

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: weak 6-9HCP 4+ support

Jump raises - majors    limit     forcing     Other: weak 0-6Pts 4+support

Jump shifts after minor opening    Weak

Jump shifts after major opening    Bergen

Responses to strong 2 suit opening    2♦ = 0-1 controls, CAB; 2NT 10-12

Responses to 2NT opening    Puppet Stayman; 4♣ rckb; transfers

## PLAY CONVENTIONS

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

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

Underlead     Other: Ace count, others attitude, 9 & 10 coded

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

From 4 small    2nd highest     Other: 98xx lead 9

From 3 cards (no honour)    top     middle     bottom

Signal on partner's lead:    high encourage     low encourage

Other: Odds & Evens (Odd = enc (ex high odd); Even is count or Mck)

Signal on declarer's lead    Natural count

Discards    McKenney     high encourage     low encourage

odd/even     Other: Odd = encourage; Even = McKenney

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 0314, K with trump Q

4♣    Gerber     when?    Over 1NT opening (0314)

### Other Conventions

System On over 1M:X	Help suit trials for majors; splinters, suit asks
New minor forcing (or TOM), Checkback	Stopper show for minors (STR Seq)
Lebensohl + Extension; Good-Bad 2NT	Jacoby, suit ask after splinters & singletons
4th suit forcing, Minor suit RKCB (0314)	Unassuming cue bids & game try doubles
Puppet Stayman	P0D1 & P0R1 to 2♣, and strong 2NT seq



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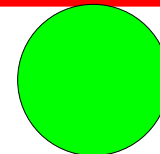
## STANDARD SYSTEM CARD

Names: IAN AFFLICK    PAUL COLLINS

ABF Nos: 370861    164917

Basic System: STD, BERGEN RAISES

Classification: Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

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

1 NT 15-17    may contain 5 card major

2♣ Stayman: simple     extended     Other: \_\_\_\_\_

Transfers    2♦ To ♥    2♥ To ♠    2♠ Baron

2 NT Transfer to ♣ or ♦    Other: \_\_\_\_\_

2♣ 23+ Balanced or semi-bal or 8+ Playing Tricks

2♦ Weak 5/5 at least one major

2♥ 6 card ♥ 6-10HCP; 2NT = enquiry re singleton & min or max

2♠ 6 card ♠ 5-10HCP; 2NT = enquiry re singleton & min or max

2 NT 21-22 balanced

3 NT Long minor (4 level preempt)

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

Support X & XX; Inverted minors	DONT over strong NT & weak NT in 4th seat
Bergen Raises (ie 1♥:3♥ =weak)	1m: jump in other m =weak raise; 2♦ opening
Over 1NT red suit transfers at 4 level	(implied) Game try doubles; Namyats;

## COMPETITIVE BIDDING

Negative doubles through 4♥    Responsive doubles through 3♠

Jump overcalls    weak    Unusual NT    MM over 1m; mm over 1M

1NT overcall (immediate)    15-18    (re-opening)    15-17

Immed cue of minor    Michaels (new) 5/5 other minor + a major

Immed cue of major    Michaels

Over opponent's 1NT (weak)    Cappelletti (X=Pen; 2♣=ss; 2♦=MM; 2♥=Hm; 2♠=Sm)

Over opponent's 1NT (strong)    DONT (dont over weak NT in 4th seat & passed hand)

Over weak twos    X + Lebensohl extension; Leaping Michaels

Over opening threes    X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	3+, 5+HCP	2NT	♣ Fit 10-11PTS stops all suits
	1♥/♠	4+, 5+HCP	3♣	Weak, <6 HCP & 5+♣
	1NT	6-9HCP, 4♣	3♦	Splinter
	2♣	10+ Pts, 4+♣	3♥	Splinter
	2♦	Weak ♣ raise 6-9HCP, 5+♣	3♠	Splinter
	2♥	Weak 6♥	3NT	♣ Fit 13-15 + both MM stopped
	2♠	Weak 6♠	4 bids	4♣=weak;
1♦	1♥/♠	4+ suit 5+HCP	3♣	Weak ♦ raise 6-9HCP, 5+♦
	1NT	5-9 no fit	3♦	Weak, <6 HCP 5+♦
	2♣	8+HCP, 4+ suit	3♥	Splinter
	2♦	10+ Pts, 4+♦	3♠	Splinter
	2♥	Weak 6♥	3NT	♦ Fit 13-15 + both MM stopped
	2♠	Weak 6♠	4♦	4♦= weak
	2NT	♦ Fit 10-11PTS stops all suits	4 Other	To Play
1♥/♠	1NT	5-9 no fit	3♣	10-12 pts + a 4 card fit
	2♣	9+HCP, 3+ suit	3♦	6-9 pts + a 4 card fit or v strong
	2♦	9+HCP, 4+ suit	3♥/♠	Weak 0-6 + a fit or splinter
	2♥/♠	9+HCP, 5+ suit	3NT	4/3/3/3 12-14HCP (3 card fit)
	2NT	13-15 flat or fit 13+	4♣/♦	Splinters
2♣	2♦	<0-1 controls	2♥/♠	2/3 Controls
other		3♥/3♠=6♥ or 6♠ 2 of top 3 honours of suit; 4 of a suit=7+2 of top 3		
2♦	2♥	Pass or correct	3♣/♦	3♦ & 4♦ = bid best major
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Asking bid	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	RONF	4♣/♦	
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Puppet stayman	4♣	RKCB
	3♦	Trf ♥	4♦	
	3♥	Trf ♠	4♥	
	3♠	Forcing minor suit enquiry	4♠	
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6+cards 2 top honours nothing outside
3♥/3♠	Game Force ♥/♠ slam interest
4♣	Gerber (0314 then RCO for 2 aces)
4♦	Transfer to 4♥
4♥	Transfer to 4♠
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  Only by opener  Game force

### NT Checkback

Priorities Other Major & 3 card support for responder

### Defence to 3NT opening

X=penalties, 4♣ & 4♦=both majors

### Defence to opening Two's:

Multi 2♦ X=5+♥ 10-15HCP; 2♥= strong T/O ;2NT=16-19Bal

### RCO style 2-s

Lebensohl extension applies  
X=15+HCP, Lebensohl extension applies

### Other 2-s

X = takeout when suit known

### Defence to strong ♣

CRO

### Lebensohl

Over NT interference

### Other uses

Over an overcall of 1NT

### Take out of 4 level pre-empts

4♣/4♦ X or 4NT  
4♥ X or 4NT 4♠ 4NT

## OTHER NOTES

P0D1 & P0R1 over interference of our 2♣ opening, st 2NT sequences and 4NT, MSK

Lebensohl always applies to interference over 1NT opening and 1NT overcall.

Fourth suit forcing. After X of 1NT opening or overcall - system on but XX=rescue

Puppet stayman over stong 2NT bids after 2♦ or 2♣ opening

Implied or ambiquous game try X & unassuming cue bids.

DONT over weak NT by passed hand or in 4th seat. Good - Bad 2NT

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: <10pts 5cd support

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    2M=game force 6cd+ suit; minor limit raise

Jump shifts after major opening    game invitational splinter bid

Responses to strong 2 suit opening    2♣ - 2♦ waiting or negative; 2♥ <3 HCP

Responses to 2NT opening    3♣ puppet stayman 3♦ and 3♥ major suit transfers

## PLAY CONVENTIONS

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

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

                                 Underlead     Other: A asks Attitude; K asks Count; Q can be from KQ

Four or more with an honour    4th highest     attitude

                                 3rd/5th     Other: Ten NOT treated as honour card

From 4 small    2nd highest     Other: Ten treated as small card

From 3 cards (no honour)    top     middle     bottom

Signal on partner's lead:    high encourage     low encourage

                                 Other: Natural Count

Signal on declarer's lead    \_\_\_\_\_

Discards    McKenney     high encourage     low encourage

                                 odd/even     Other: \_\_\_\_\_

Count    natural     reverse     Original

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: (0314) Kickback

4♣    Gerber     when?    over "initial" NT by Opener

### Other Conventions

Splinter bids + Cue bids	4th suit forcing to game
Cue raises (including unassuming cue bid)	New minor forcing
Jacoby 2NT / Sandwich 1NT	DOPI / ROPI / DEPO
Long and Short suit trial bids	Lebensohl
Support x / xx at 1 level only	Blackout after Opener Reverse



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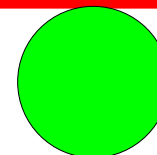
## STANDARD SYSTEM CARD

Names:    Larry Moses    Richard Touton

ABF Nos:    \_\_\_\_\_    464953

Basic System:    Standard American

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣    3cd+ 11pts+    1♦    3cd+ 11pts+    1♥    5cd+ 11pts+    1♠    5cd+ 11pts+

1 NT    15 - 17    \_\_\_\_\_    may contain 5 card major

2♣ Stayman:    simple     extended     Other: 3♣ puppet stayman

Transfers    2♦    2♥    \_\_\_\_\_    2♥ 2♠    2♣ 3♣

2 NT    3♦    \_\_\_\_\_    Other: super accepts, red suit texas transfers

2♣    game force or 23-26 balanced

2♦    MULTI: weak 2♥ OR weak 2♠ OR 8.5 - 9 tricks in a suit OR strong balanced

2♥    6(5) card suit and 9-12 HCP

2♠    6(5) card suit and 9-12 HCP

2 NT    5+/5+ in minors <12pts or very strong

3 NT    Kabel (ace ask)

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

Ghestem over opponents 1-level suit opener :	Unusual vs Unusual
2NT - lower 2 suits 3♣ - higher 2 suits	Inverted minors
immed cue - highest and lowest (all 5+/5+)	_____

## COMPETITIVE BIDDING

Negative doubles through    3♣	Responsive doubles through    3♣
Jump overcalls    preemptive	Unusual NT    lower two suits
1NT overcall (immediate)	16 - 18    (re-opening)    11 - 14
Immed cue of minor	5+/5+♠ and other minor
Immed cue of major	5+/5+♣ and other major
Over opponent's 1NT (weak)	Cappelletti
Over opponent's 1NT (strong)	Cappelletti
Over weak twos	X=takeout (lebensohl)
Over opening threes	X=takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ pts, 4(3)+ card suit	2NT 11-12 pts, no 4-card Major
	1♥/♠	6+ pts, 4+ card suit	3♣ 4-8 pts, 5+ ♣ support
	1NT	8-10 pts, no 4-card Major	3♦ splinter bid in support of ♣
	2♣	12+ pts, 4+ ♣ support	3♥ splinter bid in support of ♣
	2♦	10-12 pts, 4+ ♣ support	3♠ splinter bid in support of ♣
	2♥	very strong hand, good ♥ suit	3NT 13-15 pts, no 4-card Major
	2♠	very strong hand, good ♠ suit	4 bids 4♦ RKCB, 4♥ and 4♠ to play
1♦	1♥/♠	6+ pts, 4+ card suit	3♣ 10-12 pts, 4+ ♦ support
	1NT	6-10 pts, no 4-card Major	3♦ 4-8 pts, 5+ ♦ support
	2♣	10+ pts, 4+ card suit	3♥ splinter bid in support of ♦
	2♦	12+ pts, 4+ ♦ support	3♠ splinter bid in support of ♦
	2♥	very strong hand, good ♥ suit	3NT 13-15 pts, no 4-card Major
	2♠	very strong hand, good ♠ suit	4♦ preemptive
	2NT	11-12 pts, no 4-card Major	4 Other 4♥ RKCB, 4♠ to pla
1♥/♠	1NT	6-10 pts, <3 card support	3♣ game invitational splinter bid
	2♣	10+ pts, (3)4+ card suit	3♦ game invitational splinter bid
	2♦	10+ pts, 4+ card suit	3♥/♠ (10)11-12 pts, 4+ card support
	2♥/♠	10+ pts, 4+ card suit	3NT 13-15 pts, flat hand, 3-card supp
	2NT	game force with 4+ card support	4♣/♦ splinter bids
2♣	2♦	negative or waiting	2♥/♠ 8+HCP, 5+ crd suit
	other	2NT (7)8+ HCP, no worthwhile 5+ card suit; 3♣/♦ 8+ HCP 5+ card suit	
2♦	2♥	pass or correct if weak-2 Major	3♣/♦ strong suit and hand, forcing
	2♠	pass or correct if weak-2 Major	3♥/♠ pass or correct, preemptive
	2NT	strong enquiry	3NT bid 4 of Major if weak-2
2♥/♠	2NT	game interest, asks for Minor	3NT to play
	3♣/♦	3♣ pass or correct to ♦	4♣/♦ splinter bids
	3♥/♠	preemptive	4♥/♠ to play
2NT	3♣	to play, unless opener very strong	4♠ to play, preemptive
	3♦	to play, unless opener very strong	4♦ to play, preemptive
	3♥	forcing, 6+ card suit	4♥ RKCB agreeing ♣ s
	3♠	forcing, 6+ card suit	4♠ RKCB agreeing ♦ s
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣ Puppet Stayman, 3♦ as for 3♥/♠
3♥/3♠	6+ card suit with 2/3 top honours & nothing else
4♣	Gerber
4♦	Transfer to 4♥, no slam interest
4♥	Transfer to 4♠, no slam interest
4♠	Big minor 2-suiter (rare)

Unusual NT: minors  other suits  lower 2 unbid suits

other cue = highest and lowest unbid suits (Ghestem)

3♣ = higher 2 unbid suits (Ghestem)

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities lower of available bids

Defence to 3NT opening Natural

Defence to opening Two's: Multi 2♦ OVER 2♦ : X = 16+ pts unbalanced hand,

other suit bids deny 16+ pts; 2NT = 16-19 balanced

RCO style 2-s X = 16+ pts unbalanced hand, 2NT = 16-19 HCP,

Pass most other hands until opener's suits revealed

Other 2-s

Defence to strong ♣ Cappelletti style with X a single-suited hand

Lebensohl Over NT interference

Other uses After partner's takeout double of a weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X primarily takeout

4♥ X prim takeout 4♠ X primarily penalty

## OTHER NOTES

Sound overcalls Sound preempts in 1st/2nd seat, wide ranging when partner has passed

No light 1-level openings in 3rd/4th seat (and no Drury)

X over transfer preempt is suit bid; cue of real suit is takeout

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: \_\_\_\_\_

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    Weak 6+ cards

Jump shifts after major opening    Weak 7+ cards

Responses to strong 2 suit opening    control showing

Responses to 2NT opening    3D forcing enquiry all other bids pass or correct

## PLAY CONVENTIONS

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

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

Underlead     Other: with doubleton

Four or more with an honour    4th highest     attitude

3rd/5th     Other: \_\_\_\_\_

From 4 small    2nd highest     Other: 4th NT

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 if appropriate

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

Count    natural     reverse

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 1430

4♣    Gerber     when? over NT opening

### Other Conventions

Lebensohl	Minorwood
Michaels (super and leaping)	Dopi, Ropi
Splinters	Support doubles and redoubles
Jacoby 2NT over major opening	
Fourth suit forcing to game	



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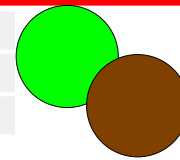
## STANDARD SYSTEM CARD

Names:    Helen Milward    Robert Milward

ABF Nos:    23884    43222

Basic System:    Standard/acol

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 4 (3) 11+    1♦ 4 11+    1♥ 4 11+    1♠ 5 11+

1 NT 14 - 16    may contain 5 card major

2♣ Stayman:    simple     extended     Other: Lavings (5card ask)

Transfers    2♦ to hearts    2♥ to spades    2♠ to clubs

2 NT to diamonds    Other: super accepts

2♣ Game force except after 2D response from partner

2♦ Weak 6 card major or 21 - 23 HPC balanced

2♥ 2 X 5 card suits same COLOUR

2♠ 2 X 5 card suits same RANK

2 NT 2 odd 5 CARD SUITS (C + H or D + S)

3 NT Gambling

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

Weak jump shifts (0 - 6 HCP 6+card suit)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through    3S    Responsive doubles through \_\_\_\_\_

Jump overcalls    Weak    Unusual NT    Minors

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

Immed cue of minor    Michaels (5/5 majors)

Immed cue of major    Michaels (5/5 minor and other major)

Over opponent's 1NT (weak)    CRO X=penalty, 2C=colour, 2D=rank, 2NT=odd

Over opponent's 1NT (strong)    CRO X=colour, 2C=rank, 2D=odd

Over weak twos    X

Over opening threes    X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ D 6+HCP	2NT	10 - 12 HCP no major
	1♥/♠	4+ H/S 6+HCP	3♣	4+ C 10 - 12
	1NT	6 - 9/10 HCP (no major)	3♦	splinter
	2♣	4+ C 6+HCP	3♥	splinter
	2♦	6+ D 0 - 6 HCP	3♠	splinter
	2♥	6+ H 0 - 6 HCP	3NT	13 - 15 HCP no major
	2♠	6+ S 0 - 6 HCP	4 bids	

1♦	1♥/♠	4+ H/S 6+HCP	3♣	7+ C 0 - 6 HCP
	1NT	6 - 9/10 HCP (no major)	3♦	4+ D 10 - 12
	2♣	4+ C 10+ HCP	3♥	splinter
	2♦	4+ D 6 - 9 HCP	3♠	splinter
	2♥	6+ H 0 - 6 HCP	3NT	13 - 15 HCP no major
	2♠	6+ S 0 - 6 HCP	4♦	minorwood keycard ask
	2NT	10 - 12 HCP no major	4 Other	

1♥/♠	1NT	6 - 9/10 HCP	3♣	7+ C 0 - 6 HCP
	2♣	4+ C 10+ HCP	3♦	7+ D 0 - 6 HCP
	2♦	4+ D 10+ HCP	3♥/♠	limit raise 10-12
	2♥/♠	1H-2H 4+ 6-0 1H-2S 6+ 0-6	3NT	13 - 15 HCP no major
	2NT	Jacoby 13+ 4 card support	4♣/♦	splinter

2♣	2♦	<2 controls <6 HCP	2♥/♠	2H=<2ctrl 6+ 2S=2ctrl
other		control showing in increments K = 1 control, A = 2 controls		

2♦	2♥	Pass or correct	3♣/♦	
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Forcing enquiry	3NT	

2♥/♠	2NT	Forcing enquiry	3NT	
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Pass or correct	4♥/♠	Pass or correct

2NT	3♣	Pass or correct	4♣	Pass or correct
	3♦	Forcing enquiry	4♦	Pass or correct
	3♥	Pass or correct	4♥	Pass or correct
	3♠	Pass or correct	4♠	Pass or correct
	3NT		other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Forcing, slam interest
3♥/3♠	Forcing, slam interest
4♣	Gerber
4♦	
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 \_\_\_\_\_

Defence to 3NT opening X \_\_\_\_\_

Defence to opening Two's: Multi 2♦ X = suit bid NT = 15 - 18 bal

RCO style 2-s X = suit bid NT = 15 - 18 bal

Other 2-s X Leaping Michaels

Defence to strong ♣ CRO X=Colour 1D=Rank 1NT=Odd

Lebensohl Over NT interference  \_\_\_\_\_

Other uses \_\_\_\_\_

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_