

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Pre-empt

Jump raises - majors limit  forcing  other Pre-empt

Jump shifts after minor opening to major weak, to minor criss-cross

Jump shifts after major opening Raise

Responses to strong 2 suit opening

Responses to 2NT opening 3C = Game int. enq, 3H to play, otherwise P or correct

## PLAY CONVENTIONS

'NT' Versus Notrump  = Both

'S' Versus Suit

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

Underlead  other vs NT A&Q = attitude, K asks for count (rev)

Four or more with an honour 4th highest  attitude

3rd/5th  other

From 4 small 2nd highest  other

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage

other

Signal on declarer's lead Smith Peters vs NT else reverse present count

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430 RKCB

4♣ Gerber  when?

### Other Conventions

Mini Splinters	Smith Peters
Long & Short Suit trials	
Comic No Trump	
Blackout	



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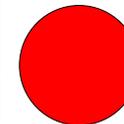
## STANDARD SYSTEM CARD

Names: Ian Robinson - Neil Ewart Neil Ewart-Ian Robinson

ABF Nos: 160008/63541

Basic System: Standard 5 card majors, Strong (15-17) NT

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple  extended  other followed by relays

transfers 2♦ Hearts 2♥ Spades 2♣ Range probe

2 NT Clubs or both minors other 4♣♦ transfers to ♥♠ terminal

2♣ 21-22 bal, Game Force

2♦ 23-24 bal, Weak ♥, Strong D, Weak ♠ & ♣ (5/5)

2♥ 25+ bal, Weak ♠ Weak ♣ & ♦ (5/5), Strong ♥

2♠ Strong ♠ Weak ♣♥ or ♠♣ (5/5)

2 NT Weak 5/5 ♥♦ or ♥♠

3 NT Bad minor preempt

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

2 level openings

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak (see comic) Unusual NT Lower suits

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

Immed cue of minor 5/5 ♠ & another weak or very strong

Immed cue of major 5/5 other major weak or very strong

Over opponent's 1NT (weak) x = penalties, Canape Transfers

Over opponent's 1NT (strong) Canape transfers

Over weak twos x with lebensohl

Over opening threes x



## BASIC RESPONSES

Jump raises - minors limit  forcing  other Preemptive  
 Jump raises - majors limit  forcing  other Preemptive  
 Jump shifts after minor opening Weak in major  
 Jump shifts after major opening Fit Showing (not forcing to game)  
 Responses to strong 2 suit opening 2D negative else at least 1 1/2 tricks  
 Responses to 2NT opening

## 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 attitude on honour leads else Reverse Count  
**Signal** on declarer's lead Reverse Count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other 1st discard only  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 14/30  
 4♣ Gerber  when?

### Other Conventions

Namyats  
 Crowhurst



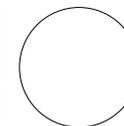
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## STANDARD SYSTEM CARD

Names: Andy Creet & David Wawn  
 ABF Nos:  
 Basic System:  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3+ 11-19 1♦ 4+ 11-19 1♥ 4+ 11-19 1♣ 5+ 11-19  
**1 NT** 12-14 (15-17 3rd seat vul) may contain 5 card major   
**2♣ Stayman:** simple  extended  other  
 transfers 2♦ to Hearts 2♥ to Spades 2♠ to Clubs  
 2 NT to Diamonds other With Super accepts  
**2♣** 20-21 balanced or Game Force  
**2♦** 22-23 balanced or weak 2H or weak 5/5 blacks or acol 2D  
**2♥** 24-25 balanced or weak 2S or weak 5/5 minors or acol 2H  
**2♠** 26+ balanced or weak 5/5 in Clubs/Hearts or weak 5/5 in Diamonds/Spades  
 2 NT Weak 5/5 Diamonds/Hearts or 5/5 in Hearts/Spades  
 3 NT Long Minor

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

MYXO 2's  
 4C Good 4H opening  
 4D Good 4S opening

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Weak Unusual NT Lower unbid  
 1NT overcall (immediate) 15-17 (re-opening) 10-14  
 Immed cue of minor Spades + another  
 Immed cue of major Other major and Minor  
 Over opponent's 1NT (weak) Capaletti  
 Over opponent's 1NT (strong) Capaletti  
 Over weak twos TO X  
 Over opening threes TO X



## BASIC RESPONSES

Jump raises - minors limit  forcing  other 4-8 hcp, 8 losers  
 Jump raises - majors limit  forcing  other 4-8 hcp, 8 losers  
 Jump shifts after minor opening Fit showing F1  
 Jump shifts after major opening Fit showing F1  
 Responses to strong 2 suit opening 2♦ negative or waiting, 3♣ = second negative  
 Responses to 2NT opening 4/5 stayman, 3♥3♥ transfers, 3♣ = 5♠4♥

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other vs NT Ace = unblock, K = count  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  other  
 From 4 small 2nd highest  other  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other Natural 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  
 4♣ Gerber  when? over 1NT opening and 20+ 2NT

### Other Conventions

4th suit forcing Blackout  
 3rd suit forcing after weak rebid by opener 1-2-3 Doubles  
 Lebensohl  
 DOPI and ROPI



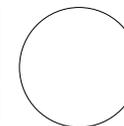
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## STANDARD SYSTEM CARD

Names: Margaret Bourke - ACT Arjuna Delivera - ACT  
 ABF Nos:  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 1♦ 4 1♥ 4 1♣ 5  
 1 NT (11+)12-14 - 15-17 in 3rd seat (5 card M) may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣  
 2 NT ♦ other  
 2♣ Game Force or 23-24 bal  
 2♦ weak 5-9 6 card suit (If 5 card suit = singleton)  
 2♥ weak - as above  
 2♠ weak - as above  
 2 NT 20-22 bal - may have 5 card Major  
 3 NT Gambling

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

Most competitive cues = limit raise or better  
 2NT = limit raise after T/O X of our suit openin  
 Fit showing jumps

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♣  
 Jump overcalls weak Unusual NT Lower suits  
 1NT overcall (immediate) 15-18 (re-opening) 11+-14  
 Immed cue of minor Both Majors  
 Immed cue of major Other Major + minor  
 Over opponent's 1NT (weak) 2♣ = Majors, otherwise natural  
 Over opponent's 1NT (strong) X = ♣ 2♣ = Majors, otherwise natural  
 Over weak twos X = t/out, 2NT = natural, strong  
 Over opening threes X = t/out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp, 4+ ♦	2NT 15+, 4+ ♣ denies Major
	1♥♣	5+ hcp, 4+ ♥♣	3♣ 4-8 hcp, 4+ ♣ 8 losers
	1NT	5-9 hcp	3♦ Splinter 9-13 or 18+
	2♣	inverted 9-11, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	9+ hcp, fit-showing	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp fit-showing	3NT 12-14 hcp 4+ ♣ denies Major
	2♠	9+ hcp fit-showing	4 bids
1♦	1♥♣	5+ hcp, 4+ ♥♣	3♣ 9+ hcp, fit-showing
	1NT	5-9 hcp	3♦ 4-8 hcp 8 losers
	2♣	9+ hcp, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	inverted 9-11 hcp, 4+ ♦	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp, fit-showing	3NT 12-14 hcp 4+ ♦ denies Major
	2♠	9+ hcp, fit-showing	4♦
	2NT	15+, 4+ ♦ denies Major	4 Other
1♥♣	1NT	5-9 hcp	3♣ 9+ hcp, fit-showing
	2♣	9+ hcp, 4+ cards	3♦ 9+ hcp, fit-showing
	2♦	9+ hcp, 4+ cards	3♥♣ 4-8 hcp 8 losers
	2♥♣	6-9 hcp, 3+ ♥♣	3NT 12-14 hcp 4 ♥♣
	2NT	limit or 15+ bal raise or spl 14-17♦♦	4♥♦ splinter
2♣	2♦	negative or waiting	2♥♣ natural, positive, 3+ controls
	other	3♣= second negative after suit rebid by opener	
2♦	2♥	F1	3♣♦ F1
	2♠	F1	3♥♣ F1
	2NT	Ogust - asks about suit /pts	3NT To play
2♥♣	2NT	Ogust - asks about suit/pts	3NT To play
	3♣♦	F1	4♣♦ Splinters
	3♥♣	F1	4♥♣ To play
2NT	3♣	4/5 Stayman	4♣ Gerber
	3♦	Transfer to ♥	4♦ Natural
	3♥	Transfer to ♠	4♥ To play
	3♠	5 ♠/ 4 ♥	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Natural - slam try - Invites cue
3♥3♠	Natural - slam try - Invites cue
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 Major fit

Defence to 3NT opening Natural bidding

Defence to opening 2-s: Multi X = 15+, overcalls natural

RCO style 2-s X = 15+ overcalls natural

Other 2-s X = t/out

Defence to strong ♣ X = Majors, 1NT = minors

Lebensohl Over NT interference

Other uses over t/out X of opponents weak 2s

Take out of 4 level pre-empts 4♣♦ X  
 4♥ X 4♠ X = values

## OTHER NOTES

Cue bids = 1st or 2nd round control