

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	Jacoby 2NT
Jump shifts after minor opening	Weak-to play			
Jump shifts after major opening	Weak-to play at 2 level			
Responses to strong 2 suit opening	2♦=relay			
Responses to 2NT opening	Better minor			

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:	suit preference where obvious	
Signal on declarer's lead	Reverse count and attitude	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input 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 checked="" type="checkbox"/>	when?	CRO over NT-4♦=3/0.4♥=4/1,4♠=2same colour

Other Conventions

4th suit forcing.DOPI & ROPI	Lebensohl (after weak2-X-2NT,partner must bid 3♣ & responder will pass or correct.)
Truscott Raises	DISCO over precisions:X=♣,2♣=blksuits,
Limit raise after interference	2♦=red suits,1NT=Majors,2NT=Minors
Jump unassuming cue is forcing	2♥/♠=weak, 1bids natural.
CRO overcalls	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Maureen Jakes	Rosemary Green
ABF Nos:	631590	89745
Basic System:	Standard American	
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 - Rule of 20	1♦	3	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: Non promissary			
Transfers	2♦	♥	2♥	♠	2♣	♣	
2 NT	♦	Other:					
2♣	23+ or 81/2 P.T. Game Force						
2♦	Multi - weak major or 20-22 Balanced or strong minor						
2♥	6-9 ♥+ another suit (may be 4 card suit)						
2♠	6-9 ♠+ minor (may be 4 card suit)						
2 NT	6-9 5/5 minor suits						
3 NT	Gambling						

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

Non forcing free bid over intfrnce at 2 level	Splinters
Puppet stayman	4NT=specific ace ask
Unassuming cue bids	

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	weak	Unusual NT	CRO
1NT overcall (immediate)	16-18	(re-opening)	10-13
Immed cue of minor	CRO		
Immed cue of major	CRO		
Over opponent's 1NT (weak)	X=penalty. Pottage		
Over opponent's 1NT (strong)	DONT: X=Single Suit Bid=Suit+Higher suit		
Over weak twos	Optional T/O double.2NT=natural 16-18 HCP		
Over opening threes	"	"	" 3NT=To play 19+ HCP

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4	2NT	11-12 no major suit
	1♥/♠	"	3♣	limit raise - 10/11 hcp
	1NT	6-9 No major	3♦	splinter
	2♣	6-9, 4+	3♥	"
	2♦	weak (less than 6hcp), 6 card suit	3♠	"
	2♥	"	3NT	13-15 No major
	2♠	"	4 bids	To play - long suit

1♦	1♥/♠	6+,4	3♣	splinter
	1NT	6-9 No major	3♦	limit raise -10/11 hcp
	2♣	10+, 4	3♥	splinter
	2♦	6-8, 5	3♠	"
	2♥	weak (less than 6hcp), 6 card suit	3NT	13-15 No major
	2♠	"	4♦	forcing - long suit
	2NT	11-12, No major	4 Other	to play if major suit

1♥/♠	1NT	6-9	3♣	splinter
	2♣	10+,4	3♦	"
	2♦	"	3♥/♠	10-12,3/4 card support
	2♥/♠	6-9, 3	3NT	13-15
	2NT	Jacoby 4 card support	4♣/♦	forcing - long suit

2♣	2♦	Relay	2♥/♠	
	other			

2♦	2♥	Relay	3♣/♦	To play
	2♠	Forcing to 3♥	3♥/♠	Invitational
	2NT	Forcing, 14+	3NT	To play

2♥/♠	2NT	Forcing	3NT	To play
	3♣/♦	Pass or correct over 2♣	4♣/♦	Forcing
	3♥/♠	Preemptive	4♥/♠	To play

2NT	3♣	To play	4♣	Invitational
	3♦	"	4♦	"
	3♥	Forcing to game -4♥ or 3NT	4♥	To play
	3♠	" -4♠ or 3NT	4♠	"
	3NT	" 18+hcp	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Game force/slam interest
3♥/3♠	"
4♣	Gerber
4♦	Forcing to game
4♥	To play
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

Defence to 3NT opening

Double for t/o into majors

Defence to opening Two's:

Multi 2♦ Double for t/o 16+hcp, 2NT is natural 16+

RCO style 2-s

Double for t/o, 2NT natural 16+

Other 2-s

"

Defence to strong ♣

DISCO: 2♣=black suits,2♦=red suits,1 bids natural 13+,

2♥/♠=weak -6card suit,1NT=majors,2nt=minors,X=♣

Lebensohl

Over NT interference ☒

Other uses

Over weak 2s

Take out of 4 level pre-empt

4♣/4♦ Double

4♥ Double

4♠ 4NT

OTHER NOTES

CRO : Cue bid =2 suits same colour

2NT =2 suits same rank

3♣ =2 odd ranking suits

Jacoby 2NT - bid by opener shows shortage

Splinter bids

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump shifts after minor opening	=>5hcp 6 card suit			
Jump shifts after major opening	mini maxi splinters			
Responses to strong 2 suit opening	2♦ waiting < 3+ controls, puppet stay			
Responses to 2NT opening	3♣/3♦ to play, 3♥/3♠ forcing, 4♣/4♦ keycard			

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 type="checkbox"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	natural count	
Signal on declarer's lead	natural count where applicable	
Discards	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/>
odd/even <input 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:	0314
4♣	Gerber <input checked="" type="checkbox"/>	when?	after NT opening bid	

Other Conventions

Lebensohl (direct denies stopper)	Sup X to 1♠ only sup XX
Help suit trial bids	Jacoby raisees
Fourth suit forcing to game	Smiths echo reverse vs NT
King Feature ask	Minor suit keycard, TOM
Unassuming cue bids	Grand slam force, cue bids



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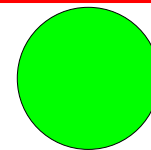


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STANDARD SYSTEM CARD

Names:	Rosa Lachman	Beverley Stacey
ABF Nos:	99759	261351
Basic System:	STANDARD AMERICAN	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♣ 3+, 11+hcp	1♦ 3+, 11+hcp
1♥ 5+, 11+hcp	1♠ 5+, 11+hcp
1 NT 15-17 may include 6 card minor	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/> extended <input type="checkbox"/> Other: 5 card staymen
Transfers	2♦ to ♥ 2♥ to ♠ 2♣ to ♣
2 NT to ♦	Other: Super accepts
2♣	GF or 21-22 bal, pup staymen. After 3NT 4♣ baron, 4♦/♥ trans, 4♠=5♠/4♥
2♦	Flannery 4♠, 5+♥ 10-15hcp
2♥	6♥ 6-10hcp constructive in 1st and 2nd seat
2♠	6♠ 6-10hcp constructive in 1st abd 2nd seat
2 NT	5+♣/5+♦, 6-10 hcp
3 NT	Solid minor no outside A or K in 1st or 2nd position

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

	TOM checkback to NT rebids
Truscot bids	Western cue bids
Jordan	1♠ resomse to 1♥= 5+ ♠

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	weak	Unusual NT	both other rank 5+/5+ 6-10
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	5+ other minor/5+ major 6-10 if suit is natural		
Immed cue of major	5+ other major, 5+ minor 6-10		
Over opponent's 1NT (weak)	Pottage X=pen, in passout pos=10+hcp good suit		
Over opponent's 1NT (strong)	Pottage X=pen, in passout pos=♣		
Over weak twos	Xfor takeout, Lebensohl responses 2NT=>7hcp		
Over opening threes	X-penalty orientated		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+hcp,4+ maybe 3 occas	2NT	13+hcp, 5+♣
	1♥/♠	6+hcp, 4+	3♣	10-12 hcp, 5+♣
	1NT	6-10 hcp	3♦	10-12 hcp splinter
	2♣	6-10 hcp, 5+♣	3♥	10-12 hcp splinter
	2♦	>5hcp 6 card suit	3♠	10-12 hcp splinter
	2♥	>5hcp 6 card suit	3NT	13-15 hcp to play
	2♠	>5hcp 6 card suit	4 bids	4♣keycard,4♥/♠to play

1♦	1♥/♠	6hcp, 4+ maybe 3 occas	3♣	10-12 hcp splinter
	1NT	6-10 hcp	3♦	10-12 hcp, 5+♦
	2♣	10+ hcp, 4+♣	3♥	10-12 hcp splinter
	2♦	6-10hcp, 5+♦	3♠	10-12 hcp splinter
	2♥	>5hcp 6 card suit	3NT	13-15 hcp to play
	2♠	>5hcp 6 card suit	4♦	minor suit keycard
	2NT	13+hcp,5+ ♦	4 Other	4♥/♠ to play

1♥/♠	1NT	6-10 hcp, may have 4♣	3♣	10-12 hcp splinter
	2♣	10+ hcp, 4+♣	3♦	10-12 hcp splinter
	2♦	10+ hcp, 4+♦	3♥/♠	3+, 10-12 hcp
	2♥/♠	6-10, 3+, 1♥--2♠splinter	3NT	13-15 hcp to play
	2NT	13+hcp, 3+to AorK in suit	4♣♦	splinter void slam interest

2♣	2♦	<3+ cont A=2,K=1	2♥/♠	3♣/3♦4+ and 3+ controls
	other	2NT 8-10 stopper in all suits		

2♦	2♥	to play	3♣♦	bid 3NT with stop in other minor
	2♠	to play	3♥/♠	invitational
	2NT	inquiry nat if passed hand	3NT	to play

2♥/♠	2NT	feature ask nat if passed	3NT	to play
	3♣♦	1 rd force nat if passed	4♣♦	
	3♥/♠	invitational preemt over X	4♥/♠	to play

2NT	3♣	to play	4♣	keycard
	3♦	to play	4♦	keycard
	3♥	forcing	4♥	to play
	3♠	forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6card suit 2 of top 3 honours in suit slam interest
3♥/3♠	6card suit 2 of top 3 honours in suit slam interest
4♣	gerber
4♦	minor suit key card
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 TOM

Defence to 3NT opening

X= good hand

Defence to opening Two's:

Multi 2♦ X=♦,natural overcalls,NTstopper in♥♠

RCO style 2-s

X shows bid suit ,natural overcalls

X later =takeout

Other 2-s

X=bid suit, natural overcalls

Defence to strong ♣

x=sinle suiter1♦=majors,1♥/♠=4+and 4+ minor

NT=minors

Lebensohl

Over NT interference ☒

Other uses

after weak 2 bids 2NT resonse=>7hcp

Take out of 4 level pre-empts

4♣/4♦ optional

4♥ penalty

4♠ penalty

OTHER NOTES

System on over NT overcalls , system off after X= penalties

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: Inverted

Jump raises - majors limit ☒ forcing ☐ Other:

Jump shifts after minor opening 2M = 4-7, 6-card suit; 1♣-2♦ & 1♦-3♣ Soloway

Jump shifts after major opening 3m or 1♠-3♥ = Mini/Maxi SPL; 1♥-2♠=4-7; 6cs

Responses to strong 2 suit opening 2♦ = negative; Others = 5+ Natural & 3+ Controls

Responses to 2NT opening 3♣♦ = To play. 3♥/♠ = 5+ Forcing

PLAY CONVENTIONS

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

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

Underlead ☐ Other:

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

3rd/5th ☐ Other:

From 4 small 2nd highest ☒ Other: Reverse count opening leads in part's suit

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

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

Other: Reverse count if can't beat dummy's card

Signal on declarer's lead Usually Reverse Count

Discards McKenney ☐ high encourage ☐ low encourage ☒

odd/even ☐ Other: Reverse count

Count natural ☐ reverse ☒

CONVENTIONS

4NT: Blackwood ☒ RKCB ☒ Other: 0314 Minorwood/Voidwood

4♣ Gerber ☒ when? 1NT opening

Other Conventions

Mini/Maxi Splinters over ♥/♠ major opening Cue raises LTT raises after interference

Inverted minors Exclusion Key Card

Truscott 2NT over X of all suits DOPI/ROPI

Weak major jump shifts to 2 level Strong jump shift in minor over ♣♦ opening

Minor suit keycard in some GF auctions Support Xs/XXs



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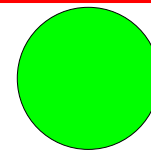
STANDARD SYSTEM CARD

Names: Pele Rankin Therese Tully

ABF Nos: QLD WOMEN

Basic System: ACOL

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 4 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 may contain 5 card major ☐

2♣ Stayman: simple ☒ extended ☐ Other:

Transfers 2♦ ♥ 2♥ ♠ 2♣ Baron

2 NT to minor, WK/STR Other: super accept; new suit=5 & 3card support

2♣ STR: 8+ Playing Trick Hand or Any GF or 20-22 Bal or 25-26 Bal

2♦ MULTI: Weak 2 in a Major or 23-24 Bal or 27-28 Bal

2♥ 5+♥ & 5+ minor, < Opening

2♠ 5+♠ & 5+ minor, < Opening

2 NT ♣♦ 5+/5+; either < Opening or STR in Playing Tricks, GF

3 NT Gambling - No outside A or K in 1st or 2nd seat

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

Reverse count opening leads in partner's Overall of 2NT or Cue = strength undefined

suit except for Hx; Support Xs/XXs Weak jump shift in a major to 2 level only

Canape Transfer Overcalls over Opp's 1NT 2♦, 2♥, 2♠, 2NT Openings

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls weakNV/InterV Unusual NT Lowest 2 unbid suits 5/5

1NT overcall (immediate) 15-18 (re-opening) 10-14 no stopper necessary

Immed cue of minor ♠ & other 5/5 strength undefined

Immed cue of major OM/minor 5/5 strength undefined

Over opponent's 1NT (weak) X: immed = Pen; PO=12+; Canape Tfirs see Other Notes

Over opponent's 1NT (strong) X: immed = Pen; PO=♣; Canape Tfirs see Other Notes

Over weak twos X = TO (Leb 2NT); 4♣/♦=Suit bid+4 O/Mjr(Ask Re 2♦)

Over opening threes X = TO

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4	2NT	16+ flat, may have a 4 card major
	1♥/♠	4	3♣	6-9 fit
	1NT	7-10	3♦	Splinter
	2♣	8+ fit; forcing to 2NT	3♥	Splinter
	2♦	16+ 5+	3♠	Splinter
	2♥	4-7 6+	3NT	13-15 flat
	2♠	4-7 6+	4 bids	♣ keycard

1♦	1♥/♠	4+	3♣	16+ 5+
	1NT	6-9	3♦	6-9 4+
	2♣	natural, forcing	3♥	Splinter
	2♦	8+ 4+ forcing to 2NT	3♠	Splinter
	2♥	4-7 6+	3NT	13-15 flat
	2♠	4-7 6+	4♦	keycard
	2NT	16+ flat, may have a 4 card major	4 Other	4♣ Splinter; 4♥/♠ to play

1♥/♠	1NT	6-9	3♣	Mini/maxi splinter 7-9 or 15+
	2♣	natural, forcing	3♦	Mini/maxi splinter 7-9 or 15+
	2♦	natural, forcing	3♥/♠	Limit; 1♥-3♠ spltr 10-14; 1♠-3♥ min/max spltr
	2♥/♠	1♥-2♥ limit; 1♥-2♠=4-7 6+	3NT	13-15 flat 3 card support, not 4♣
	2NT	Jacoby	4♣♦	& 1♠-4♥ = splinter 10-14; 1♥-4♠ To play

2♣	2♦	Neg < 3 controls A=2 K=1	2♥/♠	5+ >= 3 controls A=2 K=1
	other	5+ >= 3 controls A=2 K=1; 2NT by responder following 2♦ response = 2nd neg		

2♦	2♥	Pass or correct	3♣♦	Natural GF
	2♠	Pass or correct; invitational if ♥	3♥/♠	Pass or correct
	2NT	Game try enquiry; 3♣♦ max	3NT	4♥/4♠=to play; 4♣=bid your suit

2♥/♠	2NT	F to 3NT. 3♣♦=min; 3♥/♠=max	3NT	to play
	3♣♦	Pass or correct	4♣♦	Pass or correct; invitational
	3♥/♠	Invitational	4♥/♠	To play

2NT	3♣	To play	4♣	Sets suit; Asks for shortage
	3♦	To play	4♦	Sets suit; Asks for shortage
	3♥	5+♥ Forcing; 3NT reply = 0/1	4♥	To play
	3♠	5+♠ Forcing; 3NT reply = 0/1	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural, invitational, non-solid suit
3♥/3♠	Natural, forcing - cue with support
4♣	Ace ask 0,1,2,3 then 4NT sign off; 5♣ = king ask
4♦	♣ & ♦ 5/5 slam interest; 4M sets suit now 4NT KC; 4NT or 5 minor to play
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

up the line, 2 level min, 2d denies M feature

Defence to 3NT opening

X = Values, natural overcalls

Defence to opening Two's:

Multi 2♦ X=values, 2nd X=TO, 3rd X Penalty, 2NT 16-18

natural overcalls

RCO style 2-s

as above

Other 2-s

X=TO of natural weak 2, lebensohl

Defence to strong ♣

X=♣&♦; 1♦=♦&♥; 1♥=♥&♠; 1♠=♠&♣; 1NT=♦&♠; 2♣=♣&♥

Lebensohl

Over NT interference ☐

Other uses

over TO X of natural weak 2

Take out of 4 level pre-empts

4♣/4♦

X=TO

4♥ X=TO

4♠

X=Values; 4NT=TO

OTHER NOTES

Rubensol after interference of our 1NT ie 2NT-3♥=tfr; 3♠ No stop or Mjr; 3NT Stop No Mjr

Bourke Relay (3rd suit forcing) after opener makes a simple rebid of suit opened.

Canape Tfrs over 1NT: 2♣=♦ or 5-5 in ♣&♦ (rebid 2NT) or 5-4 ♥&♠;

2♦=♥ or 5-5 in ♦&♥ (rebid 2NT) or canapé 4♥ & longer suit;

2♥=♠ or 5-5 in ♥&♠ (rebid 2NT) or canapé 4♠ & longer suit;

2♠= 5-5 in ♠ & ♣/♦; 2NT=♣; 3♣= 5-5 ♣/♥