

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	WEAK			
Jump shifts after major opening	BARRAGE			
Responses to strong 2 suit opening	2♦=8+, 2♥=0-3, OTHER = 4-7, & 5 CARD SUIT			
Responses to 2NT opening	LAVINGS, PUPPET STAYMAN			

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"/> S
	Underlead <input type="checkbox"/>	Other: A= ATTITUDE, K = 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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other:	
Signal on declarer's lead	Natural Count when necessary	
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: RKCB IN MINORS
4♣	Gerber <input type="checkbox"/>	when?	
Other Conventions			

MODIFIED MICHAELS	SUPPORT x TO 2 LEVEL
4TH SUIT FORCING	
TRUSCOTT RAISES	
CUE RAISES	
DOPI	



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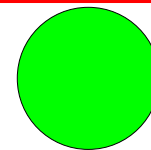


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	P.McNAMARA	J BLIGHT
ABF Nos:	191949	120340
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♠	11+ 2+	1♦	11+ 4+	1♥	11+ 5+	1♠	11+ 5+
1 NT	15 - 17				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: LAVINGS				
Transfers	2♦	2♥	2♥	2♠	2♣	3♣	
2 NT	3♦	Other: SUPER ACCEPTS IN ALL					
2♣	GAME FORCE						
2♦	6-10 HCP 6♥ OR 5/5 CLUBS & DIAMONDS , CLUBS & SPADES						
2♥	6-10 HCP 6♠ OR 5/5 HEARTS AND CLUBS, HEARTS & DIAMONDS						
2♠	CLUB PRE-EMPT OR 5/5 SPADES AND A RED SUIT 6-10 HCP						
2 NT	20 - 22						
3 NT	GAMBLING NO OUTSIDE ACE OR KING						

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

OPTIMAL TWO BIDS	
BERGIN RAISES	
DRURY	

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	4♥
Jump overcalls	WEAK	Unusual NT	MODIFIED MICHAELS
1NT overcall (immediate)	15 - 18	(re-opening)	10 - 14
Immed cue of minor	MAJORS		
Immed cue of major	OTHER MAJOR & MINOR		
Over opponent's 1NT (weak)	SPLASH		
Over opponent's 1NT (strong)	DONT		
Over weak twos	X = TAKEOUT 2NT TO PLAY		
Over opening threes	X = TAKEOUT 3NT TO PLAY		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ 4+ suit	2NT	11-12 3334
	1♥/♠	5+ 4+ suit	3♣	11-12 5+ suit
	1NT	8 - 10 no 4 card suit	3♦	Splinter
	2♣	5 - 7 5+ clubs	3♥	Splinter
	2♦	0 - 4 6+ suit	3♠	Splinter
	2♥	0 - 4 6+ suit	3NT	13-15 Flat
	2♠	0 - 4 6+ suit	4 bids	4♣RKCB 4♥4♠TO PLAY

1♦	1♥/♠	5+ 4+ suit	3♣	0 - 4 6+ suit
	1NT	6 - 9 No 4 Card Major	3♦	11-12 4 + ♦
	2♣	10 + 4♣	3♥	Splinter
	2♦	6 - 9 5+♦	3♠	Splinter
	2♥	0 - 4 6 + ♥	3NT	13 - 15 Flat
	2♠	0 - 4 6+♠	4♦	RCKB
	2NT	11-12 3343	4 Other	4♣Splinter 4♥4♠to play

1♥/♠	1NT	6- 9 Flat	3♣	4♥♠ & 6-9 hcp
	2♣	10+ 4+♣	3♦	4♥♠ & 10-11hcp
	2♦	10+ 4+♦	3♥/♠	Barrage
	2♥/♠	5 - 9 3card support	3NT	13-15 Flat
	2NT	13+ 4 card support	4♣♦	Splinter 11-15pts

2♣	2♦	8+hcp	2♥/♠	2♥=0-3pts, 2♠5crd 4-7pts
other		3♥=5card 4-7hcp 2NT = 4-7 Flat		

2♦	2♥	Pass or Correct	3♣♦	Pass or Correct
	2♠	Pass or Correct	3♥/♠	Pass or Correct
	2NT	Forcing Relay	3NT	To Play

2♥/♠	2NT	Forcing Relay	3NT	To Play
	3♣♦	Pass or Correct	4♣♦	Pass or Correct
	3♥/♠	Pass or Correct	4♥/♠	Pass or Correct

2NT	3♣	Lavings/ Puppet Stayman	4♣	RKCB
	3♦	Transfer to ♥	4♦	RKCB
	3♥	Transfer to ♠	4♥	To Play
	3♠	5/4 ♠/♥	4♠	To Play
	3NT	To Play	other	4NT = Quantative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam Try
3♥/3♠	Slam Try
4♣	MSKC
4♦	MSKC
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 3 card fit

Defence to 3NT opening

X = 16 + 4♣ longer ♥ 4♦ longer ♠

Defence to opening Two's:

Multi 2♦ X = 16+, 2NT = 15-18

RCO style 2-s

X = 14+

Other 2-s

X = 14+

Defence to strong ♣

X = Majors, 1NT = Minors 1 Suit Natural , 2♣ Natural

2♦2♥2♠ = Optimal 2's

Lebensohl

Over NT interference ☒

Other uses

After partner's double of weak 2 opening

Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ Penalty, 4NT = T/O

OTHER NOTES

After 1NT overcall then transfers and stayman

After 1NT X then system is on

After 1♥/1♠ then 3 of suit = singleton or void, 3NT = flat 12-14

3♥/3♠ no shortage, 4suit = 2nd suit, 4♥4♠ to play

Super accepts 2 of suit = 2/3 min, 2NT = 3 of suit & max, 2♦ - 3♦ = 4♥ and max

2♦ - 3♥ = 4♥min, 2♥ - 3♥ = 4♠max, 2♥ - 3♠ 4♠ min

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	Strong, sets suit			
Jump shifts after major opening	Jump in minors is a cue Ace or void			
Responses to strong 2 suit opening	n/a			
Responses to 2NT opening	See inside else Other Notes			

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: <input type="text"/>	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: <input type="text"/>	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input type="text"/>
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:	In NT second highest	
Signal on declarer's lead	Count where necessary	
Discards	McKenney <input type="text"/>	high encourage <input type="text"/> low encourage <input type="text"/>
odd/even <input type="checkbox"/>	Other: <input type="text"/>	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

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

Other Conventions

Blue Club overcalls	Cue Raises
Drury	Truscott
5NT Grand Slam Ask	
DOPI & ROPI	
Trial Bids	



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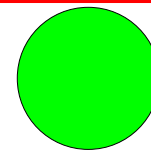


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	D. Frankel	J. Touyz
ABF Nos:	128041	94900
Basic System:	Standard	
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+	1♦	3	11+	1♥	5	11+	1♠	5	11+
1 NT	15 - 17						may contain 5 card major <input checked="" type="checkbox"/>				
2♣	Stayman:		simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other:		Lavings				
Transfers	2♦	to 2♥		2♥	to 2♠		2♣	to ♣			
2 NT	to ♦		Other:		Super Accepts						
2♣	Game Force										
2♦	Weak 6 card Major or 20 - 22 balanced										
2♥	Weak 5+/5+ ♥ & a minor										
2♠	Weak 5+/5+ ♠ & another										
2 NT	Both Minors, weak										
3 NT	Gambling										

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

Multi 2♦	

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	4♠
Jump overcalls	Intermediate	Unusual NT	Lower Suits
1NT overcall (immediate)	15 - 18	(re-opening)	10 - 12
Immed cue of minor	Extremes		
Immed cue of major	Extremes		
Over opponent's 1NT (weak)	Cappelletti; 2NT = minors or strong 2 suiter		
Over opponent's 1NT (strong)	Cappelletti; 2NT = minors or strong 2 suiter		
Over weak twos	Double is takeout		
Over opening threes	Double is optional		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4 card 6+ pts	2NT	11 hcp flat
	1♥/♠	as above	3♣	9 - 11 4+♣
	1NT	8 - 10 no major	3♦	Splinter
	2♣	Weak	3♥	Splinter
	2♦	Strong sets the suit	3♠	Splinter
	2♥	as above	3NT	12 - 15 flat
	2♠	as above	4 bids	4♣ = RKCB

1♦	1♥/♠	4 card 6+ pts	3♣	Strong
	1NT	8 - 10 no major	3♦	9 - 11 and support
	2♣	11+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Strong sets the suit	3NT	12 - 15 flat
	2♠	as above	4♦	RKCB
	2NT	11 hcp flat	4 Other	4♣ = Splinter

1♥/♠	1NT	6 - 9	3♣	Ace ♣ or Void
	2♣	10+	3♦	Ace ♦ or Void
	2♦	10+	3♥/♠	9 - 11
	2♥/♠	Weak	3NT	n/a
	2NT	12 - 15 & 4 card support, flat	4♣/♦	Splinter

2♣	2♦	0 - 7	2♥/♠	5 card 8+
	other	2NT flat 8+ no 5 card suit		

2♦	2♥	Weak relay	3♣/♦	Natural
	2♠	Prefer ♥	3♥/♠	Natural
	2NT	Forcing	3NT	n/a

2♥/♠	2NT	Relay	3NT	To Play
	3♣/♦	N/A	4♣/♦	N/A
	3♥/♠	Weak Raise	4♥/♠	To Play

2NT	3♣	To play	4♣	RKCB
	3♦	To play	4♦	RKCB
	3♥	Good suit N/F	4♥	To play
	3♠	Good suit N/F	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam invitation
3♥/3♠	as above
4♣	RKCB rarely
4♦	as above
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 strength

Defence to 3NT opening

Double for takeout

Defence to opening Two's:

Multi 2♦ Double = 16+, 2NT = 15 - 18 then Lavings

and Transfers

RCO style 2-s

as above

Other 2-s

as above

Defence to strong ♣

Disco 1NT = majors, 2NT = minors, 2♦ = reds,

2♣ = blacks, 2♥ = ♥&♣, 2♠ = ♠&♦

Lebensohl

Over NT interference ☒

Other uses

Over opponents' weak 2's

Take out of 4 level pre-empts

4♣/4♦ Optional Double

4♥ X Optional

4♠ 4NT = Takeout

OTHER NOTES

After 2♦ opening and 2NT rebid then Lavings and Transfers apply (after 3♦ by opener showing a 4 card Major then responder bids major held)

After 1♥/♠ - 2NT then 3NT direct rebid is Keycard in the Major opened. Other suit bids are cues or splinters.

After 1NT - 2♣(Lavings) - 2NT then 3♣ is Baron

BASIC RESPONSES

Jump raises - minors limit ☒ forcing ☐ Other: Inverted

Jump raises - majors limit ☒ forcing ☐ Other: Barrage 0 - 5, 4+ trumps

Jump shifts after minor opening Strong, GF, 6+ suit or suit & fit

Jump shifts after major opening as above in other M ; minor jump is limit M raise

Responses to strong 2 suit opening na

Responses to 2NT opening Puppet Staymen, Transfers, MSKC

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 Reverse count where necessary

Discards McKenney ☒ high encourage ☐ low encourage ☐

odd/even ☐ Other:

Count natural ☐ reverse ☒

CONVENTIONS

4NT: Blackwood ☐ RKC ☒ Other: RKC in minors*

4♣ Gerber ☒ when? only after 1NT; * only after direct raise

Other Conventions

Fast Arrival	Exclusion Key Card
Splinters	RKC in last bid suit if suit not agreed
Long suit trial bids	Support doubles to 2 level
DOPI, ROPI	After 3♣ then 4♦ = RKC
Cue Raises	After 3♦/♥/♠ then 4♣ = RKC



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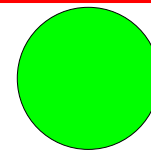
STANDARD SYSTEM CARD

Names: Hilary Yovich Beata Bieganski

ABF Nos: 118192 670936

Basic System: Standard American

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

Transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: Super accepts throughout

2♣ Game Force

2♦ Weak 2♥ or 5+/5+ ♣ & ♦ or ♣ & ♠

2♥ Weak 2♠ or 5+/5+ ♥ & a minor

2♠ Weak 3♣ or 5+/5+ ♠ & ♥ or ♠ & ♦

2 NT 20 - 22 - may contain a 5 card Major

3 NT Gambling

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

2♦/♥/♠ Inverted Minors

4NT Specific Ace ask DONT

Modified Michaels

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Modified Michaels wk/strg 5+/5+

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

Immed cue of minor Majors -- Weak (8 - 11) or Strong (16+)

Immed cue of major Other Major & a minor -- as above

Over opponent's 1NT (weak) DONT

Over opponent's 1NT (strong) DONT

Over weak twos X = T/O ; 2NT 15 - 18

Over opening threes X = T/O, 3NT to play

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ hcp, 4+ suit	2NT	11 - 12 hcp, 3334
	1♥/♠	as above	3♣	6 - 9 hcp, 5+ fit no 4 card M
	1NT	7 - 10 hcp no 4 card M	3♦	Splinter
	2♣	10+, 5+ fit no 4 card M	3♥	Splinter
	2♦	Strong - see over	3♠	Splinter
	2♥	as above	3NT	13 - 15 hcp, 3334
	2♠	as above	4 bids	4♣MSKC; 4♥/♠ to play

1♦	1♥/♠	5+ hcp, 4+ suit	3♣	Strong - see over
	1NT	6 - 9 hcp no 4 card M	3♦	6 - 9, 5+ fit no 4 card M
	2♣	9+ hcp, 4+ suit	3♥	Splinter
	2♦	10+, 5+ fit, no 4 card M	3♠	Splinter
	2♥	Strong - see over	3NT	13 - 15 hcp, 3343
	2♠	as above	4♦	MCKC
	2NT	11 - 12 hcp, 3343	4 Other	4♥/♠ to play

1♥/♠	1NT	6 - 9 hcp	3♣	Limit, 10 - 11hcp, 4 card fit
	2♣	9+ hcp, 4+ suit	3♦	Limit, 10 - 11 hcp, 3 card fit
	2♦	as above	3♥/♠	Barrage 0 - 5 hcp, 4+ fit
	2♥/♠	6 - 9 hcp	3NT	13 - 15 balanced, 3 card fit
	2NT	12+, 4+ fit, see notes	4♣♦	Splinters

2♣	2♦	Relay <4 or >9 hcp*	2♥/♠	5 - 8 hcp, 5+ suit
other		2NT 5 - 8 hcp balanced		* 2NT = 2nd negative

2♦	2♥	pass or correct	3♣♦	pass or correct
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	Forcing	3NT	To play

2♥/♠	2NT	Forcing	3NT	To play
	3♣♦	pass or correct	4♣♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct

2NT	3♣	5 - card M ask	4♣	MSKC
	3♦	Transfer to ♥	4♦	MSKC
	3♥	Transfer to ♠	4♥	To play
	3♠	5/4 ♠/♥	4♠	To play
	3NT	To play	other	4NT quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ suit slammish, invites cues
3♥/3♠	as above
4♣	Gerber
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	To play

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

other Modified Michaels 1m - 2m = Majors, 1M - 2M = other M and a minor
1M - 2NT = minors, 1m - 2NT = Other m and a Major - wk/strong 5+/5+

Other slam bidding Cue Bids ☒ Asking Bids ☒

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities Fit, Other M, After 2♦ 2NT is forcing

Defence to 3NT opening X = TO, 4♣ = ♥/♠, 4♦ = ♠/♥

Defence to opening Two's: Multi 2♦ X = TO, 2NT = 15 - 18 (system on), suits natural

Over 2NT 3♣ = ♥/♠, 3♦ = ♠/♥

RCO style 2-s X = TO, 2NT as above

Other 2-s as above

Defence to strong ♣ X = good ♣, 1♦/♥/♠ natural, 1NT = single suiter, 2♣ = ♣
and higher, 2♦ = ♦ and a M, 2♥ = Majors, 2♠ = good ♠

Lebensohl Over NT interference ☒ Slow shows

Other uses After TO double of weak 2♦/♥/♠

Take out of 4 level pre-empts 4♣/4♦ X = TO, 4NT = 2 suiter

4♥ ditto 4♠ X = penalties, 4NT = TO

OTHER NOTES

After 1 suit, X for TO then system is ON

After 1NT - X system is ON; after 2 suit X = TO of shown suit/suits, 2NT = Lebensohl

After 2NT - 3♣ - 3♦ sequence then responder bids M NOT held, 4♦ with both

After 1 Major - 2NT; 3 another = singleton or void, 3 of the M is good hand, 3NT is min.

(then 4 another = splinter), 4 another = second suit/very good fragment

In general low level doubles are for TO, later doubles = penalties