Never. Minor suit RKC Blackwood in some situations

Other Conventions

4th suit game force (excl. 1♠ and Blackout) xx of suit contract below game: for rescue

Lebensohl (many situations) Swine over 1NTx

Baron over 2NT rebid or overcall Opening 4NT: Specific Ace ask

Inverted minors Long suit trial bids

Bergen raises Blackout response to 2/1 reverse



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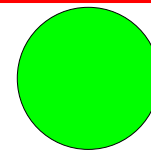
STANDARD SYSTEM CARD

Names: Peter Grant Tony Marinos

ABF Nos: 156957 255793

Basic System: Weak No Trump, 5-card majors Brown Sticker ☐

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

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

1 NT (11) 12-14 may contain 5 card major ☒

2♣ Stayman: simple ☒ extended ☐ Other: Inv to game via 2♣ only

Transfers 2♦ >> hearts 2♥ >> spades 2♠ GF shape inquiry

2 NT >> clubs Other: 3C >> diamonds

2♠ GF in suit or 21-22 balanced

2♦ European multi: weak 2 in major or 23+ balanced

2♥ 2-suiter, spades and red suit (< opening values) OR any 4-4-4-1, 18+

2♠ 2-suiter, clubs and a major (< opening values)

2 NT 2-suiter, diamonds and adjacent suit (< opening values)

3 NT Gambling (in any suit): solid 7+ card suit with at most a king outside

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

2-level openings (as above) Herbert responses to t/o x at one level

Bergen raises of major openings Specific trump cues

Toxic over 1NT, strong 1C and strong 2C

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠

Jump overcalls weak Unusual NT 2 lowest unbid suits

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

Immed cue of minor Spades and another, 5-5 or better, weak (usually) or strong

Immed cue of major Other major and a minor, 5-5 or better, weak (usually) or strong

Over opponent's 1NT (weak) Toxic (Double = penalties)

Over opponent's 1NT (strong) Toxic (Double shows clubs or reds)

Over weak twos Double for takeout. Where no anchor suit, X = 16+

Over opening threes Double for takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ points, 4+ cards	2NT	11-12 balanced, 4+ clubs (no M)
	1♥/♠	6+ points, 4+ cards	3♣	4+ clubs, weak
	1NT	6-10 points (rarely 11)	3♦	splinter
	2♣	10+, 5+ cards, forcing to 2NT	3♥	splinter
	2♦	3-7 points, 6+ cards	3♠	splinter
	2♥	3-7 points, 6+ cards	3NT	13-15 balanced, 4+ clubs (no M)
	2♠	3-7 points, 6+ cards	4 bids	4C = RKC; 4H, 4S: to play

1♦	1♥/♠	6+ points, 4+ cards	3♣	splinter
	1NT	6-10 points (rarely 11)	3♦	4+ diamonds, weak
	2♣	10+, 4+ clubs	3♥	splinter
	2♦	10+, 5+ cards, forcing to 2NT	3♠	splinter
	2♥	3-7 points, 6+ cards	3NT	13-15 bal, 4+ diamonds (no M)
	2♠	3-7 points, 6+ cards	4♦	RKC Blackwood
	2NT	11-12 bal, 4+ diamonds (no M)	4 Other	4H, 4S to play

1♥/♠	1NT	6-10 points (rarely 11)	3♣	10-12, 4-card support
	2♣	10+, 4+ clubs	3♦	8-10, 4-card support
	2♦	10+, 4+ diamonds	3♥/♠	<8, 4-card support
	2♥/♠	6-9, 3-card support	3NT	13-15 balanced, 3-card support
	2NT	12+, 4-card support (GF)	4♣/♦	splinter

2♣	2♦	negative or waiting	2♥/♠	2H = 3 controls; 2S = 4 controls
	other	2NT = 9+ balanced; 3 of suit = 10+, 5+ cards inc. 2/3 top honours		

2♦	2♥	pass or correct	3♣/♦	natural, forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	forcing inquiry	3NT	to play (rare)

2♥/♠	2NT	forcing inquiry	3NT	to play (rare)
	3♣/♦	(p/c if partner may hold the suit	4♣/♦	As for 3C/3D
	3♥/♠	(..... otherwise natural, forcing	4♥/♠	4H = pass/correx. 4S: to play

2NT	3♣	forcing inquiry	4♣	pass or correct
	3♦	to play	4♦	to play
	3♥	pass or correct	4♥	pass or correct
	3♠	natural, forcing	4♠	to play
	3NT	to play (rare)	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3C = transfer to diamonds. 3D = good suit (6+), slam try, invites cues
3♥/3♠	Natural and forcing: good suit (6+), slam try, invites cues
4♣	Natural, not forcing
4♦	Natural, not forcing
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 ☐ 1S forces for 1 round, else: GF Game force ☐

NT Checkback

☒ Priorities 2C asks re strength and shape (up the line)

Defence to 3NT opening

Double shows values

Defence to opening Two's:

Multi 2♦ 2NT = 16-18, bal. Double = 16+ (if no anchor suit shown)

RCO style 2-s

Delayed double = takeout, <16. Lebensohl responses to Xs.

As above. Any suit bid is natural, competitive

Other 2-s

As above

Defence to strong ♣

Toxic: X = Ds or majors; 1D = Hs or blacks; 1H = Ss or minors;

1S = odd suits; 1NT = clubs or reds

Lebensohl

Over NT interference ☒

Other uses

In responding to takeout Xs over weak/multi 2s, etc.

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double 4♠ Double

OTHER NOTES

Raise of 4th suit promises 16+ (not necessarily 4 cards in suit).

'Up-the-line' responses to 2NT/3C inquiry over opening 2 bid (higher bids show better hand), except after 2D opening (where 3C/3D show a better hand than 3H/3S).

Cue bids are 'up the line' (first-round controls before second), except that responder to 2C opening may show second-round controls first in a co-operative sequence.