

BASIC RESPONSES

Jump raises - minors limit forcing other preemptive
 Jump raises - majors limit forcing other Bergen
 Jump shifts after minor opening game force in minor
 Jump shifts after major opening Bergen or to play
 Responses to strong 2 suit opening 2D negative or waiting
 Responses to 2NT opening 5 card Stayman

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 count
Signal on declarer's lead count or McKenny
Discards McKenny high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

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

Other Conventions

Splinters and mini splinters DOPI
 Cue raises Checkback
 4th suit forcing to game Fit showing jumps in competition
 Lebensohl including weak 2's Wolf sign off



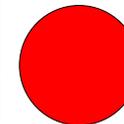
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STANDARD SYSTEM CARD

Names: Rita Nailand Helene Pitt
 ABF Nos: 255823 268410
 Basic System: Standard
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4 1♦ 4 1♥ 4 1♠ 4
1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ -> 2H 2♥ -> 2S 2♠ -> 3C
 2 NT -> 3D other
 2♣ game force 23-24 bal
 2♦ weak 2H or 2S or 20-22 bal
 2♥ 5 H and 4+ minor 6-10
 2♠ 5 S and 4+ minor 6-10
 2 NT minors 6-10
 3 NT gambling

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

Bergen raises

COMPETITIVE BIDDING

Negative doubles through 6S Responsive doubles through
 Jump overcalls weak Unusual NT lower unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 10-14 (system off)
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) X penalties DONT
 Over opponent's 1NT (strong) DONT
 Over weak twos X 16+
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ hcp 4+D	2NT	11-12 with C, can be unbal
	1♥♠	6+ hcp 4+ support	3♣	preemptive 5+ C 0-5
	1NT	6-10	3♦	splinter
	2♣	6-10	3♥	splinter
	2♦	game force in C	3♠	splinter
	2♥	to play 4-7	3NT	to play 12-14 bal with 4C
	2♠	to play 4-7	4 bids	splinter or to play
<hr/>				
1♦	1♥♠	6+ hcp 4+ support	3♣	game force in D
	1NT	6-10	3♦	preemptive 5+D 0-5
	2♣	11+ hcp 4+ C	3♥	splinter
	2♦	6-10 4D	3♠	splinter
	2♥	to play 4-7	3NT	to play 12-14 bal with 4D
	2♠	to play 4-7	4♦	preemptive
	2NT	11-12 with D, can be unbal	4 Other	to play
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1♥♠	1NT	6-10	3♣	Bergen 6-9 4 card support
	2♣	11+ 4+C	3♦	limit 10-11 4 card support
	2♦	11+ 4+D	3♥♠	preemptive
	2♥♠	6-10	3NT	to play
	2NT	Jacoby	4♠♦	splinters
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2♣	2♦	negative	2♥♠	forcing
	other	positive 2NT 8-11		
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2♦	2♥	correctible to S	3♠♦	
	2♠	correctible to H	3♥♠	correctible
	2NT	enquiry	3NT	
<hr/>				
2♥♠	2NT	enquiry	3NT	to play
	3♠♦	to play	4♠♦	
	3♥♠	competitive	4♥♠	to play
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2NT	3♣	to play	4♣	competitive
	3♦	to play	4♦	competitive
	3♥	forcing for 1 round	4♥	to play
	3♠	forcing for 1 round	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ Slam try

3♥3♠ Slam try

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 Game force

NT Checkback Priorities 3-card support for major, invitational

Defence to 3NT opening x = spade lead or dummy's first bid suit

Defence to opening 2-s: Multi x 16+ 2NT = 15-18 bal

RCO style 2-s x 16+ 2NT = 15-18 bal

Other 2-s x 16+ 2NT = 15-18 bal

Defence to strong ♣ X = 16+

Lebensohl Over NT interference

Other uses over weak 2 openings

Take out of 4 level pre-empts 4♠♦ X

4♥ X 4♣ X

OTHER NOTES

2D opening - 2H, 2S correctible

Transfer to major after 3NT rebid

4C = Stayman

After 2NT rebid, 3S = 5S + 4H

BASIC RESPONSES

Jump raises - minors limit forcing other inverted minor raises
 Jump raises - majors limit forcing other
 Jump shifts after minor opening weak in major, fit showing jump in minor
 Jump shifts after major opening weak in major (1S-3H = splinter), fit show jmp minor
 Responses to strong 2 suit opening CAB to 2C; 3H, 3S = good 6+ suit, 3NT = v good suit
 Responses to 2NT opening (equivalent) 3C = 4/5 Stayman, 3D, H transf. 3S = 5S+4H

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other J from KJ10 Overlead against slams
 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

Splinters PODI & PORI
 Support X's & XX's.
 Fit showing jumps after passing, and of overcalls
 Cue raises of overcalls



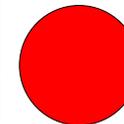
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STANDARD SYSTEM CARD

Names: Inez Glanger Marcia Scudder
 ABF Nos: 16721 55141
 Basic System: Standard with 2-over-1 game force
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3 1♦ 3 1♥ 5 1♠ 5
 1NT 14-17 may contain 5 card major
 2♣ Stayman: simple extended other Lavings enquiry
 transfers 2♦ -> 2H 2♥ -> 2S 2♠ -> 3C
 2NT -> 3D other 4C/D -> 4H/S
 2♣ game force (control responses)
 2♦ weak 2H or 2S or 20-22 bal or Acol 2 in minor
 2♥ 5+/5+ in H/S or C/D < opening or ~ 8 playing tricks
 2♠ 5+/5+ in H/D or C/S < opening or ~ 8 playing tricks
 2NT 5+/5+ in H/C or S/D < opening or ~ 8 playing tricks
 3NT 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
 1NT may contain 5 card major or 6 card minor
 Two suited jump overcalls and cues

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S
 Jump overcalls weak in major Unusual NT lower unbid suits
 1NT overcall (immediate) 14-18 (re-opening) 10-12
 Immed cue of minor extreme suits (when C at least 3)
 Immed cue of major extreme suits
 Over opponent's 1NT (weak) Modified DONT
 Over opponent's 1NT (strong) DONT
 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	12-15 bal forcing
	1♥♣	4+ H/S forcing	3♣	5-8 unless passed or in comp
	1NT	6-10 bal no 4 card major	3♦	splinter
	2♣	10+ unless passed or in comp	3♥	splinter
	2♦	fit showing jump with D	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4 bids	natural
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1♦	1♥♣	4+ H/S forcing	3♣	fit showing jump with C
	1NT	6-10 bal no 4 card major	3♦	5-8 unless passed or in comp
	2♣	natural and game force	3♥	splinter
	2♦	10+ unless passed or in comp	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4♦	weak with D
	2NT	12-15 bal forcing	4 Other	natural
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1♥♣	1NT	0-11 forcing	3♣	fit showing jump
	2♣	natural and game force	3♦	fit showing jump
	2♦	natural and game force	3♥♣	forcing raise, asks for cue
	2♥♣	7-9 with support	3NT	16-17 bal
	2NT	12-15 bal forcing	4♣♦	splinters
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2♣	2♦	0-1 controls (K=1 A=2)	2♥♣	2/3 cont. etc
	other	2(3)NT=6-8 (9-10) 0-1 cont	3H,S=good suit	3NT=very good suit
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2♦	2♥	pass/correct opp weak 2H, 2S	3♣♦	
	2♠	p/c opp weak 2H, 2S, pref H	3♥♣	
	2NT	enquiry	3NT	
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2♥♣	2NT	enquiry	3NT	to play
	3♣♦	pass or correct	4♣♦	pass or correct
	3♥♣	pass or correct	4♥♣	pass or correct
<hr/>				
2NT	3♣	enquiry	4♣	pass or correct
	3♦	pass or correct	4♦	pass or correct
	3♥	pass or correct	4♥	pass or correct
	3♠	pass or correct	4♠	pass or correct
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	game force, asks for RKCB responses with Qxx or better
3♥3♠	game force, asks for RKCB responses 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

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 ♣ CRASH (x = colour; 1D=rank NT=shape)

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣4♦ X

4♥ 4NT 4♠ 4NT

OTHER NOTES

4NT opening = specific ace ask

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening fit-showing; double jump = splinter

Jump shifts after major opening fit -showing; double - jump = splinter

Responses to strong 2 suit opening 2D=negative or waiting, other = natural/constructive

Responses to 2NT opening 3H = shape enquiry

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 natural count if required

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Fit-showing jumps in competition

Lebensohl over Weak 2 or NT interference

DOPI / ROPI



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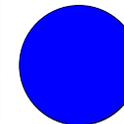
STANDARD SYSTEM CARD

Names: Cathryn Herden Ruth Tobin

ABF Nos: 27219 61409

Basic System: Standard / 5 - card Major / Strong NT

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 3 11+ 1♦ 3 11+ 1♥ 5 11+ 1♣ 5 11+

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple extended other 5 card suit / strength ask

transfers 2♦ hearts 2♥ spades 2♣ clubs

2 NT diamonds other super accepts

2♣ GF or 23/24 Balanced or Acol 2 in Major

2♦ Weak 2 in major or 21/22 Balanced or Acol 2 in Minor

2♥ Hearts + another, 5+ / 5+, less than 11 HCP

2♠ Spades + minor, 5+ / 5+, less than 11 HCP

2 NT Minors, 5+ / 5+, less than 11 HCP

3 NT Gambling, may have a K outside

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

2 over 1 M = GF

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4D

Jump overcalls weak Unusual NT lower unbid suits

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

Immed cue of minor highest + lowest unbid suits, 5+ / 5+

Immed cue of major highest + lowest unbid suits, 5+ / 5+

Over opponent's 1NT (weak) X = 15+, reverse aspro

Over opponent's 1NT (strong) reverse aspro

Over weak twos X = t / o, bid is non-forcing

Over opening threes X = t / o, bid is non-forcing

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ HCP & 4 + card suit	2NT GF, 5+ clubs
	1♥♣	5+ HCP & 4+ card suit	3♣ limit
	1NT	6 - 10 HCP	3♦ splinter
	2♣	limit	3♥ splinter
	2♦	fit showing	3♠ splinter
	2♥	fit showing	3NT 13-15 bal., denies 4card M
	2♠	fit showing	4 bids 4C=sets clubs ;asks to cue
1♦	1♥♣	5+ HCP & 4+ suit	3♣ fit showing
	1NT	6-10 HCP ,no 4card M	3♦ limit
	2♣	GF, natural	3♥ splinter
	2♦	limit	3♠ splinter
	2♥	fit showing	3NT 13-15 bal.,denies 4 card M
	2♠	fit showing	4♦ sets D; asks to cue
	2NT	GF,5+ diamonds	4 Other to play ; weak
1♥♣	1NT	0-11,forcing	3♣ fit showing
	2♣	GF,natural	3♦ fit showing
	2♦	GF, natural	3♥♣ 10-11 HCP & 4 card support
	2♥♣	8-9HCP & 4card support	3NT 12-14 & 4card support
	2NT	GF & 4 card support	4♣♦ splinter
2♣	2♦	< 8 HCP or waiting	2♥♣ natural, constructive
	other	2NT = 8-12 HCP & no more than 2 controls	
2♦	2♥	pass or correct	3♣♦ natural & F
	2♠	pass or correct	3♥♣ pass or correct
	2NT	enquiry	3NT to play
2♥♣	2NT	enquiry	3NT to play
	3♣♦	pass or correct	4♣♦ pass or correct
	3♥♣	pass or correct	4♥♣ to play
2NT	3♣	to play	4♣ to play
	3♦	to play	4♦ to play
	3♥	enquiry	4♥ to play
	3♠	natural	4♠ to play
	3NT	to play	other 4NT = RKBW for m suits

CONVENTIONS

Additional responses to 1NT

3♣3♦ sets suit slam interest

3♥3♠ sets suit slam interest

4♣

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 1 level only Game force

NT Checkback Priorities 2D = min

Defence to 3NT opening

Defence to opening 2-s: Multi X = 15+HCP bal;

RCO style 2-s X= 15+ HCP ; 2NT = strong 2 suited t/o

Other 2-s

Defence to strong ♣ 1 NT = minors

Lebensohl Over NT interference
 Other uses X over weak 2H/2S openings

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Reverse Aspro : 2C=C+M ,2D =D+M , 2H = both M,2S = S ,2NT = minors; X weak NT