

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-emptive  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening to M, weak; to m, artificial weak raise  
 Jump shifts after major opening artificial raise  
 Responses to strong 2 suit opening 2♠ = very weak, 2♥ = neutral  
 Responses to 2NT opening 5 card Stayman, 3♠ = ♠ + ♦

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when?

### Other Conventions

transfers after 1NT response to 1M

fourth suit game forcing

2 way checkback after 1NT rebid



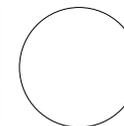
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## STANDARD SYSTEM CARD

Names: Tony Nunn Matthew McManus  
 ABF Nos: 330167 41841  
 Basic System: Weak NT, 5 card majors  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 1♦ 4 (3) 1♥ 5 (4) 1♠ 5  
**1 NT** (11) 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ ♥ 2♥ ♠ 2♠ ♣  
 2 NT ♦ other 3any = strong  
 2♣ ♥ + ♠ 4+/4+ unbalanced, 6-10  
 2♦ strong  
 2♥ (5)6♥ 6-10 (5 card suit possible not vul.)  
 2♠ (5)6♠ 6-10 (5 card suit possible not vul.)  
 2 NT 20-22  
 3 NT any solid suit (7 or 8), little outside strength

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

2♣ = ♥ + ♠ 4+/4+ unbalanced, 6-10  
 3NT = any solid suit, little outside strength  
 artificial major raises

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT lowest unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14 (1♣ to 13-16 (1♣)  
 Immed cue of minor ♥ + ♠ 5+/5+, weak or strong  
 Immed cue of major OM + m, 5+/5+, weak or strong  
 Over opponent's 1NT (weak) 2♣ = ♥ + other, 2♦ = ♠ + other  
 Over opponent's 1NT (strong) X = ♠ + other, 2♣ = ♠ + ♥, 2♦ = ♦ + ♥  
 Over weak twos X (+ reverse Lebensohl), 4m = m + OM  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	nat, F	2NT	GF raise
	1♥♠	nat, F	3♣	pre-emptive
	1NT	6-10	3♦	splinter
	2♣	limit raise	3♥	splinter
	2♦	5♣ 6-9	3♠	splinter
	2♥	6♥ 4-7	3NT	
	2♠	6♠ 4-7	4 bids	
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1♦	1♥♠	nat, F	3♣	5♦ 6-9
	1NT	6-10	3♦	pre-emptive
	2♣	nat, F	3♥	splinter
	2♦	limit raise	3♠	splinter
	2♥	6♥ 4-7	3NT	
	2♠	6♠ 4-7	4♦	
	2NT	GF raise	4 Other	
<hr/>				
1♥♠	1NT	6-10	3♣	4♥ 6-9 / GF raise
	2♣	nat, F	3♦	limit raise / 4♠ 6-9
	2♦	nat, F	3♥♠	pre-emptive / limit raise
	2♥♠	3♥ 6-10 / mini-splinter / nat	3NT	balanced game raise (~12-14)
	2NT	GF raise / mini-splinter	4♣♦	splinter
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2♣	2♦	enquiry	2♥♠	to play
	other	2NT = natural, invit; 3♣= constructive, 3♦= to play		
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2♦	2♥	neutral	3♣♦	0/1 loser suit, no outside strength
	2♠	very weak (~0-4)	3♥♠	0/1 loser suit, no outside strength
	2NT		3NT	
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2♥♠	2NT	2♣enquiry	3NT	to play
		3♣♦ artificial	4♣♦	splinter
		3♥♠ raise denies top honour	4♥♠	to play
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2NT	3♣	5 card Stayman	4♣	nat, F
	3♦	transfer to ♥	4♦	nat, F
	3♥	transfer to ♠	4♥	to play
	3♠	minor suit Stayman	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	nat, F
3♥3♠	nat, F
4♣	transfer to ♥ then 4NT = RKCB
4♦	transfer to ♠ then 4NT = RKCB
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    lowest feature

### Defence to 3NT opening

Defence to opening 2-s:    Multi    first X = values, second X = take-out,  
third X = penalties

RCO style 2-s

Other 2-s

Defence to strong ♣    TWERB (suit bid = next suit or other two; NT = odd suits)  
at all levels

Lebensohl    Over NT interference     reverse

Other uses    in many competitive situations

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

4♥ X, 4NT = ♣+♦    4♠ X, 4NT = ♣+♦

## OTHER NOTES

Blackout after reverses

mini-splinters by opener

Swine after 1NT (X): 2♣= ♣+ M, 2♦= ♦+ ♠ XX = single suiter

Pass = good or touching suits

2M = nat, constructive

fit showing jumps by passed hand or in competition

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-emptive  
 Jump raises - majors limit  forcing  other Bergen 3♣=10-12, 3♦=7-9  
 Jump shifts after minor opening strong, double jump shifts = splinters  
 Jump shifts after major opening if not Bergen then strong  
 Responses to strong 2 suit opening 2♦= waiting, 2suit=2 of 3 top honours  
 Responses to 2NT opening Puppet Stayman, 3♣= 5♠+ 4♥

## 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 usually natural count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other   
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430, DIPO & RIPO  
 4♣ Gerber  when? after 1NT opening, responses 01234

### Other Conventions

Fit showing jumps in comp or if passed hand 2♣ checkback after 1NT rebid  
 Lebensohl - slow shows 4th suit forcing  
 Balancing 2NT over 2 bids = 12-14 Mini splinters  
 2-o-1 forcing to 2NT or preference to 2♥/♠



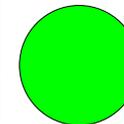
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## STANDARD SYSTEM CARD

Names: Avi Kanetkar Matthew Thomson  
 ABF Nos: 61107  
 Basic System: 5 card standard, strong NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 1♦ 4 unless 4432 1♥ 5 1♠ 5  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣  
 2 NT to ♦ other 4♣= Gerber, 4♥= Transfers  
 2♣ Game Force  
 2♦ Weak  
 2♥ Weak  
 2♠ Weak  
 2 NT 20-22 bal.  
 3 NT Gambling, then 4♦ asks for splinter (bid it)

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

over multi two openings: X = either  
 opening hand with 5+ of bid suit, or  
 16+ unbalanced.

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣  
 Jump overcalls weak Unusual NT lower unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Michaels - both majors  
 Immed cue of major Michaels - other Major + minor  
 Over opponent's 1NT (weak) X= pen, 2♣=one suiter, 2♦=♥+♠ 2♥=♥+m, 2♠=♠+m  
 Over opponent's 1NT (strong) X= one suiter, 2♣=♣+another, 2♦=♦+♥ or ♠ 2♥=♥+♠  
 Over weak twos X=takeout  
 Over opening threes X=takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+, 6+hcp	2NT 12-15 bal, GF
	1♥♠	4+, 6+hcp	3♣ pre-emptive about 3-7hcp
	1NT	7-10hcp	3♦ splinter
	2♣	inverted 9+hcp	3♥ splinter
	2♦	strong	3♠ splinter
	2♥	strong	3NT 16-17hcp 4333
	2♠	strong	4 bids
1♦	1♥♠	4+, 6+hcp	3♣ strong
	1NT	6-10hcp	3♦ pre-emptive about 3-7hcp
	2♣	4+, 10+hcp	3♥ splinter
	2♦	inverted 9+hcp	3♠ splinter
	2♥	strong	3NT 16-17hcp 4333
	2♠	strong	4♦ pre-emptive
	2NT	12-15 bal, GF	4 Other
1♥♠	1NT	6-10hcp	3♣ Bergen, 4+♥/♠ 10-12hcp
	2♣	4+, 10+hcp	3♦ Bergen, 4+♥/♠ 7-9hcp
	2♦	4+, 10+hcp	3♥♠ pre-emptive about 3-6hcp
	2♥♠	3♥/♠ 6-10hcp	3NT 16-17hcp 4333
	2NT	4+♥/♠ 12+hcp	4♣♦ splinters
2♣	2♦	waiting (negative or positive)	2♥♠ 2 of 3 top honours
	other	2NT=7-10 bal, 3NT=11-13 bal.	3♣=2nd negative after 2♣♦, 2♥/♠
2♦	2♥	nat NF	3♣♦ nat NF
	2♠	nat NF	3♥♠ nat F
	2NT	strong enquiry, op shows feature	3NT to play
2♥♠	2NT	strong enquiry, op shows feature	3NT to play
	3♣♦	nat NF	4♣♦ nat F
	3♥♠	nat NF	4♥♠ to play
2NT	3♣	Puppet Stayman	4♣ nat F, asks for cue
	3♦	transfer to ♥	4♦ nat F, asks for cue
	3♥	transfer to ♠	4♥ to play - mild slam interest
	3♠	5♠ and 4♥	4♠ to play - mild slam interest
	3NT	to play	other 4NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	nat and strong
3♥3♠	nat and strong
4♣	Gerber (responses 0,1,2,3,4)
4♦	transfer to ♥
4♥	transfer to ♠
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  if 1♣ otherwise GF    Game force

NT Checkback     Priorities    2♦ = min, other=GF

### Defence to 3NT opening

Defence to opening 2-s:    Multi    X= either opening hand with 5+ of bid suit or

RCO style 2-s    16+ unbalanced, 2NT=15-18, 4♣=♣+♥(or OM), 4♦=♦+♥(or OM)  
as above

Other 2-s    X=takeout, cue=for stopper, other as above

Defence to strong ♣    X=both Majors, 1NT/2NT=minors

Lebensohl    Over NT interference  see Other Notes

Other uses    They bid 2♥/♠ or promise a major, we X, then Lebensohl applies

Take out of 4 level pre-empts    4♣♦ X, 4NT=to play

4♥ X, 4NT=2 suits    4♠ X, 4NT=2 suits

## OTHER NOTES

Lebensohl: Direct bids after 1NT opening=F, but after we X direct bids show values(N) force must go via 2NT and cue or cue directly.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-empt  
 Jump raises - majors limit  forcing  other " "

Jump shifts after minor opening jump in other minor = forcing raise  
 Jump shifts after major opening 1H - 2S and 1S - 3C = GAME FORCE  
 Responses to strong 2 suit opening 2C - 2D = positive 2C - 2H = negative.  
 Responses to 2NT opening 3C = puppet, 3D / 3H = transfer, 3S = minor suits.

## 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

Discards McKenney  high encourage  low encourage   
 odd/even  other COUNT

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when?

Other Conventions



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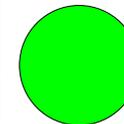
## STANDARD SYSTEM CARD

Names: R. Richman - A. Reiner

ABF Nos: 51462

Basic System: STANDARD

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 3 1♦ 11+ 3 1♥ 11+ 5/4 1♠ 11+ 5/4

1 NT 15 - 17 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ to hearts 2♥ to spades 2♠ to clubs

2 NT to diamonds other

2♣ GAME FORCE

2♦ WEAK 6 - 10

2♥ WEAK 6 - 10

2♠ WEAK 6 - 10

2 NT 20 - 22

3 NT SOLID SUIT

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

## COMPETITIVE BIDDING

Negative doubles through 4 spades Responsive doubles through 3 spades

Jump overcalls INTERMEDIATE Unusual NT LOWEST SUITS

1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14

Immed cue of minor MICHAELS

Immed cue of major MICHAELS

Over opponent's 1NT (weak) ASPRO

Over opponent's 1NT (strong) ASPRO

Over weak twos X

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6 + pts , 4 + cards, natural.	2NT 12 -15 balanced.
	1♥♠	" " " " "	3♣ pre-empt
	1NT	6 - 11 no 4 card major	3♦ " " diamonds
	2♣	weak raise	3♥ " " hearts
	2♦	game forcing raise in clubs	3♠ " " spades
	2♥	3 - 7 pts 6 + hearts	3NT 16 -17 balanced
	2♠	3 - 7 pts 6 + spades	4 bids
1♦	1♥♠	6 + pts, 4 + cards	3♣ game force
	1NT	6 - 11 no major	3♦ pre-empt
	2♣	natural and forcing	3♥ " " hearts
	2♦	weak raise	3♠ " " spades
	2♥	3 - 7 pts 6 + hearts	3NT 16 - 17 balanced
	2♠	3 - 7 pts 6 + spades	4♦ pre-empt
	2NT	12 - 15 balanced	4 Other
1♥♠	1NT	semi forcing	3♣ limit raise over 1H. GF. over 1S
	2♣	natural and forcing	3♦ limit raise over 1S
	2♦	" " "	3♥♠ pre-empt
	2♥♠	(1H-2S=GF.) other bids=weak	3NT 16 - 17 balanced
	2NT	12 - 15 balanced	4♣♦ splinter
2♣	2♦	positive	2♥♠ 2H = negative 2S=semi positive
	other	semi positive	
2♦	2♥	natural not forcing	3♣♦ natural n/f
	2♠	" " "	3♥♠ good suit
	2NT	forcing asks for singleton	3NT to play
2♥♠	2NT	forcing asks for singleton	3NT to play
	3♣♦	natural not forcing	4♣♦
	3♥♠	" " "	4♥♠
2NT	3♣	puppet stayman	4♣ suit
	3♦	transfer to hearts	4♦ "
	3♥	" " spades	4♥ "
	3♠	minor suit slam try	4♠ "
	3NT		other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	strong 6 card suit
3♥3♠	" " " "
4♣	transfer to hearts
4♦	transfer to spades
4♥	natural
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 immediate X shows balanced opening.

RCO style 2-s X

Other 2-s X

Defence to strong ♣ ASPRO

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ X

## OTHER NOTES