

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Splinter

Jump shifts after major opening Splinter

Responses to strong 2 suit opening 2D 0/1 controls

Responses to 2NT opening 3C/D to play, 3H/S forcing

PLAY CONVENTIONS

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

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

Underlead other

Four or more with an honour 4th highest attitude

3rd/5th other

From 4 small 2nd highest other

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

other Attitude on 1st lead only, then rev. count

Signal on declarer's lead Rev. count

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other K ask = next unbid

4♣ Gerber when? Agreed NT (RKCB K ask=steps)

Other Conventions

Modified SWINE Puppet stayman after 20+NT rebid

Truscott over suit & X

Crowhurst

DOPI & ROPI

Unassuming cue



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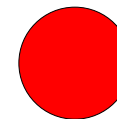
STANDARD SYSTEM CARD

Names: Alison Fallon Barbara Marrett

ABF Nos: 179476 252190

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+, 3 1♦ 11+, 4 1♥ 11+, 4 1♠ 11+, 5

1 NT 12 - 14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ 2H 2♥ 2S 2♠ Baron

2 NT Trans to minor other Super Accept

2♠ 8+ PT, 20-22 or 25-26 balanced, any 4/5 loser hand

2♦ Wk major, 23-24 or 27+ balanced

2♥ 5/5 H & another, < opening pts

2♠ 5/5 S & minor, < opening pts

2 NT 5/5 minors, < opening pts

3 NT Gambling

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

Sth African Texas opening

Over Prec 1C - X = majors

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls wk Unusual NT Opp rank suits

1NT overcall (immediate) 15-18 (re-opening) 9-13

Immed cue of minor 5/5 other minor & major

Immed cue of major 5/5 other major & minor

Over opponent's 1NT (weak) Modified Cappelletti*

Over opponent's 1NT (strong) Modified Cappelletti*

Over weak twos X T/O, 2NT 16-18

Over opening threes X T/O but optional

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+, 4	2NT 16+, fit
	1♥/♠	6+, 4	3♣ 9-11, 4+
	1NT	8-10, no major	3♦ Maxi Splinter
	2♣	6-9, 4	3♥ Maxi Splinter
	2♦	Mini Splinter	3♠ Maxi Splinter
	2♥	Mini Splinter	3NT 12-15, no major
	2♠	Mini Splinter	4 bids
1♦	1♥/♠	6+, 4	3♣ Mini Splinter
	1NT	6-9, no major	3♦ 9-11, 4+
	2♣	9+, 4	3♥ Maxi Splinter
	2♦	5-9, 4	3♠ Maxi Splinter
	2♥	Mini Splinter	3NT 12-15, no major
	2♠	Mini Splinter	4♦ Forcing, slam interest
	2NT	16+, fit	4 Other
1♥/♠	1NT	6-9	3♣ Mini Splinter
	2♣	9+, 4	3♦ Mini Splinter
	2♦	9+, 4	3♥/♠ 10-11 HCP + fit, or 8 losers + fit
	2♥/♠	6-9, 3	3NT 12-15, + fit
	2NT	16+, fit	4♣/♦ Maxi Splinter
2♣	2♦	0/1 Neopolitan controls	2♥/♠ 2H 2 conts, 2S 3 conts etc
	other	2NT 5-8 with 0/1 controls. 2H rebid after 2D response = game force (2S-neg)	
2♦	2♥	Correctable	3♣/♦ Natural, non forcing
	2♠	Pass if S, Invite if H	3♥/♠ Correctable & invite
	2NT	Forcing, Reverse Ogust	3NT To play
2♥/♠	2NT	Forcing, enquiry	3NT To play
	3♣/♦	Over 2H nat, over 2S, correct.	4♣/♦ Cue
	3♥/♠	Natural & invite	4♥/♠ To play
2NT	3♣	To play	4♣ Natural & invite
	3♦	To play	4♦ natural & invite
	3♥	Natural & forcing	4♥ To play
	3♠	Natural & forcing	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	8-10, 6 card suit with 2 hon, invit to 3NT with fit
3♥/3♠	Natural & forcing, slam interest, 6 card suit
4♣	Gerber
4♦	Cue
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Opposite rank suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Lowest feature

Defence to 3NT opening X T/O, values

Defence to opening Two's: Multi 2♦ X T/O 16+, suit 10-15, 2NT 16-18 both majors

RCO style 2-s

Other 2-s

Defence to strong ♣ Modified Cappelletti**

Lebensohl Over NT interference

Other uses Over our T/O X of opp weak 2 (single suit) or multi 2D

Take out of 4 level pre-empts 4♣/4♦ X T/O

4♥ X T/O 4♠ X penalties

OTHER NOTES

*Modified Cappelletti: 2C = majors, 2D = single suited major

**Modified cappelletti over strong 1C: X = majors, 1D = single suit major

Systems ON over our 1NT o/call & our 2NT o/call of wk 2

1NT rebid 15-18, 2NT rebid 19

Fit showing jumps by responder after initial pass

Reverse Ogust: 3C/D strong H/S

BASIC RESPONSES

Jump raises - minors limit forcing other Wk & distributional 4+ card sup
 Jump raises - majors limit forcing other 4+ support weak
 Jump shifts after minor opening 2 lvl - weak (6+suit), 3 lvl - GF splinter
 Jump shifts after major opening splinters - GF
 Responses to strong 2 suit opening Ctrl response (excl 2NT = 5-7 bal 0/1 ctrl)
 Responses to 2NT opening 3C = Enquiry, all other bids < game are pass or correct

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other Roman - 2nd highest honour (opening lead only)
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 other vs NT att on honour, count on low card opening lead (both reverse)
 Signal on declarer's lead attitude vs suit, count vs NT
 Discards McKenney high encourage low encourage
 odd/even other vs NT, 1st disc basically disc but still rev count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? only after 1NT opening
 Other Conventions

RCK: 0/3 KC's, 1/4 KC's
 2 no Q, 2 + Q, 2 + Q + void
 Gerber: 0/3 A's, 1/4 A's
 2 A's 0/3 K's, 2 A's 1/4 K's, etc



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STANDARD SYSTEM CARD

Names: Wendy Hooper Judy Hocking
 ABF Nos:
 Basic System: Natural - Light openings
 Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+ 10+HCP 1♦ 4+ 10+HCP 1♥ 4+ 10+HCP 1♠ 5+ 10+HCP
 1 NT 14-16 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ transfer ♥ 2♥ transfer ♠ 2♠ transfer ♣
 2 NT transfer ♦ other super accepts played over transfers
 2♣ Strong 19+pts & 8 Playing tricks or 21+ balanced
 2♦ weak 2 in either major < opening hand (meets rule of 15)
 2♥ 10-14 pts 4+/4+ majors
 2♠ < opening hand 5+/5+ with ♣
 2 NT < opening hand 5+/5+ without ♣
 3 NT Gambling

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

2H opening 10-14 4+/4+ majors
 2S/2NT opening 5/5 weak
 2NT = forcing raise response to pds openin

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠
 Jump overcalls intermediate Unusual NT Mjors over minor, minors over major
 1NT overcall (immediate) 15-18 (sys on) (re-opening) 15-18 (sys on)
 Immed cue of minor 5+/5+ major and minor - weak or strong (not intermediate)
 Immed cue of major 5+/5+ major and minor - weak or strong (not intermediate)
 Over opponent's 1NT (weak) DONT - Modified
 Over opponent's 1NT (strong) DONT - Modified
 Over weak twos X
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ 6+ points	2NT 4+ ♣ 11+ pts
	1♥/♠	4+ 6+ points	3♣ 4+ wk and distributional
	1NT	6-10 no major	3♦ splinter - ♣ supp GF
	2♣	4+ 5-10 no void or singleton	3♥ splinter - ♣ supp GF
	2♦	weak js with ♦ (2NT Ogust)	3♠ splinter - ♣ supp GF
	2♥	weak js with ♥ (2NT Ogust)	3NT 3334/3343 13-15
	2♠	weak js with ♠ (2NT Ogust)	4 bids 4♣ wk to play, 4♥/♠ to play
1♦	1♥/♠	4+ 6+ points	3♣ splinter - ♦ supp GF
	1NT	6-10 no major	3♦ 4+♦, weak, ditributional
	2♣	4+ 10+pts	3♥ splinter - ♦ supp GF
	2♦	4+ 5-10pts	3♠ splinter - ♦ supp GF
	2♥	weak js with ♥ (2NT Ogust)	3NT 3334/3343 13-15
	2♠	weak js with ♠ (2NT Ogust)	4♦ 4+♣ wk to play
	2NT	4+ ♦ 11+ pts	4 Other 4♥/♠ to play
1♥/♠	1NT	6-10	3♣ splinter - singleton & supp GF
	2♣	4+ 10+pts	3♦ splinter - singleton & supp GF
	2♦	4+ 10+pts	3♥/♠ weak 4+ card support
	2♥/♠	3+ support 5-10	3NT 4333 (no 4 card major) 13-15
	2NT	4+ support 11+pts	4♣/♦ splinter - void 4+♥/3+♠ support
2♣	2♦	0/1 ctrls	2♥/♠ 2♥ 2, 2♠ 3
	other	4♣ 4 etc. 2NT=5-7 bal 0/1ctrls, after 2NT 3♣ = baron	
2♦	2♥	Pass or correctable	3♣/♦
	2♠	Pass or correctable	3♥/♠ Pass or correctable
	2NT		3NT
2♥/♠	2NT	2♥ Enquiry (see other notes for ♣)	2NT To play
	3♣/♦	Natural and forcing	4♣/♦ cue bids - ostensibly agree ♥
	3♥/♠	ask: 3♣/♦ max 3♥/♠ min	4♥/♠ to play
2NT	3♣	Enquiry	4♣
	3♦	Pass or correctable	4♦ Pass or correctable
	3♥	Pass or correctable	4♥ Pass or correctable
	3♠	Pass or correctable	4♠ Pass or correctable
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try in suit bid
3♥/3♠	Slam try in suit bid
4♣	Gerber
4♦	5+/5+ ♣ & ♦ slam interest
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Opposite rank

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round at 1 lvl Game force

NT Checkback Priorities

Defence to 3NT opening X shows values

Defence to opening Two's: Multi 2♦ X = 16+ unbla or bal no stopper, 2NT = 15-18 ba

RCO style 2-s suit bids natural
as above

Other 2-s X=T/O suit bids natural

Defence to strong ♣ X= ♣ + another, 1♦/♥/♠ = that suit + another (4+/4+)
1NT or 2NT = any single suiter (5+) 2♣/♦/♥/♠ = suit + higher

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ X (2 suited Take out via 4NT)

OTHER NOTES

Over 2♣ opening 2NT =ask, 3♣ to play, 3♦/♥/♠ pass or correct

Over 2♠ opening, 2♦ (0/1) response, then 2♥ from opener shows Gf in suit or 23+ ba
2♠ is then 2nd deg showing 0ctrls 2NT, 3♣/♦/♥/♠ are nat (5+ suit) with 1 ctrl

BASIC RESPONSES

Jump raises - minors limit forcing other Preemptive

Jump raises - majors limit forcing other Preemptive

Jump shifts after minor opening Splinters

Jump shifts after major opening Splinters

Responses to strong 2 suit opening Controls (2C-2D, 2D = GF)

Responses to 2NT opening To strong 2NT: 3C = Stayman, 3D/H = 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 bottom

Signal on partner's lead: high encourage low encourage
other Reverse count

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage
odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when? 1NT only

Other Conventions

4th suit 1R force (raise 4th suit = GF hand) 1NT X: XX = bid 2C, for 5+ card suit,

Long and short suit game tries bid = lower of 2 suits, 2S = 5+ suit,

Blackout after reverses 2NT = any 2-suiter (invitational)

Crowhurst (1NT rebid = 15-18 HCP)

DOPI, ROPI



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STANDARD SYSTEM CARD

Names: BARBARA TRAVIS SUSAN EMERSON

ABF Nos: SA Women's Team

Basic System: ACOL

Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 11+ HCP 1♦ 4+, 11+ HCP 1♥ 4+, 11+ HCP 1♠ 5+, 11+ HCP

1NT 12-14 HCP may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2NT Diamonds other super-accepts with 4 support

2♣ Any 8+ playing tricks, or (20) 21-22 HCP, bal

2♦ Multi - weak 2H or weak 2S, or 23-24 HCP, bal

2♥ Weak, 5+H and 5+ other

2♠ Weak, 5+ S and 5+ minor

2NT Weak, both minors

3NT Gambling

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

All jump shifts (new suit) are splinters

All changes of suit are forcing

1x - 3x = weak

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Weak Unusual NT Lowest 2 unbid suits

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

Immed cue of minor 5+S and 5+ other

Immed cue of major 5+ other major and 5+ minor

Over opponent's 1NT (weak) Modified Cappelletti

Over opponent's 1NT (strong) Modified Cappelletti

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	4+ suit, 6+ HCP	2NT 10-12 HCP + support, or 16+
	1♥/♠	4+ suit, 6+ HCP	3♣ Preemptive
	1NT	6-9 (10) HCP	3♦ Splinter
	2♣	4+ support, 6-9 HCP	3♥ Splinter
	2♦	Splinter	3♠ Splinter
	2♥	Splinter	3NT 13-15 HCP + support
	2♠	Splinter	4 bids To play
<hr/>			
1♦	1♥/♠	4+ suit, 6+ HCP	3♣ Splinter
	1NT	6-9 HCP	3♦ Preemptive
	2♣	4+ suit, 9+ HCP	3♥ Splinter
	2♦	4+ support, 6-9 HCP	3♠ Splinter
	2♥	Splinter	3NT 13-15 HCP + support
	2♠	Splinter	4♦ To play
	2NT	10-12 HCP + support, or 16+	4 Other 4M = To play
<hr/>			
1♥/♠	1NT	6-9 HCP	3♣ Splinter
	2♣	4+ suit, 9+ HCP	3♦ Splinter
	2♦	4+ suit, 9+ HCP	3♥/♠ Preemptive
	2♥/♠	6-9 HCP, normally 3 support	3NT 13-15 HCP + support
	2NT	10-12 + support, or 16+	4♣/♦ Splinter
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2♣	2♦	0-1 control	2♥/♠ 2 / 3 controls
	other	2NT = 4 controls, 3 ♥ / ♠ = 6+ suit, 2 top honours (little else)	
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2♦	2♥	/ 4♥ Pass or correct	3♣/♦ Natural, forcing
	2♠	Pass or correct	3♥/♠ Natural, forcing
	2NT	Enquiry	3NT To play
<hr/>			
2♥/♠	2NT	Enquiry	3NT To play
	3♣/♦	Pass or correct	4♣/♦ Slightly invitational
	3♥/♠	Preemptive	4♥/♠ To play
<hr/>			
2NT	3♣	To play	4♣ Invitational
	3♦	To play	4♦ Invitational
	3♥	Natural, forcing	4♥ To play
	3♠	Natural, forcing	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ GF splinter, 3+ each other suit

3♥/3♠ GF splinter, 3+ each other suit

4♣ Gerber

4♦ Both minors

4♥ To play

4♠ To play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities (tend to show majors fit first)

Defence to 3NT opening 4C = Major TO with H pref, 4D = Major TO with S length

Defence to opening Two's: Multi 2♦ X = 16+ HCP, 2NT = good 15-18 HCP

RCO style 2-s X = 16+ HCP, 2NT = good 15-18 HCP

Other 2-s

Defence to strong ♣ 1C and 2C: Modified Cappelletti

Lebensohl Over NT interference 1NT openings and overcalls

Other uses TO X at 2-level (eg weak 2)

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X and 4NT 4♠ 4NT

OTHER NOTES