

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak <10 (inverted)
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:
Jump shifts after minor opening	16+ (Soloway)		
Jump shifts after major opening	16+ (Soloway)		
Responses to strong 2 suit opening	Control-showing over 2♣; conventional over other		
Responses to 2NT opening	3♣ inquiry; 3♦, 3♥ - pass or correct; 3♠ to play.		

## 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 checked="" type="checkbox"/>	Other: lead of K asks for count
Four or more with an honour	4th highest <input type="text" value="S"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="text" value="NT"/>	Other:
From 4 small	2nd highest <input type="text" value="S"/>	Other:
From 3 cards	(no honour) top <input type="checkbox"/>	middle <input type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other:	
Signal on declarer's lead		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other:
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/> where required

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 3041
4♣	Gerber <input checked="" type="checkbox"/>	when?	over NT opening

### Other Conventions

Forcing 1NT to Mjr opening	Drury
Inverted minor raises	Unassuming cue bids
Walsh ♦	Modified Michaels/ Unusual NT
Splinters - strong	Support Doubles
Lebensohl	



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Rex Hanson	Judy Herring
ABF Nos:	61344	173568
Basic System:	Standard 2/1 Game Force	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♣	3; 12+ hcp	1♦	3; 12+ hcp	1♥	5; 12+ hcp
1♠	5; 12+ hcp				
1 NT	16-18	may contain 5 card major <input checked="" type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:		
Transfers	2♦ to 2♥	2♥ to 2♠	2♣ to 3♣		
2 NT	7pts	Other: 3♣ to 3♦			
2♣	Game force, within a trick of game.				
2♦	Weak 2 in hearts; OR, at least 5/5 wk or G-F in Spades & Clubs; OR 19-20 Balanced				
2♥	Weak 2 in Spades; OR, at least 5/5 wk or G-F in Clubs & Diamonds; OR 21-22 Bal.				
2♠	At least 5/5 wk or Game-force in Hearts & a minor; OR 23-24 Bal.				
2 NT	At least 5/5 wk or Game-force in Spades & red suit; OR 25-26 Bal.				
3 NT	Gambling, no outside honour				

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

1NT resp. to Mjr suit opening: fcg, one round.	Inverted mnr raises, incl over overcalls.
1♦ response to 1♣ - denies 4cd Mjr if weak	2♦ & 2♥ no initial anchor suit (hence
X of 1NT, or any artificial opening.	Brown sticker)

## COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	11-16	Unusual NT	Minors, or minor + Major
1NT overcall (immediate)	16-18	(re-opening)	10-12
Immed cue of minor	Michaels: Both majors (<10 or Game-force)		
Immed cue of major	Other Major + minor (<10 or Game force)		
Over opponent's 1NT (weak)	X = penalty; all other bids = TWERB		
Over opponent's 1NT (strong)	TWERB		
Over weak twos	X= 13+; 2NT = 16-18		
Over opening threes	X for takeout		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	denies 4 cd Mjr, unless strong	2NT	13-15, doesn't deny 4cd Mjrs
	1♥/♠	5+ hcp, 4+suit	3♣	5-9 pts, 5+ cd suit
	1NT	9-11 hcp, denies 4cd Mjr	3♦	Slam interest splinter
	2♣	11+ hcp, 4cd suit, poss. 4cd Mjr	3♥	Slam interest splinter
	2♦	16+ hcp, Soloway	3♠	Slam interest splinter
	2♥	16+ hcp, Soloway	3NT	16-18 hcp, denies 4cd Mjr
	2♠	16+ hcp, Soloway	4 bids	Natural

1♦	1♥/♠	5+ hcp, 4+suit	3♣	16+ hcp, Soloway
	1NT	5-9 hcp, denies 4cd Mjr	3♦	5-9 pts, 5+ cd suit
	2♣	G/f, 5+ suit, generally	3♥	Slam interest splinter
	2♦	11+ hcp, 4cd suit, poss. 4cd Mjr	3♠	Slam interest splinter
	2♥	16+ hcp, Soloway	3NT	16-18 hcp, denies 4cd Mjr
	2♠	16+ hcp, Soloway	4♦	preemptive
	2NT	13-15, doesn't deny 4cd Mjrs	4 Other	4♣ Slam interest splinter

1♥/♠	1NT	Fcg, denies 4cd spt, 5-12 usually	3♣	16+ hcp, Soloway
	2♣	G/f, 5+ suit,	3♦	16+ hcp, Soloway
	2♦	G/f, 5+ suit,	3♥/♠	limit raise
	2♥/♠	6-9 hcp, 3+ spt	3NT	13-15 hcp, 3 cd spt
	2NT	2 or 4cd spt, 13+	4♣♦	Slam interest splinter

2♣	2♦	0-1 controls	2♥/♠	2♥= 2ctrls; 2♠= 3ctrls in 2suits
other		2NT= 3ctrls(3 Ks); 3♣= 4 ctrl; 3♦= 5 ctrl		

2♦	2♥	pass or correct	3♣♦	Exclusion
	2♠	Exclusion	3♥/♠	3♠= Exclusion
	2NT	13+ hcp, fcg inquiry	3NT	

2♥/♠	2NT	11+ hcp, fcg inquiry/ 9+, fcg inquiry	3NT	
	3♣♦	See notes	4♣♦	See notes
	3♥/♠	See notes	4♥/♠	See notes

2NT	3♣	7+ hcp, fcg inquiry	4♣	
	3♦	pass or correct	4♦	pass or correct
	3♥	pass or correct	4♥	pass or correct
	3♠	Preference, < 7pts	4♠	To play
	3NT		other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣=transfer to ♦; 3♦= 6+ pts, singleton or void in ♦
3♥/3♠	6+ pts, 6+ pts, singleton or void in bid suit
4♣	N/A
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	N/A

Unusual NT: minors ☒ other suits ☐ lower 2 unbid suits ☐  
 other or minor + Major

### Other slam bidding

Cue Bids ☒ Asking Bids ☐

### 4th Suit Forcing

One round ☒ Game force ☐

### NT Checkback

Priorities

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦ Two Way Exclusion Relay Bids (TWERB)

### RCO style 2-s

TWERB

### Other 2-s

Natural or TWERB depending if there is an anchor suit.

### Defence to strong ♣

TWERB

### Lebensohl

Over NT interference ☒

### Other uses

After takeout X of Opp's wk2; after 2-level reverse by partner

### Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

## OTHER NOTES

♠ response to 2♥ opening = pass or correct; 3♣ or 3♦ response to 2♥ = exclusion.

3♦ response to 2♠ opening = to play; 3♣ or ♦ to 2♠ = pass or correct (to ♥).

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 16+
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 16+
Jump shifts after minor opening	splinters		
Jump shifts after major opening	" "		
Responses to strong 2 suit opening			
Responses to 2NT opening			

## 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: k from a/k doubleton
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input checked="" type="checkbox"/>	Other:
From 4 small	2nd highest <input type="checkbox"/>	Other: small
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input checked="" 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 checked="" type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other:
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input checked="" type="checkbox"/>	when?	direct over nt opening

### Other Conventions

swine	splinters - mini,maxi, mega	crowhurst	truscott responses to X
support Xs and XXs		nt raises	fit showing jumps



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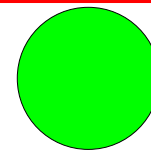


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## STANDARD SYSTEM CARD

Names:	Betty MILL	Bill TUTTY
ABF Nos:		
Basic System:		Brown Sticker <input 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♠	4	11+	1♦	4
1♥	4	11+	1♠	4
1 NT	12-14			may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:	
Transfers	2♦ h	2♥ s	2♣ c	
2 NT	d	Other:		
2♣	game force or 23+ bal			
2♦	5-9 6 card suit			
2♥	5-9 " "			
2♠	5-9 " "			
2 NT	20-22 bal			
3 NT	gambling no outside entry			

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


## COMPETITIVE BIDDING

Negative doubles through	4h	Responsive doubles through	4h
Jump overcalls	weak	Unusual NT	michaels
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	michaels		
Immed cue of major	michaels		
Over opponent's 1NT (weak)	Cappelletti		
Over opponent's 1NT (strong)	" "		
Over weak twos	x take out 2nt 16-18		
Over opening threes	x take out		

RESPONSES TO OPENING BIDS					
Describe strength, minimum length or specific meaning					
1♣	1♦	4+	6+	2NT	10-12 4+c
	1♥/♠	4+	6+	3♣	16+
	1NT	8-10		3♦	splinter
	2♣	6-9		3♥	"
	2♦	splinter		3♠	"
	2♥	"		3NT	13-15 4+c
	2♠	"		4 bids	
1♦	1♥/♠	4+	6+	3♣	splinter
	1NT	6-9		3♦	16+ 4+d
	2♣	4+	10+	3♥	splinter
	2♦	6-9		3♠	"
	2♥	splinter		3NT	13-15 4+d
	2♠	"		4♦	
	2NT	10-12 4+d		4 Other	
1♥/♠	1NT	6-9		3♣	splinter
	2♣	10+		3♦	splinter
	2♦	10+		3♥/♠	16+
	2♥/♠	6-9		3NT	13-15 suit support
	2NT	10-12 suit support		4♣♦	splinter
2♣	2♦	less than 3 controls		2♥/♠	good 5 card with 3 controlc
	other	2nt bal with 3controls			
2♦	2♥	natural and force		3♣♦	
	2♠	"	"	3♥/♠	
	2NT	ogust		3NT	
2♥/♠	2NT	ogust		3NT	
	3♣♦			4♣♦	
	3♥/♠			4♥/♠	
2NT	3♣			4♣	
	3♦			4♦	
	3♥			4♥	
	3♠			4♠	
	3NT			other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

force

3♥/3♠

force

4♣

4♦

4♥

4♠

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

crowhurst

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Over NT interference

☒

Other uses

Take out of 4 level pre-empts

4♣/4♦

x

4♥

x

4♠

4nt

OTHER NOTES

## 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	weak		
Jump shifts after major opening	weak		
Responses to strong 2 suit opening			
Responses to 2NT opening	3C stayman, 3D transfer to H, 3H transfer to S		

## 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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:		
Signal on declarer's lead		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other:	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/> reverse in trump suit

## CONVENTIONS

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

### Other Conventions

Nilslander Slinginkol	Jacoby
Lightner doubles	cue bids
unassuming cue bids	checkback
4th suit forcing	Lebensohl
drury	



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## STANDARD SYSTEM CARD

Names:	Stephen Hughes	Tim Haubrick	
ABF Nos:	14362	330159	
Basic System:	Standard	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♣	3+, 11+ hcp	1♦	3+, 11+ hcp	1♥	5+, 11+ hcp	1♠	5+, 11+ hcp
1 NT	10-12 or 15-17			may contain 5 card major <input checked="" type="checkbox"/>			
2♣	Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: puppet			
Transfers	2♦	H	2♥	S	2♠	C or D	
2 NT				Other:			
2♣	game force or 23-24 bal						
2♦	weak 2 in H or S or 20-22 bal						
2♥	5/5 in H & another, 6-10 hcp						
2♠	5/5 in S & C or D, 6-10 hcp						
2 NT	5/5 in C & D						
3 NT	gambling						

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

1NT: 10-12 1st & 2nd seats	
10-12 3rd seat not vulnerable	
15-17 otherwise	

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	weak	Unusual NT	2 of unbid suits
1NT overcall (immediate)	16-18	(re-opening)	16-18
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1 NT (weak)	capelletti		
Over opponent's 1 NT (strong)	capelletti		
Over weak twos	2NT = 16-18		
Over opening threes			

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+ hcp	2NT	10-12 hcp, not 4 H/S
	1♥/♠	4+, 6+ hcp	3♣	6-9 hcp, not 4 H/S, 5+ C
	1NT	6-9 hcp, not 4 H/S	3♦	
	2♣	10+ hcp, 5+ C, not 4 H/S	3♥	
	2♦	6+ D, 0-5 hcp, no support for C	3♠	
	2♥	6+ H, 0-5 hcp, no support for C	3NT	to play
	2♠	6+ S, 0-5 hcp, no support for C	4 bids	

1♦	1♥/♠	4+, 6+ hcp	3♣	0-5 hcp, 6+ C, no support for D
	1NT	6-9 hcp, not 4 H/S	3♦	6-9 hcp, not 4 H/S, 5+ D
	2♣	10+ hcp, 4+ C	3♥	
	2♦	10+ hcp, 5+ D, not 4 H/S	3♠	
	2♥	6+ H, 0-5 hcp, no support for D	3NT	to play
	2♠	6+ S, 0-5 hcp, no support for D	4♦	
	2NT	10-12 hcp, not 4 H/S	4 Other	

1♥/♠	1NT	6-9 hcp, not 3 H/S	3♣	0-5 hcp, 6+ C, no support for H/S
	2♣	10+ hcp, 4+ C	3♦	0-5 hcp, 6+ D, no support for H/S
	2♦	10+ hcp, 4+ D	3♥/♠	10-12 hcp, 3+ H/S
	2♥/♠	6-9 hcp, 3+ H/S	3NT	to play
	2NT	Jacoby	4♣/♦	

2♣	2♦	negative	2♥/♠	8+ hcp (or A & K), 5+ H/S
	other			

2♦	2♥	pass or correct	3♣/♦	
	2♠	pass or correct, game interest in H	3♥/♠	game invitation in H/S
	2NT	enquiry	3NT	

2♥/♠	2NT	enquiry	3NT	
	3♣/♦	3C = pass or correct after 2S	4♣/♦	
	3♥/♠		4♥/♠	

2NT	3♣	(2NT equivalent) stayman	4♣	
	3♦	transfer to H	4♦	
	3♥	transfer to S	4♥	
	3♠		4♠	
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam interest
3♥/3♠	slam interest
4♣	
4♦	
4♥	to play
4♠	to play

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☐

other 2 of unid suits

Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ x = take out, 2NT = 16-18

RCO style 2-s x = take out, 2NT = 16-18

Other 2-s x = take out, 2NT = 16-18

Defence to strong ♣ reverse disco

Lebensohl Over NT interference ☒

Other uses

Take out of 4 level pre-empts 4♣/4♦ x = take out

4♥ 4♠

## OTHER NOTES