

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening weak  
 Jump shifts after major opening weak  
 Responses to strong 2 suit opening 2♦ is neg/waiting  
 Responses to 2NT opening 3♣=stayman, 3♦=3 transfers, 3♠=5♠ and 4♥

## 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   
**Signal** on declarer's lead   
**Discards** McKenney  high encourage  low encourage   
 odd/even  other   
**Count** natural  reverse

## CONVENTIONS

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

### Other Conventions

Splinters  
 Lebensohl  
 Support Doubles  
 4th suit forcing  
 Jacoby raises



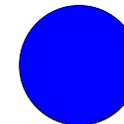
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## STANDARD SYSTEM CARD

Names: PAT CROWE PAM RICKARD  
 ABF Nos: 13455 51853  
 Basic System: ST.AMERICAN  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+, 3 1♦ 11+, 3 1♥ 11+, 5 1♠ 11+, 5  
**1 NT** 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ =♥ 2♥ =♠ 2♠ =♣  
 2 NT =♦ other  
 2♣ Game Force or 23/24 bal.  
 2♦ MULTI, Weak 2 in a major, or 21-22 / 25-26 bal.  
 2♥ hearts and another, 5/5, 6-10 HCP  
 2♠ spades and minor, 5/5, 6-10 HCP  
 2 NT minors, 5/5, 6-10 HCP  
 3 NT gamb

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

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Weak Unusual NT 2 lower unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 8-10  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) Hamilton  
 Over opponent's 1NT (strong) Hamilton  
 Over weak twos X  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning					
1♣	1♦	5+ HCP, 4+	2NT	11-12 HCP, no major	
	1♥♠	5+ HCP, 4+	3♣	10-12 HCP, 5+	
	1NT	5-9 HCP	3♦	pre-emptive	
	2♣	5-9 HCP, 5+	3♥	pre-emptive	
	2♦	weak, 0-4, 6	3♠	pre-emptive	
	2♥	weak, 0-4, 6	3NT	to play, 13+ HCP	
	2♠	weak, 0-4, 6	4 bids	to play	
1♦	1♥♠	5+ HCP, 4+	3♣	-	
	1NT	5-10 HCP	3♦	10-12 HCP, 5+	
	2♣	10+ HCP, 4+	3♥	pre-emptive	
	2♦	5-9 HCP, 5+	3♠	pre-emptive	
	2♥	weak, 0-4, 6	3NT	to play, 13+	
	2♠	weak, 0-4, 6	4♦	-	
	2NT	11-12 HCP, no major	4 Other	4♥, 4♠ to play	
1♥♠	1NT	5-9 HCP	3♣	-	
	2♣	10+ HCP, 4+	3♦	-	
	2♦	10+ HCP, 4+	3♥♠	10-12 HCP, 4	
	2♥♠	5-9 HCP, 3+	3NT	13-15 HCP, 4333 distrib.	
	2NT	game forcing raise, 4+	4♣♦	splinters	
2♣	2♦	neg/waiting	2♥♠	7+ HCP, 5+	
	other	2NT=8+ HCP			
2♦	2♥	pass / correct	3♣♦	-	
	2♠	better ♥, game possible	3♥♠	pass / correct, pre-emptive	
	2NT	strong enquiry	3NT	-	
2♥♠	2NT	enquiry	3NT	to play	
	3♣♦	pass / correct	4♣♦	-	
	3♥♠	pass / correct	4♥♠	-	
2NT	3♣	to play	4♣	pre-emptive	
	3♦	to play	4♦	pre-emptive	
	3♥	to play	4♥	to play	
	3♠	to play	4♠	to play	
	3NT	to play	other	5♣, 5♦ to play	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	slam interest
3♥3♠	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 2-s:      Multi      X = 16+, 2NT = 15-18

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

Other 2-s      X = 16+, 2NT = 15-18

Defence to strong ♣      Hamilton, weak jump overcalls

Lebensohl      Over NT interference

Other uses      over weak 2's

Take out of 4 level pre-empts      4♣4♦ X

4♥ X      4♠ 4NT

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening 15+, guarantees good suit or fit with partner's suit

Jump shifts after major opening 15+, guarantees good suit or fit with partner's suit

Responses to strong 2 suit opening 2D=neg; 2NT=8-10 hcp

Responses to 2NT opening N/A (as 2NT shows both minors)

## PLAY CONVENTIONS

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

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

Underlead  other Second Highest

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 Natural Count

Discards McKenney  high encourage  low encourage

odd/even  other McKenney only given in obvious cases

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? Over 1NT or 2NT (when shown)

### Other Conventions

Help Suit Trials

Disturbed neg free bids

DOPI

Splinters (max 12 hcp)



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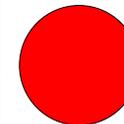
## STANDARD SYSTEM CARD

Names: Brian Bedkober Martin Bloom

ABF Nos: 3859 5266

Basic System: 4 card standard, strong NT

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♣ 4 11+

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ to 2H 2♥ to 2S 2♠ Range Probe

2 NT to 3C correctable to 3D other

2♣ Game Force; 23-24 balanced or 25-26 balanced

2♦ Weak in H or S; ACOL 2 in D or C; 21-22 balanced; or 27-28 balanced

2♥ 5:5 H and another 6-10 hcp

2♠ 5:5 S and a minor 6-10 hcp

2 NT 5:5 both minors 6-10 hcp

3 NT Gambling

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

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 7S

Jump overcalls Intermediate Unusual NT Minors or 2 lowest unbid suits

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

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Hamilton } X=pen; 2C tfr to 2D with single suited hand

Over opponent's 1NT (strong) Hamilton } 2H(S)=5H(S) + 4/5 card minor

Over weak twos X=takeout, cue=top & bottom suits, jump=lower 2 suits

Over opening threes X=takeout, cue=two suiter

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4 card suit, 5+ hcp	2NT 13-15 hcp
	1♥♠	4 card suit, 5+ hcp	3♣ 5 card C suit, limit raise
	1NT	7-10 hcp, no 4 card major	3♦ Splinter with values for 5C
	2♣	4 card suit, 6-9 hcp	3♥ Splinter with values for 5C
	2♦	15+ hcp, good suit or fit for C	3♠ Splinter with values for 5C
	2♥	15+ hcp, good suit or fit for C	3NT 16-18 hcp, no 4 card major
	2♠	15+ hcp, good suit or fit for C	4 bids 4C preemptive, others to play
1♦	1♥♠	4 card suit, 5+ hcp	3♣ 15+ hcp, good suit or fit for D
	1NT	6-9 hcp, no 4 card major	3♦ 4 card D suit, limit raise
	2♣	4 card C suit, 10+ hcp	3♥ Splinter with values for 5D
	2♦	4 card D suit, 6-9 hcp	3♠ Splinter with values for 5D
	2♥	15+ hcp, good suit or fit for D	3NT 16-18 hcp, no 4 card major
	2♠	15+ hcp, good suit or fit for D	4♦ preemptive
	2NT	13-15 hcp	4 Other 4C Splinter, others to play
1♥♠	1NT	6-9 hcp	3♣ 15+ hcp, good suit or fit for M
	2♣	4 card suit, 10+ hcp	3♦ 15+ hcp, good suit or fit for M
	2♦	4 card suit, 10+ hcp	3♥♠ 10+ to 12 hcp, limit raise
	2♥♠	3+ card support, 6-9 hcp	3NT To play, 16-18 hcp, 1+ card M
	2NT	4 card support, 13+ (Jacoby)	4♣♦ Splinter, max 12 hcp
2♣	2♦	Negative or waiting	2♥♠ Good suit, +ve, (an A+ a K min)
	other	2NT=8-10 balanced	
2♦	2♥	Pass or correct	3♣♦ To play, good suit
	2♠	Pass or correct	3♥♠ Pass or correct
	2NT	Enquiry	3NT To play
2♥♠	2NT	Enquiry for second suit	3NT To play
	3♣♦	To play, good suit	4♣♦ Forcing, good suit
	3♥♠	Support, mainly preemptive	4♥♠ To play
2NT	3♣	Better minor	4♣ Preemptive, better minor
	3♦	Better minor	4♦ Preemptive, better minor
	3♥	Forcing, good suit	4♥ To play
	3♠	Forcing, good suit	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Slam interest, good suit
3♥3♠	Slam interest, good suit
4♣	Gerber
4♦	
4♥	
4♠	

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=pen; game bids to play; 4C(D) M suit t.o. better minor

Defence to opening 2-s: Multi X=takeout, other bids natural

RCO style 2-s X=takeout in suit suit they can have, otherwise 15+

Other 2-s X=takeout in suit suit they can have, otherwise 15+

Defence to strong ♣ Transfer overcalls, 1NT=minors, 2D=majors, X=15+

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦ X  
 4♥ X 4♠ X=3 suited takeout, 4NT=2 suited t.o.

## OTHER NOTES

If partner's suit is doubled, NT bids show strong raises, support is preemptive

If partner's overcall is supported it is preemptive, cues are used to show strong raises

If passed hand, 1M - 3any=natural 5+ suit and 3 card limit raise

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening weak  
 Jump shifts after major opening fit-showing except 1H -2S which is weak  
 Responses to strong 2 suit opening N/A  
 Responses to 2NT opening 2D-2H-2NT: 3C=baron;3D/H->H/S;3S=5Sp&4Ht

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other KJ(10)  
 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 count if thought appropriate  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other   
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when?

### Other Conventions

1NT-2C-2H/2S-3C enq as to majors PODI & PORI splinters & mini-splinters  
 support X's & XX's. 2D-2H-2S = 21/22 bal with 5 card suit s.w.  
 swine blackout after 1 minor + reverse



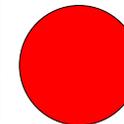
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## STANDARD SYSTEM CARD

Names: Kinga Moses Neville Moses  
 ABF Nos: 44431 44441  
 Basic System:   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 1♦ 3 1♥ 5 1♠ 5  
**1 NT** 15-18 (if 5 card major 15/16) may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ -> 2H 2♥ -> 2S 2♠ -> 3C  
 2 NT -> 3D other super accepts  
 2♣ game force (control responses)  
 2♦ weak 2H or 21-22 bal or Acoll 2 in minor  
 2♥ weak 2S or Acoll 2H or 19-20 bal 5 Hts.  
 2♠ 9-11 6 card minor (2/3 top honours) or Acoll 2S  
 2 NT minors 5/5 weak or strong  
 3 NT gambling set up long minor - no more than K outside

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

opening 2's

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S  
 Jump overcalls weak Unusual NT lower unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) ASPRO  
 Over opponent's 1NT (strong) ASPRO  
 Over weak twos X  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ D forcing	2NT 12-14 bal forcing
	1♥♠	4+ H/S forcing	3♣ weak unless passed or in comp
	1NT	6-11 bal	3♦ splinter
	2♣	invert unless passed or in comp	3♥ splinter
	2♦	weak with D	3♠ splinter
	2♥	weak with H	3NT 15-16 any 4-3-3-3
	2♠	weak with S	4 bids natural
1♦	1♥♠	4+ H/S forcing	3♣ weak with C
	1NT	6 - 11 bal	3♦ weak unless passed or in comp
	2♣	game force	3♥ splinter
	2♦	invert unless passed or in comp	3♠ splinter
	2♥	weak with H	3NT 15-16 any 4-3-3-3
	2♠	weak with S	4♦ weak with D
	2NT	12 - 14 bal forcing	4 Other natural
1♥♠	1NT	4+ forcing	3♣ fit showing jump
	2♣	game force usually with C	3♦ fit showing jump
	2♦	game force usually with D	3♥♠ limit raise 4 trumps
	2♥♠	7 - 9 with support	3NT 15 - 16 3 card support
	2NT	Jacoby	4♣♦ splinters
2♣	2♦	0-1 cont (K=1 A=2)	2♥♠ 2/3 cont
	other	2NT=6-8, 0-1 cont	3NT=9-10, 0-1 cont
2♦	2♥	to play opp weak 2H	3♣♦ forcing with C/D
	2♠	forcing with S	3♥♠ 3H = pre -empt
	2NT	enq - game try	3NT to play
2♥♠	2NT	enq - game try	3NT to play
	3♣♦	over 2S= pass or correct	4♣♦ over 2S=pass or correct
	3♥♠	over 2H= pre-empt	4♥♠ to play
2NT	3♣	to play	4♣ nat non-forcing but invit
	3♦	to play	4♦ nat non-forcing but invit
	3♥	game force C or H	4♥ natural
	3♠	game force D or S	4♠ natural
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	broken 6 card suit - invit
3♥3♠	game force -asks for cue with Qxx or better
4♣	~> 4H (SA Texas)
4♦	~> 4S (SA Texas)
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       one level      two level      Game force

NT Checkback       Priorities      tom - resp's suit

Defence to 3NT opening      natural

Defence to opening 2-s:      Multi      2NT= 15-18      x = any other strong hand

RCO style 2-s      as above

Other 2-s      x = take out

Defence to strong ♣      CSR (x=H; 1D=S then colour, shape, rank)

Lebensohl      Over NT interference

Other uses      over x of weak 2 incl RCO's

Take out of 4 level pre-empts      4♣♦ X

4♥ X      4♠ 4NT

## OTHER NOTES

After 1H/S - 2NT: 3H/S= 6 card suit; new suit = shortage; 3NT= 17-18 bal; .  
4H/S = 12-14 bal

After 1H/S - 3H/S, 3S/NT asks for shortage.

SWINE: after X of 1NT for penalties, XX = transfer to 2C, 2C->2D etc;  
pass demands XX; after XX 2C shows C and higher suit etc.