

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: 0 - 6, 5 card suit

Jump raises - majors limit ☐ forcing ☐ Other: Bergen

Jump shifts after minor opening Weak Major 2 -5 hcp 6 card suit (2NT - Ask

Jump shifts after major opening Bergen

Responses to strong 2 suit opening 2♦ Negative, lowest minor = 2nd -ve

Responses to 2NT opening Transfers, puppet stayman (4♦ = both Majors)

PLAY CONVENTIONS

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

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

Underlead ☐ Other: A = attitude K = count

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

Discards McKenney ☐ high encourage ☐ low encourage ☐

odd/even ☒ Other: (odd=encourage even = suit preference

Count natural ☐ reverse ☒

CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other: 41/30

4♣ Gerber ☒ when?

Other Conventions

Kokish long & short suit trials Bromad (Bergen raises of M after X)

splinters dopi & ropi

Cue Raises



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Fyshwick ACT 2609
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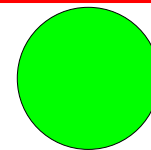
STANDARD SYSTEM CARD

Names: Shizue Futaesaku Wendy Driscoll

ABF Nos: 353401 170331

Basic System: Standard 2/1 game force 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 15 - 17, may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☐ Other: Lavings style

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: super accepts 4♥/♠, A/K/Qxx ♣/♦

2♣ game force of 23+balanced

2♦ 6card♥or♠ 6/10 hcp OR 20/22 flat hand

2♥ 5♥ and another 6-10 hcp

2♠ 5♠ and another 6-10 hcp

2 NT 5/5 Minors 6-10 hcp

3 NT Specific Ace Ask

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

Multi Two's Michaels - 2 way Drury

Support Doubles to 2♥ - Crisscross 2/1 Game Force - Bergen Raises

Inverted Minors except after Opp.interfer Forcing 1NT over M (except passed hand)

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower 2 suits

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) (Dont(2♣ = ♣&Higher, 2♦ = ♦&Higher 2♥ = ♥&♠

Over opponent's 1NT (strong) (X=single suited hand, 2♠ = ♠& strong hand)

Over weak twos X takeout - Lebensohl

Over opening threes X takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+	4+♦	2NT	10-12	no 4cd Major
	1♥/♠	6+	4+♥/♠	3♣	0 -6	5+♣
	1NT	8 - 10	no 4cd Major	3♦	Splinter	
	2♣	12+	5+♣ game force	3♥	Splinter	
	2♦	10-12	5+♣ invitational	3♠	Splinter	
	2♥	2-5	6+♥	3NT	13-15	no 4cd Major
	2♠	2-5	6+♠	4 bids	4♣	preempt

1♦	1♥/♠	6+	4+♥/♠	3♣	10-12	4+♦ invitational
	1NT			3♦	0-6	5+♦ weak
	2♣	12+	4+♣ game force	3♥	Splinter	
	2♦	12+	4+♦ game force	3♠	Splinter	
	2♥	2-5	6+♥	3NT	13-15	no 4cd Major
	2♠	2-5	6+♠	4♦	preemptive	
	2NT	10-12	no 4 cd Major	4 Other	to play	

1♥/♠	1NT	Forcing for 1rd, except after pass	3♣	Bergen 7-9hcp 4 card fit
	2♣	Game Force	3♦	Bergen 10-12hcp 4 card fit
	2♦	Game Force	3♥/♠	Bergen 0-6hcp 4 card fit
	2♥/♠	3 cd support 6-9 hcp	3NT	12-15 3card fit flat hand
	2NT	Jacoby - 16+ 4 card support	4♣♦	Splinter

2♣	2♦	Less than Ace or 2 Kings	2♥/♠	8+hcp, 5 card suit
other		2nd minor - double negative		

2♦	2♥	pass or correct	3♣♦	to play
	2♠	pass or correct	3♥/♠	3/3 in both Majors
	2NT	Forcing enquiry	3NT	to play

2♥/♠	2NT	Forcing enquiry	3NT	to play
	3♣♦	constructive	4♣♦	
	3♥/♠	to play	4♥/♠	

2NT	3♣	to play	4♣	keycard (14/30)
	3♦	to play	4♦	keycard (14/30)
	3♥	Asks for singleton	4♥	to play
	3♠	Forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ slam interest

3♥/3♠ slam interest

4♣ Gerber (14/30)

4♦ Texas Transfer in ♥

4♥ Texas Transfer in ♠

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

2♣ Inv, 2♦ Game force

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦

X - showing strong hand

RCO style 2-s

X = 2 suits with ♣

3♣ = 2 suits without ♣

Other 2-s

X = takeout

Defence to strong ♣

DONT (1nt = takeout - patner to bid 2♣)

Lebensohl

Over NT interference ☒

slow shows

Other uses

over partners X of weak 2's

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠

4NT takeout

OTHER NOTES

1/06/09

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:	Bergen
Jump shifts after minor opening				weak
Jump shifts after major opening				Bergen
Responses to strong 2 suit opening				2♦ weak
Responses to 2NT opening				puppet staymen (5 card 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:
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	count if appropriate	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other:
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>
		If necessary

CONVENTIONS

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

Other Conventions

Lebensohl	
Minor suit RKCB	
DOPI/ROPI	



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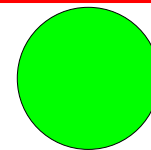


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Chris INGHAM	Val BILTOFT
ABF Nos:	120863	122122
Basic System:	Standard	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+clubs	1♦ 3+
1♥ 5+	1♠ 5+
1 NT 15 to 17	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>
	extended <input type="checkbox"/>
Other:	Lavings(5 card ask)
Transfers	2♦ to ♥
	2♥ to ♠
	2♣ to ♣
2 NT to ♦	Other:
2♣	Game Force or 23+ Balanced
2♦	6 ♥ or 5/5 ♣/♦ or ♣/♠ all weak
2♥	6 ♠ or 5/5 ♥/♣ or ♥/♦ all weak
2♠	6+♣(2 of top honours) or 5/5 ♠/♦ or ♠/♥
2 NT	20 to 22 balanced
3 NT	specific ace ask

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

Namyats 1st/2nd seat	

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	weak 6	Unusual NT	minors or lowest
1NT overcall (immediate)	good 15 to 18	(re-opening)	10 to 14
Immed cue of minor	michaels		
Immed cue of major	michaels		
Over opponent's 1NT (weak)	cappelletti		
Over opponent's 1NT (strong)	modified cappelletti		
Over weak twos	double		
Over opening threes	double		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ pts 4+ ♦	2NT	10 to 12pts bal <4♥/♠
	1♥/♠	6+ pts 4+ ♥/♠	3♣	10 to 12pts 5♣
	1NT	8 to 10 pts < 4♥/♠	3♦	splinter
	2♣	6 to 9 pts 5♣	3♥	splinter
	2♦	weak 6♦	3♠	splinter
	2♥	weak 6♥	3NT	to play
	2♠	weak 6♠	4 bids	

1♦	1♥/♠	6+pts 4+♥/♠	3♣	weak 6+♣
	1NT	6 to 9pts, 4♥/♠	3♦	10 to 12pts 5+♦
	2♣	10+ pts	3♥	
	2♦	weak 5+diamonds<4♥/♠	3♠	
	2♥	weak 6♥	3NT	to play
	2♠	weak 6♠	4♦	MSKC
	2NT	10 to 12 balanced <4♥/♠	4 Other	

1♥/♠	1NT	6 to 9pts	3♣	6 to 9pts 4♥/♠
	2♣	10+pts	3♦	10 to 12pts 4♥/♠
	2♦	10+pts	3♥/♠	0 to 5pts 4♥/♠
	2♥/♠	6 to 9pts 3♥/♠	3NT	Direct Ace Ask
	2NT	GF 4♥/♠	4♣♦	splinter

2♣	2♦	0 to 7pts	2♥/♠	8+pts 5♥/♠
	other			

2♦	2♥	play or correct	3♣♦	play or correct
	2♠	play or correct	3♥/♠	play or crrect
	2NT	Usually GF	3NT	To Play

2♥/♠	2NT	Usually GF	3NT	To Play
	3♣♦	play or correct	4♣♦	
	3♥/♠	play or correct	4♥/♠	

2NT	3♣	5 card major ask	4♣	MSKC
	3♦	transfer	4♦	MSKC
	3♥	transfer	4♥	to play
	3♠	5♠/4♥	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 6+♣♦ slam try

3♥/3♠ 6+♥♠ slam try

4♣ MSKC

4♦ MSKC

4♥ to play

4♠ to play

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

other micheals

Other slam bidding

Cue Bids ☒

Asking Bids ☐

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

Priorities

checkback only after 2NT rebid

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ double=♥,2♥=♠

RCO style 2-s

x= 2suiter with ♣, 3♣=2 suiter without♣

Other 2-s

double=takeout

Defence to strong ♣

x= majors 1NT= minors 2♣=♠

Lebensohl

Over NT interference ☒

Other uses

x of weak two

Take out of 4 level pre-empt

4♣/4♦ x=t/o

4♥ x=t/o

4♠ 4NT= t/o

OTHER NOTES

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: Preemptive
Jump shifts after minor opening	to 2S = 11-12 balanced, other strong + natural		
Jump shifts after major opening	Natural strong Jump shift		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	Transfers + Puppet Stayman		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A,Q ask for attitude, K asks for count	
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	Reverse Count, smith echo in NT	
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?	1NT, 2NT opening

Other Conventions

Kokish over 2c	
Reverse Drury	
Smith Echo in NT	
Dopi, Ropi	
Jump fit in competition	



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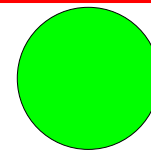


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STANDARD SYSTEM CARD

Names:	Gerry Daly	Karol Miller
ABF Nos:	250384	327395
Basic System:	Standard American	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, 11-20	1♦	3, 11-20	1♥	5(4*), 11-20*	1♠	5(4*), 11-20*
1 NT	15-17 (alert 3rd seat green vs red)			may contain 5 card major		<input checked="" type="checkbox"/>	
2♣ Stayman:	simple	<input type="checkbox"/>	extended	<input type="checkbox"/>	Other:	Lavings	
Transfers	2♦	=hearts	2♥	=spades	2♠	=diamonds	
2 NT	Nat		Other:	3C=D, 3D= 5/4 minors GF, 3M 1(2/3)(54/5)			
2♣	, 23+ bal or near GF						
2♦	4-11HCP, 6 card Hearts or 6 card Spades						
2♥	6-11 HCP, 5+/5+ reds or blacks						
2♠	6-11 HCP, 5+/5+ majors or minors						
2 NT	20-22						
3 NT	Gambling, no outside King						

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

2D, 2H, 2S openings, 1M-2c, 1M-2nt,	Inverted minors, neg free bids
transfers in comp, rubens transfers	tactical style 3rd hand opening (1M, 1NT)
Peter signal in NT, possible o/c on 4 card	

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	weak	Unusual NT	Lowers 5/5 full range
1NT overcall (immediate)	15-18 bal	(re-opening)	11-14 bal
Immed cue of minor	Spades + other 5/5, full range		
Immed cue of major	other major + minor, 5/5 full range		
Over opponent's 1NT (weak)	X = pen, 2C single suit, other suit + above		
Over opponent's 1NT (strong)	DONT X = single suit, other = suit + suit above		
Over weak twos	X = t/o, Lebensohl		
Over opening threes	X = t/o		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+HCP	2NT	11-12HCP, No 4 card Major
	1♥/♠	4+, 6+HCP	3♣	6-9 HCP, 5+ cards
	1NT	6-10, no 4cM	3♦	Splinter
	2♣	10+HCP 5(4)+ support	3♥	Splinter
	2♦	Strong jump shift, (5)6+, 15+	3♠	13-15HCP, No 4 card M
	2♥	as above	3NT	13-15HCP, No 4 card M
	2♠	11-12HCP, No 4 card Major	4 bids	

1♦	1♥/♠	4+, 6+HCP	3♣	Strong jump shift, (5)6+, 15+
	1NT	6-10HCP, No 4 card Major	3♦	6-9 HCP, 5+ cards
	2♣	5+, GF unless clubs rebid	3♥	Splinter
	2♦	10+HCP 5(4)+ support	3♠	13-15HCP, No 4 card M
	2♥	Strong jump shift, (5)6+, 15+	3NT	13-15HCP, No 4 card M
	2♠	11-12HCP, No 4 card Major	4♦	Tactical/preempt
	2NT	11-12HCP, No 4 card Major	4 Other	

1♥/♠	1NT	6-11 s/f or 3-6hcp mini raise	3♣	Natural strong jump shift
	2♣	Maj, C or bal GF or to play 3C	3♦	Natural strong jump shift
	2♦	5♦+, GF unless suit rebid	3♥/♠	Preempt
	2♥/♠	3(4) card supp, 7-10HCP	3NT	1h-3S or 1S-3n, mini splinter
	2NT	Major invitational, various	4♣♦	Splinter (12-15hcp)

2♣	2♦	0,1 or 4+ controls	2♥/♠	2H Balanced +ve (2/3 con)
	other	2nt = hearts +ve, 2S,3C,3D natural 2/3 controls		

2♦	2♥	P/C	3♣♦	Nat, lead direct, 1 rnd Force
	2♠	P/C	3♥/♠	P/C
	2NT	Artificial Enquiry	3NT	To Play

2♥/♠	2NT	Artificial Enquiry	3NT	To Play
	3♣♦	P/C	4♣♦	P/C
	3♥/♠	P/C	4♥/♠	P/C

2NT	3♣	Puppet Stayman	4♣	Gerber
	3♦	hearts	4♦	6+hearts, no slam ambition
	3♥	spades	4♥	6+ spades, no slam ambition
	3♠	5 spades, 4 hearts	4♠	wild minors, no slam ambition
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3D= 5/4 in minors either way, 22 maj
3♥/3♠	5431, 5521 , singleton in suit bid, length in minors
4♣	Gerber 1430, 2 ,2+K
4♦	6+hearts, no ambition for slam
4♥	6+ spades, no ambition for slam
4♠	wild minors with no slam ambition

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

other

Other slam bidding

Cue Bids ☒ Asking Bids ☒

4th Suit Forcing

One round ☒ depends on sequence ☐ Game force ☒

NT Checkback

Priorities ☒ Up the line, includes range info

Defence to 3NT opening

X =t/o of diamonds

Defence to opening Two's:

Multi 2♦ X =T/O spades

RCO style 2-s

Other 2-s

x = t/o of weak option or higher suit if two known
over 2nt (minors) X = flattish values/t/o, 3C to (longer h), 3d (better spades)

Defence to strong ♣

1Nt =5/4 any, opening twos as card,2nt odd suits, x= clubs

Lebensohl

Over NT interference ☒

Other uses

resp to TOX weak twos, resp X 1M-2M

Take out of 4 level pre-empts

4♣/4♦ X =70%T/O, 30% pen

4♥ X=70%t/o 4♠ X= 70% penalty, 30% T/O, 4NT =to

OTHER NOTES

RKCB 1430

Cue first or second round control

Auto Splinter

Long suit trial (may be deceptive)