

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump shifts after minor opening	16+ solid suit		
Jump shifts after major opening	Mini or maxi splinters		
Responses to strong 2 suit opening	Via 1C opening: 3c is Baron + transfers.		
Responses to 2NT opening	3C is an ask		

## 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: Could lead 4th
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:	Count at NT	
Signal on declarer's lead	Count	
Discards	McKenney <input 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: 14 30
4♣	Gerber <input checked="" type="checkbox"/>	when?	Over 1NT only

### Other Conventions

Over our Gambling 3NT 4D asks for shortage and 4NT asks for length.	After 1C opening and weak response (X, XX, pass) and 2 level interference 2NT is Lebensohl style.
	After 1C opening and positive response X is penalty.



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1

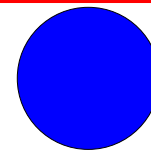


AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	Gary Ridgway	Arthur Robbins
ABF Nos:		
Basic System:	Precision	
Classification:	Green <input type="checkbox"/>	Blue <input checked="" type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 16hcp 0	1♦ 11-15 4
1♥ 11-15 5(4)	1♠ 11-15 5
1 NT 12-15	may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>
	extended <input type="checkbox"/>
Other:	
Transfers	2♦ > H
	2♥ > S
	2♠ > C
2 NT > D	Other:
2♣ 10-15, 5 clubs + 4 major	or 6+clubs
2♦ 6-10, 4+ H, 4+S	
2♥ 6-10, 5 or 6 H	
2♠ 6-10, 5 or 6 S	
2 NT 6-10, 5/5 C/D	
3 NT	Gambling, long solid minor with no outside A or K

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

Big Heart after 1C - 1D shows 19+ unbal.	Jump shift over 1H/S openings are mini
or 20+ balanced.	or maxi splinters.
2D opening shows both majors.	

## COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S
Jump overcalls	Wk NV/Int Vul	Unusual NT	Minors over M. Other m +M over m.
1NT overcall (immediate)	15(14)-18	(re-opening)	10-14
Immed cue of minor	Both Majors 5/4 6-11	or	17+
Immed cue of major	Other M + m 5/5 6-11	or	17+
Over opponent's 1NT (weak)	X=15+, 2C=C+any, 2D=D+M, 2H=H+S, 5/4 shape.		
Over opponent's 1NT (strong)	X=single suiter, others as above.		
Over weak twos	X=takeout. Lebensohl.		
Over opening threes	X=takeout		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Negative 0-8 (0)	2NT	13-14 balanced
	1♥/♠	9+ (5)	3♣	9+ 4414 dist.
	1NT	9-12 or 15+ balanced	3♦	9+ 4144 dist.
	2♣	9+ (5)	3♥	9+ 1444 dist.
	2♦	9+ (5)	3♠	9+ 4441 dist.
	2♥	5-8 (6)	3NT	
	2♠	5-8 (6)	4 bids	

1♦	1♥/♠	7+ (4)	3♣	16+ (6)
	1NT	7-10	3♦	<11 (4) preemptive
	2♣	11+ (4)	3♥	12+ splinter
	2♦	6-10 (4)	3♠	12+ splinter
	2♥	16+ (6)	3NT	RKC Step1 response is weak
	2♠	16+ (6)	4♦	<11 (5)
	2NT	11+ (4) & no 4 card M	4 Other	4C = 12+ splinter

1♥/♠	1NT	7-10	3♣	Splinter. Mini or maxi.
	2♣	11+ (4)	3♦	Splinter. Mini or maxi.
	2♦	11+ (4)	3♥/♠	<10 (4) preemptive.
	2♥/♠	6-9 (10) (3)	3NT	RKC Step1 response is weak
	2NT	10-15 raise	4♣/♦	12+ splinter with 6 LTC.

2♣	2♦	Ask. Usually 12+	2♥/♠	One round force (5)
other		3NT is RKC Step1 response is weak		

2♦	2♥	To play.	3♣/♦	Forcing & natural
	2♠	To play.	3♥/♠	Preemptive.
	2NT	Ask. Usually 13+	3NT	5/5 minors 17+.

2♥/♠	2NT	Ask. Usually 13+	3NT	To play.
	3♣/♦	16+ and natural.	4♣/♦	Splinters.
	3♥/♠	Preemptive.	4♥/♠	To play.

2NT	3♣	To play.	4♣	Preemptive
	3♦	To play.	4♦	Preemptive
	3♥	Forcing & natural	4♥	RKC for clubs
	3♠	Forcing & natural	4♠	RKC for diamonds
	3NT	To play.	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	16+ (6)
3♥/3♠	16+ (6)
4♣	Gerber - normal
4♦	To play
4♥	To play
4♠	To play

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

other Both minors over a major. Other minor and a major over a minor.

### Other slam bidding

Cue Bids ☒

Asking Bids ☒

### 4th Suit Forcing

One round ☒

Game force ☐

### NT Checkback

Priorities

### Defence to 3NT opening

4C=H> or =S, 4D=S>H

### Defence to opening Two's:

Multi 2♦ X=16+ 2H,S show only 4 with 12-15.

Lebensohl after X

RCO style 2-s

X=16+ Lebensohl

Other 2-s

### Defence to strong ♣

X= good 1/2 suiter. 1NT=C/H or D/S. 1D,H,S & 2C natural

Jumps show that suit and the suit above 5/4. 2NT=minors.

### Lebensohl

Over NT interference ☒

After interference over our 1C and

Other uses

weak response. Over weak 2s inc multi and RCOs. (1S) X (2S)

### Take out of 4 level pre-empts

4♣/4♦

X=TO Cue =2 suiter

4♥ X=TO 4NT=m

4♠

X=Pts 4NT=2 suiter

## OTHER NOTES

Vs 2NT (minors) opening - 3C is stronger than 3D - both are T/O for majors.

## 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: 4+ card, preemptive
Jump shifts after minor opening	weak 6 card		
Jump shifts after major opening	weak 6 card		
Responses to strong 2 suit opening	2D waiting, 2NT an A&K, 2H/S 5card 11/2 tricks		
Responses to 2NT opening	best 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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:		
Signal on declarer's lead		
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 checked="" type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

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

Other Conventions




©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	Dina Drury	Colin Manley	
ABF Nos:	364584	683851	
Basic System:	ACOL with multis	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♠	11 - 4	1♦	11 - 4	1♥	11 - 4	1♣	11 - 4
1 NT	12-14				may contain 5 card major <input type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:				
Transfers	2♦	2H	2♥	2S	2♣	range ask 11hcp or weak	
2 NT	12hcp invite		Other:		or weak m		
2♣	8 1/2 pt or 23+ balanced						
2♦	multi. weak 6 c/M less than opening points or 21/22 balanced						
2♥	5/5 in Hs + another suit, less than opening						
2♠	5/5 in Ss and a minor, less than opening						
2 NT	5/5 in ms, less than opening						
3 NT	gambling minor						

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

splinters	3C/D are M raises -1H 3C forcing (3D invit)
1NT, 2NT and cues are 2-suiters weak or strong	

## COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S
Jump overcalls	weak	Unusual NT	highest and lowest unbid suits 5/4
1NT overcall (immediate)	2 lowest suits	(re-opening)	11-14
Immed cue of minor	2 highest unbid suits 5/4 weak or strong		
Immed cue of major	2 highest unbid suits 5/4 weak or strong		
Over opponent's 1NT (weak)	cappelletti		
Over opponent's 1NT (strong)	cappelletti		
Over weak twos	X = T/O, bids natural		
Over opening threes	X = T/O, bids natural		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6 hcp	4c/s	2NT	11/12
	1♥/♠	6	4	3♣	weak 5 (inv min.)
	1NT	8-10		3♦	weak 7
	2♣	11	4 (inv.min)	3♥	weak 7
	2♦	weak	6	3♠	weak 7
	2♥	weak	6	3NT	13-15
	2♠	weak	6	4 bids	to play

1♦	1♥/♠	6 hcp	4 c/s	3♣	weak 6
	1NT	7-9		3♦	weak 5
	2♣	10	4 c/s	3♥	weak 7
	2♦	11	4	3♠	weak 7
	2♥	weak	6	3NT	13-15
	2♠	weak	6	4♦	invit. preemptive
	2NT	11/12		4 Other	to play

1♥/♠	1NT	6-9		3♣	GF 4+ Hs
	2♣	10	4	3♦	Invit. 4+ Hs
	2♦	10	4	3♥/♠	9-10 4
	2♥/♠	6-9	4	3NT	to play
	2NT	11/12		4♣♦	splinter

2♣	2♦	waiting		2♥/♠	1 1/2 tricks, 5 c/s
	other	2NT 1K 1A			

2♦	2♥	pass/correct, not pref. for Hs		3♣♦	to play
	2♠	prefer Hs		3♥/♠	N/A
	2NT	strong enquiry		3NT	to play

2♥/♠	2NT	strong enquiry		3NT	to play
	3♣♦	over 2S relay to other suit NF.		4♣♦	splinter
	3♥/♠	competing		4♥/♠	to play

2NT	3♣	preferred minor		4♣	invit to game in either minor
	3♦	preferred minor		4♦	N/A
	3♥	to play		4♥	to play
	3♠	to play		4♠	to play
	3NT	to play		other	4NT GF longer minor

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam suggestion
3♥/3♠	slam suggestion
4♣	gerber
4♦	
4♥	to play
4♠	to play

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

other highest and lowest unbid suits weak or strong 5 - 4

### Other slam bidding

Cue Bids ☒ Asking Bids ☐

### 4th Suit Forcing

One round ☐ Game force ☒

### NT Checkback

☒ Priorities Crowhurst. Own 4c/s, 3 c/s for Ps suit.

### Defence to 3NT opening

X pen, 4C= both Ms, 4D=a long M, 4S/H=S/H+ a minor

### Defence to opening Two's:

Multi 2♦ X = 16+.P then 3D=16+ with Ds.3D=Ds NF.

2N = 16+ stoppers both Ms.Bal. hand can bid with a little less.

### RCO style 2-s

will prob. use the suggested defence.

### Other 2-s

X = T/O, bids natural

### Defence to strong ♣

X = T/O Bids natural

### Lebensohl

Over NT interference ☒

### Other uses

2H/S X P 2NT(weak)

### Take out of 4 level pre-empts

4♣/4♦ o/c nat,X t/o - see notes below

4♥ bids to play,Xt/o 4♠ 4N= both m,X optional t/o

## OTHER NOTES

also over 4H opening 4N = both minors

over 4S X P .....P can bid 4N asking overcaller to pick the suit, bid at the 5 level with a good suit. 4S X P 4N is a 2-suited hand, C&D, C&H or D&H - Pd bids C or D

over 4C/D opening, overcalls show a good suit, X t/o with shortage in bid suit. If P bids 4D

over 4C and o/caller corrects to 4H, he is showing both Ms. Similarly a correction of 4H to 4S

also shows unbid m. If P bids 4S a correction to 4N shows Hs and unbid m.

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: preemptive
Jump shifts after minor opening	Fit Showing Jump		
Jump shifts after major opening	Fit Showing Jump		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	Puppet Stayman; transfers; 3♠ = Minor Stayman		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: except A asks for count, K asks for 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 type="checkbox"/>	Other: 4th highest - NT
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	count	
Discards	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/> low encourage <input 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: DOPI
4♣	Gerber <input checked="" type="checkbox"/>	when?	4C after some NT bids (03/14/2)

### Other Conventions

Cue bid raises	"Donkey style" 2♦
Splinter bids	Multi Landy
Crowhurst	Competitive doubles
Puppet Stayman	Roman Jump Overcalls over 1 level
Minor Stayman over 2NT	Baron



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1

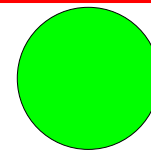


AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	Ken Pearson	Richard Greenfield
ABF Nos:	144436	137431
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♣	4	1♦	4	1♥	4	1♠	4
1 NT	12-14			may contain 5 card major			<input type="checkbox"/>
2♣ Stayman:		simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:			
Transfers	2♦	to 2♥	2♥	to 2♠	2♠	2NT(min)/Baron	
2 NT	to 3♣		Other:				3♣ to 3♦
2♣	Game force or 23-24 flat						
2♦	weak; 4+♥ and 4+♠						
2♥	weak; 6+♥ (may be 5 at favourable vul)						
2♠	weak; 6+♠ (may be 5 at favourable vul)						
2 NT	20-22						
3 NT	Gambling						

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

Most doubles are takeout	"Donkey style" 2D
Fit Showing Jumps (FSJ)	Multi Landy/Cappelletti
Negative double of 1♥ denies 4♠s	Roman jump o'calls of one level openings

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Roman/Int/Weak	Unusual NT	Strong 2 suiter
1NT overcall (immediate)	15-18	(re-opening)	10-13
Immed cue of minor	At 2 level 5:5 in adjacent suits; higher = strong takeout		
Immed cue of major	At 2 level 5:5 in adjacent suits; higher = strong takeout		
Over opponent's 1NT (weak)	Multi Landy; 2nd and 4th position		
Over opponent's 1NT (strong)	Multi Landy; 2nd and 4th position		
Over weak twos	Takeout double		
Over opening threes	Takeout double		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+;4+	2NT	10-12 or 16+;4+♣
	1♥/♠	5+;4+	3♣	preemptive
	1NT	8-10; 4+ ♣	3♦	splinter
	2♣	5-7	3♥	splinter
	2♦	FSJ; 8-12	3♠	splinter
	2♥	FSJ; 8-12	3NT	13-15;4+♣
	2♠	FSJ; 8-12	4 bids	4♣ RKCB; 4 Other N/A

1♦	1♥/♠	5+;4+	3♣	FSJ; 8-12
	1NT	6-9	3♦	preemptive
	2♣	10+;4+	3♥	splinter
	2♦	5-9	3♠	splinter
	2♥	FSJ;8-12	3NT	13-15;4+♦
	2♠	FSJ;8-12	4♦	RKCB
	2NT	10-12 or 16+;4+♦	4 Other	4♣ splinter; Other N/A

1♥/♠	1NT	6-9	3♣	FSJ; 8-15
	2♣	10+;4+	3♦	FSJ; 8-15
	2♦	10+;4+	3♥/♠	preemptive or FSJ
	2♥/♠	5-9	3NT	to play
	2NT	10-12 or 16+;4+♥/♠	4♣♦	splinter

2♣	2♦	5-8, no 5 card suit, or 9+	2♥/♠	2♥ 0-4; 2♠ 5-8, 5+♠
other	2NT/3♣/3♦: 5-8 5+♥/♠/♦			

2♦	2♥	preference	3♣♦	natural, not forcing
	2♠	preference	3♥/♠	3♠ natural, not forcing
	2NT	enquiry	3NT	to play

2♥/♠	2NT	enquiry	3NT	to play
	3♣♦	natural,forcing for one round	4♣♦	Cue
	3♥/♠	natural,forcing for one round	4♥/♠	4♠ to play

2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	transfer to ♥	4♦	RKCB
	3♥	transfer to ♠	4♥	RKCB
	3♠	Minor Stayman	4♠	RKCB
	3NT	to play	other	4NT quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣: transfer to ♦s; 3♦: 5♦s slam interest (=RKCB with support)
3♥/3♠	5♥/♠s slam interest (=RKCB with support)
4♣	Gerber
4♦	RKCB
4♥	to play
4♠	to play

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

other Roman jump over 1 level; 2NT= strong 2 suiter (undisclosed)

### Other slam bidding

Cue Bids ☒ Asking Bids ☐

### 4th Suit Forcing

One round ☒ Game force ☐

### NT Checkback

☒ Priorities Up the line

### Defence to 3NT opening

Defence to 2 Openings: Multi 2♦s: X=any 16+ except 2NT/3NT=19-21/22-24 balanced

Suit= <15; 5 card

RCO as for multi 2♦

### Other 2-s

Any other 2 suited: X=takeout, ignore undisclosed 2nd suit

### Defence to strong ♣

1NT=minors; 2♦,2♥,2♠ =2 suiter (=Cappelletti)

(Similar over 1♣/1♦)

### Lebensohl

Over NT interference ☒ incl over our 1NT overcall

### Other uses

After X of weak 2 or of 1x - 2x; opp's natural 1NT overcall

### Take out of 4 level pre-empts

4♣/4♦ optional X

4♥ optional X 4♠ shows values

## OTHER NOTES