

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: weak (inverted)

Jump raises - majors limit ☐ forcing ☐ Other: weak (bergen)

Jump shifts after minor opening Fit-showing (majors), 6-9 raise (other minor)

Jump shifts after major opening Bergen / Jacoby / criss-cross [fit showing in comp]

Responses to strong 2 suit opening 2♦ = negative / waiting

Responses to 2NT opening transfers, puppet Stayman, 3♠ = minors

PLAY CONVENTIONS

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

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

Underlead ☒ Other: Overlead partner's suit

Four or more with an honour 4th highest ☐ attitude ☐

3rd/5th ☐ Other: Reverse count

From 4 small 2nd highest ☐ Other: bottom

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

Leaping Michaels	RKCB 1430. Then:
Blackout	return to trumps without Q.
No support doubles	responder cuebids kings, partner asks.
Scramblesohl	
Fit showing jumps	16.02.2009



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Bruce Neill Mike Hughes

ABF Nos: 45632 29327

Basic System: strong 2/1 Brown Sticker ☐

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

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

1 NT 15-17 may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☐ Other: Ask 5 card major

Transfers 2♦ 5♥ 2♥ 5♠ 2♣ 6♣

2 NT 6♦ Other: 3<suit> = splinter

2♣ Game force

2♦ Multi: 22-23 balanced, or weak 6(5) card major

2♥ weak 5(+)♥ 4+ minor

2♠ weak 5(+)♠ 4+ minor

2 NT 20-21

3 NT Strong major preempt

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

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weak Unusual NT lowest unbid suits

1NT overcall (immediate) 15-17 (18) (re-opening) 11-14 (over M) / 15-17

Immed cue of minor 55, ♠ + another

Immed cue of major 55, other major + minor

Over opponent's 1NT (weak) canape transfers

Over opponent's 1NT (strong) canape transfers

Over weak twos X, scramblesohl

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦		2NT	Invite.
	1♥/♠		3♣	Raise, 0-5.
1NT	6-10.		3♦	Splinter.
2♣	11+ raise.		3♥	Splinter.
2♦	Raise, 6-9.		3♠	Splinter.
2♥	Fit, 7-10. 5(+) ♥ 4(3)+♣		3NT	
2♠	Fit, 7-10. 5(+) ♠ 4(3)+♣		4 bids	4M to play.

1♦	1♥/♠		3♣	Raise, 6-9.
	1NT	6-10.	3♦	Raise, 0-5.
2♣			3♥	Splinter.
2♦	11+ raise.		3♠	Splinter.
2♥	Fit, 7-10. 5(+) ♥ 4(3)+♦		3NT	
2♠	Fit, 7-10. 5(+) ♠ 4(3)+♦		4♦	
2NT	Invite.		4 Other	4M to play.

1♥/♠	1NT	5-11. Maybe 0-5 with support.	3♣	4 card raise, 6-9.
	2♣	GF.	3♦	4 card raise, 10-12.
	2♦	GF.	3♥/♠	1♠-3♥ = 3 card limit raise
	2♥/♠	1♥-2♠ = 3 card limit raise	3NT	
	2NT	Game force raise.	4♣♦	

2♣	2♦	Negative.	2♥/♠	Natural.
	other	Natural.		

2♦	2♥	Pass or correct.	3♣♦	3♦ = inviting 4M.
	2♠	Pass or correct.	3♥/♠	Pass or correct.
	2NT	Ask.	3NT	To play.

2♥/♠	2NT	Ask.	3NT	To play.
	3♣♦	To play.	4♣♦	Splinter.
	3♥/♠	To play.	4♥/♠	To play.

2NT	3♣	Puppet Stayman.	4♣	Transfer to ♥.
	3♦	Transfer.	4♦	Transfer to ♠.
	3♥	Transfer.	4♥	Transfer to ♣???
	3♠	Both minors.	4♠	Transfer to ♦???
	3NT	To play.	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Splinter.
3♥/3♠	Splinter.
4♣	Transfer to ♥.
4♦	Transfer to ♠.
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 2♣ puppet to 2♦, 2♦ GF, 2NT puppet to 3♣

Defence to 3NT opening Situational.

Defence to opening Two's: Multi 2♦ double = 13-15 balanced or any 18+.

RCO style 2-s

Other 2-s

Defence to strong ♣ X=♣+♥, 1♦=♦+♥, 1♥=♥+♠, 1♠=♠+♣, 1N=♦+♠, 2♣=♣+♦.

Lebensohl Over NT interference ☐

Other uses

Take out of 4 level pre-empt 4♣/4♦

4♥ 4♠

OTHER NOTES

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump shifts after minor opening	mostly fit		
Jump shifts after major opening	mostly Bergen		
Responses to strong 2 suit opening	2D negative+Kokish, 2H=spades, 2S=neb pos, 2NT=H		
Responses to 2NT opening	3C Stay+Smolen, 3D/H Xfer, 3S Minors, 4C+2-under xfers		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A=att, K=count/unblock, else overlead
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other:
From 4 small	2nd highest <input type="checkbox"/>	Other: att (NT), 3rd (S)
From 3 cards	(no honour) top <input checked="" type="checkbox"/>	middle <input type="checkbox"/> bottom <input checked="" 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: 1430
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions



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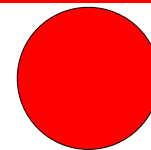


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Kieran Dyke	Andrew Peake
ABF Nos:		
Basic System:	Modified Standard 2/1	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>	



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♠	2+	1♦	2+	1♥	5+	1♠	5+
1 NT	15-17				may contain 5 card major <input checked="" type="checkbox"/>		
2♣	Stayman: simple <input checked="" type="checkbox"/> extended <input type="checkbox"/>		Other:				
Transfers	2♦	Hearts	2♥	Spades	2♣	Clubs	
2 NT	Diamonds		Other:				
2♣	Artificial, virtual GF						
2♦	(vul) 3-7 6 card major		(non-vul) 0-7 5+ major				
2♥	8-11, 6						
2♠	8-11, 6						
2 NT	20-22						
3 NT	Gambling						

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

1C=weak notrump or unbalanced with clubs	
1D=18-19 notrump or unbalanced with diamonds	
Transfers opposite 1C opening, more transfers in co	

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	Weak	Unusual NT	Lowest 2 suits, 5/5
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Majors, 5/5 expected		
Immed cue of major	Major+Minor, at least 5/5		
Over opponent's 1NT (weak)	Asptro		
Over opponent's 1NT (strong)	Asptro		
Over weak twos	X+leb, leaping Michaels		
Over opening threes	X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Hearts	2NT	12+-15 balanced
	1♥/♠	Spades/Diamonds or no major	3♣	Weak
	1NT	10+ to 12-	3♦	Weak
	2♣	Inv+ with clubs	3♥	Weak
	2♦		3♠	Weak
	2♥	5+, 4+C, 8-11	3NT	Preemptive club raise
	2♠	5+, 4+C, 8-11	4 bids	

1♦	1♥/♠		3♣	6-9 raise
	1NT	5-10	3♦	Weak
	2♣	1-round force	3♥	Weak
	2♦	10+ raise	3♠	Weak
	2♥	5+, 4+D, 8-11	3NT	Preemptive diamond raise
	2♠	5+, 4+D, 8-11	4♦	
	2NT	11-12 balanced	4 Other	

1♥/♠	1NT	up to 11, not forcing	3♣	limit raise/6-9 raise
	2♣	nat, FG	3♦	3 card limit/ limit raise
	2♦	nat, FG	3♥/♠	Weak
	2♥/♠	3, 6-10	3NT	12-15 bad raise
	2NT	6-9 raise/forcing raise	4♣♦	Splinter

2♣	2♦	negative (generally 0-7)	2♥/♠	Spade positive/nebulous positive
	other	2NT heart positive		

2♦	2♥	P/C	3♣♦	non-forcing
	2♠	P/C	3♥/♠	P/C
	2NT	Enquiry	3NT	to play

2♥/♠	2NT	Shortage ask	3NT	to play
	3♣♦	non-forcing	4♣♦	lead direct raise
	3♥/♠	non-cooperative	4♥/♠	

2NT	3♣	Stayman+Smolen	4♣	Hearts
	3♦	Hearts	4♦	Spades
	3♥	Spades	4♥	Clubs
	3♠	Minors	4♠	Diamonds
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5/5 minors weak/strong
3♥/3♠	both minors, shortage in other major
4♣	hearts
4♦	spades
4♥	hearts
4♠	spades

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 2-way, also used in some suit auctions

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ X=usually 13-15 balanced or 19+

RCO style 2-s

XXX

Other 2-s

XXX

Defence to strong ♣

X strong, 1NT majors

Lebensohl

Over NT interference ☒

Other uses

After we X 1NT, after we X weak twos.

Take out of 4 level pre-empts

4♣/4♦ 4♥ 4♠

OTHER NOTES

1H:2S=forcing raise

2D:4C=bid 1 under your suit; 2D:4D=bid your suit

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: **3♣ PRE, 3♦ INV**

Jump raises - majors limit ☐ forcing ☐ Other: **PRE**

Jump shifts after minor opening **2♦ ART GF raise, 1♠2M SPL, 1♦2M wk, 3♣ INV**

Jump shifts after major opening **3♣ GF 4+M, modified Bergen raises, 2NT NAT**

Responses to strong 2 suit opening **2♦ denies KQxxx+ (M) or good 6 card suit**

Responses to 2NT opening **3♣ maj enquiry, 3♦♥/NT/4♣/♦♥ xfrs, 3♠ pup to 3NT**

PLAY CONVENTIONS

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

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

Underlead ☐ Other: **A vs NT asks for unblock or reverse count**

Four or more with an honour 4th highest ☐ attitude ☐

3rd/5th ☒ Other: ☐

From 4 small 2nd highest ☐ Other: **3rd**

From 3 cards (no honour) top ☐ middle ☐ bottom ☒

Signal on partner's lead: high encourage ☐ low encourage ☒

Other: **suit preference when singleton in dummy**

Signal on declarer's lead **reverse count**

Discards McKenney ☐ high encourage ☐ low encourage ☐

odd/even ☒ Other: **odd encourage, even suit preference**

Count natural ☐ reverse ☒

CONVENTIONS

4NT: Blackwood ☒ RKCB ☒ Other: ☐

4♣ Gerber ☐ when? ☐

Other Conventions

good/bad 2NT in competition	minorwood
many low level takeout doubles	transfers at 3 level after 1♦ (2M)
fit showing jumps in competition	
fit showing jumps by passed hand	
splinters	



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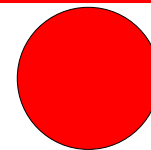
STANDARD SYSTEM CARD

Names: **Pauline GUMBY** **Warren LAZER**

ABF Nos: **24732** **35238**

Basic System: **Standard (2/1 GF)** Brown Sticker ☐

Classification: Green ☐ Blue ☐ Red ☒ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ **11+, 2+♣*** 1♦ **11+, 2+♦*** 1♥ **11+, 5+♥** 1♠ **11+, 5+♠**

1 NT **14-16** may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☐ Other: **game force relay**

Transfers 2♦ **artificial, invite** 2♥ **5+♥, NF** 2♠ **5+♠, NF**

2 NT **puppet to 3♣** Other: **3M=3M, shortage in other major**

2♣ **game force**

2♦ **6-10, both majors, 4+♥ and 4+♠**

2♥ **8+ playing tricks in♥**

2♠ **8+ playing tricks in♠**

2 NT **21-23 balanced**

3 NT **gambling**

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

*1♣ = 17-20 bal 2+♣ or 11+ and 4+♣ 2♦ weak both majors

*1♦ = 11-13 bal 2+♦ or 11+ and 4+♦ optimal 2's over strong 1♣

COMPETITIVE BIDDING

Negative doubles through **4♥** Responsive doubles through **4♥**

Jump overcalls **see inside** Unusual NT **lower unbid suits**

1NT overcall (immediate) **15-18** (re-opening) **11-14**

Immed cue of minor **Michaels 5♥ & 5♠**

Immed cue of major **5 other major & 5+♣ (3♣ = 5 other major & 5♦)**

Over opponent's 1NT (weak) **canape transfers, DONT by passed hand**

Over opponent's 1NT (strong) **canape transfers, DONT by passed hand**

Over weak twos **X for takeout, Michaels, leaping Michaels**

Over opening threes **X for takeout, Michaels**

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0+ hcp, 4+♦	2NT	12-15 or 18+ balanced
	1♥/♠	0+ hcp, 4+ ♥/♠	3♣	preemptive
	1NT	9-11 hcp, denies major	3♦	splinter
	2♣	6-9, 4+♣	3♥	splinter
	2♦	ART GF raise in ♣	3♠	splinter
	2♥	splinter, 5+ ♣, 6-9 hcp	3NT	16-17 flat
	2♠	splinter, 5+ ♣, 6-9 hcp	4 bids	preemptive

1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	natural NF, constructive
	1NT	5-12 hcp, denies major	3♦	natural NF, constructive
	2♣	game forcing 5+(4) ♣	3♥	preemptive
	2♦	5+♦, game forcing	3♠	preemptive
	2♥	very weak, 0-5 hcp, 6+♥	3NT	16-17 flat
	2♠	very weak, 0-5 hcp, 6+♠	4♦	preemptive
	2NT	13-15 or 18+ balanced	4 Other	♣ splinter, ♥/♠ preempt

1♥/♠	1NT	5-12 hcp, semi forcing	3♣	ART GF raise in ♥/♠
	2♣	game forcing, 4+♣	3♦	4+ raise, 8 losers
	2♦	game forcing, 4+♦	3♥/♠	preemptive raise
	2♥/♠	6-9, 3+ ♥/♠	3NT	16-17 flat, <4 card support
	2NT	13-15 or 18+ balanced (<4M)	4♣♦	splinter (1♠ 4♥ splinter)

2♣	2♦	denies KQxxx or better in ♥/♠	2♥/♠	KQxxx or better
other		2NT=minors, 3 suit=one loser suit, 3NT= solid suit		

2♦	2♥	to play	3♣♦	natural, non forcing
	2♠	to play	3♥/♠	invitational
	2NT	game interest relay	3NT	to play

2♥/♠	2NT	negative / waiting	3NT	9-11 balanced, 4-4 in minors
	3♣♦	natural, positive, good suit	4♣♦	splinter
	3♥/♠	natural, strong	4♥/♠	weak

2NT	3♣	major enquiry	4♣	transfer to ♦
	3♦	transfer to ♥	4♦	transfer to ♥
	3♥	transfer to ♠	4♥	transfer to ♠
	3♠	puppet to 3NT	4♠	10-11, balanced
	3NT	transfer to ♣	other	4NT 12+ hcp, bal, forcing

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ puppet Stayman, 3♦ to play
3♥/3♠	3♥/♠, shortage in other major
4♣	transfer to ♥
4♦	transfer to ♠
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

2♣ forces 2♦, 2♦ GF, 2NT puppet to 3♣

Defence to 3NT opening

double for takeout

Defence to opening Two's:

Multi 2♦ double=13-15 balanced or good hand

RCO style 2-s

2NT = 16-18 balanced with 5 card Stayman

double=13-15 balanced or good hand

Other 2-s

2NT = 16-18 balanced with 5 card Stayman

double for takeout if suit bid is natural otherwise

double=13-15 balanced or good hand, 2NT=16-18 BAL

Defence to strong ♣

double=good hand, 1NT = ♣, optimal 2's

1 level bids natural, obstructive

Lebensohl

Over NT interference

☒ reverse

Other uses

over weak 2's (or equivalent); after (1M) P (2M) X

Take out of 4 level pre-empts

4♣/4♦ double

4♥ double

4♠ double, 4NT = 2 suited

OTHER NOTES

1♦ can be 2 cards when 11-13 balanced

1♥ 2♠, 1♠ 3♥ 4+ card support, 13-15 balanced

rarely pass 1♣ opening - responses can be less than 6 hcp when short(ish) in ♣

weak jump overcalls at 2 level not vulnerable and 3 level except 3♣ over 1M

intermediate jump overcalls at 2 level vulnerable