

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Bergen 5 card support 0-6  
 Jump raises - majors limit  forcing  other Bergen 4 card support 0-6  
 Jump shifts after minor opening Weak Exclusion Bid  
 Jump shifts after major opening Splinter or Begen Raise  
 Responses to strong 2 suit opening 2♦ is waiting bid and denies a source of tricks  
 Responses to 2NT opening Puppet Stayman, Transfers to Majors, 3♠ = 5♠ & 4♥

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Overlead except AK - K for count or A for Attitude  
 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 except Ace lead which is Low Encourage  
**Signal** on declarer's lead Reverse Count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when? CRO after NT only

### Other Conventions

Forcing 1NT, 2/1 Game Force	2NT Good Bad, 2NT Scrambling
Negative Free Bids, 2 way Reverse Drury	2NT Checkback for length, Jacoby 2NT
Unassuming Cue Raises, Namyats	Puppet Stayman, Impossible 2♣
Long Suit Trials, Support Doubles	KERI, CAD, SWINE, 2C Checkback
Bergen Sytle Raises, Ougust, Lebensohl	DOPI, ROPI, DEPO



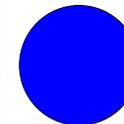
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## STANDARD SYSTEM CARD

Names: Andrew Richman Sandra Richman  
 ABF Nos: 382655 377910  
 Basic System: Standard - Variable NT - 2/1 Game Force - Multi Twos  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3+♠12+ 1♦ 3+♦12+ 1♥ 5+♥10+ 1♣ 5+♣10+  
**1 NT** Variable 15-18 Vul or 10-12 Not Vul may contain 5 card major   
 2♣ Stayman: simple  extended  other KERI  
 transfers 2♦ transfer ♥ 2♥ transfer ♠ 2♣ Range Probe  
 2 NT transfer ♠ other 3♣3♦3♥ is splinter in suit above, 3♠ splinter ♣  
 2♣ Game Force  
 2♦ Multi - Weak ♥♣5/6 card suit / 20-21 Semi Bal / 9 play tricks in ♣♦ (4th seat 6♦12-14)  
 2♥ ♥ & Minor 5/5(4) 5-10 hcp (4th seat 6♥10-13)  
 2♠ ♠ & Minor 5/5(4) 5-10 hcp (4th seat 6♠9-12)  
 2 NT Both Minors 5/4+ 5-10 hcp (4th seat 20-21 Semi Bal)  
 3 NT Pre-empt in a Minor (4th seat to play)

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

Variable No Trump 15-18 Vul or 10-12 NV	Opening 4♣ = Strong 4♥ Opening
No Stayman, Walsh Diamond Responses	Opening 4♦ = Strong 4♠ Opening
2 over 1 game force & Forcing 1NT	Opening 4NT = Specific Ace Ask

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Weak Unusual NT Lowest two unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor Highest & Another (except after Strong 1♣ opening)  
 Immed cue of major Highest & Another  
 Over opponent's 1NT (weak) Capaletti  
 Over opponent's 1NT (strong) Capaletti  
 Over weak twos X = takeout then Lebensohl  
 Over opening threes X = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ 4♦ no major unless strong	2NT 11-12 no 4 card ♥♠
	1♥♠	6+ 4 card ♥♠ maybe longer ♦	3♣ <6 points, 6 card ♣
	1NT	8-10 no 4 card ♥♦♠ or 4333	3♦ Forcing ♣ raise no 4 card ♥♠
	2♣	6-10 4 card ♣	3♥ < 5 points 7 card ♥
	2♦	<6 points, 6 card ♦	3♠ < 5 points 7 card ♠
	2♥	<5 points, 6 card ♥	3NT To play
	2♠	<5 points, 6 card ♠	4 bids Other minor is RKC1430
1♦	1♥♠	6+ 4 card ♥♠	3♣ Forcing ♦ raise no 4 card ♥♠
	1NT	6-10 no 4 card ♥♠	3♦ <6 points, 5 card ♦
	2♣	10 + points 4+ ♣	3♥ < 5 points 7 card ♥
	2♦	6-9 points 4 card ♦	3♠ < 5 points 7 card ♠
	2♥	<5 points, 6 card ♥	3NT To play
	2♠	<5 points, 6 card ♠	4♦ Long ♦
	2NT	11-12 no 4 card ♥♠ or 4333	4 Other Other minor is RKC1430
1♥♠	1NT	Forcing 6-11	3♣ Bergen 4 card support 7-10
	2♣	Game Force 4+ ♣ / Drury	3♦ Bergen 4 card support 10-13
	2♦	Game Force 4+ ♦ / Drury	3♥♠ Bergen 4 card support 0-6
	2♥♠	3 card support 8-10	3NT Bergen 3 card support 13-16
	2NT	Jacoby 4 card support 14+	4♦♠ Splinter
2♣	2♦	Waiting - no source of tricks	2♥♠ 5+ suit KQxxx or better
	other	3♣3♦ is KQxxx or better	
2♦	2♥	Pass/Correct	3♣♠ 3♣ Strength? 3♦ To Play
	2♠	Pass/Correct - ♥ Game?	3♥♠ Pass/Correct
	2NT	Length?	3NT To Play
2♥♠	2NT	Which Minor?	3NT To Play
	3♣♦	3♣ Pass/Correct 3♦ To Play	4♣♦ 4♣ Pass/Correct 4♦ To Play
	3♥♠	To Play	4♥♠ To Play
2NT	3♣	Puppet Stayman (5 card)	4♣ CRO 1430
	3♦	Transfer to ♥	4♦ To Play
	3♥	Transfer to ♠	4♥ To Play
	3♠	5♠ and 4♥	4♠ To Play
	3NT	To Play	other 4NT is Pick a Minor

## CONVENTIONS

### Additional responses to 1NT

3♣3♦ 3♣ is ♦ splinter 3♦ is ♥ splinter

3♥3♠ 3♥ is ♠ splinter 3♠ is ♣ splinter

4♣ CRO 1430

4♦ Transfer to ♥ with RKC continuations

4♥ Transfer to ♠ with RKC continuations

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 other major, 3 card support

### Defence to 3NT opening

X = t/o majors, 4♣ = t/o longer ♥, 4♦ = t/o longer ♠

### Defence to opening 2-s:

Multi X = t/o ♠ 2♥ t/o ♥, overcall 10-15, jump 16+

RCO style 2-s

X later 10+, X & bid 17+, X & cue is stop ask, cuebid 2 suits

X = 16+, overcall 11-15, X later = 10+

Other 2-s

X = 12+ if a suit disclosed, overcall 11-15, X later = 10+

Transfer pre-empts X = Suit, Bid Transfer is t/o

### Defence to strong ♣

X = majors, 1NT = minors, 1 level = single suited any suit

2♣ = ♣ and a higher, 2♦ = ♦ and a higher, 2♥♠ Weak

### Lebensohl

Over NT interference

Other uses

Partner X of weak two, RHO bids at 2 level = Good/Bad

### Take out of 4 level pre-empts

4♣♦ X = takeout

4♥ X = takeout

4♠ X = penalty, 4NT = takeout

## OTHER NOTES

3♦ overcall of 3♣ pre-empt promises ♦ and a major

1NT overcall by opponents of our 1♣ opening then 2♣ from responder is Stayman

4NT opening is Specific Ace Ask - 5♣ none, Other bids = Ace, 5NT = Ace ♣

Negative free bids - If opener can't rebid at 2 level 6-9 & not forcing, else 7-11 & forcing

If we Pre-empt and then become defenders - Pre-empters partner leads lowest card

## BASIC RESPONSES

Jump raises - minors limit  forcing  other wk over 1♦ (N/A over 1♣)  
 Jump raises - majors limit  forcing  other weak (0-7)  
 Jump shifts after minor opening varies according to opening  
 Jump shifts after major opening fit showing jumps, invitational with support  
 Responses to strong 2 suit opening N/A  
 Responses to 2NT opening 3♣ = F1, others = correctable

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Journalist v NT  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  other Journalist v NT - attitude lead (lower the better)  
 From 4 small 2nd highest  other  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  low encourage  
 other REO (odd=encourage, even = suit preference)  
**Signal** on declarer's lead REO  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other REO  
**Count** natural  reverse  REO (odd=odd, even=even)

## CONVENTIONS

4NT: Blackwood  RKCB  other Norman responses  
 4♣ Gerber  when? 4♣ = Control response (A=1, K=half)

### Other Conventions

Swine	Alpha asks
Unassuming cues	Gamma asks
Western cues	Modified Roman asks
Rubensohl	Positive slam doubles
Archimedes	DOPI/ROPI control responses



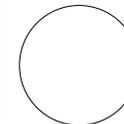
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## STANDARD SYSTEM CARD

Names: Richard Misior Bruce Williams  
 ABF Nos:   
 Basic System: Precision - modified  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 15+, any shape 1♦ 10-14, 0+♦ 1♥ 10-14, 5+♥ 1♠ 10-14, 5+♠  
**1 NT** 11-14 hcp, balanced, 4333, 4432, 5332 (m) may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ transfer to♥ 2♥ transfer to♠ 2♣ transfer to♣  
 2 NT transfer to♦ other  
 2♣ 6+♣10-14 hcp or weak II♦ or weak 5+/5+♥+♠  
 2♦ 6+♦10-14 hcp or weak II♥ or weak 5+/5+♠+♣  
 2♥ 8-9 pt♥ < 15 hcp or weak II♠ or weak 5+/5+♠+♦  
 2♠ 8-9 pt♠ < 15 hcp or weak II♣ or weak 5+/5+♦+♥  
 2 NT weak 5+/5+♠+♥ or ♦+♠  
 3 NT any solid 7 or 8 card suit, no outside A or K

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

1♣ = 15 + hcp, any shape  
 1♦ = 10-14 hcp, 2 or 3 suits, may be 0♦  
 2♣ 2♦ 2♥ 2♠ 2NT = myxo two's

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT minors or minor + major  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) Pottage  
 Over opponent's 1NT (strong) Brozel  
 Over weak twos X with Rubensohl responses  
 Over opening threes opt X



## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other  pre-emptive  
 Jump shifts after minor opening 19+ Points, 5-Card suit  
 Jump shifts after major opening 3+ of the Major, 4+ of the bid suit, 10-12  
 Responses to strong 2 suit opening N/A  
 Responses to 2NT opening 3♣ = Romex Stayman \*\*\*, 3♦ = 3♥, 3♠ =

## 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   
 For playing cards in (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other Can be suit preference

Signal on declarer's lead Random most of the time, Reverse count when  
 Discards McKenney  high encourage  low encourage   
 odd/even  other   
 Count natural  reverse  When needed

## CONVENTIONS

4NT: Blackwood  RKCB  other 14-30 RKCB ♥/♠ only  
 4♣ Gerber  when? No suits have been bid naturally, uncontested

### Other Conventions

Fourth Suit Forcing Crowhurst 2♣ after 1NT rebid  
 Ogust 2NT after weak 2 Forcing 1NT response  
 Michael's Cue-Bid  
 Cappelletti defense over 1NT  
 Romex Stayman after 2NT \*\*\*



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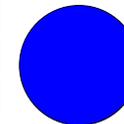
balanced bid of suit at 4-level is forcing takeout



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## STANDARD SYSTEM CARD

Names: Adam Guarino-Watson Allan Greenwood  
 ABF Nos: 463701 570133  
 Basic System: 5-Card Majors, Standard, Multi-Twos  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 12-20, 3+ 1♦ 12-20, 3+ 1♥ 12-20, 5+ 1♠ 12-20, 5+  
 1NT (15) 16-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ => 2♥ 2♥ => 2♠ 2♠ => 3♣  
 2NT => 3♦ other Super Accepts for ♣ = 2NT, for ♦ = 3♣  
 2♣ 21+ Points Unbal, 23+ Points Bal, 9+ Playing Tricks  
 2♦ 6-9 Points 6-card major suit, 9 playing tricks in  
 2♥ 6-9 Points, 5♥ and 4+ of another suit  
 2♠ 6-9 Points, 5♠ and 4+ of a minor  
 2NT 6-9 Points, 5/5 in the minors  
 3NT Gambling (long minor, no outside stoppers)

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

2♦, ♥ and ♠ = European Multi  
 2♣ Response after 1NT rebid is Checkback

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 2♠  
 Jump overcalls Weak Unusual NT 5+/5+ Lowest unbid suits  
 1NT overcall (immediate) 16-18 Bal. (re-opening) 11-14 Bal.  
 Immed cue of minor Michael's (♥&♠)  
 Immed cue of major Michael's (Other major and a minor)  
 Over opponent's 1NT (weak) Cappelletti (X = 13+)  
 Over opponent's 1NT (strong) Cappelletti (X = 16+)  
 Over weak twos X = takeout, opening hand; 2NT = 16-18(19)  
 Over opening threes X = takeout, 16+ points (13+ in pass-out seat), Cue

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ Points, 4+ ♦'s	2NT 10-12 Points Balanced
	1♥♠	6+ Points, 4+ ♥'s / ♠'s	3♣ 15+ Points, 5+ ♣'s
	1NT	6-9 Points Balanced	3♦ 12+ HCP, ♦ singleton, 5+ ♣'s
	2♣	6-9 Points, 5+ ♣'s	3♥ 12+ HCP, ♥ singleton, 5+ ♣'s
	2♦	19+ Points, 5+ ♦'s	3♠ 12+ HCP, ♠ singleton, 5+ ♣'s
	2♥	19+ Points, 5+ ♥'s	3NT 13-16(17) Points Balanced
	2♠	19+ Points, 5+ ♠'s	4 bids ♣=Trump Ask; ♦♥♠=10+HCP,void,5+♠
1♦	1♥♠	6+ Points, 4+ ♥'s / ♠'s	3♣ 19+ Points, 5+ ♣'s
	1NT	6-9 Points	3♦ 15+ Points, 5+ ♦'s
	2♣	10+ Points, 4+ ♣'s	3♥ 12+ HCP, ♥ singleton, 5+ ♦'s
	2♦	6-9 Points, 5+ ♦'s	3♠ 12+ HCP, ♠ singleton, 5+ ♦'s
	2♥	19+ Points, 5+ ♥'s	3NT 13-16(17) Points Balanced
	2♠	19+ Points, 5+ ♠'s	4♦ Trump Ask
	2NT	10-12 Points Balanced	4 Other 4♥/♠=10+ HCP, void, 5+♦'s
1♥♠	1NT	10+ Points, Forcing	3♣ 10-12 Pnts 3+♥/♠and 4+♣
	2♣	6-9 Points, 4+ ♣'s	3♦ 10-12 Pnts 3+♥/♠and 4+♦
	2♦	6-9 Points, 4+ ♦'s	3♥♠ Pre-emptive
	2♥♠	6-9 Points, 3+ ♥'s / ♠'s	3NT ?
	2NT	10-12 Points, 3+♥/♠	4♠♦ ?
2♣	2♦	<8 Points or <2 top tricks or waiting	2♥♠ 8+ Points, 4+ ♥'s / ♠'s
	Game Force other	2NT = 8+ Points (Semi)Balanced, Denies 4♥'s /	
2♦	2♥	Pass or convert	3♠♦ To play
	Multi 2♠	Pass or convert	3♥♠ 3+ / 3+ in ♥/♠ at least one quick trick
	2NT	Asking bid	3NT N/A
2♥♠	2NT	Asking bid	3NT To Play
	3♠♦	To play	4♠♦ N/A
	3♥♠	Pre-Emptive	4♥♠ To Play
2NT	3♣	Romex Stayman ***	4♣ Gerber (and after Stman)
(After 2D)	3♦	Transfer to 3♥	4♦ ?
	3♥	Transfer to 3♠	4♥ To Play (Weak, 6(7) card ♥ suit)
	3♠	Transfer to 3NT (has ♣or ♦)	4♠ To Play (Weak, 6(7) card ♠ suit)
	3NT	To Play	other 5♣/♦= Weak, 6(7) card ♣/♦ suit

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	13+ Points, 5+ ♣/♦
3♥3♠	13+ Points, 5+ ♥/♠
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 1)2NT=14-15 2)Major Raise 3)Unbid Major 4)2♦

Defence to 3NT opening 4♣/4♦=Takeout of suit bid; 4♥/4♠

Defence to opening 2-s: Multi X = Takeout of ♥; 2♥= Takeout of ♠;  
2NT = 16-18(19) Balanced

RCO style 2-s

Other 2-s Myxo's: X = Opening Hand; Next suit up = Takeout of

Defence to strong ♣ ?  
2NT = 16-18(19) Balanced

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♠♦ Double

4♥ Double 4♣ Double

## OTHER NOTES

\*\*\* Romex Stayman (3♣): (3NT)=4/4 in ♥&♠;

After 3♦ response, 3♥ asks for a 4 card

After 3♥ response, 3♠ asks if its a 4 or

=To Play; X=Other 16+

that suit

's

♠

)=5♠'s; (3♥)=4 or 5♥'s; (3♦)=Other

(3♠) suit; 3♣ shows suit, 3NT denies.

♠ suit; 4♥ shows 5♥'s, 3NT shows 4♥'s.

5 card ♥