	BASIC	RESPONSES	
Jump raises - minors	limit 🖂 for	ing Dother	:
Jump raises - majors	limit 🖾 ford	ing D Other	:
Jump shifts after minor opening	J V	/eak, 3-7, 6+ suit	
Jump shifts after major opening	J V	/eak, 3-7, 6+ suit	
Responses to strong 2 suit ope	ning N	ext suit=Negative or	Pass/correct
Responses to 2NT opening	3D=Pas	s or correct, 3C enq	uiry
	PLAY C	ONVENTIONS	
'NT' Versus Notrump	'5	Versus Suit	= Both
Sequence leads:	Overle	ead all	All except AK x (x)
Underlea	ad Other:		
Four or more with an honour	4t	n highest	attitude
3rd/5th	Other:		
From 4 small 2	nd highest	Other:	
From 3 cards (no hono	our) top [	middle	bottom
Signal on partner's lead:	high encou	rage	low encourage
Other:	REO COUNT. Odd car	d=Odd No, Even car	rd= Even No
Signal on declarer's lead	<b>REO COUN</b>	T. Odd card=Odd, Ev	ven card= Even
Discards McKen	ney hig	h encourage	low encourage
odd/ev	ven Othe	r: Suit preference	if low. Even for L, odd for H
Count na	tural rever	se 📃 REO CO	UNT (see above)
	CON	<b>VENTIONS</b>	
4NT: Blackw		$\square$	Other:
4 <b>♣</b> Gerber	when? Ne	ver	
	Other Conve	itions	
15-18 NT rebids with Crowl	urst 2/3C	Lavings contin	uations after 1NT overcall
Herbert Negatives in respon	nse to T/O X	Puppet Staym	
DOPE		11 3	er we have bid 2 suits
Splinters			nps after overcalls
McCance trump cues		Minorwood	1
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Over opening threes

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		<b>CTAND</b>		YSTEM C			
Newse							
Names:	ROSS CRICH	ION		AM CRICHTO	N		
ABF Nos:	155837		1	55829			
Basic System:	ACOL						
Classification:	Green	DI		Red 🗀	Yellow		
			OPENIN	G BIDS			
	th, minimum leng		neaning			Cana	pe 🗀
1♠ 4(3), 11-		• 4, 11+		1♥ 4, 11+		1♠ 5, 11+	
. ,	12-14					5 card major	
2 <b>⊕</b> Stayman:	simple		extende	d 🛄	Other:		
Transfers	2♦ Transfe	r to 2H		ransfer to 2S	2♠	Baron	
2 NT	Transfer to 3C	Oth	ner: 3C T	ransfer to 3D			
2 <b>♠</b> 8+PT in	n any suit, or 21-	·22, 25-26 etc	Balanced				
2• Weak 2	in H, or 5:5 in C	C/S (Weak/Str	rong), or 23-	24 etc Balance	ed		
2 Weak 2	in S, or 5:5 in C	C/D (Weak/Str	rong), or any	/ 4441, 18+			
2 <b>≜</b> Weak/S	Strong 5:5 in C/H	l or D/S					
2 NT Weal	k/Strong 5:5 in [	D/H or H/S					
3 NT Good	d 4H/S preempt						
	PRE-ALI	ERTS: CAL	LS THAT	MAY HAV		CTED	
	MEA	NING/S OF	R REQUIF	RE SPECIAL	DEFENCE		
3NT (see abov	ve)						
Over opp stror	ng NT, X is tranf	fer to C					
Over opp stror	ng C, X is transf	er to D					
	•	COM	DETITI	E BIDDIN	IG		
Negative double	os through			sponsive double		4D	
Ū.		4D	Unusual NT		÷	4D	
Jump overcalls	Interme	Junaro		Michae			
1NT overcall (im		15-18		(re-opening)	15-18		
Immed cue of m		Both majors					
Immed cue of m	•	Other Major					
Over opponent's			Canape Tra				
Over opponent's			•	nsfers (X is trai	-		
Over weak twos	<b>`</b>	)	X=T/O, with Lebensohl continuations				

X=T/O

		RESPONSES TO	OPENIN	NG BIDS
		Describe strength, minimum length or spe	ecific meanir	g
1♣	1♦	4+ suit, 5+ HCP	2NT	10-12 or 16+, Club support
	1♥/♠	4+ suit, 5+HCP	3♠	8-9 HCP, 5+ (4+) Clubs
	1NT	5-9 (10), denies 4+ H/S	3♦	Splinter. Singleton (not A or K)
	2	4-7 (8), denies 4+ H/S	3♥	Splinter (as above)
	2♦	3-7, 6 card suit	3♠	Splinter (as above)
	2💙	3-7, 6 card suit	3NT	13-15, Club support
	2♠	3-7, 6 card suit	4 bids	H/S to play
1♦	1♥/♠	4+ suit, 5+ HCP	3♠	3-7, 6 card suit
	1NT	5-9 (10), denies 4+ H/S	3♦	8-9 HCP, 4+ D
	2 🛳	4+ suit, 10+ HCP	3♥	Splinter
	2♦	4-7 (8), denies 4+ H/S	3♠	Splinter
	2♥	3-7, 6 card suit	3NT	13-15, D support
	2♠	3-7, 6 card suit	4♦	Preemptive
	2NT	10-12 or 16+ D support	4 Other	To play
1♥/♠	1NT	5-9 (10), denies primary support	3 <b>♠</b>	3-7, 6 card suit
	2 🛳	4+ suit, 10+ HCP	3♦	3-7, 6 card suit
	2♦	4+ suit, 10+ HCP	3♥/♠	8-9 HCP, H/S support
	2♥/♠	4-7 (8), 3+ support	3NT	13-15, primary support
	2NT	10-12 or 16+, primary support	4 <b>♣/</b> ♦	Splinter
2	2♦	Negative	2♥/♠	5+ suit, Positive response
	other	2NT. Positive, no 5 card suit, unlimited	d HCP	
2♦	2♥	Pass or correct	3∉/♦	Natural, forcing
	2♠	Forcing, 5+ S	3♥/♠	3♥preemptive if 2♦is weak 2♥
	2NT	Forcing clarification	3NT	To play
2♥/♠	2NT	Forcing clarification	3NT	To play
	3♣/♦	Pass or correct	4 <b>♣/</b> ♦	Not defined
	3♥/♠	3 <b></b> <u>+</u> preemptive if 2♥ is weak 2 in <u>+</u>	4♥/♠	4♥To play, 4♠ P/C
2NT	3♣	Forcing clarification	4 <b>♣</b>	Not defined
	3♦	Pass or correct	4♦	Not defined
	3♥	Pass or correct	4♥	To play
	3♠	Pass or correct	4♠	To play
	3NT	To play	other	

Additional respo	nses to 1NT							
3♣/3♦	3C transfe	r to 3D. 3D 6 card s	suit with	n 2/3 to	p honours			
3♥/3♠	6 card suit	, 8-10HCP, 2/3 top	honour	S				
4 🛧	Transfer to	ЭΗ						
4♦	Transfer to	o S						
4♥	To play							
4♠	To play							
Unusual NT:	m	inors	others	suits		lowe	er 2 unbid suits	
other	Michaels in c	onjunction with Cue	!					
Other slam biddi	ng	Cue Bids	$\bowtie$		Asking Bids			
4th Suit Forcing		One round					Game force	$\boxtimes$
NT Checkback	$\boxtimes$	Priorities						
Defence to 3NT of	opening	X= T/O						
Defence to open	ing Two's:	Multi 2	(=T/O,	16+ un	balanced.			
		2NT 15-18 balance	ed, 3C	is pupp	oet Stayman			
RCO styl	e 2-s	X=T/O, 16+ unbala	anced.					
		2NT 15-18 balance	ed. 3C	is pupp	oet Stayman			
Other 2-s	5	X=T/O. Lebensohl	contin	uations				
Defence to stron	g 뢒	Canape Transfers						
Lebensohl		Over NT interferen	nce	$\boxtimes$				
Other use	es In re	esponse to T/O X of	OPP w	veak 2	bids			
Take out of 4 lev	el pre-empts		4 4/4	X	=T/O			
	4 🖤	X T/O oriented	4♠	X T/O	oriented			

### **OTHER NOTES**

Wide range (15-18) 1NT rebid with Crowhurst continuations Herbert Negative (next suit <8HCP) in response to first round T/O X Lavings continuations after 1NT overcall Puppet Stayman continuations after 2NT rebids/overcalls McCance Trump cues Canape defence to OPP 1NT openings

	BASIC RESPONSES
Jump raises - minors	limit forcing Other: Inverted
Jump raises - majors	limit 🖾 forcing 🗆 Other:
Jump shifts after minor opening	Fit showing F1
Jump shifts after major opening	Fit showing F1
Responses to strong 2 suit opening	2♦: Neg or waiting -> 3€: 2nd neg
Responses to 2NT opening	5 card stayman; 3♦,♥: Transfer; 3S: 5♠ 4♥
	PLAY CONVENTIONS
'NT' Versus Notrump	'S' Versus Suit = Both
Sequence leads:	Overlead all All except AK x (x)
Underlead	Other: vs NT: K=count or unblock, AorQ=attitude
Four or more with an honour	4th highest attitude
3rd/5th	Other:
From 4 small 2nd hi	ighest 🗹 Other:
From 3 cards (no honour)	top middle 🗹 bottom
Signal on partner's lead:	high encourage Iow encourage
Other: Natu	iral count
Signal on declarer's lead	Natural count
Discards McKenney	high encourage low encourage
odd/even	Other: Natural count
Count natural	reverse
	CONVENTIONS
4NT: Blackwood	RKCB Other: DOPI and ROPI
4 <b>≜</b> Gerber ⊠	when? over 1NT opening and 20+ 2NT
	Other Conventions
Cue bidding: 1st or 2nd	1NT(X)XX: Any 44 weak
Change of suit forcing	
Blackout	
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		ANDARD	SYSTEM CA		
	largaret Bourke		David Hoffman		
ABF Nos: 1	31792		157627		
Basic System:	ACOL				
Classification:	Green 🖂	Blue	Red	Yellow	
		OPENI	NG BIDS		
	minimum length, or spe	•			Canape
1 12- ,3		- ,4	1♥ 12-,4	1 <b>≜</b>	12- ,5
	2-14 : 15-17 in 3rd se	eat (5 card M)	_	may contain 5 car	-
2 <b>♣</b> Stayman:	simple 🖂	exten	ded 🗌	Other: Extende	ed over 15-17NT
Transfers 2	2♦ ♥	27	<b>±</b>	2♠ ♣	
2 NT 🔶		Other:			
2♣ Game forc	e; or 23-24 bal				
2• 5-9, Weak	6+major				
2 <b>•</b> 5-9, Weak	5♥, 4+minor				
2 <b>≜</b> 5-9, Weak	5 <b>♠</b> , 4+minor				
2 NT 20-22 ba	al - may have 5 card	М			
3 NT Gamblin	ng				
	PRE-ALERTS: MEANING/		AT MAY HAVE		D
Cue raises: Limit	raise or better				
Fit showing jump					
		OMDETIT		2	
					4.5
Negative doubles the	Ũ		Responsive doubles	•	4♥
Jump overcalls	Weak (Int 4th)	Unusual N	20110011		
1NT overcall (imme		15-18	(re-opening)	11-14	
Immed cue of mino					
Immed cue of majo	,	+ minor			
Over opponent's 1			uiter; 24: Majors; 3		
Over opponent's 1	NT (strong)		2 <b>≜</b> : One suiter; 2♦	e: Majors; 2♥, <b>≜</b> : 5	suit, 4+minor
Over weak twos		X + lebens	sohl		
Over opening three	2S	Х			

		RESPONSES TO	OPENIN	IG BIDS
		Describe strength, minimum length or s	pecific meanin	g
1 <b>≜</b>	1♦	5- , 4+♦	2NT	Raise, 15+, denies major
	1♥/♠	5-,4+♥,♠	3♠	4-8, 4+ <b>4</b> , 8 losers
	1NT	5-9	3♦	Splinter, 9-13 or 18-
	2 🙅	Inverted 9-11	37	Splinter, 9-13 or 18-
	2♦	Fit showing, 9+	3♠	Splinter, 9-13 or 18-
	27	Fit showing, 9+	3NT	Raise, 12-14, denies major
	2♠	Fit showing, 9+	4 bids	
1♦	1♥/♠	5-,4+♥,♠	3♣	Fit showing, 9+
	1NT	5-9	3♦	4-8, 4+♦, 8 losers
	2 🛳	9-, 4+ 🌩	3♥	Splinter, 9-13 or 18-
	2♦	Inverted 9-11	3♠	Splinter, 9-13 or 18-
	27	Fit showing, 9+	3NT	Raise, 12-14, denies major
	2♠	Fit showing, 9+	4♦	
	2NT	Raise, 15+, denies major	4 Other	
1♥/♠	1NT	5-9	3♣	Fit showing, 9+
	2 🗭	9- , 4+🛳	3♦	Fit showing, 9+
	2♦	9- , 4+♦	3♥/♠	4-8, 4+support, 8 losers
	2♥/♠	6-9, 3+ support	3NT	Bal raise, 12-14
	2NT	B raise, 10-11 or 15-; 14-17 spl.	4 <b>♣/</b> ◆	Splinter, 9-13 or 18-
2🛖	2♦	Neg or waiting	2♥/♠	Nat, 3+ controls
	other	3 <b></b> . Second negative after 2♥, ▲		
2♦	2♥	Correctable	3♣/♦	To play
	2♠	Correctable	3♥/♠	Correctable
	2NT	Ask	3NT	4-8, 44 majors
2♥/♠	2NT	Ask	3NT	To play
	3∉/♦	3 <b>⊈</b> : Correctable; 3♦: To play	4 <b>♣/</b> ♦	
	3♥/♠	Other M: F1	4♥/♠	
2NT	3♣	5 card stayman	4🛖	Gerber
	3♦	<b>Y</b>	4♦	<b>Y</b>
	3♥	<b>±</b>	4♥	<b>±</b>
	3♠	Transfer to 3NT -> 4m:RKCB	4♠	Pick a minor
	3NT	To play	other	

			CONVI	ENTIO	NS				
Additional respons	es to 1NT								
3∉/3♦	Nat slam tr	у [5	suit, 43 ir	n majors]					
3♥/3♠	Nat slam tr	y [S	ingleton,	54 in minc	ors]				
4🛖	Gerber								
4♦	55 majors,	no slam inte	erest						
4♥	To play								
4♠	To play								
Unusual NT:	mi	nors 🗆	0	ther suits			low	er 2 unbid suits	$\square$
other									
Other slam bidding		Cu	e Bids 🛛 🖂		A	sking Bids			
4th Suit Forcing		One roun	d 🗆					Game force	$\boxtimes$
NT Checkback	$\bowtie$	Priori	ties	Major fit					
Defence to 3NT ope	ening								
Defence to opening	g Two's:	Multi	2♦ [2♦]	X: TO, 15	ō+				
RCO style 2	2-s	X: TO							
Other 2-s									
Defence to strong	•	TWERB (N	ext suit; o	r 2 suiter i	n next	two;	n toucl	ning)-to 3 <b>≜</b>	
Lebensohl		Over NT ir	nterference	. 🖂					
Other uses									
Take out of 4 level				1♣/4♦					
	4♥			4♠					
			OTHE		ES				

Cue: 1st or 2nd

	BASIC R	ESPONSES				
Jump raises - minors	limit 🗌 forcin	g 🗌 Other:	pre-emptive		2	
Jump raises - majors	limit 🗌 forcin	g D Other:	pre-emptive			
Jump shifts after minor opening	2♦	= criss cross raise; o	ther = strong	N	ames:	Hashmat Al
Jump shifts after major opening	Ber	gen and crisscross r	aises (see over)			226122
Responses to strong 2 suit oper	ning 2	= waiting			asic System:	STAN
Responses to 2NT opening	Puppet Sta	ayman			lassification:	Gree
	PLAY CO	NVENTIONS				Gree
'NT' Versus Notrump	'S'	Versus Suit	= Both	D	escribe strengt	ı, minimum le
Sequence leads:	Overlea	l all	All except AK x (x)		♠ 11 - 20 H	CP; 2+
Underlea	d Other:			1	NT 15 - 1	17 HCP bala
Four or more with an honour	4th h	ighest 🗹	attitude		2 <b>⊕</b> Stayman:	sim
3rd/5th	Other:				Transfers	2 🔶 💙
From 4 small 2r	nd highest 🗹 O	her:			2 NT 🔹	
From 3 cards (no hono	ur) top 🗌	middle 🗸	bottom	29	Game fo	rce
Signal on partner's lead:	high encoura	je 🗹	low encourage	] 24	Multi: 5 -	9 HCP and
Other: N	latural count			2	• 5 - 9 HC	P, 5+ 🎔 and
Signal on declarer's lead	Natural count			29	● 5 - 9 HC	P, 5+ 🛦 and
Discards McKenr	ney high	encourage 🗹	low encourage	2	NT 23 - 24	4 HCP, bala
odd/eve	en Other:			3	NT Gamb	ling, no Ace
Count nat	ural 🗹 reverse					PRE-A
	CONV	ENTIONS				ME
4NT: Blackwo	ood 🗆 R	ксв 🖂 о	ther: 3041	2	♦ = Multi (see	above)
4 <b>♣</b> Gerber	when?					
	Other Conventi	ons				
Lebensohl		4th suit forcing to	o game			
Bergen Raises of majors		Jacoby 2NT ove	r majors	Ν	egative doubles	through
Criss Cross Raises (majors	and minors)	Inverted minor ra	aises	Ju	ump overcalls	weal
Crowhurst checkback over 1	1NT rebid	Cue raises		11	NT overcall (imr	nediate)
Michaels Cue Bids				In	nmed cue of mi	lor
				In	nmed cue of ma	ijor
	©ABF Marketing PO Box 397			0	ver opponent's	1NT (weak)
	Fyshwick ACT 2			0	ver opponent's	1NT (strong)
	Tel: 02 6239 226 FAX: 02 6239 18			0	ver weak twos	
	Copyright © BCC 6.3.20.			0	ver opening thr	ees



	STA	NDARD SY	STEM	CARD		
Names: Hashr	mat Ali	Be	ernie Water	rs		
ABF Nos: 22612	22	16	1217			
Basic System:	STANDARD			Brown Sticker		
Classification:	Green 🖂	Blue	Red	] Yellow		
		OPENIN	g bids			
Describe strength, minin	num length, or speci	ific meaning				Canape
1 <b>全</b> 11 - 20 HCP; 2+	+ 1• 11-	20 HCP; 4+	1♥ 11	- 20 HCP; 5+	1≜ 1	11 - 20 HCP; 5+
1 NT 15 - 17 HCF	P balanced			may cont	ain 5 card	major 🗌
2 <b>⊕</b> Stayman:	simple 🖂	extended		Other:		
Transfers 2♦	•	27			2 🛧	
2 NT 🔶		Other:				
2♣ Game force						
2 Multi: 5 - 9 HCF	P and 6♥ or 6 <b>≜</b> ; o	r 21 - 22 HCP ba	alanced			
2♥ 5 - 9 HCP, 5+ ♥	and 4+ minor					
2 <b>▲</b> 5 - 9 HCP, 5+ <b>4</b>	and 4+ minor					
2 NT 23 - 24 HCP	, balanced					
3 NT Gambling, no	o Ace or King outs	side				
PF	RE-ALERTS: 0	CALLS THAT	MAY HA	AVE UNEXP	ECTED	
	MEANING/S	OR REQUIR	E SPEC	IAL DEFEN	CE	
2♦ = Multi (see above	2)					
	CC	OMPETITIV		NG		
Negative doubles throug				ubles through		4♠
Jump overcalls	weak	Unusual NT		er unbid suits		42
1NT overcall (immediate		5 - 18 HCP	(re-openi		- 18 HCP	
Immed cue of minor			(re-openi	ing) 15	- 10 HCP	
	majors	alor and a minor				
Immed cue of major		ajor and a minor				
Over opponent's 1NT (w	ieak)	2 <b>⊈</b> =majors; 2	either i	major; 2♥/ <b>≜</b> = s	suit+minor	

as above

Х Х

		RESPONSES TO	O OPENIN	
		Describe strength, minimum length or	specific meanin	g
1♣	1♦	5+ HCP; 4+ 🔶	2NT	11 - 12 HCP; no major
	1♥/♠	5+ HCP; 4+ ♥/♠	3♠	5 - 7 HCP; 5+ <b>全</b>
	1NT	8 - 10 HCP	3♦	splinter
	2	11+ HCP; 5+ 🜩	37	splinter
	2♦	8 - 10 HCP; 5+ <b>♣</b>	3♠	splinter
	2♥	15+ HCP, good suit 5+♥	3NT	to play; 4 = minorwood
	2♠	15+ HCP, good suit 5+ <b>≜</b>	4 bids	4 <b>♣</b> = minorwood
1♦	1♥/♠	5+ HCP; 4+ <b>♥/</b> ♠	3♣	8 - 10 HCP; 4+
	1NT	6 - 10 HCP; no major	3♦	5 - 7 HCP; 4+♦
	2	9+ HCP; 5+ 뢒	3♥	splinter
	2♦	11+ HCP; 4+♦	3♠	splinter
	2💙	15+ HCP; good suit 5+♥	3NT	to play
	2♠	15+ HCP; good suit 5+♠	4♦	minorwood
	2NT	11 - 12 HCP; no major	4 Other	
1♥/♠	1NT	5 - 9 HCP	3♣	Bergen: 4+♥/♠, 7 - 9 HCP
	2♣	10+ HCP; 4+ <b>♠</b>	3♦	Bergen: 4+♥/♠, 10 - 12 HCP
	2♦	10+ HCP; 4+♦	3♥/♠	pre-emptive raise/ splinter
	2♥/♠	3 + card raise	3NT	13 - 15 HCP
	2NT	Jacoby game forcing raise	4 <b>♣/</b> ♦	splinter
2♣	2♦	Waiting	2♥/♠	Natural, forcing
	other	Natural, forcing		
2♦	2♥	pass or correct	3♣/♦	natural, forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	strong enquiry	3NT	to play
2♥/♠	2NT	strong enquiry	3NT	to play
	3∉/♦	pass or correct	4 <b>♣/</b> ♦	splinter
	3♥/♠	invitational	4♥/♠	to play
2NT	3♣	Puppet Stayman	4 🛖	natural, forcing
	3♦	transfer to 💙	4	natural, forcing
	3♥	transfer to 🛓	4 💙	to play
	3♠	4♥ + 5♠, forcing	4♠	to play
	3NT	to play	other	

#### CONVENTIONS Additional responses to 1NT 3∉/3♦ natural, forcing, slam try 3♥/3♠ natural, forcing, slam try 4♠ transfer to 💙 4♦ transfer to 🛓 47 to play 4♠ to play other suits minors Unusual NT: lower 2 unbid suits $\boxtimes$ other Cue Bids Other slam bidding Asking Bids 4th Suit Forcing One round Game force $\bowtie$ Priorities up the line NT Checkback Defence to 3NT opening Multi 2♦ X = 16+ HCP (Lebensohl responses) Defence to opening Two's: 2NT = 15 - 18 HCP; suit = natural, 12 - 15 HCP RCO style 2-s as above Other 2-s as above Defence to strong 뢒 $\boxtimes$ Over NT interference Lebensohl Other uses over X of any twos Take out of 4 level pre-empts 4**≜**/4♦ X 4**≜** X 4♥ X **OTHER NOTES** 1♥ - P - 2♥ - P 1**≜** - P - 2**≜** - P 2**♠** = ambiguous trial 2NT = ambiguous trial

2NT = ♠ feature

3**♣/♦** = feature

 $3 \neq =$  poor hand

4♥ = good hand

3**♣/♦/♥** = feature

3 = poor hand

4 = good hand

			BASIC RE	SPON	ISES	
Jump raises - mino	rs	limit 🗌	] forcing		Other:	Weak PRE-EMPT
Jump raises - majo	rs	limit 🗌	] forcing		Other:	Weak (Bergen)
Jump shifts after m	inor opening		PREI	EMPTIVE	(M), Sup	port 6-10 (other minor)
Jump shifts after m	ajor opening		Berge	en		
Responses to stror	ig 2 suit openin	g	2♥=	Vegative		
Responses to 2NT	opening		3 <b>♥</b> /3 <b>♠</b> =1RF			
		Р		VENT	IONS	
'NT' Vers	sus Notrump		'S' V	ersus Suit		= Both
Sequence leads:			Overlead	all 🔽	_	All except AK x (x)
	Underlead		Other: A as	ks for RE	V ATT an	d K asks for REV COUNT
Four or more with a	in honour		4th hig	hest [	$\checkmark$	attitude
3	rd/5th	C	ther:			
From 4 small	2nd I	highest	Oth	er: 3rd	versus Su	iit
From 3 cards	(no honour)		top	] mi	ddle 🔽	bottom
Signal on partr	ner's lead:		high encourage			low encourage
	Other:					
Signal on decla	arer's lead	R	everse Count			
Discards	McKenney		] high er	courage		low encourage
	odd/even		Other:			
Count	natura		reverse	$\square$		
			CONVE	NTIO	IS	
1NT:	Blackwood		RK			ther: 1430
1	Gerber	when	>			
		Ot	her Conventio	ıs		
4th suit forcing to	game			Lebens	sohl after	our 1NT only
Splinters (9-11 H	CP)			2 way	checkbacl	k over 1NT rebid
Inverted minors of	off after interfe	rence		Suppo	rt DBLs by	y opener to 2S
	RC		BF Marketing Box 397			
			shwick ACT 260	9		
			: 02 6239 2265 X: 02 6239 181	r		
	4	⊢A	A UZ DZ 39 181	1		



		SYSTEM C	ARD	
ames: Marlene Wat	ts	Paul Lavings		
BF Nos: 270350		35092		
asic System:				
lassification: Green	Blue	Red	Yellow	
	OPEN	ING BIDS		
escribe strength, minimum len	gth, or specific meaning			Canape
€ 3+	1♦ 4+	1♥ 5 (4 if	(4-4M) 1 <b>≜</b>	5
NT 12 (11)-14			may contain 5 car	rd major 🛛 🖂
2 <b>♣</b> Stayman: simp	ole 🖂 ext	ended	Other:	
Transfers 2 Transf	er to ♥ 2♥	Transfer to 🛓	2 <b>≜</b> Tr	ansfer to 뢒
2 NT Transfer to ♦	Other:	C/D=Shortage, 3H	H/S=short, 3 other m	najor GF
Multi:Wk 2M OR 20-2	2 HCP Bal or 25-26 H	CP Bal or 8+ Playi	ng Tricks Any Suit	
Game Force or 23-24	Bal			
♥ 5H, 4+ minor 6-10 HC	P			
● 5S, 4+ minor 6-10 HC	Р			
NT 5+/5+ Minors either	- 6-10 HCP or 16+ HC	Р		
NT Gambling with no o	utside A or K			
PRE-AL	ERTS: CALLS T	ΗΑΤ ΜΑΥ ΗΑν	<b>E UNEXPECTE</b>	D
ME	ANING/S OR REC	UIRE SPECIA	L DEFENCE	
nverted Minors		Support Dou	bles and Redoubles	i
ambling 1NT				
ergen Raises				
	COMPETI			
agativo doublos through		Responsive double		4♥
egative doubles through	4♥ Unusua		-	4▼
ump overcalls Weak		Lonios	st unbid suits	
NT overcall (immediate)	15-18 Syst (		,	lem OFF
nmed cue of minor	Michaels (except fo	r strong i & openin	ig)	
nmed cue of major	Michaels			
ver opponent's 1NT (weak)		2C=M,2D=ssM, 2I		
ver opponent's 1NT (strong)		2C=M,2D=ssM, 2I	M=5M + minor	
iver weak twos	DBL			
ver opening threes	DBL			

	RESPONSES TO OPENING BIDS								
	Describe strength, minimum length or specific meaning								
1	1♦	6+ HCP, 4+	2NT	11-12 HCP Inv 4+ 🛧					
	1♥/♠	6+ HCP, 4+	3♠	5+ <b>♣</b> 0-7 HCP					
	1NT	6-9 HCP Bal 4+ ቋ	3♦	splinter, 12 HCP, 5+ 📤s					
	2	10+ HCP, 4+ <b>♠</b>	3♥	splinter, 12 HCP, 5+ 🛳					
	2♦	7-9 HCP, 4+ <b>♣</b>	3♠	splinter, 12 HCP, 5+ <b>≜</b> s					
	2♥	6+♥ (weak)	3NT	12-15 HCP BAL 4+ 🜩					
	2♠	6+ <b></b> (weak)	4 bids	4 Natural, others void Splinter					
1♦	1♥/♠	6+ HCP, 4+	3♠	7-9 HCP 4+♦					
	1NT	6-9 HCP nf	3♦	4+♦s, 0-7 HCP					
	2 🛳	4+ (9+ HCP) F1	3♥	splinter, 12 HCP, 5+ ♦s					
	2♦	10+ HCP, 4+ <b>♦</b>	3♠	splinter, 12 HCP, 5+ ♦s					
	2♥	6+♥ (weak)	3NT	12-15 HCP BAL 4+ +s					
	2♠	6+ <b></b> (weak)	4♦	Natural Pre-emptive					
	2NT	11-12 HCP BAL 4+ +s	4 Other	4 € spl, others void splinter					
1♥/♠	1NT	6-9 HCP NF	3♣	6-9 HCP 4 + raise (Bergen)					
	2	4+ (9+ HCP) F1	3♦	10-11 HCP 4 + raise (Bergen)					
	2♦	4+ (9+ HCP) F1	3♥/♠	0-5 HCP 4 + raise (Bergen)					
	2♥/♠	3 card support 6-10 HCP	3NT	12-14 HCP BAL with 3/4 support					
	2NT	12+ HCP Jacoby 4+ raise FG	4 <b>♣/</b> ♦	SPL(10+ HCP)					
2 🙅	2♦	Relay - Puppet	2♥/♠	Correctable					
	other	Correctable							
2♦	2♥	Negative 0-7 HCP	3 <b>♣/</b> ♦	NAT Positive					
	2♠	NAT Positive	3♥/♠						
	2NT	NAT Positive	3NT						
2♥/♠	2NT	Strong enquiry	3NT	To play					
	3∉/♦	Correctable	4 <b>♣/</b> ♦	Correctable					
	3♥/♠	Pre-emptive	4♥/♠	To Play					
2NT	3뢒	To Play	4	Pre-emptive					
	3♦	To Play	4♦	Pre-emptive					
	3♥	NAT 1RF	4♥	NAT					
	3♠	NAT 1RF	4 <b>≜</b>	NAT					
	3NT	To play	other						

#### CONVENTIONS Additional responses to 1NT 3∉/3♦ Splinter 3♥/3♠ Splinter-singleton or void and 3145/3154 shape 4♠ 4♦ 47 To play 4 To play minors other suits Unusual NT: lower 2 unbid suits $\boxtimes$ other Cue Bids Other slam bidding Asking Bids Game force 4th Suit Forcing One round $\bowtie$ Priorities 2 way checkback over 1NT; TRF over 2NT rebid NT Checkback Defence to 3NT opening Multi 2 X=16+ ; 2NT = 15-18 BAL Defence to opening Two's: X=16+ ; 2NT = 15-18 BAL RCO style 2-s DBL= Takeout Other 2-s 2NT= 15-18 HCP Defence to strong 뢒 1♣ DBL=Majors, 1NT=Minors 1**♥**/1**♠**/2**♣**/2♦= NAT $\boxtimes$ Over NT interference Lebensohl Other uses Over opponents Weak 2 openings after our X 2NT=No 5 card suit Take out of 4 level pre-empts DBL for T/O in all seats 4 🌪 / 4 🔶 4 DBL for T/O

#### **OTHER NOTES**

Jacoby 2NT also on over opps overcall We cannot play 1NTX

		BA	SIC RE	SPON	ISES			
Jump raises - minc	Irs	limit 🗌	forcing		Other:	4-8		
Jump raises - majo	irs	limit 🗌	forcing		Other:	0-6		
Jump shifts after m	inor opening		weak,	4-7 6+ c	ards			
Jump shifts after m	ajor opening		3C=7-	9 M4; 3E	D=10-12	M4; 21	NT = 12+ M4+	
Responses to stror	ng 2 suit openin	g	2D = (	)-7 HCP	or waitin	g		
Responses to 2NT	opening	30	C/D = to pla	ıy; 3H = a	artificial a	isk		
		PLA	Y CON	VENT	IONS			
'NT' Vers	sus Notrump		<b>'S'</b> V€	ersus Suit			= Both	
Sequence leads:			Overlead a		_		All except AK x (x)	
	Underlead	Oth	er:					
Four or more with a	an honour		4th high	nest [	$\checkmark$	attitud	de 🔄	
	Brd/5th	Other:						
From 4 small	2nd I	highest 🗔	∠ Othe	r:				
From 3 cards	(no honour)		top NT	mie	ddle 🔽	$\leq$	bottom	
Signal on part	ner's lead:	high	encourage	$\checkmark$		lo	w encourage	
	Other:							
Signal on decla	arer's lead							
Discards	McKenney	$\checkmark$	high end	courage			low encourage	
	odd/even		Other:					
Count	natura		reverse					
		C	ONVE	NTION	IS			
4NT:	Blackwood		RKC	B 🖂	0	ther:	0314	
4	Gerber	when?	after 1N	IT openi	ng			
		Other (	Convention	s				
4NT opening = s	pecific ace as	К		Negativ	ve Free E	Bids (L	evel 2)	
5Major opening	= GSF			1M X 1	NT = god	od rais	se to 2M	
Drury				Lebens	sohl			
Inverted minors								
Bergen Raises(	also over opp.	double)						
	BC	PO Box Fyshwio Tel: 02 FAX: 02	Marketing 397 ck ACT 2609 6239 2265 2 6239 1816					

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	STANDARD SYSTEM CARD								
Names:	Misha Solar	G	eorge Bilski						
ABF Nos:	57754	24	2683						
Basic System:	Standard								
Classification:	Green 🖂	Blue	Red	Yellow					
		OPENINO	G BIDS						
Describe streng	th, minimum length, or spec	ific meaning			Canape				
1♠ 2	1♦ 4		1♥ 5	1	<b>≜</b> 5				
1 NT 15-1	17			may contain 5	card major 🛛 🖂				
2 <b>⊕</b> Stayman:	simple	extended		Other: Lavir	igs				
Transfers	2♦ Hearts	2♥ Sp	ades	2♠	Clubs				
2 NT	Diamonds	Other:							
2 <b>≜</b> GF or 2	23-24 BAL								
2 weak tv	vo in a major or 20-22 BA	۱L							
2 5 hearts	s and another (4+), 6-10	НСР							
2 <b>≜</b> 5 spade	es and a minor (4+), 6-10	HCP							
2 NT 5+/5-	+ minors, 6-11 HCP								
	minor, nothing outside								
_					TED				

# **MEANING/S OR REQUIRE SPECIAL DEFENCE**

		CC	OMPETI	ΓIVE	BIDDING	G		
Negative doubles through			4H Responsive doubles through				4H	
Jump overcalls	weak		Unusual	al NT yes				
1NT overcall (immediate)		1	15-18		(re-opening)	11	-13	
Immed cue of minor		majors,	5/5					
Immed cue of major		major + minor, 5/5						
Over opponent's 1NT (we	eak)		X = pena	alty, 2C⊧	= single suit,	2D = maj	ors, 2M = I	M+m
Over opponent's 1NT (st	rong)		DONT	DONT				
Over weak twos		double =	double = T/O					
Over opening threes			double =	double = T/O				

		RESPONSES TO	OPENIN	NG BIDS							
	Describe strength, minimum length or specific meaning										
1 <b></b>	1♦	(5)6+, 4+ diamonds	2NT	11-12, no major 4							
	1♥/♠	(5)6+ M4+, may skip diamonds	3♠	4-8 5+ clubs							
	1NT	6-9(10), no M4	3♦	splinter							
	2	10+, 4+ clubs	3💙	splinter							
	2♦	4-7, 6+ diamonds	3♠	splinter							
	27	4-7, 6+ hearts	3NT	13-15 bal no M4							
	2♠	4-7, 6+ spades	4 bids								
1♦	1♥/♠	(5)6+, M4+	3♣	4-7, 6+ clubs							
	1NT	6-9(10), no M4	3♦	4-8 5+ diamonds							
	2 🛳	9+, 4+ clubs	37	splinter							
	2♦	10+ 4+ diamonds	3♠	splinter							
	2♥	4-7, 6+ hearts	3NT	13-15 bal no M4							
	2♠	4-7, 6+ spades	4♦	pre-emptive							
	2NT	11-12, no major 4	4 Other								
1♥/♠	1NT	6-9(10), no S4	3♣	7-9, M4							
	2♠	9+, 4+ clubs	3♦	10-12, M4							
	2♦	9+, 4+ diamonds	3♥/♠	0-6, M4+							
	2♥/♠	6-10 M3	3NT	13-15 4-3-3-3 M3							
	2NT	12+, M4+	4 <b>♣/</b> ♦	splinter							
2	2♦	0-7 any or waiting	2♥/♠	8+, M5+							
	other	2NT = 8+ bal or semi-bal; 3m = 8+, i									
2♦	2♥	pass/correct	3♣/♦	nat and forcing							
	2♠	pass/correct	3♥/♠	pass/correct							
	2NT	enquiry	3NT	to play							
2♥/♠	2NT	enquiry	3NT	to play							
	3♣/♦	pass/correct	4 <b>♣/</b> ♦								
	3♥/♠		4♥/♠								
2NT	3♣	to play	4🛖	to play							
	3♦	to play	4♦	to play							
	37	enquiry	4♥	to play							
	3♠	to play	4♠	to play							
	3NT	to play	other	to play							

Additional respons	es to 1NT									
3♣/3♦	good suit,	slam interest								
3♥/3♠	good suit,	slam interest								
4	Gerber	rber								
4♠										
4♥	to play									
4 🛳	to play									
Unusual NT:	m	inors	other sui	ts 🗌	lo	wer 2 unbid suits	$\boxtimes$			
other										
Other slam bidding		Cue Bio	ls 🖂	Aski	ng Bids 🛛					
4th Suit Forcing		One round			-	Game force	$\boxtimes$			
NT Checkback		Priorities								
Defence to 3NT ope	ening									
Defence to opening	g Two's:	Multi 2♦	2NT = 15-	18, 3 any = N	lat NF, double	e = cards				
				2						
RCO style 2	2-s									
Other 2-s										
Defence to strong	<b>b</b>	X = majors, 1N	T = minors							
Lebensohl		Over NT interfe	erence	$\bowtie$						
Other uses	over	weak two and d	ouble from p	partner						
Other uses Take out of 4 level		weak two and d	ouble from µ 4 <b>⊕</b> /4♦	oartner double						

## **OTHER NOTES**

1S - 3H = 6+ hearts 4-7 HCP

	BAS	SIC RESPONSE	S		
Jump raises - minors	limit 🗌	forcing D Otl	her: pre-emptive raise 5-8 h	ср	
Jump raises - majors	limit 🗌	forcing D Otl	her: pre-emptive raise 0-5	ncp	
Jump shifts after minor open	ing	1 <b>♣</b> - 2♦ limit raise, 1	1m - 2M 3-7 hcp 6 cards	Namoci	De
Jump shifts after major open	ing	Natural, good suit, 9	9-12 hcp	ABF Nos:	Ro: 715
Responses to strong 2 suit of	pening	2 waiting		Basic Syst	
Responses to 2NT opening	Mu	uppet Stayman		Classificat	
	PLA	Y CONVENTION	IS	Classificat	.1011.
'NT' Versus Notru	np	'S' Versus Suit	= Both	Describe :	strength, m
Sequence leads:		Overlead all	All except AK x (x)	1♣ 11+	+ 2 cards
Under	lead 🗹 Othe	er: A/Q for attitude, K f	for count	1 NT	15-17
Four or more with an honour		4th highest NT	attitude	2 <b>⊕</b> Stay	man:
3rd/5th	S Other:			Transfe	ers 2♦
From 4 small	2nd highest	Other:		2 N	т 🔶
From 3 cards (no ho	onour)	top middle	bottom	2 22	+ balance
Signal on partner's lead	: high	encourage	low encourage	Ź 2♦ 3-	7 hcp 6 c
Other:				2♥ 8-1	11 hcp 6 c
Signal on declarer's lead	Revers	se Smith against NT		2♠ 8-1	11 hcp 6 c
Discards McK	enney	high encourage	low encourage	2 NT	20-21 bala
odd/	/even	Other:		3 NT	Solid mine
Count	natural	reverse 🗹 Origina	al		
	С	ONVENTIONS			
4NT: Black	kwood	RKCB 🖂	Other: 1430	Transfer	responses
4 <b>≜</b> Gerber	when?				
	Other C	Conventions			
Minorwood		Support dou	ibles and redoubles		
Inverted minor raises		Fit showing	jumps in competition	Negative of	doubles thre
Lebensohl				Jump over	rcalls
Rubensohl				1NT overc	call (immed
Reverse Drury				Immed cue	e of minor
		4 - ul - t'		Immed cu	e of major
	©ABF N PO Box	1arketing 397		Over oppo	onent's 1NT
	Fyshwic	k ACT 2609		Over oppo	onent's 1NT
		6239 2265 2 6239 1816		Over weal	k twos
		BCC 6.3.20.1		Over oper	ning threes



		STAND/	ARD SYS	STEM CA	RD			
Names: Ross Stuart			Rich	ard Douglas				
ABF Nos:	71511		1562	280				
Basic System:	2/1			Brow	n Sticker			
Classification:	Green	Blue		Red 🖂	Yellow			
		0	PENING	BIDS				
Describe streng	h, minimum lengt	h, or specific me	aning				Canap	e 🗆
1 <b>≜</b> 11+ 2 c	ards 1	11+ 4 car	ds 1	♥ 11+ 5 c	ards	1 <b>≜</b>	11+ 5 car	ds
1 NT 15-1	7				may conta	in 5 card	major	$\boxtimes$
2 <b>♣</b> Stayman:	simple		extended		Other:			
Transfers	2♦ ♥		27 🛧		2	enc	or 뢒	
2 NT	•	Othe	r: 3 <b>♣</b> ,♦ = s	singleton M,	3♥,♠ = 4 0	of OM		
2 <b>4</b> 22+ bala	anced or GF or	9 tricks in a ma	ijor					
2• 3-7 hcp	6 card major (	can be 5 card s	suit when nor	n vul)				
2 <b>7</b> 8-11 hc	o 6 card suit							
2 <b>≜</b> 8-11 hc	2♠ 8-11 hcp 6 card suit							
2 NT 20-21	balanced							
3 NT Solid	minor, no A or I	K outside						
	PRE-ALE	RTS: CALL	S THAT N	IAY HAVE	UNEXPE		)	
	MEA	NING/S OR	REQUIRE	SPECIAL	DEFENC	E		
Transfer respo	nses to 1& and	in some comp	etition					
		COMP	ETITIVE	BIDDIN	3			
Negative double	s through	4♥		onsive doubles			4♥	
Jump overcalls	Weak		nusual NT	Lower tw	,		4	
1NT overcall (im		15-18	nusuai in i		0 suits 11-'	1.4		
Immed cue of m	,		work or stran	(re-opening)		14		
		Both majors (		•				
Immed cue of m	•	Other major a				ad on all		
Over opponent's		X=	= penalty, 2	■ and anoth	er,2♦=♠ ar	id anoth	ier	
Over opponent's			T/0					
Over weak twos			=T/O					
Over opening th	rees	X=	=T/O					

		<b>RESPONSES TO</b>	OPENI	NG BIDS
		Describe strength, minimum length or sp	ecific meanir	ng
1 <b></b>	1♦	6+ hcp, 4♥	2NT	13-15 balanced, no major
	1♥/♠	1♥ 6+hcp 4♠, 1♠weak or strong	3♠	5-8hcp, 5 <b></b>
	1NT	11-12 balanced	3♦	weak, seven card suit
	2 🛖	natural, GF	3♥	weak, seven card suit
	2♦	8-11 hcp, 5 <b></b>	3♠	weak, seven card suit
	27	3-7hcp, 6 🎔	3NT	16-18 balanced
	2♠	3-7hcp, 6 <b>≜</b>	4 bids	
•	1♥/♠	6+hcp, 4 cards	3♣	8-11hcp, 4+♦
	1NT	5-10hcp, no mahor	3♦	5-8hcp, 4+♦
	2♠	natural, strong	3♥	splinter
	2♦	natural, GF	3♠	splinter
	27	3-7hcp, 6 🎔	3NT	13-15 balanced
	2♠	3-7hcp, 6 <b>≜</b>	4♦	
	2NT	11-12 balanced, no 4 card major	4 Other	
1♥/♠	1NT	5-11hcp	3♠	9-12hcp, 6 card suit
	2♠	limit raise or GF	3♦	9-12hcp, 6 card suit
	2♦	natural, GF	3♥/♠	3♥ over 1♠ 9-12hcp, 6 card suit
	2♥/♠	5-9 pts	3NT	13-15hcp, 4333 shape
	2NT	GF, 4 card support	4 <b>♣</b> /♦	splinter, 9-12hcp
2♣	2♦	waiting	2♥/♠	natural, positive
	other	Reverse kokish		
20	27	pass or correct	3∉/♦	natural non forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	enquiry	3NT	to play
2♥/♠	2NT	enquiry	3NT	to play
	3 <b>♣/</b> ♦	natural forcing	4 <b>♣/♦</b>	splinter
	3♥/♠	slightly invitational raise	4♥/♠	to play
2NT	3♠	muppet Stayman	4	•
	3♦	transfer to 💙	4♦	ŧ
	3♥	transfer to 🛓	4♥	÷
	3♠	both minors, slam interest	4♠	•
	3NT	to play	other	

#### CONVENTIONS Additional responses to 1NT 3∉/3♦ singleton 💙, 🛓 3♥/3♠ 4 in the other major 4♠ transfer to 💙 4♦ transfer to 🛓 47 to play 4♠ to play other suits minors Unusual NT: lower 2 unbid suits $\boxtimes$ other Cue Bids Asking Bids Other slam bidding One round 4th Suit Forcing Game force NT Checkback Priorities Defence to 3NT opening X=penalty, 4♣=T/O pref ♥, 4♦=T/O pref ♠ Defence to opening Two's: Multi 2 X=13-15 bal, 19+ bal, or 18+ unbalanced RCO style 2-s Three doubles Three doubles Other 2-s Defence to strong 뢒 Show 2 suited hands Over NT interference Lebensohl Other uses Over weak 2 openings Take out of 4 level pre-empts 4**♣**/4♦ X=T/O 4♥ X=T/O 4**≜** X=points

#### **OTHER NOTES**

1NT (X) XX to play

	BASIC RESPONSES	
Jump raises - minors li	mit 🛛 forcing 🗆 Other:	
Jump raises - majors lin	mit 🖾 forcing 🗆 Other:	
Jump shifts after minor opening	N/A	
Jump shifts after major opening	Forcing	
Responses to strong 2 suit opening	N/A	
Responses to 2NT opening	3€/4€ relay; all others natural	
	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 a	ttitude 🗹
3rd/5th	Other:	
From 4 small 2nd hig	hest Other: Highest	
From 3 cards (no honour)	top 🗹 middle 🥅	bottom
Signal on partner's lead:	high encourage	low encourage
Other: Low e	ncourage	
Signal on declarer's lead		
Discards McKenney	high encourage	low encourage
odd/even	Other:	
Count natural	reverse	
	CONVENTIONS	
4NT: Blackwood	□ RKCB ⊠ Oth	er:
4 <b>≜</b> Gerber □	when?	
	Other Conventions	
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	PO Box 397	
	Fyshwick ACT 2609 Tel: 02 6239 2265	
	FAX: 02 6239 1816	
	Copyright © BCC 6.3.20.1	



# AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

		STAN	DARD S	SYST	EM CA	RD				
Names:	Names: Neville Richards				Phil Whitters					
ABF Nos:	241563			152099						
Basic System:	Forcing	Minor			Brow	n Sticker				
Classification:	Green	BI	ue 🖂	Red		Yellow	v 🗆			
			OPENII	NG BI	DS					
Describe strengt	h, minimum leng	th, or specific r	neaning					Canap	e 🗌	
1♣ 0, 16+	1	• 2, 15-20	1	1♥	4, 11-16	ò	1♠	4, 11-16		
1 NT 12 -	14					may con	itain 5 car	d major		
2 <b>⊕</b> Stayman:	simple	e 🗌	extend	ded 🗌		Other:	Please	ask		
Transfers	2♦		2♥				2♠			
2 NT	6+ suit invitatio	n Ot	ner:							
2 11 - 15,	5+, usually no	biddable 4-ca	rd major							
2• 11 - 14,	5+, usually no	biddable 4-ca	rd major							
2 6 - 10, 5	i+, may have se	econd 5-card	suit							
2 6 - 10, 5	i+, may have se	econd 5-card	suit							
2 NT Pre-e	mptive hand </td <td><b>'♥/</b>♠ or 21 - 2</td> <td>3 5/5 mino</td> <td>ors</td> <td></td> <td></td> <td></td> <td></td> <td></td>	<b>'♥/</b> ♠ or 21 - 2	3 5/5 mino	ors						
3 NT Hand	with 11 tricks									
		ERTS: CAI NING/S O						D		
2NT				3•/3	∕3 <b>≜</b> solid	7-card s	uit			
1♦				1NT c	overcall					
1 <b>♣</b> - interferen	ce - pass									
		COM	PETIT	VE B	DDIN	G				
Negative double	s through				e doubles			4♥		
Jump overcalls	Weak		Unusual N	•		inor 2-sui	ter			
1NT overcall (im	mediate)	majo	or - minor	(re-o	opening)					
Immed cue of m	inor	Michaels for			1 0.					
Immed cue of m		Michaels for								
Over opponent's	•		Lionel							
Over opponent's			Lionel							
Over weak twos			Natural							
Over opening the	rees		Natural							

Describe strength, minimum length or specific meaning           1*         1*         0 - 3 or 8 - 13, 0 suit         2NT         4 - 7, 6 + 5 +           1W*         4 - 7, 3 - 6 suit         3*         4 - 7, 5 + 6 +           1NT         14+         3*         N/A           2*         4 - 7, 6 +         3*         N/A           2*         4 - 7, 7 +         3NT         N/A           2*         4 - 7, 7 +         3NT         N/A           2*         4 - 7, 7 +         3NT         N/A           2*         4 - 7, 7 +         4 bids         N/A           2*         6 - op, no major         3*         N/A           2*         8 - up, forcing no major         3*         N/A           2*         17 +         3NT         10 - 12           2*         17 +         3*         11 +, short major           2*         17 +         3*         11 +, short major           2*         5 +         3*         12 - 14 or pre-emptive<			RESPONSES TO C	PENIN	NG BIDS						
1       1		Describe strength, minimum length or specific meaning									
1NT       14+       3 •       N/A         2•       4 · 7, 6+       3 •       N/A         2•       4 · 7, 6+       3 •       N/A         2•       4 · 7, 7+       3NT       N/A         2•       4 · 7, 7+       3 •       17 +         1•       1V/•       0 · up HCP, 4+       3 •       17 +         1•       1V/•       0 · up HCP, 4+       3 •       5 · 7, 6+         2•       6 · up, no major       3 •       N/A       3•         2•       8 · up, forcing no major       3 •       N/A         2•       8 · up, forcing no major       3 •       N/A         2•       17+       3NT       10 · 12         2•       17+       3•       11+, short major         2•       5+       3•       11+, balanced         2•       5+       3•       11+, balanced         2•       5+       3•       12 · 14 or pre-emptive	1♣	1♦	0 - 3 or 8 - 13, 0 suit	2NT	4 - 7, 6♦ 5♠						
2       4 - 7, 6+       3       N/A         2       4 - 7, 6+       3       N/A         2       4 - 7, 7+       3NT       N/A         2       4 - 7, 7+       3NT       N/A         2       4 - 7, 7+       3NT       N/A         2       4 - 7, 7+       4 bids       N/A         1       1V/e       0 - up HCP, 4+       3       17 +         1NT       4 - 7       3       5 - 7, 6+         2       6 - up, no major       3       N/A         2       8 - up, forcing no major       4       N/A         2       17+       3NT       10 - 12         2       17+       3       11+, short major         2       17+       3       11+, short major         2       17+       3       11+, short major         2       5+       3       9         4       0ther       11+, short major         2       5+       3       9         2       6 - 10       3NT       to play         2       2       70 play       2       7         2       11+, short minor       4       12 - 14 or pre-emptive		1♥/♠	4 - 7, 3 - 6 suit	3♠	4 - 7, 5♦ 6♠						
2•       4 - 7, 6+       3•       N/A         2•       4 - 7, 7+       3NT       N/A         2•       4 - 7, 7+       4 bids       N/A         1•       1•/•       0 - up HCP, 4+       3•       17 +         1NT       4 - 7       3•       5 - 7, 6+         2•       6 - up, no major       3•       N/A         2•       8 - up, forcing no major       3•       N/A         2•       17+       3NT       10 - 12         2•       17+       3•       11+, short major         2•       5+       3•       11+, balanced         2•       5+       3•       11+, balanced         2•       70 play       2•/       70 play         2•       11+, short minor       4•/       12 - 14 or pre-emptive         2• <td< th=""><th></th><th>1NT</th><th>14+</th><th>3♦</th><th>N/A</th></td<>		1NT	14+	3♦	N/A						
2•         4 - 7, 7+         3NT         N/A           2•         4 - 7, 7+         4 bids         N/A           1•         1•/•         0 - up HCP, 4+         3•         17 +           1NT         4 - 7         3•         5 - 7, 6+           2•         6 - up, no major         3•         N/A           2•         8 - up, forcing no major         3•         N/A           2•         8 - up, forcing no major         3•         N/A           2•         17+         3NT         10 - 12           2•         17+         4•         -           2•         17+         3•         11+, short major           2•         5+         3•         11+, short major           2•         5+         3•         11+, balanced           2•         5+         10         3NT         to play           2•         5+         10         3NT         to play		2	4 - 7, 6+	37	N/A						
2•         4 - 7, 7+         4 bids         N/A           1•         1°/•         0 - up HCP, 4+         3•         17 +           1NT         4 - 7         3•         5 - 7, 6+           2•         6 - up, no major         3•         N/A           2•         8 - up, forcing no major         3•         N/A           2•         17+         3NT         10 - 12           2•         17+         3•         11+, short major           2•         17+         3•         11+, short major           2•         17+         3•         11+, short major           2•         5+         3•         11+, short major           2•         5+         3•         11+, balanced           2•         5+         3•         11+, balanced           2•         5+         3•         11+, balanced           2•         5+         3•         12 - 14 or pre-emptive           2•         11+, short minor         4●•         12 - 14 or pre-emptive           2•         2•         To play         2•/         To play, 5+           2NT         11+, short minor         4●•         12 - 14 or pre-emptive           2• <t< th=""><th></th><th>2♦</th><th>4 - 7, 6+</th><th>3<b>≜</b></th><th>N/A</th></t<>		2♦	4 - 7, 6+	3 <b>≜</b>	N/A						
1         1         0         up HCP, 4+         3         17 +           1NT         4 · 7         3         5 · 7, 6+         10           2         6 · up, no major         3         N/A         10 · 12           2         17+         3NT         10 · 12         11+           2         17+         3         11+, short major         11+           2         5+         3         11+, balanced         11+           2         5+         3         11+, balanced         12           2         5+         3         11+, balanced         12           2         5+         3         11+, balanced         12           2         11+, short minor         4         12 · 14 or pre-emptive           2         2         5+         10         3NT         10 play           2         2         5+, to play         3         5         7 co play           2         <		2💙	4 - 7, 7+	3NT	N/A						
1NT       4 - 7       3+       5 - 7, 6+         2+       6 - up, no major       3+       N/A         2+       8 - up, forcing no major       3+       N/A         2+       8 - up, forcing no major       3+       N/A         2+       8 - up, forcing no major       3+       N/A         2+       17+       3NT       10 - 12         2+       17+       4+       4+         2NT       8 - 9       4 Other         1*/•       1NT       7 - 11, no support       3+       11+, short major         2+       5+       3+       11+, balanced       2+         2+       5+       3*/4       pre-emptive         2*/•       6 - 10       3NT       to play         2NT       11+, short minor       4+/4       12 - 14 or pre-emptive         2+       2+       To play       2*/+       To play         2NT       Invitational, jump bids forcing       3NT       To play         2+       2+, to play       3*/+       Forcing         2NT       Invitational       3NT       To play         2+       2+, to play       3*/+       Forcing         2NT       Invitatio		2♠	4 - 7, 7+	4 bids	N/A						
2•       6 - up, no major       3•       N/A         2•       8 - up, forcing no major       3•       N/A         2•       17+       3NT       10 - 12         2•       17+       3NT       10 - 12         2•       17+       4•	1♦	1♥/♠	0 - up HCP, 4+	3♠	17 +						
2+       8 - up, forcing no major       3+       N/A         2*       17+       3NT       10 - 12         2+       17+       4+		1NT	4 - 7	3♦	5 - 7, 6+						
2*       17+       3NT       10 - 12         2*       17+       4*		2♠	6 - up, no major	37	N/A						
2•       17+       4•         2NT       8 - 9       4 Other         1•/•       1NT       7 - 11, no support       3•       11+, short major         2•       5+       3•       11+, balanced         2•       5+       3•/•       pre-emptive         2•/•       6 - 10       3NT       to play         2NT       11+, short minor       4•/•       12 - 14 or pre-emptive         2•       2•       To play       2•/•       To play, 5+         other       2NT invitational, jump bids forcing       3•/•       To play         2•       2•       5+, to play       3•/•       Forcing         2•       2•       5+, to play       3•/•       To play         2•       2•       5+, to play       3•/•       To play         2•       2•       5+, to play       3•/•       Forcing         2NT       Invitational       3NT       To play         2•/•       2NT       Invitational       3NT         2•/•       2NT       Invitational       3NT       To play         2•/•       2NT       Invitational       3NT       To play         3•/•       Non-forcing       4•/• <th></th> <th>2♦</th> <th>8 - up, forcing no major</th> <th>3♠</th> <th>N/A</th>		2♦	8 - up, forcing no major	3♠	N/A						
2NT8 - 94 Other1*/*1NT7 - 11, no support3*11+, short major2*5+3*11+, balanced2*5+3*/*pre-emptive2*/*6 - 103NTto play2NT11+, short minor4*/*12 - 14 or pre-emptive2*2*To play2*/*To play, 5+other2NT invitational, jump bids forcing3*/*Forcing2*2*5+, to play3*/*Forcing2*2*, to play3*/*To play2*5+, to play3*/*Forcing2NTInvitational3NTTo play2*/*2NTInvitational3NT2*/*5+, to play3*/*Forcing2*/*5+, to play3*/*Forcing2*/*5+, to play3*/*To play2*/*5+, to play3*/*To play2*/*5+, to play3*/*To play2*/*5+, to play3*/*To play2*/*2NTInvitational3NT3*/*Non-forcing4*/*To play3*/*Non-forcing4*/*To play3*Transfer to *4*To play3*Suit quality ask4*To play		2💙	17+	3NT	10 - 12						
1       1NT       7 - 11, no support       3       11+, short major         2       5+       3       11+, balanced         2       5+       3       11+, balanced         2       5+       3       11+, balanced         2       5+       3       12- 14 or pre-emptive         2       2       To play       2         2       11+, short minor       4       12 - 14 or pre-emptive         2       2       To play       2         2       2       To play       2         2       2       To play       2         2       5+, to play       3       4         2       5+, to play       3       4         2       5+, to play       3       7         2       7       5+, to play       3         2       7       5+, to play       3         2       8       5+, to play       3         3       7       7       7         3       <		2♠	17+	4♦							
2•       5+       3•       11+, balanced         2•       5+       3•/•       pre-emptive         2•/•       6 - 10       3NT       to play         2NT       11+, short minor       4•/•       12 - 14 or pre-emptive         2•       2•       To play       2•/•       To play, 5+         other       2NT invitational, jump bids forcing       2•/•       To play         2•       2•       5+, to play       3•/•       To play         2•       2•       5+, to play       3•/•       Forcing         2NT       Invitational       3NT       To play         2•/•       2•       5+, to play       3•/•       Forcing         2NT       Invitational       3NT       To play         2•/•       2NT       Invitational       3NT       To play         3•/•       Non-forcing       4•/•       To play         3•       Transfer to •       4•       To play		2NT	8 - 9	4 Other							
2•     5+     3•/•     pre-emptive       2•/•     6 - 10     3NT     to play       2NT     11+, short minor     4•/•     12 - 14 or pre-emptive       2•     2•     To play     2•/•     To play, 5+       other     2NT invitational, jump bids forcing     3•/•     Forcing       2•     2•     5+, to play     3•/•     Forcing       2•     2•     5+, to play     3•/•     Forcing       2NT     Invitational     3NT     To play       2•/•     2NT     Invitational     3NT     To play       2•/•     2•     5+, to play     3•/•     Forcing       2NT     Invitational     3NT     To play       2•/•     2NT     Invitational     3NT     To play       2•/•     2NT     Invitational     3NT     To play       2•/•     2NT     Invitational     3NT     To play       3•/•     Non-forcing     4•/•     Slam invitation       3•/•     Non-forcing     4•/•     To play       2•/•     3•     Transfer to •     4•     To play       3•     Transfer to •     4•     To play       3•     Suit quality ask     4•     To play	1♥/♠	1NT	7 - 11, no support	3♠	11+, short major						
2*/•       6 - 10       3NT       to play         2NT       11+, short minor       4*/•       12 - 14 or pre-emptive         2•       To play       2*/•       To play, 5+         other       2NT invitational, jump bids forcing       3*/•       To play         2•       5+, to play       3*/•       Forcing         2NT       Invitational       3NT       To play         2•       5+, to play       3*/•       Forcing         2NT       Invitational       3NT       To play         2*/•       2NT       Invitational       3NT         2*/•       Non-forcing       4*/•       Slam invitation         3*/•       Non-forcing       4*/•       To play         2*/•       Non-forcing       4*/•       To play         3*/•       Non-forcing       4*/•       To play         2NT       3•       Relay, 0       4•       To play         3•       Transfer to •       4•       To play         3•       Suit quality ask       4•       To play		2	5+	3♦	11+, balanced						
2NT       11+, short minor       4+/+       12 - 14 or pre-emptive         2+       To play       2*/+       To play, 5+         other       2NT invitational, jump bids forcing       3*/+       To play         2+       2*       5+, to play       3*/+       Forcing         2NT       Invitational       3NT       To play         2*/+       2*       5+, to play       3*/+       Forcing         2NT       Invitational       3NT       To play         2*/+       2NT       Invitational       3NT       To play         3*/+       Non-forcing       4*/+       Slam invitation         3*/+       Non-forcing       4*/+       To play         2NT       3*       Relay, 0       4*       To play         3*       Transfer to *       4*       To play         3*       Suit quality ask       4*       To play		2♦	5+	3♥/♠	pre-emptive						
2•       2•       To play other       2•/•       To play, 5+         2•       2•       5+, to play 2•       3•/•       To play 3•/•         2•       2•       5+, to play 2•       3•/•       Forcing 3•/•         2•/•       2•/•       5+, to play 2•/•       3•/•       Forcing 3•/•         2•/•       2•/•       5+, to play 3•/•       3•/•       Forcing 3•/•         2•/•       2•/•       5+, to play 3•/•       3•/•       Forcing 3•/•         2•/•       2•/•       5+, to play 3•/•       3•/•       Forcing 3•/•         2•/•       2•/•       1nvitational       3NT       To play         2•/•       2NT       Invitational       3NT       To play         2•/•       2NT       Invitational       3NT       To play         3•/•       Non-forcing       4•/•       Slam invitation         3•/•       Non-forcing       4•/•       To play         2NT       3•       Relay, 0       4•       To play         3•       Transfer to •       4•       To play         3•       Suit quality ask       4•       To play		2♥/♠	6 - 10	3NT	to play						
other       2NT invitational, jump bids forcing         2•       2•       5+, to play       3•/•       To play         2•       5+, to play       3•/•       Forcing         2NT       Invitational       3NT       To play         2•/•       Non-forcing       4•/•       Slam invitation         3•/•       Non-forcing       4•/•       To play         2NT       3•       Relay, 0       4•       To play         3•       Transfer to •       4•       To play         3•       Suit quality ask       4•       To play		2NT	11+, short minor	4 <b>♣</b> /♦	12 - 14 or pre-emptive						
2•       2•       5+, to play       3•/•       To play         2•       5+, to play       3•/•       Forcing         2NT       Invitational       3NT       To play         2•/•       2NT       Invitational       3NT       To play         2•/•       2NT       Invitational       3NT       To play         2•/•       2NT       Invitational       3NT       To play         3•/•       Non-forcing       4•/•       Slam invitation         3•/•       Non-forcing       4•/•       To play         2NT       3•       Relay, 0       4•       To play         3•       Transfer to •       4•       To play         3•       Suit quality ask       4•       To play	2 🙅	2♦	To play	2♥/♠	To play, 5+						
2•       5+, to play       3•/•       Forcing         2NT       Invitational       3NT       To play         2•/•       2NT       Invitational       3NT       To play         3•/•       Non-forcing       4•/•       Slam invitation         3•/•       Non-forcing       4•/•       To play         2NT       3•       Relay, 0       4•       To play         3•       Transfer to •       4•       To play         3•       Suit quality ask       4•       To play		other	2NT invitational, jump bids forcing								
2NT     Invitational     3NT     To play       2*/*     2NT     Invitational     3NT     To play       3*/*     Non-forcing     4*/*     Slam invitation       3*/*     Non-forcing     4*/*     To play       2NT     3*     Relay, 0     4*     To play       2NT     3*     Relay, 0     4*     To play       3*     Transfer to *     4*     To play       3*     Suit quality ask     4*     To play	2♦	2♥	5+, to play	3∉/♦	To play						
2*/*       2NT       Invitational       3NT       To play         3*/*       Non-forcing       4*/*       Slam invitation         3*/*       Non-forcing       4*/*       To play         2NT       3*       Relay, 0       4*       To play         3*       Transfer to *       4*       To play         3*       Transfer to *       4*       To play         3*       Suit quality ask       4*       To play		2♠	5+, to play	3♥/♠	Forcing						
3 */•       Non-forcing       4 */•       Slam invitation         3 */•       Non-forcing       4 */•       To play         2NT       3 •       Relay, 0       4 •       To play         3 •       Transfer to •       4 •       To play         3 •       Transfer to •       4 •       To play         3 •       Suit quality ask       4 •       To play		2NT	Invitational	3NT	To play						
3*/*     Non-forcing     4*/*     To play       2NT     3*     Relay, 0     4*     To play       3*     Transfer to *     4*     To play       3*     Transfer to *     4*     To play       3*     Suit quality ask     4*     To play	2♥/♠	2NT	Invitational	3NT	To play						
2NT     3     Relay, 0     4     To play       3     Transfer to ♥     4     To play       3     Transfer to ♠     4     To play       3     Suit quality ask     4     To play		3♣/♦	Non-forcing	4 <b>♣</b> /♦	Slam invitation						
3+     Transfer to ♥     4+     To play       3*     Transfer to ▲     4*     To play       3*     Suit quality ask     4*     To play		3♥/♠	Non-forcing	4♥/♠	To play						
3♥Transfer to ♠4♥To play3♠Suit quality ask4♠To play	2NT	3♣	Relay, O	4	To play						
3♠ Suit quality ask 4♠ To play		3♦	Transfer to 💙	4♦	To play						
		3♥	Transfer to 🛓	4♥	To play						
3NT To play other		3♠	Suit quality ask	4♠	To play						
		3NT	To play	other							

Additional respons	es to 1NT									
3♣/3♦	Both minors	s weak								
3♥/3♠	To play	Fo play								
4	N/A									
4	N/A									
4♥	To play									
4♠	To play									
Unusual NT:	mir	nors 🖂	other suits		lower 2 unbid	suits				
other										
Other slam bidding	1	Cue Bids	$\boxtimes$	Asking Bids						
4th Suit Forcing		One round 🛛 🖂		-	Gar	ne force				
NT Checkback		Priorities								
Defence to 3NT op	ening									
Defence to opening	-	Multi 2♦								
RCO style 2	2-s									
Other 2-s										
Defence to strong	£									
Lebensohl		Over NT interfere	ence 🗌							
Other uses										
Take out of 4 level	pre-empts		4 <b>♠</b> /4♦							
	4♥		4♠							

## **OTHER NOTES**

		BA	SIC RES	PONSE	S		
lump raises - mino	rs	limit 🖂	forcing	Otl	her:		
lump raises - majo	rs	limit 🖂	forcing	Otl	her:		
lump shifts after m	inor opening		3 - 6 pts	6 card			
lump shifts after m	ajor opening		3 - 6 pts	6 card			
Responses to stror	ng 2 suit opening	J	2D/2H 0	- 4 pts			
Responses to 2NT	opening	E	Baron and Flint				
		PL/	AY CONV	ENTION	<b>NS</b>		
'NT' Vers	sus Notrump		'S' Versi	us Suit		= Both	
Sequence leads:			Overlead all	$\checkmark$		All except AK x (x)	
	Underlead	Ot	her:				
our or more with a	in honour		4th highes	st 🗹	atti	tude	
3	rd/5th	Othe	r:				
rom 4 small	2nd h	ighest [	Other:				
From 3 cards	(no honour)		top	middle	$\square$	bottom	
Signal on partr	ner's lead:	hig	h encourage	$\checkmark$		low encourage	
	Other:						
Signal on decla	arer's lead						
Discards	McKenney		high encou	rage 🗌		low encourage	
	odd/even	$\checkmark$	Other:				
Count	natura		reverse				
			CONVEN	TIONS			
INT:	Blackwood		RKCB	$\bowtie$	Other	1430	
÷	Gerber	when?					
		Other	Conventions				
Splinters			1	Major/3NT	-Game	major raise no sing/voi	id
Truscott							
Moscow rescue o	over 1NTX						
_ebensohl							
	RC	©ABF PO Bo	Marketing				
			vick ACT 2609				
			2 6239 2265				
	A	FAX:	02 6239 1816				



			STA	NDA	RD S	SYS	TE	M CA	RD					
lames:	Ken M	<b>Ioffitt</b>				Sue N	Noff	ītt						
ABF Nos:	43524	ļ				43559	9							
Basic System	1:	Acol						Brow	n Sticker		]			
Classification	:	Green	$\bowtie$	Blue		F	Red		Yello	N	]			
				OP	ENI	NG I	Bll	DS						
Describe stre	ngth, minin	num length,	or speci	fic mea	ning							Car	nape	
<ul> <li>12+, 4</li> </ul>		1♦	12+,	4		1	•	12+, 4		1	<b>±</b> '	12+, 4		
NT 12	2 - 14								may cor	ntain 5	card	major		
2 <b>⊕</b> Stayma	n:	simple	$\boxtimes$		exten	ded		]	Other:					
Transfers	2♦				27					2♠				
2 NT				Other:										
23= 0	r 95% Ga	me Force												
20 - 2	22 or 8PT	any suit												
6 - 10	), 6 card													
2 <b>•</b> 6 - 10	), 6 card													
2 NT 20	- 22													
NT Ga	mbling													

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

	COI			BIDDING			
	COI						
Negative doubles through	3D		Resp	onsive doubles th	rough	3D	
Jump overcalls Weak		Unusual	NT	Minors/Un	bid Suits		
1NT overcall (immediate)	15	- 17		(re-opening)	15 - 17		
Immed cue of minor	Michaels						
Immed cue of major	Michaels						
Over opponent's 1NT (weak)		Pin Point	t Astro	)			
Over opponent's 1NT (strong)		Pin Point Astro					
Over weak twos		Opt X					
Over opening threes		Opt X					

		RESPONSES TO	OPENI	NG BIDS
		Describe strength, minimum length or s	pecific meanir	ng
1 <b></b>	1♦	6+, 4	2NT	10 - 11
	1♥/♠	6+ 4	3♠	9 - 11, 4
	1NT	6 - 9	3♦	Splinter, 0
	2 🛳	6 - 8, 4	3♥	Splinter, 0
	2♦	3 - 6, 6 card	3♠	Splinter, 0
	27	3 - 6, 6 card	3NT	12 - 13
	2♠	3 - 6, 6 card	4 bids	
1♦	1♥/♠	6+, 4	3♠	3 - 6, 6 card
	1NT	6 - 9	3♦	9 - 11, 4
	2 🛳	10+, 4	3♥	Splinter, 0
	2♦	6 - 8, 4	3♠	Splinter, 0
	27	3 - 6, 6 card	3NT	12-13
	2♠	3 - 6, 6 card	4♦	
	2NT	10 - 11	4 Other	4C Splinter, 0
1♥/♠	1NT	6 - 9	3♠	3 - 6, 6 card
	2♠	10+, 4	3♦	3 - 6, 6 card
	2♦	10+, 4	3♥/♠	9 - 11, 4
	2♥/♠	6 - 8, 4	3NT	Major game raise, no sing/void
	2NT	10 - 11	4 <b>♣/</b> ♦	Splinter, 0
2	2♦	0 - 4	2♥/♠	5+, 4+ card
	other			
2♦	2♥	0 - 4	3♣/♦	5+, 4+ card
	2♠	5+, 4+ card	3♥/♠	
	2NT	5+	3NT	
2♥/♠	2NT	Ogust	3NT	
	3 <b>♣/♦</b>	Strong forcing	4 <b>♣/♦</b>	
	3♥/♠	Invitational	4♥/♠	
2NT	3♣	Baron	4🜩	
	3♦	Flint	4	
	37	Forcing, 5+ card	4💙	To play
	3♠	Forcing, 5+ card	4♠	To play
	3NT	To play	other	

Additional responses to 1NT									
3∉/3♦	Forcing, 5-	+ card							
3♥/3♠	Forcing, 5-	+ card							
4🛖									
4♦									
4♥	To play	To play							
4♠	To play								
Unusual NT:	mi	inors [	$\boxtimes$	other s	uits	$\boxtimes$	low	er 2 unbid suits	
other									
Other slam bidding			Cue Bids	$\boxtimes$		Asking Bids			
4th Suit Forcing		One	e round 🛛					Game force	
NT Checkback			Priorities						
Defence to 3NT ope	ening								
Defence to opening	j Two's:		Multi 2 C	pt X					
RCO style 2	2-S	Opt X							
Other 2-s		Opt X							
Defence to strong 🕭		Disco							
Lebensohl		Over	r NT interferer	nce	$\square$				
Other uses									
Take out of 4 level pre-empts     4∉/4◆									
	4💙			4♠					

## **OTHER NOTES**

BASIC RESPONSES	
Jump raises - minors limit 🖾 forcing 🗆 Other:	
Jump raises - majors   limit   Imit   Grouing   Other:	
Jump shifts after minor opening 16 +	
Jump shifts after major opening 16 +	
Responses to strong 2 suit opening	
Responses to 2NT opening Stayman/ Transfers	
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:	
From 3 cards (no honour) top middle s bottom	
Signal   on partner's lead:   high encourage   Iow encourage	
Other:	
Signal on declarer's lead	
Discards         McKenney         high encourage         low encourage	
odd/even S Other:	
Count natural reverse	
CONVENTIONS	
4NT: Blackwood  RKCB  Other: 1430	
4 Gerber 🖾 when? NT	
Other Conventions	
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PO Box 397	



			STANDA	ARD	SYSTE	EM CA	RD			
nes:	Eilee	n Boocock			Denise N	<i>l</i> icEwan				
Nos:	5971	55			228664					
c System:						Brow	n Sticker			
sification:		Green 🛛	☑ Blue		Red		Yellow			
			O	PEN	ING BI	DS				
cribe strengt	th, minii	mum length,	or specific mea	aning					Canap	e 🗆
12-20/3		1♦	12-20/3		1💙	11-20/5		1 <b>≜</b>	11-20/5	
15-1	7						may conta	ain 5 car	d major	$\boxtimes$
Stayman:		simple	$\bowtie$	exter	nded	]	Other:			
ransfers	2♦	Hearts		27	Spades		2	2 <b>≜</b> Cl	ubs/Diamor	nds
2 NT	8 pts		Other	:						
21+										
6- weak										
6- weak										
6- weak										
20-22	Balan	iced								
8-9 qi	uick tri	cks								
_										_

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

COMPETITIVE BIDDING								
Negative doubles throug		Resp	onsive doubles through					
Jump overcalls	weak		Unusual NT					
1NT overcall (immediate)		15-	17	(re-opening)				
Immed cue of minor		Michaels						
Immed cue of major		Michaels						
Over opponent's 1NT (w	eak)		DONT					
Over opponent's 1NT (strong)			DONT					
Over weak twos			x for TO					
Over opening threes			x for TO					

		RESPONSES TO C	PENIN	NG BIDS
		Describe strength, minimum length or spec	cific meanir	ng
1♣	1♦	6+, 4D no 4 Cd Major	2NT	11-12 balanced
	1♥/♠	6+, 4H/S	3♠	
	1NT	6-9 no 4 CD Major	3♦	
	2	6-9, 5C	37	
	2♦	10+, 5D	3♠	
	2💙	16+, 5H	3NT	13-15 Balanced
	2♠	16+, 5S	4 bids	
1♦	1♥/♠	6+, 4H/S	3♣	
	1NT	6-9 no 4 card major	3♦	
	2 🛳	10+, 5C	3♥	
	2♦	6-9, 5 D	3♠	
	2♥	16+, 5H	3NT	13-15 balanced
	2♠	16+, 5S	4♦	
	2NT	11-12 balanced	4 Other	
1♥/♠	1NT	6-9	3♠	7-9, 4 H/S
	2 🛳	10+, 4/5 C	3♦	10-12, 4 H/S
	2♦	10+, 4D	3♥/♠	weak 4H/S
	2♥/♠	6-9 3cd support	3NT	13-15 Balanced
	2NT	13+, 4 card support	4 <b>♣/</b> ♦	singleton/void 4H/S
2♣	2♦	Waiting	2♥/♠	5 Card suit
	other			
2♦	2♥		3∉/♦	
	2♠		3♥/♠	
	2NT		3NT	
2♥/♠	2NT		3NT	
	3∉/♦		4 <b>♣/♦</b>	
	3♥/♠		4♥/♠	16 + 2 cd
2NT	3♣	Stayman	4	
	3♦	Transfers	4♦	
	3♥	Transfers	4♥	
	3♠	Transfers	4 <b>♠</b>	
	3NT	4+ Balanced	other	

#### CONVENTIONS Additional responses to 1NT 3**∉/**3♦ 3♥/3♠ 4**♠** 4♦ 47 4 other suits Unusual NT: minors lower 2 unbid suits other Cue Bids Asking Bids Other slam bidding One round 4th Suit Forcing Game force NT Checkback Priorities Defence to 3NT opening Multi 2♦ Defence to opening Two's: RCO style 2-s Other 2-s Defence to strong 뢒 Lebensohl Over NT interference Other uses Take out of 4 level pre-empts 4**♣**/4♦ 4♥ 4♠

#### **OTHER NOTES**

	BASIC RESPONSES
Jump raises - minors	limit 🖾 forcing 🗆 Other:
Jump raises - majors	limit 🖾 forcing 🗆 Other:
Jump shifts after minor openin	g
Jump shifts after major openin	g Splinters
Responses to strong 2 suit ope	ening Simple Relay < 7
Responses to 2NT opening	3 <b>♣/</b> ♦ to play
	PLAY CONVENTIONS
'NT' Versus Notrum	p 'S' Versus Suit 🗸 = Both
Sequence leads:	Overlead all All except AK x (x)
Underle	ad Other: AK doubleton
Four or more with an honour	4th highest attitude
3rd/5th	Other:
From 4 small 2	2nd highest Other:
From 3 cards (no hone	our) top middle 🗹 bottom 🗌
Signal on partner's lead:	high encourage low encourage
Other:	
Signal on declarer's lead	Low encourage
Discards McKen	nney 🔄 high encourage 🦳 low encourage 🗹
odd/ev	ven Other:
Count na	atural 🔽 reverse 🛄
	CONVENTIONS
4NT: Blackw	vood 🗆 RKCB 🖾 Other: 3041
4 <b>♣</b> Gerber	☑ when? Only over 1NT
	Other Conventions
Drury	4th suit forcing to game
Unassuming Cue Bid	Lebensohl
Ogust	Support X & XX
TOM/Walsh	Splinters
Truscott over Majors	
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## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

	STANDARD	SYSTEM CARD
Names:	Andrew Slater	Keith McDonald
ABF Nos:	107328	105732
Basic System:	Standard	Brown Sticker
Classification:	Green 🖾 🛛 Blue 🗌	Red 🗌 Yellow 🗆
	OPEN	IING BIDS
Describe strer	ngth, minimum length, or specific meaning	Canape
1 2 12+	1♦ 4 12+	1♥ 5 12+ 1♠ 5 12+
1 NT 15	5-17	may contain 5 card major
2 🕁 Staymar	n: simple 🗆 exte	ended Other: Lavings
Transfers	2♦ 2♥ 2♥	2♠ 2♠ 3♠
2 NT	3♦ Other: S	Super Accept in Minors
2 21/22	Balanced or 8 playing tricks	
2 23/24	Balanced or Game Force	
2♥ 6-10	6 card suit	
2 6-10	6 card suit	
2 NT 7-1	1 Minors (or Strong)	
3 NT Gar	mbling - No outside King	

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

	COI	MPETI	<b>FIVE</b>	BIDDING		
Negative doubles through	3♠		Resp	onsive doubles th	rough	3♠
Jump overcalls Weak		Unusual	Unusual NT Minors/Majors < 12			
1NT overcall (immediate)	15-	18		(re-opening)	8-10	
Immed cue of minor	Natural					
Immed cue of major	Natural					
Over opponent's 1NT (weak)		Splash				
Over opponent's 1NT (strong)		Splash				
Over weak twos		X (16-18, 2NT)				
Over opening threes		Х				

		<b>RESPONSES TO</b>	OPENI	NG BIDS
		Describe strength, minimum length or sp	ecific meanir	ng
1 <b>≜</b>	1♦	4+ 6+ pts	2NT	13+
	1♥/♠	4+ 6+ pts	3♣	Limit Raise
	1NT	8-10	3♦	
	2 🛳	Weak 6-9	3♥	
	2♦		3♠	
	27		3NT	To Play
	2♠		4 bids	
1♦	1♥/♠	4+ 6+ pts	3♣	
	1NT	6-9	3♦	Limit Raise
	2♠	Natural 10+ pts	3♥	
	2♦	Weak 6-9	3♠	
	27		3NT	To Play
	2♠		4♦	
	2NT	13-15	4 Other	
1♥/♠	1NT	6-9	3♠	Mini Splinter
	2	Natural 10+ pts	3♦	Mini Splinter
	2♦	Natural 10+ pts	3♥/♠	Limit Raise
	2♥/♠	6-9	3NT	To play
	2NT	Jacoby 13-15	4 <b>⊕</b> /♦	Splinter
2뢒	2♦	Negative 0-7	2♥/♠	8+ Suit
	other	8+		
2♦	2♥	Negative 0-7	3 <b>♣/</b> ♦	8+ Suit
	2♠	8+ suit	3♥/♠	
	2NT	8-10	3NT	
2♥/♠	2NT	Ogust	3NT	To Play
	3 <b>♣/</b> ♦	To Play	4♣/♦	Splinter
	3♥/♠	Pre-emptive	4♥/♠	To Play
2NT	3♣	To Play	4 <b>♣</b>	Invitational
	3♦	To Play	4♦	Invitational
	3♥	Forcing	4♥	To Play
	3♠	Forcing	4♠	To Play
	3NT	To Play	other	

Additional respons	ses to 1NT								
3∉/3♦	Forcing - S	Slam Interest							
3♥/3♠	Forcing - Slam Interest								
4	Gerber								
4♦									
4♥	To Play								
4♠	To Play								
Unusual NT:	m	inors 🖂	other s	suits			low	er 2 unbid suits	
other Cu	ue Bids								
Other slam bidding	J	Cue Bids			A	sking Bids			
4th Suit Forcing		One round	]					Game force	$\square$
NT Checkback		Priorities							
Defence to 3NT ope	ening	Lead an A	се						
Defence to opening	g Two's:	Multi 2	K for tak	eout					
		2NT = 16+ stopp	ers						
RCO style 2	2-s	As Above							
Other 2-s		As Above							
Defence to strong 뢒		X = Majors							
		1NT = Minors							
Lebensohl		Over NT interfere	nce	$\boxtimes$					
Other uses									
Take out of 4 level	pre-empts		4 🛃 / 4 📢		Х				
	4♥	Х	4♠	4NT					

## **OTHER NOTES**

	BASIC R	ESPONSES		
Jump raises - minors	limit D forcing	Other:	weak	
Jump raises - majors	limit D forcing	Other:	weak	
Jump shifts after minor opening	weal	(		
Jump shifts after major opening	Berg	en		
Responses to strong 2 suit opening	NA			
Responses to 2NT opening	3m to play,	3♥ asking, 3♠ to p	lay	
	PLAY CO	<b>VENTIONS</b>		
'NT' Versus Notrump	'S' \	/ersus Suit	= Both	
Sequence leads:	Overlead	all	All except AK x (x)	
Underlead	Other: Ace	count, K att, Codeo	d 9's and 10's	
Four or more with an honour	4th hi	ghest 🗹	attitude	
3rd/5th	Other:			
From 4 small 2nd h	ighest 🗹 Oth	er:		
From 3 cards (no honour)	top NT	middle s	bottom	
Signal on partner's lead:	high encourag	e	low encourage	
Other: odds	s (enc) & evens			
Signal on declarer's lead	count			
Discards McKenney	high e	ncourage	low encourage	
odd/even	Other:			
Count natural	reverse			
	CONVE	NTIONS		
4NT: Blackwood			ther: 0314	
4 <b>♠</b> Gerber □	when? never			
	Other Conventio	ns		
Over 1NT:X Swine used		1NT is principle	force over 1♦/1♥/1♠	
Unassuming cue bids		1 <b>♦</b> :(1♥):X denie	s 4 spades	
1♦ is only +ve respone to 1♣ or	ening	Lebensohl; Mind	prwood	
Negative free bids		Puppet staymar	to str 2NT bids	
Splinters				
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## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

		STAND	ARD	SYST	EM CA	ARD			
Names:	Paul			lan					
ABF Nos:	164917 (138	)		370861					
Basic System:	Modified	l Polish Club (l	Vemesis	s)	Brov	vn Sticker			
Classification:	Green	Blue	$\ge$	Red		Yello	w 🗆		
		0	PEN	ING BI	DS				
	th, minimum leng	th, or specific m	eaning					Canap	e 🗆
1♣ 0+♣, 11-		1		1•	5+♥,11			5+♠,11-16	
	14, bal but coul			_	_		ntain 5 carc	l major	$\boxtimes$
2 <b> </b>	simple	e 🖂	exte	nded 🗌		Other:			
Transfers	2♦ to ♥		27	to 🛳			2 <b>≜</b> Ba	ron GF	
2 NT	Trf to 뢒 or 🔶	Othe							
	ICP any 5440, o	5			25-26 ba	al may hav	ve stiff A/I	< c	
	hajor, 3-7 HCP		5	F					
inoun o	2♥ weak 6 ♥ 8-10 HCP, 2NT is a singleton ask								
	▲ 8-10 HCP, 21	Ũ							
	minors 5/5, 8 -1	11 HCP, 3♥ is a	asking t	bid					
3 NT Gam	Ç								
		ERTS: CAL NING/S OR						)	
Namyats 4	♥,4♦=♠			Bergen raises, puppet stayman, relays					
SWINE to 1NT	Γ:X			Many X's may be unusual					
1 <b>♣</b> , 2 <b>♣</b> and 2♦	openings			1♦ is only +ve respone to 1♣ opening					
		COM	PETII	<b>IVE B</b>	IDDIN	G			
Negative double	es through	4♥		Responsiv	ve doubles	s through		3♠	
Jump overcalls	weak	ι	Inusual I	NT	varies c	an be MN	1		
1NT overcall (im	nmediate)	15-17		(re-	opening)	1	5-17		
Immed cue of m	Immed cue of minor 5/5 other minor + a ma				nded mic	haels any	strength		
Immed cue of major 5/5 OM/m Michaels a									
Over opponent's 1NT (weak) Cappelle			appelle	etti, DONT if passed or in pass out seat					
Over opponent's	s 1NT (strong)	D	ONT	Г					
Over weak twos	i	Х	K + lebensohl extension						
Over opening th	rees	Х							

		RESPONSES TO	OPENI	NG BIDS
		Describe strength, minimum length or spe	ecific meanir	ng
1♣	1♦	6+ hcp any shape forcing	2NT	0-5 hcp, 5/5 in minors
	1♥/♠	4+ 0-5 hcp	3♠	0-5 hcp. 7 <b>⊕</b>
	1NT	0-5 hcp, at least 4/3 in minors	3♦	0-5 hcp. 7•
	2♠	0-5 hcp. 5+ <b></b>	3♥	0-5 hcp. 7♥
	2♦	0-5 hcp. 5+	3♠	0-5 hcp. 7 <b>≜</b>
	27	0-5 hcp. 6♥	3NT	N/A
	2♠	0-5 hcp. 6 <b>≜</b>	4 bids	
1♦	1♥/♠	6-10 (11) hcp. 4+ ♥/♠	3♣	0-6 hcp 6+ 🛳
	1NT	Relay F1; 5-7/8 3+♦ or 9+	3♦	0-5 hcp 4+♦
	2♠	6-10 (11) hcp, 5+ <b>♣</b> , NF	3♥	splinter
	2♦	8-10 hcp. 3+♦	3♠	splinter
	27	0-6 hcp 6 🎔	3NT	NA
	2♠	0-6 hcp 6 🛦	4•	preemptive raise
	2NT	weak 5/5 🎔 & 🛳	4 Other	4 <b>⊕</b> splinter
1♥/♠	1NT	Relay F1; 3+ fit 5-7/8 or 9+any	3 <b>♠</b>	6-9 (10) pts 4+ fit (Bergen)
	2	6-10(11) hcp 5+ <b>⊕</b> Non Force	3♦	10-12 hcp 4+ fit (Bergen)
	2♦	6-10(11) hcp 5+ Non Force	3♥/♠	Raise is 0-5 4+, OM splinter
	2♥/♠	3+ fit 8-10, OM varies	3NT	NA
	2NT	4-8 both minors (5+)	4 <b>♣/</b> ♦	splinters
2	2♦	any 7+hcp.	2♥/♠	0-6 hcp 3+♥/♠
	other	2NT = 0.6 hcp No 3 card M. 3 = P o	r C. Other	= 0-6 hcp 7+card suit
2♦	2♥	Pass or Correct	3♣/♦	NF
	2♠	Pass or Correct, prefers 🕈	3♥/♠	Pass or Correct if used
	2NT	Asking	3NT	To play
2♥/♠	2NT	Singleton Ask	3NT	To play
	3∉/♦	F1	4 <b>♣/</b> ♦	splinter
	3♥/♠	raise is preemptive	4♥/♠	To play
2NT	3♠	To play	4 <b>♠</b>	preemptive
	3♦	To play	4♦	preemptive
	3♥	F1 Shape Ask	4♥	To play
	3♠	To play, can raise with fit	4♠	To play
	3NT	To play	other	

Additional respo	onses to 1NT						
3∉/3♦	good 6+ su	uit NF					
3♥/3♠	good 6+ su	uit NF					
4 <b>♣</b>	trf to 💙						
4♦	trf to 🛦						
4♥	To play						
4♠	To play						
Unusual NT:	m	inors	other suit	s 🗌	low	ver 2 unbid suits	
other	Over 1m = Bo	oth majors; over 1M	= both m	nors			
Other slam bidd	ling	Cue Bids	$\boxtimes$	Asking Bids	$\boxtimes$		
4th Suit Forcing		One round	Relays	used in most cases	5	Game force	
NT Checkback		Priorities	NA us	ually relays apply p	lus stay	man etc	
Defence to 3NT	opening	4 <b>♣</b> = MM b	etter 💙; 4	♦ = MM better ★			
Defence to oper	ning Two's:	Multi 2 🔶 🗴	(= 11-15, !	ō+ ♥; 2♥= 16+ any	shape		
		2NT = 16-18 majo	rs stopped	ł			
RCO sty	le 2-s	X=16+, 2nd X=TO	, 3rd X=P	enalty			
Other 2-	S	X, leaping michae	ls, lebenso	ohl			
Defence to stror	ng 🛳	X = Trf to ♥, 1♦ =	<b>≜</b> ; 1♥,1 <b>≜</b> ,	1NT = CRO			
Lebensohl		Over NT interferen	nce 🛛				
Other us	ses Over	r X of opponents we	eak 2M op	ening			
Take out of 4 lev	el pre-empts		4 <b>⊕</b> /4♦	Х			
	4♥	Х	4♠ 41	NT			

### **OTHER NOTES**

Lebensohl always applies over interference of 1NT openings & overcalls Puppet stayman over strong NT rebids for 1♣, 2♣ and 2♦ openings 27/05/2012

	BASIC	RESPO	ISES	
ump raises - minors	limit 🖂 fo	orcing	Other:	
ump raises - majors	limit 🖂 fo	orcing	Other:	
ump shifts after minor opening		Weak		
ump shifts after major opening		Weak		
Responses to strong 2 suit open	ing	2 negative o	r waiting	
Responses to 2NT opening	Transf	ers and Baron		
	PLAY (	CONVENT	IONS	
'NT' Versus Notrump		'S' Versus Sui	t	= Both
Sequence leads:	Ove	erlead all		All except AK x (x)
Underlead	Other:	Overlead all e	except AK ba	re
our or more with an honour		4th highest	at	titude 🗹
3rd/5th	Other: C	Odd card		
rom 4 small 2nd	d highest	Other: Eve	n card McKe	enny
rom 3 cards (no honou	r) top	m	ddle	bottom
ignal on partner's lead:	high enc	ourage		low encourage
Other: O	dd encouraging, ev	en McKenny		
ignal on declarer's lead	Odd encou	iraging, even N	/IcKenny	
Discards McKenne	ey 🔄 ł	igh encourage		low encourage
odd/eve	n 🗹 Of	her: Odd en	couraging, ev	ven McKenny
Count natu	ral 🗌 rev	erse 📃 N	latural when	used
	COI	VENTIO	٧S	
NT: Blackwoo	od 🗌	RKCB 🖂	Othe	r: 3041
🔹 Gerber 🛛	⊠ when? (	Only after direct	t NT opening	js
	Other Conv	entions		
Fruscott raises				
DOPI and ROPI				
Checkback on NT bids				
Swine				
Ith suit forcing				
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Names: ABF Nos: Basic System: Classification: Describe strength 1 1 NT 12 to		🖂 Blue	31	ch Kas 1464	szubski				
Basic System: Classification: Describe strength 1 ▲ 10+ 3 1 NT 12 to	Acol Green		_	1464					
Classification: Describe strength 1 10+ 3 1 NT 12 to	Green		2						
Describe strengtl 1 1 10+ 3 1 NT 12 to			· 🗆		Brow	n Sticker			
1 <b>♠</b> 10+ 3 1 NT 12 to	n, minimum length	0		Red		Yellov	v 🗆		
1 <b>●</b> 10+ 3 1 NT 12 to	n, minimum length	0	PENIN	g Bli	DS				
1 NT 12 to	, 5	n, or specific me	eaning					Canap	be 🗆
12 (0	1♦	10+ 4		1♥	10+ 4		1♠	10+ 5	
	14					may con	tain 5 card	d major	$\boxtimes$
2 <b>⊕</b> Stayman:	simple	$\bowtie$	extended		]	Other:			
Transfers	2♦ to 2♥		2♥ to	2♠			2 <b>≜</b> to	3♣/3♦	
2 NT 1	nvitational	Othe	er: 3 🕭 Ba	ron					
2 Unlimited	d strong								
2 Weak 2	n <b>♥</b> or <b>≜</b> , 7 or 8 p	playing tricks i	n any suit c	or 27/28	3 flat				
2♥ Weak ♥ and another suit, at least 5/5									
2♠ Weak ♠ and a minor, at least 5/5									
2 NT 21 to 2	22								
3 NT Direct	ace ask								
		RTS: CALI NNG/S OR						D	
Immediate cue	of a minor is na	tural							
Jump overcalls	are 7 or 8 Playi	ng tricks							
Negative doubl	es are 9+ or neg	gative							
		COMF	PETITIV	E BI	DDIN	G			
Negative doubles	through	4♥			e doubles			2♠	
Jump overcalls	7/8 p.tric		nusual NT			ninors an	d lower i		
1NT overcall (imi	•	15 to 1	17		pening)		)/11		
Immed cue of mi				(	1	TC			
			appelletti						
			••						
Over weak twos	( ··· ·· ·· · · · · · · · · · · · · · ·	X							
Over opening thr	ees	X							
Immed cue of mi Immed cue of ma Over opponent's Over opponent's	nor jor 1NT (weak)	Natural Michaels C B	appelletti rozel		. 0				

RESPONSES TO OPENING BIDS					
		Describe strength, minimum length or	specific meanir	ng	
1	1♦	5+ and 4♦	2NT	15 to 17 no majors	
	1♥/♠	5+ and 4 <b>♥</b> /♠	3♠	10/11 and 5	
	1NT	5 to 8	3♦		
	2♠	5 to 8 and 4+	3♥		
	2♦	6+ weak less than 6 pts	3♠		
	27	6+♥ weak less than 6 pts	3NT	to play	
	2♠	6+♠ weak less than 6 pts	4 bids		
1♦	1♥/♠	5+ and 4 <b>♥/</b> ♠	3♠	weak 6+∉less than 6 pts	
	1NT	5 to 8	3♦	10/11 and 4	
	2♠	9+ and 4+ <b>♣</b>	3♥		
	2♦	5 to 9 and 4+	3♠		
	27	6+♥ weak less than 6 pts	3NT	to play	
	2♠	6+  weak less than 6 pts	4♦		
	2NT	15 to 17 no majors	4 Other		
1♥/♠	1NT	5 to 8	3♣	weak 6+ € less than 6pts	
	2♠	9+ and 5 <b></b> ♠	3♦	weak 6+♦ less than 6 pts	
	2♦	9+ and 5♦	3♥/♠	10 to 11 and 4(3+)♥/♠	
	2♥/♠	5 to 9 and 3+♥/♠	3NT	to play with max 2♥/♠	
	2NT	15 to 17 no support	4 <b>♣/</b> ◆		
2 🛖	2♦	negative or waiting	2♥/♠	natural positive A & a K or 8+	
	other	2/3NT aceless 8 to10/11 to 12	3 any = positi	ive with (semi) solid suit	
2♦	2♥	pass or correct	3 <b>♣/</b> ♦		
	2♠	to play opposite a weak 2 🕈	3♥/♠		
	2NT	positive enquiry	3NT	to play	
2♥/♠	2NT	enquiry	3NT	to play	
	3∉/♦	correctable	4 <b>♣/</b> ♦	invitational and correctable	
	3♥/♠	natural	4♥/♠	to play	
2NT	3♠	baron (bid 4 cd suits up the line)	4	gerber	
	3♦	transfer to♥	4♦		
	3♥	transfer to	4♥		
	3♠	both minors 4/4 min	4♠		
	3NT	to play	other		

Additional respons	ses to 1NT			
3♣/3♦	baron - bio	d 4 card suits up the	line	
3♥/3♠				
4♣	gerber			
4				
4♥				
4♠				
Unusual NT:	m	ninors	other suits	lower 2 unbid suits $\square$
other				
Other slam bidding	1	Cue Bids	Asking Bids	
4th Suit Forcing		One round 🛛		Game force
NT Checkback	$\boxtimes$	Priorities	point range then major sup	oport
Defence to 3NT ope	ening			
Defence to opening	g Two's:	Multi 2 X	for takeout usually at least 1	5/16
		2NT = 15 to 18 bot	th majors stopped	
RCO style 2	2-s			
Other 2-s				
Defence to strong	<b>£</b>	brozel style		
Lebensohl		Over NT interferer	nce	
Other uses				
Take out of 4 level	pre-empts		4∉/4♦ X for takeout	
	4♥	X for takeout	4 ▲ 4NT for minors	
		ОТН	ER NOTES	
After 2♥-2NT			2 <b>≜</b> -2NT	
	nin ♥+♠		3 <b>♣</b> =min <b>≜</b> + <b>♣</b>	
	nin ♥+♦		3♦= min <b>≜</b> +♦	
	min ♥+♠		3♥ = max <b>≜</b> + <b>♣</b>	
	nax ♥+♠		3 <b>≜</b> = max <b>≜</b> +♦	
3NT =	max 💙+mi	inor		

	BASIC RESPONSES
Jump raises - minors	limit forcing Other: Inverted
Jump raises - majors	limit forcing Other: Bergen
Jump shifts after minor opening	Weak jump responses in majors.
Jump shifts after major opening	Mini splinters
Responses to strong 2 suit open	ing
Responses to 2NT opening	(Equiv) Stayman, transfers
	PLAY CONVENTIONS
'NT' Versus Notrump	'S' Versus Suit = Both
Sequence leads:	Overlead all All except AK x (x)
Underlead	Other: Aces for Att, King for count
Four or more with an honour	4th highest 🗹 attitude 🗔
3rd/5th	Other:
From 4 small 2nd	d highest 🗹 Other:
From 3 cards (no honou	r) top middle 🗹 bottom
Signal on partner's lead:	high encourage 🔄 low encourage 🗹
Other:	
Signal on declarer's lead	Reverse Count
Discards McKenne	ey 📝 high encourage 🔄 low encourage 🦲
odd/eve	n Other: First discard only
Count natu	ıral 🔄 reverse 🗹
	CONVENTIONS
4NT: Blackwoo	
4 <b>≜</b> Gerber [	when?
	Other Conventions
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	Fyshwick ACT 2609
	Tel: 02 6239 2265 FAX: 02 6239 1816
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		STAN	IDARD	SYST	EM (	CARD				
Names:	Peter Chan			David I	usk					
ABF Nos:										
Basic System:	ACOL									
Classification:	Green	$\boxtimes$	Blue 🗌	Re	-	Yello	w 🗆			
			OPEN	ING B	IDS					
	th, minimum leng		•						Canape	
1♠ 2 11-		• 4	11-20	1♥	5	11-20	1	U	11-20	_
. ,	12-14		Rarely		_	2	ntain 5 d	card majo	r	
2 <b>⊕</b> Stayman:	simple	e 🖂		nded l		Other:				
Transfers	2♦> H		2♥	> S			2♠	Baron		
2 NT	> Minor				5 cards	and invitation	onal			
-	21-22 Bal or G	-								
	3-24 Balanced of			-						
	earts and a min		5							
	pades and a mi		nay be 5-4	if not vul)	, 6-9 H	CP.				
	x 5-5+ in minors									
3 NT Gam	bling. running m	ninor, little o	utside.							
						VE UNEX		ED		
Mega splinters	s over major op'	ngs		3m r	ebids o	over 1M resp	onses	are splir	nters	
TWERB over s	strong 1C			Inve	rted mir	nors				
BERGEN Rais	ses									
		CO	MPETI	<b>FIVE E</b>	IDD	NG				
Negative double	es through	4H		Respons	ive douk	oles through		4	Н	
Jump overcalls	Weak s	style	Unusual	NT	Lowe	er unbid suits	5			
1NT overcall (in	nmediate)	15	-18 sys'm	on (re	-openin	g) 1	1-14 sy	ystem or	ı	
Immed cue of m	inor	Majors <	opening or	17+						
Immed cue of m	ajor	Major/Min	or <openin< td=""><td>ig or 17+</td><td></td><td></td><td></td><td></td><td></td><td></td></openin<>	ig or 17+						
Over opponent's	s 1NT (weak)		Cappelle	tti						
Over opponent's	s 1NT (strong)		Cappelle	etti						
Over weak twos			Х							
Over opening th	rees		Х							

		RESPONSES TO (	OPENI	NG BIDS
		Describe strength, minimum length or spe	cific meanir	ng
1♣	1♦	Natural, 5+ HCP	2NT	16+, 3+ clubs
	1♥/♠	Natural. 5+ HCP	3♠	Weak Raise 6-9, 5+
	1NT	8-10 Bal, no four card Major	3♦	GF Splinter
	2♣	Inverted, 11+	37	GF Splinter
	2♦	WJS	3♠	GF Splinter
	2♥	WJS	3NT	To play, natural
	2♠	WJS	4 bids	4C = strong raise
1♦	1♥/♠	Natural, 5+ HCP	3♠	GF Splinter
	1NT	5-8 no four card Major	3♦	Weak Raise 6-9, 5+
	2♠	Natural, 9+	3♥	GF Splinter
	2♦	Inverted 11+	3♠	GF Splinter
	2💙	WJS	3NT	To play, natural
	2♠	WJS	4♦	Strong raise
	2NT	16+, 3+ diamonds	4 Other	4C = Maxi, 4H, S to play
1♥/♠	1NT	5-8 No major	3♠	Bergen Raise (4) 6-9
	2♣	Natural, 9+	3♦	Bergen Raise (4) 10-12
	2♦	Natural, 9+	3♥/♠	1S: 3H = Invitional raise (3)
	2♥/♠	Limit, 6-9, 1H: 2S = Invitn (3)	3NT	Balanced raise to game, 13-15
	2NT	Jacoby, GF raise, 16+	4 <b>♣/♦</b>	Splinter
2♣	2♦	Maximum of one cont (A = 2,K=1)	2♥/♠	Controls
	other	Steps		
2♦	2♥	P/C	3♣/♦	Natural, forcing
	2♠	P/C, normally better hearts	3♥/♠	3 card raises
	2NT	Modified Ogust	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3∉/♦	PC	4 <b>♣/</b> ♦	P/C
	3♥/♠	4 card support, not inv.	4♥/♠	To play
2NT	3♣	Preference	4	Natural, pre-emptive
	3♦	Preference	4♦	Natural, pre-emptive
	3♥	Forcing, Natural	4♥	To play
	3♠	Forcing, Natural	4 <b>♠</b>	To play
	3NT	To play	other	

Additional response	es to 1NT						
3 <b>∉</b> /3♦	Invitations	with broken 6 c	ard suit				
3♥/3♠	Slam intere	est, forcing					
4🛖	Gerber						
4♠	Strong, nat	ural					
4♥	To play						
4♠	To play						
Unusual NT:	mi	nors	other suits		lower 2	2 unbid suits	$\bowtie$
other							
Other slam bidding		Cue Bi	ds 🖂	Asking Bids			
4th Suit Forcing		One round				Game force	$\square$
NT Checkback	$\boxtimes$	Priorities	Major fit	/other major			
Defence to 3NT ope	ning	X = car	ds				
Defence to opening	Two's:	Multi 2♦	1, 2, 3 doub	es			
RCO style 2	-S	1, 2, 3 doubles	i				
Other 2-s		1, 2, 3 doubles	;				
Defence to strong	ŀ	Twerb (up to 3	NT)				
Lebensohl		Over NT inter	ference 🛛 🖂	I			
Other uses							
Take out of 4 level p	pre-empts		4♣/4♦	X = major t/o			
	4 🎔	X = T/o	4 <b>♠</b> X =	cards			

## **OTHER NOTES**

	BA	SIC RESPONSES
Jump raises - minors	limit 🖂	forcing Other: 6-9 pts 5+support no void
Jump raises - majors	limit 🖂	forcing Other: 6-9 pts 4+support no 0/1
Jump shifts after minor opening		at 2 level = 0-5 pts 6+suit 3+level = splinter g/f
Jump shifts after major opening		at 2 level = 0-5 pts 6+suit 3+ level = splinter g/f
Responses to strong 2 suit oper	ning	2+= < 2 controls rest = natural 2+ controls
Responses to 2NT opening		

		PLAY CONVENTIONS	5
'NT	Versus Notrump	'S' Versus Suit	= Both
Sequence	leads:	Overlead all	All except AK x (x)
	Underlead	Other:	
Four or mo	pre with an honour	4th highest	attitude
	3rd/5th	Other:	
From 4 sm	all 2nd hig	ghest 🗹 Other:	
From 3 car	rds (no honour)	top middle	bottom
Signal	on partner's lead:	high encourage	low encourage
	Other:		
Signal	on declarer's lead	reverse attitude or count when ne	eeded
Discards	McKenney	high encourage	low encourage
	odd/even	Other:	
Count	natural	reverse 🔨	

Other:

**CONVENTIONS** RKCB 🖂 4NT: Blackwood Gerber when? 4♠ never **Other Conventions** 

- RKCB 0 or 3 then or 4 then 2(w/out, with)
- do not use king ask or minor wood

5NT =trump ask 1st step = 0 then123 etc.



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### AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

					ST/	AND/	ARD	SYST	EM (	CARD	)			
Names:		Kevir	n Lan	nge				Peter	Colmer					
ABF No	S:	1976	88					19595	2					
Basic S	ystem:		Star	ndard	Americ	can bet	ter min	or						
Classific	cation:		Gr	een	$\boxtimes$	Blue		Re	ed 🗆	١	Yellow			
						0	PEN	ING E	IDS					
Describ	e streng	th, mini	mum	length	, or spe	ecific me	aning						Canape	
1 3	8+ 10+h	пср		1♦	3+	10+hc	р	1•	5+ 1	11+hcp		1 <b>≜</b>	5+ 11+hcp	
1 NT	15-1	7								ma	y conta	in 5 car	d major	$\boxtimes$
2 <b>♣</b> St	ayman:		S	simple	$\bowtie$		exte	nded		Oth	er:			
Trans	sfers	2♦	•				27	<b>±</b>			2	🖢 ba	aron	
2	NT	to min	or			Othe	r:							
2 <b>♠</b> ^	19+unb	alance	d or	23+ b	alance	d								
2•	7-10 wit	h a 6 c	card	major										
2 7	7-10 5+	💙 4+m	ninor											
2	7-10 5+	♠ 4+m	ninor											
2 NT	21-22	2 balar	nced											
3 NT	gamb	ling lo	ng so	olid m	inor									

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

		CO	MPETI	TIVE	B	DDING				
Negative doubles through	h	4 🛳	4 <b>▲</b> Responsiv			ive doubles through		4♠		
Jump overcalls	weak		Unusual	nusual NT minors or majors			rs			
1NT overcall (immediate)		15	-18		(re-opening) 1		15-18			
Immed cue of minor		other minor + a major								
Immed cue of major		other major + a minor								
Over opponent's 1NT (we	eak)		modified	l cappe	elletti					
Over opponent's 1NT (st	rong)		modified cappelletti							
Over weak twos			x = t/o							
Over opening threes			x = t/0							

		RESPONSES TO C	PENI	NG BIDS
		Describe strength, minimum length or spec	cific meanir	ng
1 <b>≜</b>	1♦	6+hcp 4+♦	2NT	10+pts 5+ 🛧 no void
	1♥/♠	6+hcp 4+suit	3♣	6-9pts 5+ <b>♣</b> no void
	1NT	6-9 no major	3♦	g/f splinter 0/1♦ 5+♣
	2♠	6-9 4card	3💙	g/f splinter 0/1 ♥ 5+♣
	2♦	0-5hcp 6+	3♠	g/f splinter 0/1♠ 5+♣
	27	0-5hcp 6+♥	3NT	13-15 any 4333
	2♠	0-5hcp 6+ <b>±</b>	4 bids	
1♦	1♥/♠	6+hcp 4+suit	3♣	g/f splinter0/1 € 5+ ♦
	1NT	6-9hcp no major	3♦	6-9pts 5+♦ no void
	2♠	10+[8+] hcp 4+ 🙅	3♥	g/f splinter 0/1♥ 5+♦
	2♦	6-9hcp 4card♦	3♠	g/f splinter 0/1 <b>≜</b> 5+♦
	2♥	0-5hcp 6+♥	3NT	13-15 any 4333
	2♠	0-5hcp 6+ <b>≜</b>	4♦	
	2NT	10+pts 5+♦ no void	4 Other	
1♥/♠	1NT	6-9hcp	3♣	g/f splinter 0/1∉ with support
	2♣	10+[8+]hcp 4+ <b>♣</b>	3♦	g/f splinter 0/1 ♦ with support
	2♦	10+[8+]hcp 4+◆	3♥/♠	6-9 4+support no shortage
	2♥/♠	6-9 3card support not 4333 shape	3NT	13-15 any 4333
	2NT	10+hcp 3+support with no shortage	4 <b>♣/</b> ♦	4♥♠=0-9with a shortage somewhere
2♣	2♦	<2controls [see notes]	2♥/♠	3 <b>♣</b> 3♦=5+suit 2+controls
	other	2nt = 2+contrls no 5card suit 3	∕∕♠ =4441	short bid suit 2+ controls
2♦	2♥	correctable	3♣/♦	natural not forcing 6+suit
	2♠	correctable	3♥/♠	correctable
	2NT	3 <b>≜</b> ♦=max 3♥ <b>≜</b> =min	3NT	to play
2♥/♠	2NT	asks for minor	3NT	to play
	3 <b>∉/</b> ♦	natural not forcing	4 <b>♣/♦</b>	correctable to minor
	3♥/♠	natural not forcing	4♥/♠	to play
2NT	3	asks for 4 or 5 card major [see notes]	4🜩	sets suit demands cues
	3♦	5+♥	4♦	sets suit demands cues
	3♥	5+♠	4♥	to play
	3♠	minors	4🛳	to play
	3NT	to play	other	

Additional respon	nses to 1N1								
3♣/3♦	slam try								
3♥/3♠	slam try								
4 🛖	sets suit de	emands cues							
4♦	sets suit de	emands cues							
4 🖤	to play								
4♠	t0 play								
Unusual NT:	mi	nors	other suits		lower 2 unbid suits				
other r	majors or min	ors							
Other slam biddir	ng	Cue Bids	$\boxtimes$	Asking Bids					
4th Suit Forcing		One round	]		Game force	$\boxtimes$			
NT Checkback		Priorities							
Defence to 3NT o	pening	$x = lead rac{1}{2}$							
Defence to openi	ng Two's:	Multi 2 🔶 🗴	x = 16+ all el	se = natural					
RCO style	e 2-s	x = 16+ all else = natural							
Other 2-s		specific 2 x = 1	t/o of the hig	nest rank rest = na	atural even if opp.				
			have shown	this suit					
Defence to strong	g <b>≜</b>	x = majors nt = m	inors rest =	natural					
Lebensohl		Over NT interfere	nce 🖂						
Other use	es after	we make t/o x of c	pp. weak2 o	f major or5-5 majo	or+another				
Take out of 4 leve	el pre-empts		4 <b>♣</b> /4♦	Х					
	4♥	х	4 <b>♠</b> x						

### **OTHER NOTES**

super accepts after trasfers1nt/2♦ 2♥= no 4 card ♥, 3♥ = min 4♥ suit= nat 4♥max

x opp.1nt or any 2 bid with no anchor suit. our 2nd x by either hand is t/0.3rd x = penalties

2nt --3♣---3♦= no 5 card major then 3♥♠shows 4 of suit 4 suit

3♥♠ = 5 card suit

2 - 2 - 2 = strong - then 2 = 0 controls all other bids natural 1 control

2♣--2♦--2nt= bal.23-24 further bidding as for 2nt opening

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		STAN	DARD S	YSTEM	CARD		
Names:	John Zollo		F	Roger Janusz	ke		
ABF Nos:	200115		1	97394			
Basic System:	Precisio	n		E	Brown Sticker		
Classification:	Green	В	lue 🖂	Red 🗌	Yellov	v 🗆	
			OPENIN	<b>G BIDS</b>			
Describe streng	th, minimum leng	th, or specific	meaning			Car	nape
1 16+, 0+	1	• 11-15,	4+	1♥ 11-1	15, 4+	1≜ 11-15,	5+
1 NT 12-1	5, balanced				may con	tain 5 card major	
2 <b>♣</b> Stayman:	simple	e 🖂	extende	ed 🗆	Other:	(May not have M	lajor)
Transfers	2♦ Hearts		27 5	Spades		2 <b>≜</b> Baron	
2 NT	Weak C or D, o	or O	ther: Strop	ng C and/or I	C		
2 11-15, 6	6+ C, or 5+ C ar	nd 4 card Ma	jor				
2 Weak 6	card Major, or	23-24 baland	ed				
2 Hearts	& Minor, 5-5, <	10 HCP					
2 <b>≜</b> Spades	& Another, 5-5	, < 10 HCP					
2 NT Mino	rs, 5-5, < 10 HC	P					
3 NT Gam	bling, solid Mind	or, no outside	A or K in 1	st or 2nd pos	ition		
	PRE-AL	ERTS: CA	LLS THA	Т МАҮ НА		PECTED	
					AL DEFEN		
Bergen Major	suit raises			Over Precis	sion 1C, X = N	Majors, 1NT = Mi	nors
• •	alls over (their)	1NT				<b>,</b> .	
	_	CON		/E BIDD	ING	_	
Nogativo double	s through	45		esponsive dou		4S	
Negative double		45			÷	45	
Jump overcalls	Weak	15	Unusual NT	-	ors or Minors	) 15 (	. 11)
1NT overcall (in		15- <sup>-</sup>		(re-openir		2-15 (occasionally	/ 11)
Immed cue of m			, ,	5-5, weakish			
Immed cue of m		Other Majo		5-5, weakish	1		
Over opponent's			Transfer ov				
Over opponent's	. 0.		Transfer ov				
Over weak twos				Γ/O, 2NT nat			
Over opening th	rees		Double for	Γ/O, 3NT nat	ural		

		RESPONSES TO	OPENI	NG BIDS
		Describe strength, minimum length or spe	ecific meanir	ng
1 <b></b>	1♦	0-7, 0+	2NT	14-15, no 5 card suit
	1♥/♠	8+, 5+	3♠	8+, 4-4-1-4
	1NT	8-13 or 16+, no 5 card suit	3♦	8+, 4-1-4-4
	2 🛖	8+, 5+	3♥	Solid 6 card Minor
	2♦	8+, 5+	3♠	Solid 6 card Major
	27	8+, 1-4-4-4	3NT	Solid 7 card C
	2♠	8+, 4-4-4-1	4 bids	4D = Solid 7 card D, etc
1♦	1♥/♠	6+, 4+	3♠	16+, 5+
	1NT	6-9, no Major	3♦	8-11, 4+
	2♠	10+, 4+	3♥	Splinter
	2♦	5-9, 4+	3♠	Splinter
	27	16+, 5+	3NT	To play
	2♠	16+, 5+	4♦	Pre-emptive
	2NT	16+, Gamma	4 Other	4C = RKCB in D
1♥/♠	1NT	6-9	3♣	6-9, 4 card support
	2	10+, 4+	3♦	9-11, 4 card support
	2♦	10+, 4+	3♥/♠	Raise = 0-6, 4: 1S - 3H = Bergen
	2♥/♠	Raise = 5-9, 3: 1H - 2S = Bergen	3NT	13-15, flat raise (4 trumps)
	2NT	16+ , Gamma	4 <b>♣/</b> ♦	Splinters
2	2♦	8+, Relay	2♥/♠	Constructive, Non-forcing
	other	2NT = invitation: 2C - 4D = RKCB in	С	
2♦	2♥	Pass or correct	3 <b>∉/</b> ♦	Constructive, Non-forcing
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Ogust (3H/S = Maximum)	3NT	To play
2♥/♠	2NT	Inquiry	3NT	To play
	3 <b>♣/♦</b>	Pass or correct	4 <b>♣/</b> ♦	Pass or correct
	3♥/♠	Raise = pre-emptive	4♥/♠	Raise = to play
2NT	3 <b></b> ♠	To play	4	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	One round force	4♥	To play
	3♠	One round force	4 <b>♠</b>	To play
	3NT	To Play	other	

Additional resp	onses to 1NT										
3♣/3♦	6C/D, 2 of	5C/D, 2 of top 3 hons, invite to 3 NT									
3♥/3♠	Slam interest	lam interest Serber (0/3, 1/4)									
4 🛖	Gerber (0/	3, 1/4)									
4♦											
4♥	To play										
4♠	To play										
Unusual NT:	m	inors 🗆	other suits		lowe	er 2 unbid suits					
other	South Austral	ian Michael's Cue	Bids								
Other slam bide	ding	Cue Bids	$\bowtie$	Asking Bids	$\boxtimes$						
4th Suit Forcing	- Э	One round	]			Game force	$\square$				
NT Checkback		Priorities									
Defence to 3NT	opening	Double with strength									
Defence to ope	ning Two's:	Multi 2♦ 2	2NT = 15-18,	Double for T/O, 2	nd Part	nership X is					
		also for T/O, 3rd i	s for penaltie	S							
RCO st	yle 2-s										
Other 2	-S										
Defence to stro	ng 뢒	Double = Majors,	1NT = Minor	s, other overcalls	natural						
Lebensohl		Over NT interfere	nce 🖂								
Other u	ses										
Take out of 4 le	vel pre-empts		4 <b>♣</b> /4♦	Double							
	4♥	Double	4 <b>≜</b> Dou	ble, 4NT = 2 suite	r						
		OTH		E 8							
		UIR	ER NOT	Eð							
1H/S - 2NT - 3>	K - 3NT = No tr	ump loser, cue low	est A/void								
1H/S - 2NT - 3)	K - 3 Agreed M	ajor = We are miss	ing one trum	p honour, but cue	anyhov	V					

- 1H/S 2NT 3X new suit = Epsilon
- 1NT 2NT 3C 3H = Slam Interest in C, 3S = SI in D, 3NT = Slam int both Minors
- 1NT they bid X = values, 2nd partnership X = T/O, 3rd = penalties
- 1NT they X XX = 5 card suit, 2 Suit = lower of 4 card suits

	BASIC RESPONSES
Jump raises - minors	limit 🖾 forcing 🗆 Other:
Jump raises - majors	limit 🖾 forcing 🗆 Other:
Jump shifts after minor opening	to a major : 13+hcp with 6+suit
Jump shifts after major opening	to a minor : pre-emptive
Responses to strong 2 suit ope	ing
Responses to 2NT opening	3C/3D to play, 3NT 16+
	PLAY CONVENTIONS
'NT' Versus Notrump	'S' Versus Suit 🗸 = Both
Sequence leads:	Overlead all All except AK x (x)
Underlea	Other: Ace from AK bare
Four or more with an honour	4th highest 🗹 attitude 🗌
3rd/5th	Other:
From 4 small 2	d highest 🗹 Other:
From 3 cards (no hono	r) top NT middle S bottom
Signal on partner's lead:	high encourage 🗌 low encourage 🗹
Other:	
Signal on declarer's lead	Count when appropriate
Discards McKen	ey high encourage low encourage
odd/ev	n 🗹 Other:
Count na	ıral 🗹 reverse 🗌
	CONVENTIONS
4NT: Blackw	
4 <b>♣</b> Gerber	✓ when? over NT or when implied contract is NT
	Other Conventions
Cue Bids	Dopi/Ropi
Splinters	5 card Stayman over 2NT rebid
Namyats	4th suit forcing
Unassuming cue	
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		STAND	ARD	SYSTE	M CA	RD			
Names:	Margaret Glas	son		Ken Glas	sson (TA	S-Senior	s)		
ABF Nos:	161748			234664					
Basic System:	Power A	col (partial)			Brow	n Sticker			
Classification:	Green	🖂 Blu	ie 🗆	Red		Yellov	v 🗆		
		(	OPENI	NG BI	DS				
Describe streng	th, minimum leng	th, or specific n	neaning					Canape	•
1♠ 11-20 /	4 1	• 11-20 /	4	1♥	11-20 /	4	1 <b>≜</b>	11-20 / 4	
1 NT 12-1	4					may con	tain 5 car	rd major	
2 <b>⊕</b> Stayman:	simple	e 🖂	exten	ded 🗌	]	Other:	Non-for	cing	
Transfers	2 hearts		27	spades			2♠		
2 NT		Oth	ner:						
2 <b>♠</b> Game F	Force or 23-24	bal							
2♦ Multi: 0	6-10 major or	21-22 bal							
2 <b>6</b> -10hcp	o, ♥+minor 5/4+								
2 <b>≜</b> 6-10hcp	o, <b>≜</b> +minor 5/4+								
2 NT 6-12,	minors								
3 NT Pre-e	emptive minor a	t 4-level							
		ERTS: CAL NING/S OF						D	
2C response =	= 10-12hcp			4C/4D	Namyat	ts			
2D response =	= 13+								
		COM	PETIT	IVE BI	DDIN	G			
Negative double	es through	3S		Responsiv				3S	
Jump overcalls	Weak		Unusual N	Т	Minors				
1NT overcall (im	nmediate)	15-1	3	(re-c	pening)	10	)-12		
Immed cue of m	ninor	Michaels							
Immed cue of m	najor	Michaels							
Over opponent's	s 1NT (weak)	(		ti					
Over opponent's	s 1NT (strong)	(	Cappellett						
Over weak twos	5		••	= T/O, Suit overcall natural					
Over opening th	rees	2	Coptional, mainly for T/O						

		RESPONSES TO	OPENIN	IG BIDS
		Describe strength, minimum length or	specific meanin	g
1 <b></b>	1♦	5-12 4+suit	2NT	
	1♥/♠	5-12 4+suit	3♠	pre-emptive
	1NT	6-9	3♦	pre-emptive
	2 🏚	10-12, no major Artificial	3♥	pre-emptive
	2♦	13+ Artificial	3♠	pre-emptive
	27	13+ 6+suit	3NT	
	2♠	13+ 6+suit	4 bids	
1♦	1♥/♠	5-12 4+suit	3♠	pre-emptive
	1NT	6-9	3♦	pre-emptive
	2 🛳	10-12, no major Artificial	3♥	pre-emptive
	2♦	13+ Artificial	3♠	pre-emptive
	2♥	13+ 6+suit	3NT	
	2♠	13+ 6+suit	4♦	
	2NT		4 Other	
1♥/♠	1NT	6-9	3♠	pre-emptive
	2♣	10-12 Artificial	3♦	pre-emptive
	2♦	13+ Artificial	3♥/♠	
	2♥/♠	support (9losers)	3NT	
	2NT	6-12 5+ in each suit	4 <b>♣</b> /♦	
2♣	2♦	Negative or relay	2♥/♠	Positive, 5+suit
	other			
2♦	2♥	Forced response	3∉/♦	
	2♠		3♥/♠	
	2NT	15+ inquiry of suit & quality	3NT	
2♥/♠	2NT	Inquiry	3NT	
	3 <b>♣/</b> ♦	Invitational	4 <b>♣/♦</b>	
	3♥/♠	Pre-emptive	4♥/♠	Pre-emptive
2NT	3♣	simple preference	4	
	3♦	simple preference	4♦	
	3♥	natural 6+suit, invitational	4♥	
	3♠	natural 6+suit, invitational	4 <b>≜</b>	
	3NT	16+, To Play	other	

Additional response	es to 1NT					
3♣/3♦	Strong, go	od suit				
3♥/3♠						
4🛖	Gerber					
4♦						
4♥						
4♠						
Unusual NT:	mi	inors 🖂	other suits		lower 2 unbid suits	
other						
Other slam bidding		Cue E	Bids 🖂	Asking Bids		
4th Suit Forcing		One round	$\boxtimes$		Game force	
NT Checkback	$\bowtie$	Prioritie	s values			
Defence to 3NT ope	ning					
Defence to opening	Two's:	Multi 2♦	Dbl = 16+,	2NT 15-18, Suit n	atural	
RCO style 2	-S	Dbl 16+, Sui	t natural			
Other 2-s		generally as a	above			
Defence to strong	•	X = strong, S	Suit natural			
Lebensohl		Over NT inte	rference			
Other uses						
Take out of 4 level p	pre-empts		4 <b>♣</b> /4♦	optional Dbl		
	4 🎔	optional Dbl	4 <b>≜</b> opti	onal Dbl		

#### **OTHER NOTES**

SPECIAL RESPONSES BY PASSED HAND

2C = maximum pass - no good support

2D = maximum pass - with support

2H/2S = maximum pass - 5 in this suit + 4card support

	BASIC RESPONSES
Jump raises - minors	limit forcing Other: weak 4-6
Jump raises - majors	limit forcing Other: weak 4-6
Jump shifts after minor openir	in other minor=Lim+raise, in major=weak 0-4
Jump shifts after major openir	in other major=Lim raise, in minor=Bergen raise
Responses to strong 2 suit op	2D = Neg or relay, 2H/2S strong 6card 8+
Responses to 2NT opening	3C/3D preference, 3H artificial inquiry
	PLAY CONVENTIONS
'NT' Versus Notrum	p 'S' Versus Suit - Both
Sequence leads:	Overlead all All except AK x (x)
Underle	ead Other:
Four or more with an honour	4th highest NT attitude S
3rd/5th	Other:
From 4 small	2nd highest 🗹 Other:
From 3 cards (no hor	nour) top NT middle S bottom
Signal on partner's lead:	high encourage 🔄 low encourage 🗹
Other:	Pd leads Ace McKenny signal, Pd leads K Attitude
Signal on declarer's lead	Reverse count(original count) when helpful
Discards McKe	nney NT high encourage low encourage S
odd/e	ven Other:
Count n	atural reverse 🗹
	CONVENTIONS
4NT: Black	
4 <b>±</b> Gerber	when? 1st response after 1NT opening
	Other Conventions
CHECKBACK(Crowhurst)	LEBENSOHL - Overcalls of our 1NT
4th SUIT FORCING	- Response to X of Wk2
SWINE (Pass includes a	a Weak 4333)
BLACKOUT - To Pd's reve	
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		STAND	ARD SY	STEM CA	<b>NRD</b>			
Names:	Roger Watts	(TAS-Seniors)	F	Pat Beattie				
ABF Nos:	163376		4	35430			/	
Basic System:	Acol Wk	NT / 5card ma	ijors	Brow	vn Sticker			
Classification:	Green	Blue	e 🗆	Red	Yellov	v		
		0	PENING	BIDS				
Describe strength,	, minimum lengt	h, or specific me	eaning				Canape	
1♣ 11+, 3	1	11+, 3		1♥ 11+, 5		1≜ 11	1+, 5	
1 NT 12-14					may con	tain 5 card m	ajor	$\bowtie$
2 <b>⊕</b> Stayman:	simple	$\geq$	extended		Other:	NT invitatio	on	
Transfers	2 hearts		2♥ spa	des		2 <b>≜</b> clubs		
2 NT di	iamonds	Othe	er: 3C/3D	minors, 3H/3	3S slam in	vitation		
2 <b>≜</b> strong un	bal GF / str	ong bal 23+ /	strong maj	or (8+ Play Tr	icks)			
2♦ weak-2 m	ajor / strong	g bal 21-22 /	strong mind	or (8+ Play Tri	cks)			
2♥ weak ♥+	minor ~ 5/5	55-10, or 5/4	8-10 nv					
2♠ weak ♠+	minor ~ 5/5	55-10, or 5/4	8-10 nv					
2 NT weak n	ninors ~ 5/5+							
3 NT long so	olid minor, no d	outside entry (1	st, 2nd seat	only)				
		NING/S OR						
1NT rebid 15-18		rebid 19-20		ump in other	•			
2NT non-jump re				ump in other				
3NT jump rebid	18-20		L	ebensohl X =	T/O (inv.	values bala	nced)	
		COMF	PETITIVE		G			
Negative doubles	through	4S	Resp	onsive doubles	through		3S	
Jump overcalls	Weak	U	nusual NT	Lower 2	unbid - w	eak or 17+		
INT overcall (imm	nediate)	15-18	Syst on	(re-opening)	11	-14		
mmed cue of min	or	majors 5/5 - v	veak or stron	ıg 17+				
mmed cue of maj	or	major-minor 5	5/5, weak or	strong 17+				
Over opponent's 1	NT (weak)	Х	=Pen, 2 <b>♣</b> =№	1+M, 2 <b>♦</b> =one	M, 2♥/♠=	M+m, 2N i	m+m	
Over opponent's 1	NT (strong)	Х	=T/O(4cd M	+ 5cd m),	< other bio	ls as above	>	
Over weak twos		Х	=T/O, Suit n	on-forcing, Ju	mp suit=s	trong, 2NT	15-18	
Over opening thre	es			on-forcing, Ju				
				U		v		

		RESPONSES TO		NG BIDS
		Describe strength, minimum length or s	specific meanin	ng
1♣	1♦	6+, 3+ diam (may be 6-7 bal)	2NT	10-12, 4/5 clubs bal
	1♥/♠	5+, 4+ suit	3 🛳	4-6, 5+ clubs unbal
	1NT	8-9, 4 clubs bal	3♦	n/a
	2 🛖	7-9, 5+clubs	3♥	n/a
	2♦	10+, 5+clubs unbal	3♠	n/a
	2💙	0-4, natural 6card	3NT	13-15 bal, no major
	2♠	0-4, natural 6card	4 bids	
1♦	1♥/♠	5+, 4+ suit	3♠	10+, 5+ diam unbal
	1NT	6-9, bal	3♦	4-6, 5+ diam unbal
	2 🛳	10+, natural usually unbal	3♥	n/a
	2♦	7-9, 5+ diam	3♠	n/a
	2♥	0-4, natural 6card	3NT	13-15 bal, no major
	2♠	0-4, natural 6card	4♦	RKCB
	2NT	10-12, balanced	4 Other	
1♥/♠	1NT	6-9/10, 0-2 trumps	3♠	7-9, 4card support
	2 🗭	10+, natural usually unbal	3♦	10-12, 4card support
	2♦	10+, natural usually unbal	3♥/♠	4-6, 4card support
	2♥/♠	7-9 (9 losers), 3 trumps	3NT	13-15, flat with 2 or 3 trumps
	2NT	12+(7 losers), 4 trumps	4 <b>♣/</b> ♦	Splinter
2	2♦	0-7 Neg, or relay 8+	2♥/♠	8+, strong 6card suit
	other			
2♦	2♥	relay 'Pass or Correct'	3∉/♦	Strong suit, forcing.
	2♠	♥ suit 'Pass or C'	3♥/♠	Pre-empt 'Pass or C'
	2NT	Artificial inquiry	3NT	To Play
2♥/♠	2NT	Artificial inquiry	3NT	???
	3♣/♦	prefer minor 'Pass or C'	4 <b>♣/♦</b>	???
	3♥/♠	Pre-emptive	4♥/♠	Possibly pre-emptive
2NT	3♣	To play	4	RKCB for <b>e</b> s
	3♦	To play	4	RKCB for ♦s
	3♥	Artificial inquiry	4♥	Natural to play
	3♠	Natural	4♠	Natural to play
	3NT	To play	other	5C/5D to play

Additional response	es to 1NT									
3♣/3♦	5/5 minors	3C invitational, 3	D gameforce	e						
3♥/3♠	Natural sla	m interest. Opener o	ues lowest A	Ace if interested,	else 3NT					
4🛖	Gerber r	replies 4D=0 or 4, 4	H=1, etc							
4♠	RKCB for	KCB for ♦								
4♥	Natural, to	play								
4♠	Natural, to	play								
Unusual NT:	mi	nors	other suits		lower 2 unbid suits					
other ma	ay be weak	5-10, or strong 17	'+ GF							
Other slam bidding		Cue Bids	$\boxtimes$	Asking Bids						
4th Suit Forcing		One round 🛛			Game fo	rce 🗆				
NT Checkback	$\boxtimes$	Priorities	3 card su	pport for respond	ler					
Defence to 3NT ope	ning	???								
Defence to opening	Two's:	Multi 2 1s	t X values, 2	nd X T/O, 3rd X	Pen, 2NT16-18					
		Suit 11-15, Jump s	uit 16-18, X	then NT or suit ?	19+					
RCO style 2	-S	X 12-15 bal, 2NT 1	6-18 bal, X	then NT or suit 1	9+					
		Suit 11-15, Jump s	uit 16-18 6	or strong 5card						
Other 2-s		Natural wk 2D/H/S	X=T/O 12	+ if 4441, 15+ if	4432					
		Suit 11-15, Jump 16	6-18 6 or s	trong 5card						
Defence to strong	•	TWERB X=values	s, Suit = 1-s	uit above or 2-su	iter 2/3 above					
		1NT=non-tch 2-suit	s responde	er bids lower of h	er 2 best suits					
Lebensohl		Over NT interference	ce 🖂	lebensohl. X=	T/O 11-12 bal					
Other uses										
Take out of 4 level p	ore-empts		4 <b>⊕</b> /4♦ X	=T/O						
	4 🎔	X=T/O	4 <b>≜</b> X=T/	0						

### **OTHER NOTES**

RESPONSE TO 2NT 21+ : 3C Puppet, 3D/H Trfs, 3S minors 5/5, 4C/D RKCB INTERFERENCE (if they overcall our 1-Suit) .. Cue=10+ raise, Suit=5card, X=Neg PASS AFTER INTERFERENCE eg 1S -(2C) - / - / ... opener must bid again or X PEN X : 4-level .. if we forced to game we must X(good trumps) or bid 1 more. 3-level .. only X at imps if 4 decent trumps and it is 'our hand'. 5-level .. always X or bid on if 'our hand' 2 LEVEL X=T/O, never Pen

	BASIC RESPONSES	
Jump raises - minors	limit 🖾 forcing 🗆 Other:	
Jump raises - majors	limit 🖾 forcing 🗆 Other:	
Jump shifts after minor opening	V.Weak(major) ; Millwood Ask(other minor)	Names: Val Badcoc
Jump shifts after major opening	Cue bid	ABF Nos: 330280
Responses to strong 2 suit openi	ing 2D neg	Basic System: Stand
Responses to 2NT opening	3C/3D preference - To play	Classification: Gree
	PLAY CONVENTIONS	
'NT' Versus Notrump	'S' Versus Suit 🗸 = Both	Describe strength, minimum le
Sequence leads:	Overlead all All except AK x (x)	1♣ 11+, 2
Underlead	Other:	1 NT 15-18
Four or more with an honour	4th highest 🗹 attitude 🗔	2 <b>♣</b> Stayman: sin
3rd/5th	Other:	Transfers 2 > 2H
From 4 small 2nd	d highest 🗹 Other:	2 NT 3D
From 3 cards (no honour	r) top middle 🗹 bottom 🗔	2♠ 8 Playing tricks unba
Signal on partner's lead:	high encourage low encourage	2 Weak 6card major
Other: Mo	cKenney	2♥ ♥+Another 5/4+, 5
Signal on declarer's lead	McKenney	2♠ +Another 5/4+, 5
Discards McKenne	ey 📝 high encourage 📄 low encourage 🦳	2 NT Minors 5/5 vul, 5
odd/ever	n Other:	3 NT
Count natu	ral reverse	PRE-A
	CONVENTIONS	ME
4NT: Blackwoo	nd 🖂 RKCB 🗌 Other:	Cue bidding at low level
4 <b>≜</b> Gerber 2	when? After NT or 2C	
	Other Conventions	
Truscott		
DOPI		Negative doubles through
Millwood Ace ask - minor ope	enings	Jump overcalls Wea
		1NT overcall (immediate)
		Immed cue of minor
	©ARE Marketing	Immed cue of major
	©ABF Marketing PO Box 397	Over opponent's 1NT (weak)
	Fyshwick ACT 2609	Over opponent's 1NT (strong)
	Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos
	Copyright © BCC 6.3.20.1	Over opening threes



			ST	ANDA	RD	SYS	TEM	CA	RD				
Vames:	V	al Badco	ock			Judy	Mann	(TAS-	Seniors)				
ABF Nos	: 3:	30280				1537	02						
Basic Sys	stem:	Sta	ndard					Brown	n Sticker				
Classifica	ation:	Gr	reen 🖂	Blue			Red 🗆		Yello	w			
				0	PEN	ING	BIDS	5					
Describe	strength, i	minimum	length, or spe	ecific mea	aning							Cana	pe 🗆
l <b>≜</b> 11	+, 2		1• 11	+, 4		1	• 11	, 5			1♠	11, 5	
NT	15-18								may cor	ntain 5	5 card	major	$\bowtie$
2 <b>⊕</b> Sta	yman:	ç	simple 🗌		exte	nded	$\bowtie$		Other:				
Transf	ers 2	. <b>♦</b> 2H			27	2S				2♠	3C		
2 N	NT 3D	)		Other	:								
2 8	Playing t	ricks un	bal / 19+1	bal (exce	ept 23-	24 bal	)						
2• W	/eak 6car	d major	/ 23-24	bal									
2• •	+Another	5/4+,	5-10hcp										
2 🚖	+Another	5/4+,	5-10hcp										
2 NT			5/4+nv, 5-	10hcp									
3 NT				· · · F									
	-	DRE.	ALERTS:	CALL	с тн			ΔVE			TED		-
			IEANING/									<b>,</b>	
°ue hidr	ding at lov	ת ופעפו											
	any at lo												
			C	OMP	ETII	IVE	BIDI	DINC	3				
Vegative	doubles th	nrough		2S		Respo	nsive do	oubles	through			2S	
Jump ove	ercalls	We	eak	Ur	nusual N	ΝT	Mir	nors 5/	/5 vul, bu	ut 5/4	nv		

(re-opening)

Cappelletti X=Pen, 2C=S.Suit, 2D majors 4/4+

Cappelletti X=Pen, 2C=S.Suit, 2D majors 5/5

15-18

2NT is T/O

3NT is To Play

Majors

Major/minor

RESPONSES TO OPENING BIDS						
Describe strength, minimum length or specific meaning						
1♣	1♦	6+, 4+suit	2NT	11-13, natural		
	1♥/♠	6+, 4+suit	3♣	Lim raise 10-12		
	1NT	6-9	3♦			
	2	6-9, 5 <b>e</b> s	3💙			
	2♦	Cue, 1st Rd control	3♠			
	27	V.weak, natural	3NT	To Play		
	2♠	V.weak, natural	4 bids	4D is Millwood		
1♦	1♥/♠	6+, 4+suit	3♠			
	1NT	6-9	3♦	Lim raise 10-12		
	2♠	10+, 4+suit	3♥			
	2♦	6-9, 4+card support	3♠			
	27	V.weak, natural	3NT	To Play		
	2♠	V.weak, natural	4♦	Invitational to 5D		
	2NT	11-13, natural bal	4 Other	4C is Millwood		
1♥/♠	1NT	6-9	3♣	Cue, 1st Rd control		
	2♠	10+, 4+suit	3♦	Cue, 1st Rd control		
	2♦	10+, 4+suit	3♥/♠	Lim raise (but 1H-2S is Cue)		
	2♥/♠	6-9, 2-3 card support	3NT	To Play		
	2NT	11-13, natural	4 <b>♣</b> /♦			
2	2♦	0-7 neg	2♥/♠	8+, 5+suit		
	other	2NT = 8+ bal				
2♦	27	Relay	3 <b>♣/</b> ♦	To Play		
	2♠	To Play	3♥/♠			
	2NT	Inquiry	3NT	To Play		
2♥/♠	2NT	Inquiry	3NT	To Play		
	3∉/♦	Pass or Correct	4 <b>♣/</b> ♦			
	3♥/♠	2S = Pass or Correct	4♥/♠			
2NT	3♠	To Play	4	Invitation to 5C		
	3♦	To Play	4♦	Invitation to 5D		
	3♥	To Play	4♥	To Play		
	3♠	To Play	4♠	To Play		
	3NT	To Play	other			

Additional responses to 1NT							
3∉/3♦							
3♥/3♠							
4 Gerber							
4♦							
4♥							
4♠							
Unusual NT: m	inors 🖂 other suits 🗌 lower 2 unbid suits						
other							
Other slave bidding							
Other slam bidding	Cue Bids Asking Bids Game force						
4th Suit Forcing NT Checkback							
Defence to 3NT opening Defence to opening Two's: Multi 2 X=16+, 2NT 15-18 bal, X of relay = T/O							
Defence to opening Two's:       Multi 2       X=16+, 2NT 15-18 bal, X of relay = T/O         Suit 11-15, Jump in suit 16+ 6card suit							
RCO style 2-s							
100 3010 2 3							
Other 2-s							
Defence to strong 뢒	Cappelletti style						
-							
Lebensohl	Over NT interference						
Other uses							
Take out of 4 level pre-empts	4 <b>♣</b> /4♦ 4H/4S To Play						
4♥	4 5C/5D To Play						
	OTHER NOTES						
Defence to Precision 1C : X=clubs, 1D=majors, 1H=H+Another, 1S=S+Another 5/4+							
1Nt=minors, 2-Suit natural							

	BA	SIC RESPO	NSES	
Jump raises - minors	limit 🗌	forcing	Other:	Preemptive
Jump raises - majors	limit 🗌	forcing	Other:	Preemptive
Jump shifts after minor ope	ening	16+ solid suit		
Jump shifts after major ope	ening	Mini or maxi s	splinters	
Responses to strong 2 suit	opening			
Responses to 2NT opening	3	C is correctible, 3D	is an enqu	iry
	PL/	AY CONVEN	TIONS	
'NT' Versus Notr	ump	'S' Versus Su	it	= Both
Sequence leads:		Overlead all	$\angle$	All except AK x (x)
Unde	erlead Ot	her:		
Four or more with an honou	ur	4th highest	$\checkmark$	attitude
3rd/5th	Other	r:		
From 4 small	2nd highest	Co Other: Co	uld be 4th	
From 3 cards (no h	nonour)	top NT m	iddle s	bottom
Signal on partner's lea	ıd: hig	h encourage		low encourage
Other:	Count at NT			
Signal on declarer's lea	ad Coun	t		
Discards Mcl	Kenney	high encourage		low encourage
od	d/even	Other:		
Count	natural 🗹	reverse		
		CONVENTIO	NS	
4NT: Bla	ckwood	rkcb 🖂	Oth	ner: 14 30
4 <b>♣</b> Gerbe	er 🖾 when?	Over 1NT only		
	Other	Conventions		
Over our Gambling 3NT	4D asks for	After	1C opening	and weak response (1D
shortage and 4NT asks				2 level interference 2NT
1D - 1Maj; 3D=6 card ar	e e		ensohl style	
After 1C; 1NT= 9+ with			2	and positive response
After 1C; 2D = bal 9-11	or 15+		enalty.	
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### AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

		STAN	DARD	010								
Names: G	Gary Ridgway			Arthur	Robbins							
ABF Nos:												
Basic System:	Precision											
Classification:	Green	E	llue 🖂	Re	ed 🗌	Yello	w 🗆					
			OPEN	ING E	BIDS							
Describe strength,	minimum lengtl	n, or specific	meaning					Са	nape [			
1 <b></b> 16hcp 0	1♦		4(1in3/4	1•	11-15	5(4)	1♠	11-15	5			
1 NT 12-15 i	in 1st/2nd, 14-	15 in 3rd/4	th.			may co	ntain 5 ca	rd major				
2 <b>⊕</b> Stayman:	simple		exte	nded		Other:	2NT to	2C is an	y max			
Transfers 2	2♦ > H		2♥	> S			2♠ >	С				
2 NT >	D	С	ther:									
2 <b>金</b> 10-15, 5 cl	lubs + 4 majoi	or 6+clubs	. 2D enqu	uiry.								
2♦ 6-10, majo	or - may be 5 o	ard not vul	. 2NT end	luiry.								
2♥ 6-10, 5+H	l and 4+S. 2N	T enquiry.										
2 <b>≜</b> 6-10, 5+S	S and 4+ minor	r. 2NT enqu	iiry.									
2 NT 6-10, 5/5 H and minor. 3D enquiry.												
2 NT 6-10, 5	/5 H and mind	r. 3D enqu	ry.									
0 107 01	/5 H and mind ng, long solid i	•	5	e A or K								
0 107 01	ng, long solid i PRE-ALE	minor with I	no outside ILLS TH					Đ				
0 107 01	ng, long solid i PRE-ALE MEAN	minor with I RTS: CA NING/S C	no outside ILLS TH	IAT MA UIRE S		DEFE	NCE		5			
3 NT Gamblir	ng, long solid i PRE-ALE MEAN 1C - 1D; 1H sh	minor with I RTS: CA NING/S C	no outside ILLS TH	IAT MA UIRE S Jum	PECIAL	DEFEN er 1H/S is	NCE min/max	splinters	5			
3 NT Gamblin Big Heart. After 1	ng, long solid PRE-ALE MEAN 1C - 1D; 1H sh 0+ balanced.	minor with r RTS: CA NING/S C nows 19+	no outside ILLS TH	IAT MA UIRE S Jum Jum	SPECIAL	DEFEN er 1H/S is er 1NT is	NCE min/max 13+ 4441	splinters	5			
3 NT Gamblin Big Heart. After 1 unbalanced or 20	ng, long solid PRE-ALE MEAN 1C - 1D; 1H sh 0+ balanced.	minor with r RTS: CA NING/S C nows 19+	ILLS TH	IAT MA UIRE S Jum Jum In 3	PECIAL np shift ove np shift ove	DEFEN er 1H/S is er 1NT is is 14/15	NCE min/max 13+ 4441	splinters	5			
3 NT Gamblin Big Heart. After 1 unbalanced or 20	ng, long solid i PRE-ALE MEAN 1C - 1D; 1H sh 0+ balanced. vs both majors	minor with r RTS: CA NING/S C nows 19+	ILLS TH	IAT MA UIRE S Jum Jum In 3	SPECIAL np shift ove np shift ove rd/4th 1NT	DEFEN er 1H/S is er 1NT is is 14/15 G	NCE min/max 13+ 4441	splinters	5			
3 NT Gamblin Big Heart. After 1 unbalanced or 20 2H opening show	ng, long solid i PRE-ALE MEAN 1C - 1D; 1H sh 0+ balanced. vs both majors	minor with r RTS: CA NING/S O nows 19+ s. CON 3S	ILLS TH	JURE S Jur Jur In 3 TIVE P Respons	SPECIAL np shift ove np shift ove rd/4th 1NT BIDDIN sive doubles	DEFEN er 1H/S is er 1NT is is 14/15 G	NCE min/max 13+ 4441 and 1D i	c splinters I. s 1+ D. 3S				
3 NT Gamblin Big Heart. After 1 unbalanced or 20 2H opening show Negative doubles the	ng, long solid i PRE-ALE MEAN 1C - 1D; 1H sh 0+ balanced. vs both majors hrough Wk NV/	minor with r RTS: CA NING/S C nows 19+ S. CON 3S nt Vul	ILLS TH R REQ	IAT MA UIRE S Jum Jum In 3 TIVE B Respons	SPECIAL np shift ove np shift ove rd/4th 1NT BIDDIN sive doubles	DEFEN er 1H/S is er 1NT is is 14/15 G s through over M. C	NCE min/max 13+ 4441 and 1D i	splinters I. s 1+ D. 3S M over n				
3 NT Gamblin Big Heart. After 1 unbalanced or 20 2H opening show Negative doubles th Jump overcalls	ng, long solid i PRE-ALE MEAN IC - 1D; 1H sh D+ balanced. vs both majors hrough Wk NV/l ediate)	minor with r RTS: CA NING/S C nows 19+ S. CON 3S nt Vul	APETI APETI Unusual 14)-18	IAT MA UIRE S Jum Jum In 3 Respons NT	SPECIAL np shift ove ng shift ove rd/4th 1NT BIDDIN sive doubles Minors e-opening)	DEFEN er 1H/S is er 1NT is is 14/15 G s through over M. C	NCE min/max 13+ 4441 and 1D i Other m +	splinters I. s 1+ D. 3S M over n				
3 NT Gamblin Big Heart. After 1 unbalanced or 20 2H opening show Negative doubles th Jump overcalls 1NT overcall (imme	ng, long solid i PRE-ALE MEAN IC - 1D; 1H sh D+ balanced. vs both majors through Wk NV/l ediate) or	minor with i RTS: CA NING/S O hows 19+ S. CON 3S nt Vul 15(	ADD OUTSIDE LLS THOR REQ APPETIN Unusual 14)-18 s 5/4 6-1	IAT MA UIRE S Jum Jum In 3 TIVE B Respon: NT (r 1 or 17	ap shift ove np shift ove rd/4th 1NT BIDDIN Sive doubles Minors e-opening) 7+	DEFEN er 1H/S is er 1NT is is 14/15 G s through over M. C	NCE min/max 13+ 4441 and 1D i Other m +	splinters I. s 1+ D. 3S M over n				
3 NT Gamblin Big Heart. After 1 unbalanced or 20 2H opening show Negative doubles th Jump overcalls 1NT overcall (immed Immed cue of mino	ng, long solid i PRE-ALE MEAN IC - 1D; 1H sh D+ balanced. vs both majors chrough Wk NV/f ediate) or	ninor with i RTS: CA NING/S C nows 19+ S. CON 3S nt Vul 15( Both Major	APETI APETI Unusual 14)-18 s 5/4 6-1 <sup>2</sup> m 5/5 6-1	IAT MA UIRE S Jum Jum In 3 Respons NT (r (r (r 1 or 17 1 or 1	ap shift ove np shift ove rd/4th 1NT BIDDIN Sive doubles Minors e-opening) 7+	DEFEN er 1H/S is f is 14/15 G s through over M. C 1	NCE min/max 13+ 4441 and 1D i Other m + 1-14 sto	s splinters I. s 1+ D. 3S M over n pper.				
3 NT Gamblin 3 NT Gamblin Big Heart. After 1 unbalanced or 20 2H opening show Negative doubles th Jump overcalls 1NT overcall (immed Immed cue of majo	ng, long solid i PRE-ALE MEAN IC - 1D; 1H sh D+ balanced. vs both majors wk NV/l ediate) or NT (weak)	ninor with i RTS: CA NING/S C nows 19+ S. CON 3S nt Vul 15( Both Major	APETI APETI Unusual 14)-18 s 5/4 6-1 <sup>2</sup> m 5/5 6-1	IAT MA UIRE S Jum Jum In 3 FIVE B Respons NT (r 1 or 17 1 or 17 1 or 17 1 or 17	SPECIAL np shift ove np shift ove rd/4th 1NT BIDDIN sive doubles Minors e-opening) 7+ 7+	DEFEN er 1H/S is f is 14/15 G s through over M. C 1	NCE min/max 13+ 4441 and 1D i Other m + 1-14 sto	s splinters I. s 1+ D. 3S M over n pper.				
3 NT Gamblin 3 NT Gamblin Big Heart. After 1 unbalanced or 20 2H opening show Negative doubles th Jump overcalls 1NT overcall (immed Immed cue of mino Immed cue of mino Over opponent's 11	ng, long solid i PRE-ALE MEAN IC - 1D; 1H sh D+ balanced. vs both majors wk NV/l ediate) or NT (weak)	ninor with i RTS: CA NING/S C nows 19+ S. CON 3S nt Vul 15( Both Major	ADD OUTSIDE ALLS TH R REQ AIPETIT Unusual 14)-18 s 5/4 6-17 m 5/5 6-1 X=S+and	IAT MA UIRE S Jum Jum In 3 Respons NT (r (r (r (r 1 or 17 1 or 17 1 or 17 2 or 17 1 or 17 2 or 17	special p shift ove rd/4th 1NT <b>BIDDIN</b> sive doubles Minors e-opening) 7+ 7+ 7+ C=C+D/H, 2	DEFEN er 1H/S is f is 14/15 G s through over M. C 1	NCE min/max 13+ 4441 and 1D i Other m + 1-14 sto	s splinters I. s 1+ D. 3S M over n pper.				

		RESPONSES TO C	PENI	NG BIDS
		Describe strength, minimum length or spec	ific meanir:	ng
1♣	1♦	Negative 0-8 (0)	2NT	12-14 balanced
	1♥/♠	9+ (5)	3♠	9+ 4414 dist.
	1NT	9+ (5 diamonds)	3♦	9+ 4144 dist.
	2	9+ (5)	37	9+ 1444 dist.
	2♦	Balanced 9-11 or 15+	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
	27	16+ (6)	3NT	RKC Step1 response is weak
	2♠	16+ (6)	4♦	<11 (5)
	2NT	11+ (4+D) & 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 <b>♣/</b> ♦	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♥	Correctible	3∉/♦	Forcing & natural
	2♠	Good H raise	3♥/♠	3H correctible, 3S nat, forcing
	2NT	Ask. Usually 13+	3NT	To play
2♥/♠	2NT	Ask. Usually 13+	3NT	17+ 5/5 minors
	3∉/♦	16+ over 2H. Correct over 2S	4 <b>♣/</b> ♦	RKC for H/S resp over 2H
	3♥/♠	To play over 2H.	4♥/♠	To play over 2H.
2NT	3뢒	Correctible	4	Preemptive, correctible
	3♦	Asking	4♦	Invite to 6H if <2 losers in D.
	3♥	To play	4 🎔	To play
	3♠	Forcing & natural	4♠	Invite to 6H if <2 losers in S.
	3NT	To play.	other	

Additional responses to 1NT								
3∉/3♦	13+ 4441.	Bid suit below sing	leton.					
3♥/3♠	13+ 4441.	Bid suit below sing	leton.					
4 <b>♣</b>	Gerber - no	ormal						
4♦	To play							
4♥	To play							
4♠	To play							
Unusual NT:	mi	nors	other s	uits [		lov	ver 2 unbid suits	
other Bo	oth minors o	ver a major. Other	minor	and a m	ajor over a mine	or.		
Other slam bidding	I	Cue Bids	$\bowtie$		Asking Bids	$\boxtimes$		
4th Suit Forcing		One round					Game force	$\square$
NT Checkback		Priorities						
Defence to 3NT ope	ening	4C=H> or =	=S, 4D=	=S>H				
Defence to opening	g Two's:	Multi 2 X=16+ 2H,S show 4+ with12-15.						
		Lebensohl after X and 2H/S overcall.						
RCO style 2	2-s	X=16+ Lebensohl						
Other 2-s		Over 2NT (minors) 3C/3D for majors 3C=11-14, 3D=15+						
Defence to strong	ŧ	X= good1/2 suiter.	1NT=	C/H or I	D/S. 1D,H,S &	2C n	atural	
		Jumps show that s	uit and	the suit	above 5/4. 2N	T=mir	nors.	
Lebensohl		Over NT interference After interference over our 1C and						
Other uses	weak	k response. Over w	/eak 2s	inc mul	ti and RCOs. (	1S) X	(2S)	
Take out of 4 level	pre-empts		4 🌒 4 🔶	X=	TO Cue =2 su	uiter		
	47	X=T/O 4N=m	4♠	X=Pts	4NT=2 suiter			

### **OTHER NOTES**

Vs 2NT (minors) opening - 3D is stronger than 3C - both are T/O for majors. After 2NT (minors) interference; 3C= GF other major, 3D= GF bid major, X=3/3+ mins and 4 other major, pass followed by X is penalties, 3H/S are invites.

	BA	SIC RESPON	NSES		
Jump raises - minors	limit 🗌	forcing	Other: W	'EAK	
Jump raises - majors	limit 🗆	forcing	Other: V	VEAK	
Jump shifts after minor ope	ening	FIT SHOWING	G		
Jump shifts after major ope	ening	FIT SHOWING	G		
Responses to strong 2 suit	t opening	2D NEG OR V	NAITING ,2H	2-3 CONTROLS	
Responses to 2NT opening	g 31	H FORCING			
	PLA	Y CONVENT	TIONS		
'NT' Versus Notr	rump	'S' Versus Sui	t	= Both	
Sequence leads:		Overlead all		All except AK x (x)	$\square$
Und	lerlead Oth	ier:			
Four or more with an hono	ur	4th highest	√ atti	itude	
3rd/5th	Other	:			
From 4 small	2nd highest	Other:			
From 3 cards (no l	honour)	top m	iddle 🗹	bottom	
Signal on partner's lea	ad: high	n encourage		low encourage	_
Other:					
Signal on declarer's lea	ad				
Discards Mc	Kenney S	high encourage		low encourage	$\checkmark$
od	ld/even	Other:			
Count	natural	reverse 🔽			
	(	CONVENTIO	NS		
4NT: Bla	ackwood	RKCB 🖂	Other	: 0314,EXCL RK	СВ
4 <b>♣</b> Gerb	er 🗌 when?	AFTER 1NT			
	Other	Conventions			
MICHAELS STRONG/	WEAK	LAVIN	IGS		
CROWHURST		OVER	4NT 2KC+V	oid bid void	
LEBENSOHL		OVER	4NT 3KC+Q	BID 5NT	
SWINE		2C-2S	POS S; 2C-2	2NT POS H	
NAMYATS		CUEB	IDS		
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# AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

	STA	DARD SYSTEM CARD	
Names:	DE JONG HENRI	SAM ARBER	
ABF Nos:	134384	130311	
Basic System:		Brown Sticker	
Classification:	Green 🖂	Blue 🗌 Red 🗌 Yellow 🗌	
		OPENING BIDS	
Describe streng	yth, minimum length, or specif	meaning	Canape
1 11+ 4+	1 11+ 4	· 1♥ 11+ 4+ 1 <b>≜</b>	11+ 4+
1 NT (11)	) 12-14	may contain 5 ca	rd major
2 <b>♣</b> Stayman:	simple	extended 🛛 Other:	
Transfers	2• PUPPET TO 2H	2♥ INVITATIONAL 2♠ IN	IVITATIONAL
2 NT	BARON	Other: 1NT-2C,2NT OR 3C/D LONG MINOR	
2 <b>≜</b> GAME	FORCE OR 8.5 PT		
2 STANE	) ARD MULTI, 6 CARD M 6	9 HCP OR 20-22 NT	
2♥ H + OT	HER LESS THAN AN OPI	NING BID	
2 <b>≜</b> S + OT	HER LESS THAN AN OPI	NING BID	
2 NT MIN	ORS LESS THAN AN OP	NING BID	
3 NT			
	PRE-ALERTS: O	LLS THAT MAY HAVE UNEXPECTE	D
		OR REQUIRE SPECIAL DEFENCE	.0
1NT-2D			
	CO		_
Negative double	es through 4H	Responsive doubles through	4H
Jump overcalls	WEAK/INTER	Unusual NT LOWEST UNBID SUITS	
1NT overcall (ir	nmediate) 15	18 (re-opening) 10-14	
Immed cue of n	ninor MM STR	NG OR WEAK	
Immed cue of n	najor Mm STR	NG OR WEAK	
Over opponent	s 1NT (weak)	CAPPELETTI	
Over opponent	s 1NT (strong)	CAPPELETTI	
Over weak two	\$	X / LEBENSOHL	
Over opening th	rees	х	

		RESPONSES TO	OPENI	NG BIDS
		Describe strength, minimum length or sp	pecific meanir	ng
1♣	1♦	4+ 6+ HCP	2NT	4+ C 10-12 OR 16+
	1♥/♠	4+ 6+ HCP	3♠	PRE-EMPTIVE
	1NT	8-10 HCP	3♦	SPLINTER
	2 🛖	4+ 6-9 HCP NO M	3♥	SPLINTER
	2♦	FIT SHOWING	3♠	SPLINTER
	27	FIT SHOWING	3NT	4+C 13-15 FLAT
	2♠	FIT SHOWING	4 bids	
1♦	1♥/♠	4+ 6+ HCP	3♣	FIT SHOWING
	1NT	7-10 HCP, NO M	3♦	PRE-EMPTIVE
	2♠	10+ 5+C	3♥	SPLINTER
	2♦	4+ 6-9 HCP NO M	3♠	SPLINTER
	27	FIT SHOWING	3NT	4+D 13-15 FLAT
	2♠	FIT SHOWING	4♦	PRE-EMPTIVE
	2NT	4+ D 10-12 OR 16+	4 Other	
1♥/♠	1NT	6-9 HCP	3	FIT SHOWING
	2♠	10+ HCP 5+C	3♦	FIT SHOWING
	2♦	10+ HCP 5+D	3♥/♠	PRE-EMPTIVE
	2♥/♠	6-9 HCP 3-4 M	3NT	4+M 13-15 FLAT
	2NT	M SUPPORT 10-12 OR 16+	4 <b>♣/</b> ♦	
2	2♦	LESS THAN 2 C OR WAITING	2♥/♠	2H 2-3 C, 2S POS S
	other	2NT POS H, 2C-3NT 4+C, 2C-3H/S	/4C/ D1LOS	SER SUIT LESS THAN 3C
2♦	2♥	CORRECTABLE	3∉/♦	FORCING
	2♠	GAME INTEREST IN H	3♥/♠	CORRECTABLE
	2NT	FORCING INQUIRY	3NT	MM LESS THAN 8HCP
2♥/♠	2NT	FORCING INQUIRY	3NT	TO PLAY
	3 <b>♣/</b> ♦	FORCING	4 <b>♣/</b> ♦	DCUE
	3♥/♠	PRE-EMPTIVE	4♥/♠	CORRECTABLE
2NT	3♠	TO PLAY	4 <b>♣</b>	TO PLAY
	3♦	TO PLAY	4♦	TO PLAY
	3♥	FORCING	4♥	KEYCARD IN C
	3♠	FORCING	4♠	KEYCARD IN D
	3NT	TO PLAY	other	

Additional respons	dditional responses to 1NT								
3♣/3♦	5C ASKS	FOR SHORTAGE							
3♥/3♠	5C FORCE	C FORCES TO 3NT OR 4M							
4🛖	GERBER	ERBER							
4◆									
4♥	TO PLAY								
4♠	TO PLAY								
Unusual NT:	mi	nors 🗆	other suits		lower 2	unbid suits	$\square$		
other									
Other slam bidding	I	Cue Bids	$\boxtimes$	Asking Bids					
4th Suit Forcing		One round		-		Game force	$\bowtie$		
NT Checkback	$\boxtimes$	Priorities							
Defence to 3NT ope	ening	4C+MM S	AME LENGT	H, 4D=LONGER S	S				
Defence to opening	g Two's:	Multi 2♦	2H=T/O H. X=	=T/O S					
		2NT 15-18 FLAT							
RCO style 2	2-s	2NT 15-18 FLAT							
Other 2-s		2H/S 4C=C+M, 4	D=D+M						
Defence to strong	÷	OVER PREC C	X=C,1D=44N	1,2D=55M, 1NT=n	nm				
Lebensohl		Over NT interfere	ence 🖂						
Other uses	AFT	ER X OF WEAK 2	, 2NT ASKS I	FOR 3C					
Take out of 4 level	pre-empts		4 <b>♣</b> /4♦	X=T/O CARDS, 4	NT=2 SUIT	ſS			
	4♥	X=T/O	4 <b>♠</b> X=P	EN					

### **OTHER NOTES**

2C-3H/S 4C/D 1LOSER SUIT, LESS THAN 3C 2C,X,PASS LESS THAN 1C, 2H/S,3C/D NATURAL POS 2C,X,XX 1-2 CONTROLS 2D,X,2H AT LEAST 33M, 1NT-2C, 2NT 6+ m 11-12 1NT-2C, 3C/D 6+m 13-14, 4M MINORWOOD

	BASIC RESPONSES
Jump raises - minors	limit 🖾 forcing 🗆 Other:
Jump raises - majors	limit 🖾 forcing 🗆 Other:
Jump shifts after minor open	ing Weak 6-9 and 6 card suit
Jump shifts after major open	ing Splinter & raise in suit except 1♥/2♠ weak
Responses to strong 2 suit o	pening 2 veak, others constructive
Responses to 2NT opening	3♣=Staymen, Transfers 3♦/3♥ & 3♠=minors
	PLAY CONVENTIONS
'NT' Versus Notrur	np 'S' Versus Suit = Both
Sequence leads:	Overlead all All except AK x (x)
Under	lead Other:
Four or more with an honour	4th highest S attitude NT
3rd/5th	Other:
From 4 small	2nd highest S Other: high is discouraging
From 3 cards (no ho	onour) top middle 🗹 bottom
Signal on partner's lead	: high encourage 🗌 low encourage 🗹
Other:	
Signal on declarer's lead	
Discards McKe	enney high encourage low encourage
odd/	/even Other:
Count	natural reverse 🗸
	CONVENTIONS
4NT: Black	kwood  RKCB  Other:
4 <b>♣</b> Gerber	when? Over NT openings
	Other Conventions
Extended Crowhurst	RKCB = 03,14
Lebensohl	Minorwood
Jacoby 2NT 10-14 or 18+	Fit showing jumps in contested auctions
3NT 15-17	
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Over weak twos

Over opening threes

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	pert Gallus 298		Ste	phen Weis	7			
Basic System:	298							
			150					
Classification:	Acol			E	Brown Sticke	er 🗌		
	Green 🖂	Blue		Red	Yel	llow 🗆		
		OP	PENING	BIDS				
Describe strength, mi			ning				Canape	эL
1♠ 4 11+	1♦	4 11+		1• 4 1		1 <b>≜</b>	4 11+	_
1 NT 12-14					may c	ontain 5 car	rd major	
2 <b></b> Stayman:	simple 🗵	]	extended		Other:			
Transfers 2	2♥		2♥ 2♠			2♠ 34	Þ	
2 NT 3♦		Other:						
2♠ Strong 21+								
2• Weak 6-9 5	+ Cards Non Vu	II, 6+ Cards	Vul					
2 Weak 6-9 5	+ Cards Non Vu	I, 6+ Cards	Vul					
2 <b>≜</b> Weak 6-9 5	+ Cards Non Vu	I, 6+ Cards	Vul					
2 NT 21-22 bala	anced							
3 NT Good Suit	game and asks	s for Aces						
	PRE-ALERT	S: CALLS	S TH <u>AT</u> I	MAY HA	VE UNE	XPE <u>CT</u> E	D	
	MEANIN	G/S OR R	REQUIRE	SPECI	AL DEFE	NCE		
1♥/♠ dble by oppo	nents, rdbl=8+,	1NT= <b>\$</b> , 2 <b>\$</b>	=♦					
1NT after responde	ers 1 <b>≜</b> = 12-18							
		COMPE		BIDD	ING			
Nogotivo doubles the	augh						4.00	
Negative doubles thro	•	4 <b>♥</b>	Resp usual NT		bles through	I	4♥	
Jump overcalls	Intermediate		usudi IV I	Mich		1 - 1 -		
1NT overcall (immedi		15-17		(re-openin	iy)	15-17		
Immed cue of minor	Maj							
Immed cue of major		er Major an						
Over opponent's 1NT	(weak) (strong)		ro ( <b>♣</b> =Hear ural/Doubl€					

Double

Double

		RESPONSES TO	OPENIN	NG BIDS
		Describe strength, minimum length or sp	ecific meanir	ıg
1 <b>≜</b>	1♦	4+♦ 6+ points	2NT	Jacoby 10-14/18+ suit raise
	1♥/♠	4+ <b>♥/</b> ♠ 6+ points	3♠	♣ Limit singleton higher
	1NT	6-9 points	3♦	♣ Raise splinter
	2	♣ Raise 6-9 points	3♥	♣ Raise splinter
	2♦	6+	3♠	♣ Raise splinter
	27	6+♥ 6-9 points	3NT	Jacoby 15-17 suit raise
	2♠	6+ <b>≜</b> 6-9 points	4 bids	Natural Weak
1♦	1♥/♠	4+ <b>♥/</b> ♠ 6+ points	3♠	♦ raise splinter
	1NT	6-9 points	3♦	<ul> <li>Limit singleton higher</li> </ul>
	2 🛳	4+♦, 10+ points	3♥	♦ raise splinter
	2♦	<ul> <li>Raise 6-9 points</li> </ul>	3♠	♦ raise splinter
	2♥	6+♥ 6-9 points	3NT	Jacoby 15-17 suit raise
	2♠	6+& 6-9 points	4♦	Pre-emptive
	2NT	Jacoby 10-14/18+ suit raise	4 Other	Natural Weak
1♥/♠	1NT	6-9 points	3♣	♥/♠ raise splinter
	2 🛳	4+ <b>♣</b> , 10+ points	3♦	♥/♠ raise splinter
	2♦	4+♦, 10+ points	3♥/♠	♥/♠ raise splinter
	2♥/♠	2 <b>≜</b> 6+ <b>≜</b> weak to 1♥	3NT	Jacoby 15-17 suit raise
	2NT	Jacoby 10-14/18+ suit raise	4 <b>♣</b> /♦	Natural Weak
2♠	2♦	Weak or waiting bid	2♥/♠	Natural with Ace and King+
	other	Natural with Ace and King+		
2♦	2♥	5+♥, 12+	3∉/♦	3 <b>♣</b> 5+ <b>♣</b> , 12+, 3♦ raise
	2♠	5+ <b>♠</b> , 12+	3♥/♠	6+♥/♠ 16+
	2NT	Forcing	3NT	Natural
2♥/♠	2NT	Forcing	3NT	Natural
	3♣/♦	Forcing	4 <b>♣/♦</b>	Weak
	3♥/♠	Weak raise/Other major Forcing	4♥/♠	Natural
2NT	3♣	Staymen	4 <b>♠</b>	Natural slam try in 🛧
	3♦	Transfer 3 🖤	4♦	Natural slam try in 🔶
	3♥	Transfer 3	4♥	Natural
	3♠	Minors	4 <b>≜</b>	Natural
	3NT	Natural	other	

# CONVENTIONS Additional responses to 1NT Strong and Ace ask Strong and Ace ask minors 🖂 other suits $\square$ lower 2 unbid suits

3**♣/**3♦

3♥/3♠

Gerber

To Play

To Play

4**♣** 

4♦

47 4♠

other

Unusual NT:

Other slam bidding		Cue Bids	$\boxtimes$		Asking Bids		
4th Suit Forcing		One round $\square$	]			Game force	
NT Checkback	$\boxtimes$	Priorities					
Defence to 3NT opening	ng						
Defence to opening Ty	wo's:	Multi 2					
RCO style 2-s							
Other 2-s							
Defence to strong 뢒		Double for Majors	, 1NT m	inors			
		Others natural					
Lebensohl		Over NT interfere	nce	$\bowtie$			
Other uses							
Take out of 4 level pre	e-empts		4 <b>♣</b> /4♦	D	ouble		
	4 💙	Double	4♠	4NT			

### **OTHER NOTES**

	BASIC RESPONSES
Jump raises - minors	limit forcing Other: Inverted
Jump raises - majors	limit inforcing inforcing Other: Barrage 0-7 hcp
Jump shifts after minor oper	ning 2♦/♥/♠ weak 6 card suit
Jump shifts after major oper	ning S'ton 10-11 hcp 3/4 trumps invites cues
Responses to strong 2 suit	opening N/A
Responses to 2NT opening	puppet S'man, 3♦/♥ trans;3♠=5♠/4♥;3NT=5/5 minors
	PLAY CONVENTIONS
'NT' Versus Notru	ump 'S' Versus Suit = Both
Sequence leads:	Overlead all All except AK x (x)
Unde	erlead Ol vs NT:A=att,;K=count: both unblock
Four or more with an honou	ur 4th highest 🗹 attitude 🗔
3rd/5th	Other:
From 4 small	2nd highest 🗹 Other:
From 3 cards (no h	nonour) top middle 🗹 bottom
Signal on partner's lead	d: high encourage low encourage
Other:	Natural count; McKenney if obvious
Signal on declarer's lea	nd Natural count
Discards Mck	Kenney 📝 high encourage 🔄 low encourage 🥅
odc	d/even Other:
Count	natural reverse
	CONVENTIONS
4NT: Blac	ckwood 🖂 RKCB 🖂 Other: MSKC - 0-3, 1-4
4 <b>♣</b> Gerbe	
	Other Conventions
Cappelletti	Cue raise after opp overcall GF
Truscott over X of suit	Exclusion RKCB (0-3, 1-4)
Long & short suit trials	CRASH
Inv. minor raises except	over overcalls Modified Swine of penalty X of 1NT
Cue raises after overcall	10+
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		STAND	ARD SY	STEM C/	ARD		
Names:	Noelene Law		An	nabel Booth			
ABF Nos:	111678		120	6365			
Basic System:	Standar	d 2/1		Bro	wn Sticker		
Classification:	Green	Blue	;	Red	Yellow		
		0	PENING	BIDS			
Describe strengt	th, minimum leng	th, or specific me	eaning				Canape
1 <b>≜</b> 3+ 11+ho	ср 1	• 3+ 11+hc	р	1• 5+ 10+	hcp	1 <b>≜</b> 5+ î	10+hcp
1 NT 15-1	7				may conta	in 5 card maj	or 🖂
2 <b>⊕</b> Stayman:	simpl	e 🗌	extended		Other: L	avings	
Transfers	2♦ 2♥		2♥ 2♠		2	<b>≜</b> 3 <b>€</b>	
2 NT	3♦	Othe	er: super	accepts in all			
2 GF or 2	3-24 flat						
2• Weak 6	card major						
2 💘 🛛 🦊 and a	minor 5/5 less	than opening h	and				
2 <b>≜</b> and a	nother 5/5 less	than opening h	nand				
2 NT 20-22	? flat						
3 NT Spec	ific Ace ask						
		ERTS: CALI NING/S OR					
Jump response	es 2 <b>♦/♥/♠</b> = < (	6hcp					
Inverted minor	response, barr	age over					
1 M & forcing I	NT off if passed	hand					
		COMF	PETITIV	E BIDDIN	G		
Negative double	s through	4♥		consive double			47
Jump overcalls	Weak		nusual NT		d Michaels		••
1NT overcall (im		15-18		(re-opening)	11-	14	
Immed cue of m		At least 5/5 m	aiors	5			
Immed cue of m	ajor	5/5 other maj		or			
Over opponent's			appelletti				
Over opponent's			Cappelletti				
Over weak twos				X = TO; suit r	natural		
Over opening th			VT to play; >				

		RESPONSES TO C	PENI	NG BIDS				
	Describe strength, minimum length or specific meaning							
1 <b>≜</b>	1♦	4+ suit 6 + hcp	2NT	10-12 hcp bal hand				
	1♥/♠	4+ suit 5+ hcp	3♠	Inverted < 10 hcp 5+ 뢒				
	1NT	6-9 hcp no 4 card major	3♦	Splinter				
	2	Inverted 5+ 🛧 10+ hcp no maj	3♥	Splinter				
	2♦	Weak 6 card suit	3♠	Splinter				
	27	Weak 6 card suit	3NT	To play no 4 cd maj 13-15 bal				
	2♠	Weak 6 card suit	4 bids	4 <b>♠</b> = MSKC				
1♦	1♥/♠	4+ suit 5+ hcp	3♣	Splinter				
	1NT	6-9 hcp, no 4 card major	3♦	Inverted < 10 hcp 5+				
	2♣	4+ suit 11+ hcp	3♥	Splinter				
	2♦	Inverted 5+ +, 10+ hcp no maj	3♠	Splinter				
	2♥	Weak 6 card suit	3NT	To play no 4 cd maj 13-15 hcp				
	2♠	Weak 6 card suit	4♦	MSKC				
	2NT	10-12 hcp bal hand	4 Other					
1♥/♠	1NT	5+ hcp forcing for 1 round	3♣	S'ton 10-11 hcp 3/4 trumps				
	2♣	4+ suit GF	3♦	S'ton 10-11 hcp 3/4 trumps				
	2♦	4+ suit GF	3♥/♠	Barrage 3/4 trumps 0-6 hcp				
	2♥/♠	8-9 hcp 3+ trumps	3NT	12-15 hcp bal 3 card support				
	2NT	16+ hcp fit, cue at 3 level	4 <b>♣/♦</b>	Splinter GF				
2	2♦	0-4 or 8+ hcp	2♥/♠	5-7 hcp 5+ suit				
	other	2NT= 5-7 hcp no 5 card suit $3 4 4$	5-7 hcp	) 5+ suit				
2♦	2♥	Correctable	3∉/♦	my suit NF				
	2♠	Correctable can play 3 🕈	3♥/♠	Correctable - barrage				
	2NT	Forcing	3NT	To play				
2♥/♠	2NT	Forcing	3NT	To play				
	3∉/♦	Correctable	4 <b>♣/♦</b>	Splinter				
	3♥/♠	Pre-emptive	4♥/♠	To play				
2NT	3♣	Puppet Stayman	4	MSKC				
	3♦	Transfer to 💙	4♦	MSKC				
	3♥	Transfer to 🛦	4♥	To play				
	3♠	5♠/4♥	4 <b>♠</b>	To play				
	3NT	Shows 5/5 minors	other	5∉/♦ to play;4NT quantitative				

Additional responses to	1NT						
3 <b>♣</b> /3♦ Slam	Slam seeking, cues follow						
3♥/3♠ Slam	Slam seeking, cues follow						
4 <b>♣</b> MSK	KC						
4♦ MSK	KC						
4♥							
4♠							
Unusual NT:	minors other suits lower 2 unbid suits						
other Modified	d Michaels: over minor, cue=majors, 2NT=other minor & a major						
Over m	ajor: cue=other major & a minor, 2NT= minors						
Other slam bidding	Cue Bids 🖂 Asking Bids						
4th Suit Forcing	One round 🔲 at 1 level NF Game force 🖂						
NT Checkback	Priorities 3 of part's maj or 4 of other;2 inin,2NT max						
Defence to 3NT opening							
Defence to opening Two	's: Multi 2♦ X = 16+; 2NT = 15-18; suit natural;						
	3NT to play						
RCO style 2-s	X = TO, suit natural						
Other 2-s	2 suits known, lower cue weak TO, higher cue strong TO						
Defence to strong 🛧	CRASH - 1NT = colour, 2♠ = rank: 2♦ = shape - all 2 suited						
Lebensohl	Over NT interference Slow shows						
Other uses	In response to X of weak 2 & partner's reverse at 2 level						
Take out of 4 level pre-er	mpts $4 = 10$ major oriented						

### **OTHER NOTES**

 Resp to 1NT overcall are as if partner opened;

 Resp to 1NT X (artificial), system on

 Resp to 1NT - 2♠ o'call; X = 10+ hcp, 2NT Lebensohl; pass then X = TO

 Resp to 1NT - 2 suited overcall - 2NT = Lebensohl; 3 level bid GF

 Resp to 1NT X (penalties) - modified Swine: 3 level bid GF

 2NT over opponents opening 1NT = strong 2 suiter

BASIC RESPONSES											
Jump raises - minors	limit 🗆	forcing	Other: Ir	nverted 6-9							
Jump raises - majors	limit 🗆	forcing	Other: (	0-5, 4 card support							
Jump shifts after minor opening		Weak 0-4, 6+									
Jump shifts after major opening		Mini / Maxi sp	linters								
Responses to strong 2 suit openir	ig	2C-2D = 0-7 o	r relay; 2D-2	!H=p/c							
Responses to 2NT opening	See	e Inside									
	PLAY CONVENTIONS										
'NT' Versus Notrump		'S' Versus Sui	t	= Both	-						
Sequence leads:	(	Overlead all 🔍		All except AK x (x)							
Underlead	Othe	r: A=Attitude; K	=Count								
Four or more with an honour		4th highest	🔨 at	titude							
3rd/5th	Other:										
From 4 small 2nd	highest 🗸	Other:									
From 3 cards (no honour)	t	op 🔄 mi	iddle 🗹	bottom							
Signal on partner's lead:	high e	encourage		low encourage							
Other: Pri	marily Count										
Signal on declarer's lead	Primari	y Count									
Discards McKenney		high encourage	$\square$	low encourage							
odd/even		Other: or Throw	v away what	we dont want							
Count natur	al 🔽	reverse									
	C	ONVENTIO	NS								
4NT: Blackwood		RKCB 🖂	Othe	r: MSKC							
4 <b>≜</b> Gerber □	] when?										
	Other C	onventions									
Long suit Trial Bids		Exclus	ion RKCB; D	OOPE; ROPE							
Lebensohl (After our 1NT is ov	vercalled &	RKCB	RKCB/MSKC response = 14, 03, 2-, 2+, 5								
after Opps opening Weak 2	or Multi is X)	5NT (a	after 4NT) = s	specific K ask							
Support Doubles (3 card supp		Cue ra	ises = Invite	or stronger with fit							
Negative Free 2 Level Bids		1NT -	Opp X = Sys	stem On							
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Over opponent's 1NT (strong)

Over weak twos

Over opening threes

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	STAN	IDARD SYS	TEM CARD		
Names:	David Matthews	Antor	n Pol		
ABF Nos:	169757	1190	91		(
Basic System:	Standard		Brown Stick	er 🗌	
Classification:	Green 🖂	Blue 🗌 🛛 F	Red 🗌 Ye	ellow	
		OPENING	BIDS		
Describe strengt	th, minimum length, or specifi	c meaning			Canape 🗌
1 11+, 3+	1♦ 11+, 3	3+ 1	<b>♥</b> 11+, 5+	1≜ 11	1+, 5+
1 NT 15-1	7 balanced		may	contain 5 card m	najor 🖂
2 <b>⊕</b> Stayman:	simple 🖂	extended	Other Other	SMOLEN (	(see inside)
Transfers	2♦ to H	2♥ to S		2♠ to C	
2 NT	to D	Other: Super A	ccepts (M=4+; m=3	8+ to an honou	r)
2 <b>♣</b> 23+ OR	Game force				
2  6-10, 6+	- Major; OR 8 playing trick	s; OR 20-22 Flatti	sh (with Puppet Sta	ayman)	
2 6-10, 5+	- H and another				
2 6-10, 5+	- S and a minor				
2 NT 6-10,	5+/5+ in minors				
	minor, no outside A or K				
	PRE-ALERTS: C		AY HAVE UNE	XPECTED	
			SPECIAL DEF		
Opening 4C =	solid H	Op	ening 4H = Preem	ptive	
Opening 4D =	solid S	Op	ening 4S = Preem	ptive	
	00	MPETITIVE	BIDDING		
Nogativo daublo			nsive doubles throug	h	4D
Negative double	3	Unusual NT	0		4D
Jump overcalls	Weak-6+ cards		2NT = Two lov		
1NT overcall (im			(re-opening)	11-14	
Immed cue of m			eak or strong. (Als	o leaping Cue)	
Immed cue of m		Major/5+ minor. (A	lso leaping Cue)		
Over opponent's	s 1NT (weak)	Cappelletti			

Cappelletti

X=T/O; 3NT to play

X=T/O (with Lebensohl); 2NT=16-19, stopper

RESPONSES TO OPENING BIDS						
		Describe strength, minimum length or sp	ecific meanir	ng		
1♣	1♦	6+, 4+	2NT	10-12 flat, no 4 card Major		
	1♥/♠	6+, 4+	3♠	Inverted 6-9, 5+ card fit		
	1NT	6-9, no 4 card Major	3♦	Splinter		
	2 🛖	Inverted 10+, 5+ card fit	3♥	Splinter		
	2♦	0-4, 6+	3♠	Splinter		
	2♥	0-4, 6+	3NT	13-15, no 4 card Major		
	2♠	0-4, 6+	4 bids	4C/4D = MSKC, 4H/S to play		
1♦	1♥/♠	6+, 4+	3♠	0-4, 6+		
	1NT	6-9, no 4 card Major	3♦	Inverted 6-9, 4+		
	2 🛳	10+, 4+	3♥	Splinter		
	2♦	Inverted 10+, 4+	3♠	Splinter		
	2♥	0-4, 6+	3NT	13-15, no 4 card Major		
	2♠	0-4, 6+	4♦	MSKC		
	2NT	10-12, no 4 card Major	4 Other	4C=Splinter, 4H/S to play		
1♥/♠	1NT	6-9, denies 3 card fit	3♣	Mini (7-10) or Maxi (15+) splinter		
	2 🛳	10+, 4+	3♦	Mini (7-10) or Maxi (15+) splinter		
	2♦	10+, 4+	3♥/♠	0-5, 4+ card support		
	2♥/♠	6-9, 3+ card fit	3NT	13-15 balanced		
	2NT	10-12, 3+ card support	4 <b>♣/</b> ♦	Splinter (11-14)		
2 🛳	2♦	0-7 or relay	2♥/♠	/3C/3D = 8+, 5+		
	other	2NT=8+ balanced				
2♦	2♥	Pass or correct	3♣/♦	GF, 6+ any suit; 3D inv in major		
	2♠	Pass or correct	3♥/♠	Pass or correct; 4D=bid yr suit		
	2NT	Asking (3C good, 3D/H=Wk Tfr)	3NT	To play		
2♥/♠	2NT	Asking: 2S over 2H=P/C	3NT	To play		
	3♣/♦	Natural, one round force	4 <b>♣/</b> ♦	Splinter		
	3♥/♠	Blocking; 3 other Major 6+ 1RF	4♥/♠	To play		
2NT	3♣	To play	4♠	MSKC		
	3♦	To play	4♦	MSKC		
	3♥	Asking for longer Major	4♥	To play		
	3♠	Forcing	4♠	To play		
	3NT	To play	other			

#### CONVENTIONS Additional responses to 1NT 3C=5+/5+ minors weak, 3D=5+/5+ minors strong 3♣/3♦ 3H=5+/5+ Majors weak, 3S=5+/5+ Majors strong 3♥/3♠ 4♠ MSKC 4 MSKC 47 To play To play 4♠ other suits Unusual NT: minors lower 2 unbid suits $\boxtimes$ other Cue Bids Asking Bids Other slam bidding 4th Suit Forcing One round Game force $\bowtie$ Priorities 2D=min,no fit; 2M=min, fit; 2 other M=max, fit NT Checkback X=T/O Defence to 3NT opening 2NT=max, no fit Defence to opening Two's: Multi 2♦ X=T/O, 15+ RCO style 2-s X=T/O 15+ X=T/O 15+ Other 2-s Defence to strong 뢒 Natural $\boxtimes$ Over NT interference Lebensohl After partner doubles opponents Opening Two bid Other uses Take out of 4 level pre-empts X = T/O4 🌒 4 🔶 4 X=Pen, 4NT=T/O 4♥ X=T/O

### **OTHER NOTES**

3NT opener: 4/5C = p/c; 4D=short ask (4NT=None); 4H/S=Natural; 4NT=Length ask
1H/S - Opp X - 1/2NT=raise to 2/3H/S; direct raise=Preemptive
Capelletti: 2C=Single suiter, 2D=both majors, 2H/S=4H/S + a minor, 2NT=minors
MSKC response = 1403, King ask is 4NT or next available bid excluding trump suit
SMOLEN (5/4 in Majors). (1) Weak = Stayman & bid 5 card M; (2) Intermediate = Tfr & bid 4 card suit; (3) Strong = Stayman & jump in 4 card suit

	BA	SIC RESPO	NSES				
Jump raises - minors	limit 🖂	forcing	Other:	Inverted			
Jump raises - majors	limit 🖂	forcing	Other:				
Jump shifts after minor opening		weak					
Jump shifts after major opening		weak					
Responses to strong 2 suit ope	ning	N/A					
Responses to 2NT opening	30	C= pupt stmn;3D	H=trnsfr;3S	=5S/4H;4C/D=RKCB			
	PLA	Y CONVEN	ITIONS				
'NT' Versus Notrump		'S' Versus S	Suit	= Both			
Sequence leads:		Overlead all	$\checkmark$	All except AK x (x)			
Underlea	d 🗌 Oth	er: A for suit pr	eference ; k	K for count			
Four or more with an honour		4th highest	$\checkmark$	attitude			
3rd/5th	Other						
From 4 small 21	nd highest	Other:					
From 3 cards (no hono	ur)	top	middle 🔽	bottom			
Signal on partner's lead:	high	n encourage		low encourage			
Other: (	)dd indicates pr	eference ; even	McKenny				
Signal on declarer's lead							
Discards McKenr	iey	high encourag	9	low encourage			
odd/eve	en s	Other:					
Count nat	ural	reverse 🗹					
	C	ONVENTIO	DNS				
4NT: Blackwo	bod 🗌	rkcb 🛛	3 O	ther:			
4 <b>≜</b> Gerber	when?						
	Other	Conventions					
Vinor Suit KC		X of	3NT reques	sts S lead (uncontested auct)			
Ogust after 2C-2D-2M-2NT		X of	X of slam demands highest unbid suit				
Exclusion Blackwood		Leb	Lebensohl				
Blue Club (ELU)			Leaping Michaels				
Negative Free Bids		Invit	ational Doub	bles			
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		STANDA	RD SY	STE	M CA	RD			
mes:	D.MUNRO		D.S	SCHOK	MAN				
BF Nos:	175560		12	5581				( 	
sic System:	Standard	American			Brow	n Sticker			
assification:	Green	Blue Blue		Red		Yellow			
		OF	PENING	BID	S				
scribe strengt	h, minimum length	i, or specific mea	ning					Canape	
9+,3	1♦	9+,3		1♥ (	9+,5		1 <b>≜</b> 9+	-,5	
NT 15-1	7					may contai	n 5 card m	ajor	$\boxtimes$
2 <b></b> Stayman:	simple		extended			Other: L	avings		
Transfers	2♦ 2H		2 <b>7</b> 2S			2	<b>▲</b> 3C		
2 NT	3D	Other:	Include	es supe	er accep	ts			
Weak 2	in a major; balar	nced 22 HCP or	<sup>-</sup> 3 Suiter v	vith 4 o	r less lo	sers			
23+HCF	or Game Force	(4 losers or be	tter and at	least 1	8 HCP)	I			
5H exac	tly; denies 5S; n	ormally 8-11HC	P and 8 lo	osers (v	/ul) or 8	+ losers (nv	′ul)		
5S exac	tly; denies 5H; n	ormally 8-11 H	CP and 8 I	osers (	vul) or 8	8+ losers (n	vul)		
NT 20-21	HCP and balan	ced							
NT Kabel	(Specific ace as	sk)							
		RTS: CALLS NNG/S OR F							
:/D Namvats	Transfer to 4H/	S. 4 losers							

4NT Minor 2 suitor with 3 losers vul,4-5 nvul

COMPETITIVE BIDDING							
Negative doubles through	4H	Resp	oonsive doubles th	rough	3S		
Jump overcalls	eak nv; -15pts v	Unusual NT	2 lowest u	nbid suits			
1NT overcall (immediate)	15-1	7	(re-opening)	15-17			
Immed cue of minor	Highest and	l lowest of unb	oid suits (Blue Cl	ub - ELU)			
Immed cue of major	Highest and	l lowest of unb	oid suits (Blue Cl	ub - ELU)			
Over opponent's 1NT (weak	)	Modified Capp	pelletti				
Over opponent's 1NT (stron	g)	Modified Capp	pelletti				
Over weak twos		X=13+HCP; 2	NT=15-17 (Syste	em On)			
Over opening threes		X=13+HCP; 3	NT to play				

		RESPONSES TO	OPENI	NG BIDS
		Describe strength, minimum length or sp	ecific meanir	ng
1♣	1♦	6+,4+	2NT	11-12, no 4cM but M's guarded
	1♥/♠	6+,4+	3♠	6-10,5+ no 4c M
	1NT	6-10, no 4 card M	3♦	3-6, 7+
	2 🛖	11+,5+ (usually unbalanced vul)	3♥	3-6, 7+
	2♦	3-6,6	3♠	3-6, 7+
	27	3-6,6	3NT	13-15, no 4cM but M's guarded
	2♠	3-6,6	4 bids	TP, 4C/D=minor suit RKC
1♦	1♥/♠	6+,4+	3♠	3-6,6
	1NT	6-10, no 4 card M	3♦	6-10,5+ no 4 card M
	2♣	11+,5+	3♥	3-6, 7+
	2♦	11+,5+	3♠	3-6, 7+
	27	3-6,6	3NT	13-15, no 4cM but M's guarded
	2♠	3-6,6	4♦	Minor suit RKC
	2NT	11-12, no 4cM	4 Other	TP, 4C=Minor suit RKC
1♥/♠	1NT	6+; forcing for 1 round	3♠	3-6,6; <2 of M
	2 🛳	11+,5+	3♦	3-6,6;<2 of M
	2♦	11+,5+	3♥/♠	3-6,4 unbalanced
	2♥/♠	6-9,3+	3NT	To Play (2 card support)
	2NT	14+,3+ Jacoby	4 <b>♣/</b> ♦	Splinter
2♣	2♦	Relay	2♥/♠	N/A
	other	N/A		
2♦	2♥	Relay	3♣/♦	Good suit with at least 3 controls
	2♠	Good suit with at least 3 controls	3♥/♠	3H = good suit with 3+ controls
	2NT	8-11 HCP balanced with no Aces	3NT	N/A
2♥/♠	2NT	Relay with not more than 6 losers	3NT	To Play
	3∉/♦	To Play	4 <b>♣/♦</b>	Minor suit KC
	3♥/♠	Invitational?	4♥/♠	To Play
2NT	3♣	Puppet Stayman	4 <b>♠</b>	Minor Suit RKC
	3♦	Transfer to Hearts	4	Minor Suit RKC
	3♥	Transfer to Spades	4♥	To Play
	3♠	5S and 4H	4 <b>♠</b>	To Play
	3NT	To Play	other	

Additional response	es to 1NT								
3∉/3♦	6+ card su	it with 1 missing ho	nour and no	outside values					
3♥/3♠	6+ card su	card suit with 1 missing honour and no outside values							
4뢒	RKCB								
4♦	RKCB								
4♥	To Play								
4♠	To Play								
Unusual NT:	mi	nors	other suits		lower 2 u	nbid suits	$\boxtimes$		
other									
3C	c= 2 highest	t ranking unbid suits	5						
Other slam bidding		Cue Bids	$\boxtimes$	Asking Bids					
4th Suit Forcing		One round				Game force	$\boxtimes$		
NT Checkback	$\bowtie$	Priorities	Fit and ra	inge					
Defence to 3NT ope	ening	4C/D = bett	ter H/S X = 1	ГО					
Defence to opening	j Two's:	Multi 2 2	H = T/O of H	; X = T/O of S; 2N	IT=15-17				
		Immediate o/call=<13HCP;Pass then o/call =13+ good suit							
RCO style 2	2-s	X = TO, Cue of M	= both mino	rs,					
Other 2-s		X = TO, Cue of M = both minors							
Defence to strong		X=M's,1NT=m's;2C=black suits;2D=red suits;other bids natural							
		2H/S = 6 card suit							
Lebensohl		Over NT interferer	nce 🖂						
Other uses									
Take out of 4 level	pre-empts		4 <b>♣</b> /4♦	X					
	4♥	х	4 <b>≜</b> 4NT						

### **OTHER NOTES**

Exit transfers over 1NT(X) - Pass (forcing) asks for a 5-card suit or xx xx = Clubs 5+, 2C/D/H = transfer to suit above 5+