

## BASIC RESPONSES

Jump raises - minors limit  forcing  other  inverted  
 Jump raises - majors limit  forcing  other  preemptive  
 Jump shifts after minor opening 3C invitational. Others strong  
 Jump shifts after major opening Modified Bergen  
 Responses to strong 2 suit opening 2D relay. 2N 9-10. Others natural.  
 Responses to 2NT opening 4 way transfers. Puppet 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   
**Signal** on declarer's lead McKenney.  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other   
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when?

### Other Conventions

Kickback RKC



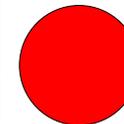
©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816



AUSTRALIAN BRIDGE FEDERATION  
 INCORPORATED ©

## STANDARD SYSTEM CARD

Names: John Nicholas John Kemp  
 ABF Nos: 127728 220728  
 Basic System: Standard 2/1  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 10 3 1♦ 10 3 1♥ 10 5 1♣ 10 5  
**1 NT** 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  ther Modified Lavings  
 transfers 2♦ to H 2♥ to S 2♠ to C  
 2 NT to D other   
 2♣ Near GF or better  
 2♦ 6-9 6 hearts, 55 minors or 55 Clubs and spades.  
 2♥ 6-9 6 spades or 55 hearts and minor  
 2♠ 6-9 55 spades and red  
 2 NT 20-22  
 3 NT Gambling

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

Weak 1NTX is NF with single suiter

1M X XX = 3cs. 10+

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S  
 Jump overcalls weak Unusual NT 2 lowest unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 12-15  
 Immed cue of minor both majors  
 Immed cue of major other major and a minor  
 Over opponent's 1NT (weak) DONT  
 Over opponent's 1NT (strong) DONT  
 Over weak twos TOX  
 Over opening threes TOX

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ 3	2NT	12-14 18-20
	1♥♠	6+ 4	3♣	0-8
	1NT	8-10 no 4 card major	3♦	splinter
	2♣	10+ support	3♥	splinter
	2♦	15+	3♠	splinter
	2♥	15+	3NT	15-17
	2♠	15+	4 bids	
1♦	1♥♠	6+ 4	3♣	10-12
	1NT	6-10	3♦	0-8
	2♣	10+	3♥	splinter
	2♦	10+ support	3♠	splinter
	2♥	15+	3NT	15-17
	2♠	15+	4♦	
	2NT	12-14 18-20	4 Other	
1♥♠	1NT	6-15 Forcing	3♣	4cs. Invitational or SPL any suit
	2♣	GF.	3♦	4cs. 6-9 or SPL any suit
	2♦	GF	3♥♠	0-6
	2♥♠	3cs	3NT	3cs 13-15 balanced
	2NT	GF 4cs	4♣♦	4C 16-17
2♣	2♦	Relay	2♥♠	suit
	other	2N 9-10 balanced		
2♦	2♥	correctable	3♣♦	correctable
	2♠	correctable	3♥♠	correctable
	2NT	enquiry	3NT	to play
2♥♠	2NT	enquiry	3NT	to play
	3♣♦	correctable	4♣♦	correctable
	3♥♠	correctable	4♥♠	correctable
2NT	3♣	Puppet Stayman	4♣	
	3♦	Transfer to H	4♦	
	3♥	Transfer to S	4♥	
	3♠	Transfer to C	4♠	
	3NT	Transfer to D	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦ 3C 55 minors. 3D 55 majors

3♥3♠ Ask

4♣ Ask

4♦ Ask

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

Defence to opening 2-s: Multi 2H TO of spades. 2S TO of hearts.

RCO style 2-s X TO of bid or promised suit.

Other 2-s as above

Defence to strong ♣ 1N,2C X 2 suiters RCO

2D 2H 2S optimal twos

Lebensohl Over NT interference  Rubensohl

Other uses

Take out of 4 level pre-empts 4♣4♦ X

4♥ X 4♠ 4N

## OTHER NOTES

Major suit NFB at 2 level

Good bad 2N

Q raises

support doubles

3 & 4 card Drury.

3OM response is GF with unspecified void.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other  Inverted  
 Jump raises - majors limit  forcing  other  Promise 4+  
 Jump shifts after minor opening Weak  
 Jump shifts after major opening Weak  
 Responses to strong 2 suit opening 2♦ is negative or waiting  
 Responses to 2NT opening 3♣ = Puppet, 3♥♥ transfer, 4♣♦ RKCB

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Vs NT K asks for unblock, A for attitude  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  other  
 From 4 small 2nd highest  other top vs NT  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  low encourage   
 other odd encourage, even discourage and McKenny  
**Signal** on declarer's lead as above  
**Discards** McKenny  high encourage  low encourage   
 odd/even  other then natural present count  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other  
 4♣ Gerber  when?  
**Other Conventions**

Negative free bids  
 Truscott raises after X  
 Long Suit trials  
 Smith echoes



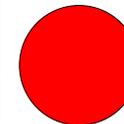
©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816



AUSTRALIAN BRIDGE FEDERATION  
 INCORPORATED ©

## STANDARD SYSTEM CARD

Names: Phil Tearne Chris Ingham  
 ABF Nos: 121861  
 Basic System: Standard 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+, (4)5+  
**1 NT** 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings  
 transfers 2♦ -> ♥ 2♥ to ♠ 2♣ to ♣  
 2 NT to ♦ other Super accepts  
 2♣ Virtual Game Force  
 2♦ (5)6 - 10, 6♥ or 5/5 ♣♦ or 5/5 ♣♠  
 2♥ (5)6 - 10, 6♠ or 5/5 ♥♠ or 5/5 ♥♦  
 2♠ (5)6 - 10, 6♣ or 5/5 ♠♦ or 5/5 ♠♥ (if ♠ then 2 of top 3 honours)  
 2 NT 20-22 balanced, may contain 5 card major or 6 card minor  
 3 NT (9-10) ANY solid suit with no outside values

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

2♣ thru 2♠  
 3NT  
 4♣♦ - transfer to ♥♠

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Intermediate Unusual NT Unbid minor(s), 0 - 10 or 16+  
 1NT overcall (immediate) Gardener (re-opening) 10-14 (system on)  
 Immed cue of minor Majors, 0 - 10 or 16+  
 Immed cue of major unbid major + minor, 0 - 10 or 16+  
 Over opponent's 1NT (weak) Cappellatti  
 Over opponent's 1NT (strong) Brozel  
 Over weak twos X = TO with Lebensohl  
 Over opening threes X = TO

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4+	2NT 10-12, no 4 card maj
	1♥♣	5+, 4+	3♣ 4-10, 5+
	1NT	6 - 9, no 4 card major	3♦ preemptive
	2♣	11+, 4 card supp	3♥ preemptive
	2♦	3-7, 6card suit	3♠ preemptive
	2♥	3-7, 6 card suit	3NT 12-14, to play
	2♠	3-7, 6 card suit	4 bids 4♣= RKCB
1♦	1♥♣	5+/4+	3♣ 5-9, natural nf
	1NT	6-9, no 4 card major	3♦ 4-10, (4)5+
	2♣	11+, (4)5+	3♥ preemptive
	2♦	11+, 4+, forcing	3♠ preemptive
	2♥	3-7, 6 card suit	3NT 12-14, to play
	2♠	3-7, 6 card suit	4♦ RKCB
	2NT	10-12, no 4 card maj	4 Other
1♥♣	1NT	5-9(10), 1 rd force	3♣ 2-6, (6)7+ suit
	2♣	11+, 5+	3♦ 2-6,(6)7+ suit
	2♦	11+, 5+	3♥♣ 10-12, 4 card sup
	2♥♣	5-9, 4 card support	3NT 13-15, 4333
	2NT	13+, 4 card sup	4♣♦ splinter
2♣	2♦	Negative or waiting	2♥♣ nat, 2+ control
	other		
2♦	2♥	Play or correct	3♣♦ Play or correct
	2♠	Play or correct	3♥♣ Play or correct
	2NT	Art Game Force	3NT to Play
2♥♣	2NT	Art. Game Force	3NT To Play
	3♣♦	Play or correct	4♣♦ Play or correct
	3♥♣	Play or correct	4♥♣ Play or correct
2NT	3♣	Puppet Stayman	4♣ RKCB in ♣
	3♦	transfer to ♥	4♦ RKCB in ♦
	3♥	transfer to ♠	4♥ to play
	3♠	5♠4♥	4♠ to play
	3NT	to play	other 4/5NT quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Solid Suit Slam Try
3♥3♣	Solid Suit Slam Try
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	To Play (generally weak with 6+ suit)
4♠	To Play (generally weak with 6+ suit)

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other 0-10 or 16+ HCP

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities      Range, then up line

### Defence to 3NT opening

Defence to opening 2-s:      Multi      X = transfer to next suit or 18+

2NT = 15-17 bal, all others 11-17 transfer

RCO style 2-s      As above

Other 2-s      X= TO of shown suit, lebensohl

Defence to strong ♣      X=16+, 1♥♣ is suit or other 3, 1NT = ♣

2♣= ♦, 2♥♣ as per openings

Lebensohl      Over NT interference       slow shows

Other uses      Over weak 2 X, includes delayed double when multi 2 is resolved

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

4♥ double      4♠

## OTHER NOTES

Gardener NT = 16-18 Balanced with stopper OR weak jump overcall (including opener)

Capp : X = penalties, 2♣= any single suit, 2♦= both majors, 2♥♣= 5/4 major + minor

Brozell : X = single suited TO, 2♣= ♣♥, 2♦= ♦♠, 2♥= ♥♠, 2♠= ♠+ minor

2NT = minors. May be weak with good shape.

We play fast arrival and get into and out of auction fast with weak shaped hands.

Defensive bids over strong clubs tend to be destructive.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other Bergen  
 Jump shifts after minor opening Strong  
 Jump shifts after major opening Bergen  
 Responses to strong 2 suit opening  
 Responses to 2NT opening 3♣ = Puppet (bid one dont have)

## 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 top vs NT  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other   
 Signal on declarer's lead as above  
 Discards McKenney  high encourage  low encourage   
 odd/even  other   
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other minor suit keycard  
 4♣ Gerber  when? over 1NT/2NT openings

### Other Conventions

Texas Transfers  
 Truscott raises after X  
 Long Suit trials



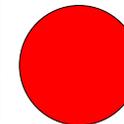
©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816



AUSTRALIAN BRIDGE FEDERATION  
 INCORPORATED ©

## STANDARD SYSTEM CARD

Names: T M Chin Val Biltoft  
 ABF Nos: 122122  
 Basic System: Standard American  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+, 3+ 1♦ 11+, 4+ 1♥ 11+, 5+ 1♠ 11+, 5+  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings  
 transfers 2♦ -> ♥ 2♥ to ♠ 2♣ to ♣  
 2 NT to ♦ other  
 2♣ Game Force (2NT = 23/24, 3NT = 25/26)  
 2♦ (5)6 - 10, 6♥ or 5/5 ♣♦ or 5/5 ♣♠  
 2♥ (5)6 - 10, 6♣ or 5/5 ♥♠ or 5/5 ♥♦  
 2♠ (5)6 - 10, 6♣ or 5/5 ♠♦ or 5/5 ♠♥ (if ♠ then 2 of top 3 honours)  
 2 NT 20-22 balanced, may contain 5 card major or 6 card minor  
 3 NT (9-10) solid minor (AKQTxxx or better) suit with no outside values

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

2♣ thru 2♠  
 3NT  
 4♣♦ - transfer to ♥♠

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♣  
 Jump overcalls Weak Unusual NT Lowest 2 unbid  
 1NT overcall (immediate) 15-18 with stop (re-opening) 10-14 (system on)  
 Immed cue of minor Modified Blue Club  
 Immed cue of major Modified Blue Club  
 Over opponent's 1NT (weak) Cappelletti  
 Over opponent's 1NT (strong) DONT  
 Over weak twos X = TO with Lebensohl  
 Over opening threes X = TO

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+, 4+	2NT 11-12
	1♥♣	5+, 4+	3♣ Limit
	1NT	6 - 9, no 4 card major	3♦ preemptive
	2♣	limit	3♥ preemptive
	2♦	9+, 6card suit	3♠ preemptive
	2♥	Strong, good suit	3NT 12-14, to play
	2♠	Strong, Good suit	4 bids
1♦	1♥♣	5+/4+	3♣ Strong, good suit
	1NT	5-9	3♦ Limit
	2♣	9+	3♥ preemptive
	2♦	Limit	3♠ preemptive
	2♥	Strong, good suit	3NT 12-14, to play
	2♠	Strong, good suit	4♦
	2NT	11-12	4 Other
1♥♣	1NT	5-9(10),	3♣ 7-9, 4 card support
	2♣	9+, 5+	3♦ 10-12, 4 card support
	2♦	9+, 5+	3♥♣ 0-6, 4 card sup
	2♥♣	0-7, 3 card support	3NT 13-15, 4333
	2NT	15+, 4 card sup	4♣♦ splinter (4 card sup)
2♣	2♦	< 8	2♥♣ 8+, 5 card suit
	other		
2♦	2♥	Play or correct	3♣♦ Play or correct
	2♠	Play or correct	3♥♣ Play or correct
	2NT	Forcing	3NT to Play
2♥♣	2NT	Forcing	3NT To Play
	3♣♦	Play or correct	4♣♦ Play or correct
	3♥♣	Play or correct	4♥♣ Play or correct
2NT	3♣	Puppet Stayman	4♣ Gerber
	3♦	transfer to ♥	4♦
	3♥	transfer to ♠	4♥
	3♠	5♠4♥	4♠
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Solid Suit Slam Try
3♥3♠	Solid Suit Slam Try
4♣	Gerber
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	To Play (generally weak with 6+ suit)

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    X = 16+

RCO style 2-s    2NT = 15-17 bal, all others 11-17 Natural

Other 2-s

Defence to strong ♣    X=16+, 1NT = ♣(weak), 1 level bids 8-15 natural

2♣ = ♦, 2♥♣ as per openings

Lebensohl    Over NT interference     slow shows

Other uses    Over 2♥♣ X

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

4♥ double    4♠ 4NT

## OTHER NOTES

DOPI,ROPI

Drury