

BASIC RESPONSES

Jump raises - minors limit forcing other Preemptive
 Jump raises - majors limit forcing other Preemptive
 Jump shifts after minor opening Strong. Asking bid.
 Jump shifts after major opening Strong. Asking bid.
 Responses to strong 2 suit opening
 Responses to 2NT opening 3C 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 or 4th highest
 From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage low encourage
 other Count at NT. Attitude against a suit contract.
Signal on declarer's lead Count.
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? After 1NT only.

Other Conventions

Lead of small from 3 small in partner's suit.



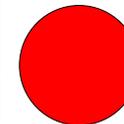
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AUSTRALIAN BRIDGE FEDERATION
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STANDARD SYSTEM CARD

Names: Gary Ridgway Arthur Robbins
 ABF Nos:
 Basic System: Precision
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 16+ (0) 1♦ 11-15 *** 1♥ 11-15 (5) 1♣ 11-15 (5)
 1NT 12-15 (1st & 2nd) 14-16 (3rd & 4th) may contain 5 card major
 2♣ Stayman: simple extended other Range enquiry. 2D=max
 transfers 2♦ to H 2♥ to S 2♠ to C
 2NT to D other
 2♣ 11-15, 5C +4 major or 6+C.
 2♦ Weak major or 11-15, 4414 or 22-24 balanced.
 2♥ 6-10 5/5 majors or minors.
 2♠ 6-10 5/5 reds or blacks.
 2NT 6-10 5/5 C & H or D & S.
 3NT Gambling with solid minor.

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

*** 11-15 (4) in 1st & 2nd, (2) in 3rd & 4th

COMPETITIVE BIDDING

Negative doubles through 3S. Responsive doubles through 3S.
 Jump overcalls Inter. if vul Unusual NT Minors over maj. Min & maj over min.
 1NT overcall (immediate) (14)15-18 (re-opening) (14)15-18
 Immed cue of minor Both majors 5/4 min. Usually less than opening strength.
 Immed cue of major Other major + minor. Usually less than opening strength.
 Over opponent's 1NT (weak) X=15+. 2C=C+another. 2D=D+major. 2H=H+S.
 Over opponent's 1NT (strong) X=Single suiter. 2C,D,H as above.
 Over weak twos X=Takeout (Lebensohl).
 Over opening threes X=Takeout.

BASIC RESPONSES

Jump raises - minors limit forcing other 9-P higher singleton
 Jump raises - majors limit forcing other "
 Jump shifts after minor opening 2 level 6+ suit 5-8p, 3 level splinter
 Jump shifts after major opening same
 Responses to strong 2 suit opening 2♦ = weak or waiting
 Responses to 2NT opening staymen transfers, 3♠ = minor orientated

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 NT
 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 original count
Signal on declarer's lead reverse original count then Mc kenny
Discards McKenney high encourage low encourage
 odd/even other reverse original count
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other No competitive 4 of minor
 4♣ Gerber when? By responder after 1n-3 of suit RKCB

Other Conventions

Lebohnsohl, cue raises, fit showing jumps
 competitive x's often a raise when no cue
 splinter jumps, cue 1st or 2nd or probe
 after 1n over call 2♣ = weak takeout in any suit
 blackout = responders suit or openers 1st suit



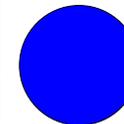
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STANDARD SYSTEM CARD

Names: Bob Gallus David White
 ABF Nos:
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 4+♠12-22 1♦ 4+♦12-22 1♥ 4+♥12-20 1♣ 4+♣12-20
1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended other Invitational +
 transfers 2♦ 5+♥ or Slam try 2♥ 5+♠ 2♣ 5+c or g.f. 4C144
 2 NT 5+♦ other 3♣ to 3♠ 6+ slam try
 2♣ Game force or flat 23-24 or 21+ 5+♥ or 21+ 5+♠
 2♦ weak 5+♦ rule 4,3,2,1
 2♥ weak 6+♥ " may be 5 in 3rd & 4th then 2n asks for singleton
 2♠ weak 6+♠ " "
 2 NT 21-22 flat
 3 NT Gambling

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

| | |
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| | |
| | |
| | |
| | |

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls touching 2 suiter Unusual NT Intermediate in one of 2 above suits
 1NT overcall (immediate) 15-19 (re-opening) 11-14
 Immed cue of minor non touching 2 suiter
 Immed cue of major Non touching 2 suiter
 Over opponent's 1NT (weak) 2c = ♥ and another suit, 2d = ♠ and another
 Over opponent's 1NT (strong) x = 2 suiter with 1 + major, 2nt both minors
 Over weak twos x, cue = 2 suiter, jump cue = 1 suiter
 Over opening threes x, cue = 2 suiter, jump cue = 1 suiter

RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning | | | |
|-------------------------------------------------------|-------|-----------------------------------------|----------------------------------|
| 1♣ | 1♦ | 4+♦6+p | 2NT 4+♣no singleton 10-14 or 18+ |
| | 1♥♣ | 4+ 6+p | 3♣ 4+♣1- in suit 6-9p |
| | 1NT | 3+♣8-10p | 3♦ 4+♣ 1-♦10+p |
| | 2♣ | 3+♣ | 3♥ 4+♣1-♥10+p |
| | 2♦ | 6+♦5-8p | 3♠ 4+♣1-♠10+p |
| | 2♥ | 6+♥5-8p | 3NT 4+♣no singleton 15-17p |
| | 2♠ | 6+♠5-8p | 4 bids natural weak |
| 1♦ | 1♥♣ | 4+ 6+p | 3♣ 4+♦ 1-♣ 7+ p |
| | 1NT | 6-9 3-♦♥♣ | 3♦ 4+♦ 1-♥ or ♠ 9-p |
| | 2♣ | 10+4+♣ | 3♥ 4+♦ 1-♥10+p |
| | 2♦ | 6-9 3+d may be weaker with distribution | 4+d 1-♠10+p |
| | 2♥ | 5-8 6+♥ | 3NT 4+d no singleton 15-17 |
| | 2♠ | 5-8 6+♠ | 4♦ weak natural |
| | 2NT | 4+♦no singleton 10-14 or 18+ | 4 Other weak natural |
| 1♥♣ | 1NT | 6-9p 2-suit | 3♣ 4+suit 1-♣ 7+p |
| | 2♣ | 10+p 4+♣ or 3433 | 3♦ 4+suit 1-♦7+p |
| | 2♦ | 4+♦ 10+p | 3♥♣ 4+suit 1- other major |
| | 2♥♣ | 3 + 9-P 1♥-2♠ 6-8 6+♣ | 3NT 4+suit no singleton 15-17 |
| | 2NT | 4+suit no singleton 10-14 or 18+ | 4♦♦ natural weak |
| 2♣ | 2♦ | weak or waiting | 2♥♣ 5+ suit game force |
| | other | | |
| 2♦ | 2♥ | 5+♥ Invitational force | 3♣♦ 3♣ forcing 3♦weak |
| | 2♠ | 5+s Invitational force | 3♥♣ game force 1 loser suit |
| | 2NT | range probe | 3NT to play |
| 2♥♣ | 2NT | singleton ask | 3NT TO PLAY |
| | 3♣♦ | natural forcing | 4♣♦ splinter |
| | 3♥♣ | raise = weak | 4♥♣ raise to play |
| 2NT | 3♣ | staymen(3n both majors) | 4♣ slam try ♣ |
| | 3♦ | 5+♥ | 4♦ slam try ♦ |
| | 3♥ | 5+♠ | 4♥ to play |
| | 3♠ | Minor orientated | 4♠ to play |
| | 3NT | to play | other |

CONVENTIONS

Additional responses to 1NT

3♣3♦

3♥3♠

4♣

4♦

4♥

4♠

Unusual NT: minors other suits lower 2 unbid suits

other intermediate in 1 of the 2 suits above openers suit

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 taKOUT OF SUIT OPENED

Other 2-s X

Defence to strong ♣ X MAJORS, 1N MINORS

Lebensohl Over NT interference slow way 4 card major

Other uses when we have shown points and opponents a suit i.e. 2sx-2n ,2S2

Take out of 4 level pre-empts 4♣♦ x,4n

4♥ x, 4n 4♠ x = points not ♠ stack, 4nt

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening Splinter (mini + maxi)
 Jump shifts after major opening Splinter
 Responses to strong 2 suit opening
 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 Fourth
 From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage low encourage
 other Reverse count
Signal on declarer's lead Reverse
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

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

Other Conventions

Baron Fourth suit force
 Crowhurst Long suit trial bid
 Disco after strong ♣
 Swine
 Cue raise



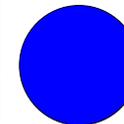
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STANDARD SYSTEM CARD

Names: R. ROZEN G. PICK
 ABF Nos: 144681
 Basic System: ACOL
 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 12-14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ Range ask
 2 NT to ♣ other
 2♣ Game force or 9 tricks
 2♦ multi, weak M or balanced 20-22 pts.
 2♥ multi, ♥+ another, 6-10 pts.
 2♠ multi, ♠+ minor, 6-10 pts.
 2 NT minors, 6-10 pts.
 3 NT Gambling, solid minor

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 minors or 2 lower unbid suits
 1NT overcall (immediate) 15-18 pts (re-opening) 10-13 pts
 Immed cue of minor Michaels cue bid, Majors 6-11
 Immed cue of major Michaels cue bid, minors 6-11
 Over opponent's 1NT (weak) 2♣= m's, 2♦= M's, 2NT transfer to 3♣
 Over opponent's 1NT (strong) 2♣= m's, 2♦= M's, 2NT transfer to 3♣
 Over weak twos X
 Over opening threes X

RESPONSES TO OPENING BIDS

| Describe strength, minimum length or specific meaning | | | |
|-------------------------------------------------------|-------|------------------------|---------------------------|
| 1♣ | 1♦ | 5 + 4 card suit | 2NT 10 - 12 pts, 4 card ♣ |
| | 1♥♣ | 5 + 4 card suit | 3♣ 12 + 4 card ♣ |
| | 1NT | 8 - 10 pts | 3♦ Splinter |
| | 2♣ | 5 - 7 pts 4 card | 3♥ Splinter |
| | 2♦ | Splinter | 3♠ Splinter |
| | 2♥ | Splinter | 3NT 13 - 16 pts, 4 card ♣ |
| | 2♠ | Splinter | 4 bids |
| 1♦ | 1♥♣ | 5 +, 4 card | 3♣ Splinter |
| | 1NT | 6 - 10 | 3♦ Forcing 4 card |
| | 2♣ | 10+ | 3♥ Splinter |
| | 2♦ | 5 - 9, 4 card | 3♠ Splinter |
| | 2♥ | Splinter | 3NT 13 - 15 4 card |
| | 2♠ | Splinter | 4♦ Preemptive |
| | 2NT | 10 - 12, 4 card ♦ | 4 Other |
| 1♥♣ | 1NT | 5 - 10 | 3♣ Splinter |
| | 2♣ | 11 +, 4 card | 3♦ Splinter |
| | 2♦ | 11 +, 4 card | 3♥♣ 12 +, Game force |
| | 2♥♣ | 5 - 9 pts, 4 card suit | 3NT 13 - 15, 4 ♥♣ |
| | 2NT | 10 - 12, 4 card suit | 4♣♦ Splinter |
| 2♣ | 2♦ | Negative 0-6 pts | 2♥♣ 7 +, 5 card suit |
| | other | | |
| 2♦ | 2♥ | Pass or correct | 3♣♦ N/A |
| | 2♠ | Pass or bid 4♥ | 3♥♣ Natural |
| | 2NT | Forcing | 3NT Natural |
| 2♥♣ | 2NT | Enquiry | 3NT Natural |
| | 3♣♦ | Pass or correct | 4♣♦ N/A |
| | 3♥♣ | Preemptive | 4♥♣ To play |
| 2NT | 3♣ | To play | 4♣ To play |
| | 3♦ | To play | 4♦ To play |
| | 3♥ | Forcing | 4♥ To play |
| | 3♠ | Forcing | 4♠ To play |
| | 3NT | To play | other |

CONVENTIONS

Additional responses to 1NT

3♣3♦ Forcing, slam interest

3♥3♠ Forcing, slam interest

4♣ Gerber

4♦ N/A

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 for penalty

Defence to opening 2-s: Multi X = 15 + points

NT = 16 +, stopper in M's

RCO style 2-s

Other 2-s

Defence to strong ♣ Modified Disco, X = M's, NT = m's

2♣ = Black suit 2♦ = Red suit

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES