

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Strong   
 Jump shifts after major opening Mini/Maxi Splinters   
 Responses to strong 2 suit opening Controls, 2♦ = no more than one king   
 Responses to 2NT opening Major = Forcing

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other A=Attitude, 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   
**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? Over 1NT

### Other Conventions

Crowhurst after 1NT rebid (15-18)   
 Modified Capelliti 2♣ = Majors   
 2♦ = Single suited Mjr   
 2<M> = Major/Minor   
 Splinters: Mini/Mega/Maxi



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 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816



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## STANDARD SYSTEM CARD

Names: David Lusk Attilio De Luca  
 ABF Nos: 197904  
 Basic System:   
 Classification: Green  Blue  Red  Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+ pts, 3+ 1♦ 11+, 4+ 1♥ 11+, 4+ 1♠ 11+, 5+  
**1 NT** 11-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ Baron  
 2 NT to 3♣♦ other Using Stayman does not guarantee a major  
 2♣ Strong: Acol 2 or GF but 21-22 Balanced or 25-26 Balanced  
 2♦ Multi: Weak 2M or 23-24 Balanced  
 2♥ (55) Hearts & another 6-10 HCP (May be 5-4 at favourable vulnerability)  
 2♠ (55) Spades & a minor 6-10 HCP (May be 5-4 at favourable vulnerability)  
 2 NT Both minors (55) 6-10 HCP  
 3 NT Gambling (Minor)

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

Multi 2s 2♥ Hearts and another TWERB over Strong 1♣  
 2♠ Spades and a minor Single suited in suit above  
 2NT Both minors or: the other two suits.

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♥  
 Jump overcalls Weak Unusual NT Minors / Majors (opposite rank)  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Other minor + a major  
 Immed cue of major Other major + a minor  
 Over opponent's 1NT (weak) Capelliti (Modified)  
 Over opponent's 1NT (strong) Capelliti (Modified)  
 Over weak twos X = T/O (Lebensohl)  
 Over opening threes X = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦ 5+, 4+	2NT 16+ Bal, 3+ card support	
	1♥♣ 5+, 4+	3♣ 10-11, 5+	
	1NT 8-10 and balanced	3♦ ---	
	2♣ 5-9, 4/5+	3♥ ---	
	2♦ 16+, 6+	3♠ ---	
	2♥ 16+, 6+	3NT 3-3-4-3 or 3-3-3-4, 13-15	
	2♠ 16+, 6+	4 bids	
1♦	1♥♣ 5+, 4+	3♣ 16+, 6+	
	1NT 5-9, no four card Mjr	3♦ 10-11, 4+	
	2♣ 9+, 4+	3♥ ---	
	2♦ 6-9, 4+	3♠ ---	
	2♥ 16+, 6+	3NT 3-3-4-3 or 3-3-3-4, 13-15	
	2♠ 16+, 6+	4♦	
	2NT 16+ Bal, 3+ card support	4 Other	
1♥♣	1NT 5-9	3♣ Mini/Maxi Splinter	
	2♣ 9+, 4+	3♦ Mini/Maxi Splinter	
	2♦ 9+, 4+	3♥♣ 10-11, no shortage, 4+, 3+	
	2♥♣ 5-9, 4+ (3+) (2♣ over 1♥ Spl)	3NT Value raise to 4<Mjr>	
	2NT 16+ Bal, 3+ card support	4♣♦ Splinter Raise	
2♣	2♦ Negative (no more than one K)	2♥♣ Steps (2♥ = 2 kings or one Ace)	other
2♦	2♥ Pass/Correct	3♣♦ Natural, forcing	
	2♠ Pass/Correct, 3+ ♥	3♥♣ Pass/Correct	
	2NT Forcing enquiry	3NT To play	
2♥♣	2NT Forcing enquiry	3NT To play	
	3♣♦ Pass/Correct	4♣♦ Pass/Correct, preemptive	
	3♥♣ Support with little game interest	4♥♣ To play.	
2NT	3♣ Stayman over natural 2NT	4♣ Gerber over natural 2NT	
	3♦ Transfer --> ♥ over nat 2NT	4♦ Preemptive over direct 2NT	
	3♥ Transfer --> ♠ over nat 2NT	4♥ To play	
	3♠ 5-4 in ♠ & ♥ over nat 2NT	4♠ To play	
	3NT To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Invitational to 3NT, based on broken 6 card minor
3♥3♣	Strong Slam Try
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other      Minors over a major; Majors over a minor

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force at 3 level       Game force

NT Checkback       Priorities      Secondary major, 3 card support, max/min

Defence to 3NT opening      X = Penalties

Defence to opening 2-s:      Multi      X = T/O; 2NT = 15-18 at least one major stop

RCO style 2-s      First 2 Xs = T/O; 2NT = 15=18

Other 2-s      All subsequent doubles are penalties

Other 2-s      First 2 Xs = T/O; 2NT = 15=18

Other 2-s      All subsequent doubles are penalties

Defence to strong ♣      Twerb

up to but not including 3NT

Lebensohl      Over NT interference

Other uses      After a weak two opening is doubled by our side for take-out

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

4♥ X/4NT      4♠ 4NT

## OTHER NOTES

DOPI applies in step situations

After 2 level response, 3NT = 15-16, 2NT is stronger

Responsive and competitive doubles apply in competitive auctions over opponents' raise

penalty oriented doubles apply over new-suit bids

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening Strong, Game Forcing

Jump shifts after major opening Strong, Game Forcing

Responses to strong 2 suit opening N/A

Responses to 2NT opening

## PLAY CONVENTIONS

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

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

Underlead  other 1st or 3rd

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

other Reversed Count (or attitude)

Signal on declarer's lead Reverse Count

Discards McKenney  high encourage  low encourage

odd/even  other Reverse Count (or attitude/McKenny)

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? After NT opening or when suit is clubs

### Other Conventions

4 Minor bid in uncontested auction is RKCB

Cue Raises

Splinters 2D after 2C shows 10+ and forcing

Alpha, Beta, Gamma Asking bids After 1NT (X opp), XX 5+ card suit

DOPI Bid 4/4



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PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816



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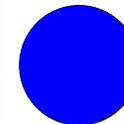
## STANDARD SYSTEM CARD

Names: Peter Chan Roger Januszke

ABF Nos: 195758 197394

Basic System: Precision

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 16+,0 1♦ 11-15,4 1♥ 11-15,5 1♣ 11-15,5

1 NT 12-15 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ to Hearts 2♥ to Spades 2♠ Baron

2 NT to Clubs (Diamonds) other

2♣ 6+ Clubs or 5 Clubs + 4 Major, 11-15

2♦ Weak 2 either Major

2♥ 5 Hearts + 5 Other, < 11

2♠ 5 Spades + 5 Minor, < 11

2 NT 5+5 Minors, < 11

3 NT Gambling, solid 7 card minor

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

Cue Raises

Splinters

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 3S

Jump overcalls Weak Unusual NT Majors or Minors

1NT overcall (immediate) 15-18 (re-opening) 12-15

Immed cue of minor Other Minor + Major, 5+5

Immed cue of major Other Major + Minor, 5+5

Over opponent's 1NT (weak) Transfer Overcalls

Over opponent's 1NT (strong) Transfer Overcalls (X shows clubs)

Over weak twos X for take out

Over opening threes X for take out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	<8; 1H(19+) - 1S(<4)	2NT 13-14, Balanced
	1♥♠	8+, 5+	3♣ 8+, 4414
	1NT	8-12, Balanced	3♦ 8+, 4144
	2♣	8+, 5+	3♥ <8, 6+ with 2 top honours
	2♦	8+, 5+	3♠ <8, 6+ with 2 top honours
	2♥	8+, 1444	3NT 7 cards solid minor
	2♠	8+, 4441	4 bids solid 7 card major (next suit up)
1♦	1♥♠	5+, 4+; 1NT(D>C), 2C(C>D)	3♣ 15+, Game forcing
	1NT	5-9, No 4 card Major	3♦ 0-9, 5+
	2♣	9+, 5+	3♥ Splinter agreeing Diamonds
	2♦	10+, 4+ Forcing to 3D	3♠ Splinter agreeing Diamonds
	2♥	15+, Game forcing	3NT To Play
	2♠	15+, Game forcing	4♦ C splinter, D RKCB, Maj Play
	2NT	16+, Asking Bid	4 Other
1♥♠	1NT	5+, Forcing (Better Min Resp)	3♣ 15+, Game forcing
	2♣	9+, 5+	3♦ 15+, Game forcing
	2♦	9+, 5+	3♥♠ 1H-3S splinter; 1S-3H 15+ GF
	2♥♠	1S-2H 9+, 5+; 1H-2S 15+, GF	3NT 13-15, Balanced Raise
	2NT	16+, Asking Bid	4♣♦ Splinter
2♣	2♦	10+, Any length, Forcing	2♥♠ 5-9, 5+, non-forcing
	other		
2♦	2♥	Correctable	3♣♦ Forcing
	2♠	Correctable	3♥♠ Correctable
	2NT	12+, Ask	3NT To play
2♥♠	2NT	12+, Ask	3NT To play
	3♣♦	Correctable	4♣♦ Correctable
	3♥♠	Correctable	4♥♠ Correctable
2NT	3♣	To play	4♣ Invitational
	3♦	To play	4♦ Invitational
	3♥	Forcing	4♥ To play
	3♠	Forcing	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Forcing, inviting cue bid
3♥3♠	Forcing, inviting cue bid
4♣	Gerber
4♦	N/A
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other      Majors or Minors

Other slam bidding      Cue Bids       Asking Bids   
 4th Suit Forcing      One round       Game force   
 NT Checkback       Priorities

Defence to 3NT opening  
 Defence to opening 2-s:      Multi      Immediate X shows strength

RCO style 2-s      Immediate X shows strength

Other 2-s      Immediate X shows strength

Defence to strong ♣      X for majors; 1NT for minors; Jump bids are weak

Lebensohl      Over NT interference

Other uses

Take out of 4 level pre-empts      4♣4♦ X shows transferable values  
 4♥ X (trans values) 4♠ X (trans values)

## OTHER NOTES

All doubles are primarily for take out

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening 16+ Alph asks in suit bid

Jump shifts after major opening As above

Responses to strong 2 suit opening TWERB over opponent's bid

Responses to 2NT opening 3C/D to play 3 of a major is 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 Reverse count where appropriate

Signal on declarer's lead Reverse count

Discards McKenney  high encourage  low encourage

odd/even  other Reverse count

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? 1N - 4C

### Other Conventions

Grand slam force

Splinters

Alpha, Beta, Gamma, Epsilon



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Tel: 02 6239 2265  
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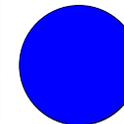
## STANDARD SYSTEM CARD

Names: Paul Hudson John Zollo

ABF Nos: 232531

Basic System: Precision

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+ any shape 1♦ 11-15, 4+ 1♥ 11-15, 4(4414) 1♠ 11-15, 5+

1 NT 12 - 15 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ 2H 2♥ 2S 2♠ Baron

2 NT 3C & extentions other

2♣ 11-15, 5+clubs and 4 card major, or 6+ clubs

2♦ 6 -10 and weak two in major or balanced 22-23

2♥ 6 -10 5+H and 5+ minor

2♠ 6 -10 5+ S and 5 +other

2 NT 6 - 10 and 5+/5+ minors

3 NT Gambling

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

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 4H

Jump overcalls Weak Unusual NT Other suits

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

Immed cue of minor SA Michaels

Immed cue of major SA Michaels

Over opponent's 1NT (weak) TWERB

Over opponent's 1NT (strong) TWERB

Over weak twos Double

Over opening threes Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

<b>1♣</b>	<b>1♦</b>	0-7, 0+ diamonds	<b>2NT</b>	14 - 15 balanced
	<b>1♥♣</b>	8+ 5+ suit bid	<b>3♣</b>	8+ 4414
	<b>1NT</b>	8-13 or 16+ balanced	<b>3♦</b>	8+ 4144
	<b>2♣</b>	8+ 5+ cd clubs	<b>3♥</b>	solid seven card suit
	<b>2♦</b>	8+ 5+ cd diamonds	<b>3♠</b>	solid eight card suit
	<b>2♥</b>	8+ 1444 singleton spade	<b>3NT</b>	6 - 6 in the minors 5- 7hcp
	<b>2♠</b>	8+ 4441 singleton club	<b>4 bids</b>	
<b>1♦</b>	<b>1♥♣</b>	6-18 4+ cd suit	<b>3♣</b>	Alpha ask in clubs
	<b>1NT</b>	7 -10	<b>3♦</b>	Limit raise 4-9hcps
	<b>2♣</b>	11+ 4+ clubs	<b>3♥</b>	splinter
	<b>2♦</b>	0-7 4+ diamonds	<b>3♠</b>	splinter
	<b>2♥</b>	16+ 5+ hearts (alpha ask)	<b>3NT</b>	13 -15 4333 shape
	<b>2♠</b>	16+ 5+ spades (alpha ask)	<b>4♦</b>	preemptive
	<b>2NT</b>	16+ 4+ diamonds (Gamma)	<b>4 Other</b>	Majors are to play
<b>1♥♣</b>	<b>1NT</b>	7 - 10	<b>3♣</b>	16+ Alpha in clubs
	<b>2♣</b>	11+ 4+ clubs	<b>3♦</b>	16+ Alpha in diamonds
	<b>2♦</b>	11+ 4+ diamonds	<b>3♥♣</b>	Limit raise or splinter in spades
	<b>2♥♣</b>	Simple raise 2S is Gamma	<b>3NT</b>	13 -15 4333
	<b>2NT</b>	Gamma	<b>4♣♦</b>	Splinters
<b>2♣</b>	<b>2♦</b>	Relay 8+ with club support/11+2♥♣	<b>8 - 11</b>	Natural, non forcing
	other			
<b>2♦</b>	<b>2♥</b>	Correctable	<b>3♣♦</b>	Natural & forcing
	<b>2♠</b>	Correctable	<b>3♥♣</b>	Correctable
	<b>2NT</b>	Relay (Reverse answers)	<b>3NT</b>	To play
<b>2♥♣</b>	<b>2NT</b>	Relay Enquiry	<b>3NT</b>	To play
	<b>3♣♦</b>	Natural and forcing	<b>4♣♦</b>	Cue agreeing base suit
	<b>3♥♣</b>	Preemptive raise in suit bid	<b>4♥♣</b>	Correctable
<b>2NT</b>	<b>3♣</b>	To play	<b>4♣</b>	
	<b>3♦</b>	To play	<b>4♦</b>	
	<b>3♥</b>	Natural and forcing	<b>4♥</b>	To play
	<b>3♠</b>	Natural and forcing	<b>4♠</b>	To play
	<b>3NT</b>	To play	other	

## CONVENTIONS

### Additional responses to 1NT

<b>3♣3♦</b>	Invitational to 3NT with support
<b>3♥3♠</b>	Natural and slam orientated
<b>4♣</b>	Gerber
<b>4♦</b>	
<b>4♥</b>	Natural
<b>4♠</b>	Natural

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

Defence to opening 2-s: Multi

RCO style 2-s 2NT is 15 - 18  
 Double for take out

Other 2-s

Defence to strong ♣ TWERB

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts **4♣♦** Double

**4♥** Double **4♠** 4NT

## OTHER NOTES