

## STANDARD RESPONSES

Jump raises - minors limit  forcing  other  Inverted Minors  
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Weak, 4-6 points, 6 card suit  
 Jump shifts after major opening 3C or 3D, 9-11, 6 card suit; 2S weak; 3H splinter  
 Responses to strong 2 suit opening 2D negative; others natural and 1.5 honour tricks  
 Responses to 2NT opening 5 card Stayman

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other 10 from KJ10  
 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   
 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?

### Other Conventions

TOM Checkback

Help Suit Trials

Negative free bids at 2 level



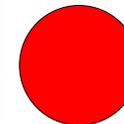
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## STANDARD SYSTEM CARD

Names: Dennis Zines & Tom Moss Tom Moss & Dennis Zines  
 ABF Nos: 68489 228801  
 Basic System: 2 over 1, game force  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 11-21, 3 1♦ 11-21, 4(3) 1♥ 11-21, 5 1♣ 11-21, 5  
 1 NT 14-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings inquiry  
 transfers 2♦ hearts 2♥ spades 2♣ clubs  
 2 NT diamonds other   
 2♣ Game Force or 23-24 balanced  
 2♦ Weak in a major, balanced 20-22 or Acol 2 in minor  
 2♥ 2 suits of the same rank, min 5/5, 6-11 points  
 2♠ 2 suits of the same colour, min 5/5, 6-11 points  
 2 NT 2 odd suits (C/H or D/S), min 5/5, 6-11 points  
 3 NT Long Minor

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


## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Intermediate Unusual NT Yes  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Natural (if short suit) or Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) x is strong; 2 suits around hearts  
 Over opponent's 1NT (strong) x is single suiter; 2 suits around hearts  
 Over weak twos x  
 Over opening threes x



## BASIC RESPONSES

Jump raises - minors limit  forcing  other 1m-4m is forcing  
 Jump raises - majors limit  forcing  other  
 Jump shifts after minor opening fit showing & strong  
 Jump shifts after major opening mini-splinter  
 Responses to strong 2 suit opening we show controls  
 Responses to 2NT opening (ie. after 2♣/2♦ opening) Puppet Stayman / transfers

## 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 count (only when helpful)  
 Discards McKenney  high encourage  low encourage   
 odd/even  other  
 Count natural  reverse  when given at all

## CONVENTIONS

4NT: Blackwood  RKCB  other slight variant of RKCB  
 4♣ Gerber  when?

### Other Conventions

cue raises Lebensohl  
 support X's and XX's Jacoby after 1M  
 4th suit forcing short-suit trials (after major fit)  
 2♣/3♣ checkback value trials (after minor fit)  
 no 2-level reverses after 2-over-1



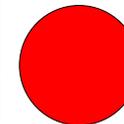
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## STANDARD SYSTEM CARD

Names: Margaret FOSTER Richard COWAN  
 ABF Nos: 20524 41556  
 Basic System: Standard with unusual multis at level 2 and higher  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 11-20; 3 1♦ 11-20; 3 1♥ 11-20; 5 1♣ 11-20; 5  
 1 NT 15-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other Coloured Stayman  
 transfers 2♦ -> 2♥ 2♥ -> 2♠ 2♣ range probe  
 2 NT -> 3♣ other 3♣ -> 3♦  
 2♣ 21+ distributional or 23-24 balanced\* (\*2NT after 2♣ or 2♦ opening may be 4441)  
 2♦ 21-22 bal. or 4441\* or weak 1-suiter (any suit) or 8-9 playing tricks in major  
 2♥ weak, either ♥+ minor (6♥+ 4m or 5♥+ 5m) or canape ♥+ 7other or 6♦+ 4other  
 2♠ weak, either ♠+ minor (6♠+ 4m or 5♠+ 5m) or canape ♠+ 7other  
 2 NT 25+ bal. or 11-14 with very long major or weak, 5♣+ 5♦ or 8-9 pl.tr. in ♦  
 3 NT surrogate for 4-level preempt in a minor

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

Openings: 3♥/3♠/4♣ = 6 of suit + 5other 4♦ = 6♦+ 5major or 7♦+ 5♣  
 3♣ = weak, 6♣+ 4other or 7♣+ 4♦  
 3♦ = multi (weak or strong) Jump overcalls are unusual (see inside).

## COMPETITIVE BIDDING

Negative doubles through 3♦ Responsive doubles through 4♣  
 Jump overcalls see inside Unusual NT see inside  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor 1♣- (2♣) = natural 1♦- (2♦) = WJO in ♠, ♥ or ♣  
 Immed cue of major either both minors (5-5 or 6♦+ 4♣) or preempt in other major  
 Over opponent's 1NT (weak) X = pen. 2♣ = ♥+ ♣ 2♦ = 5m + 4M 2♥/2♠ = suit  
 Over opponent's 1NT (strong) as above, except ... X = 5♣+ 4M 2♦ = 5♦+ 4M  
 Over weak twos X = takeout  
 Over opening threes X = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ ; 4+ cards	2NT 10-11; 4-card support
	1♥♣	6+ ; 4+ cards	3♣ limit raise
	1NT	6-9; no majors skipped	3♦ 9-11; 5-card support + void
	2♣	6-9; 5+ cards	3♥ 9-11; 5-card support + void
	2♦	13-18 game forcing; 5+ ♣	3♠ 9-11; 5-card support + void
	2♥	13-18 game forcing; 5+ ♣ & 4♥	3NT 12-15; 4-card support
	2♠	13-18 game forcing; 5+ ♣ & 4♠	4 bids 4♠ = support & forcing
1♦	1♥♣	6-9; 4+ cards	3♣ 13-18 game forcing; 5+ ♦
	1NT	6-9; no major skipped	3♦ limit raise
	2♣	10+; 4+ cards	3♥ 9-11; 5-card support + void
	2♦	6-9; 5+ cards	3♠ 9-11; 5-card support + void
	2♥	13-18 game forcing; 5+ ♦ & 4♥	3NT 12-15; 4-card support
	2♠	13-18 game forcing; 5+ ♦ & 4♠	4♦ support & forcing
	2NT	10-11; 4 card support	4 Other 4♠ = 9-11; 5-card support + void
1♥♣	1NT	6-9	3♣ mini-splinter
	2♣	10+; 4 cards	3♦ mini-splinter
	2♦	10+; 5 cards after 1♥	3♥♣ limit raise
	2♥♣	6-9 & 3+-support	3NT 13-16 & 4333
	2NT	Jacoby	4♦♦ 9-11; 4-card support + void
2♣	2♦	0-1 control	2♥♣ 2♥ = 3 controls 2♠ = 4
	other	controls in steps	
2♦	2♥	pass or correct	3♣♦ 3♣ = pass or correct
	2♠	pass or correct; ♥ liking	3♥♣
	2NT	forcing enquiry (strong)	3NT
2♥♣	2NT	enquiry (2♠); intolerant raise (2♥)	3NT
	3♣♦	pass or correct	4♦♦ pass or correct
	3♥♣	invitational, tolerant raise	4♥♣ tolerant raise
2NT	3♣	prefer ♣, passable	4♣ pass or correct
	3♦	prefer ♦, passable	4♦ pass or correct
	3♥	game interest enquiry	4♥
	3♠	slam interest enquiry	4♠
	3NT		other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	3♣= transfer to ♦;	3♦= 5+♦ & 4♣, forcing
3♥3♣	one suited, slam interest	
4♣	extended ace ask (not Gerber)	
4♦	transfer to 4♥	
4♥	transfer to 4♠	
4♠		

Unusual NT: minors  other suits  lower 2 unbid suits

other 1m-(2NT) = both majors;  
1M-(2NT) = either both minors or preempt in other major

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities 3-card support for partner, then unbid major

### Defence to 3NT opening

Defence to opening 2-s: Multi suit or X = 12-15; 2NT = 16-17; Pass = not 12

Pass then 2NT = 18-19 Pass then bid = 16+

RCO style 2-s Take-in doubles. 2NT = 16-17

Pass then 2NT = 18-19

Other 2-s X = takeout (used with Lebensohl)

2NT = 15-18 cue = Michaels

Defence to strong ♣ X = ♣+♦ or just ♦ 1♦ = ♦+♥ or just ♥ 1♠ = ♠+♦

1♥ = ♥+♠ or just ♠ 1NT = ♥+♣ 2♠ = natural

Lebensohl Over NT interference

Other uses after X of weak two with anchor

Take out of 4 level pre-empts 4♣4♦ X

4♥ X 4♠ X

## OTHER NOTES

Other jump overcalls: 3♥/3♠/3NT/4♣/4♦ = like our openings\* double cue = any 6-

After 1♣/1♦: 2♦ = WJO, any suit\* 3m\* = major preempt

2M = either M + m\* or 6m\*+4other or canape both M

After 1♥/1♠: 3♣ = 6-7♣+ 4other\* 3♦ = 6-7♦+ either 4M\* or 4-5 ♣

1♥- (2♠) = natural, weak

\* = not opener's suit

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Preempt  
 Jump raises - majors limit  forcing  other Preempt 4+ support  
 Jump shifts after minor opening relay response after 1C, natural NF after 1D  
 Jump shifts after major opening 4+ support, 3C= 5-8, 3D= 9-11  
 Responses to strong 2 suit opening NA  
 Responses to 2NT opening Natural

## 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 Bottom from even, 2nd/3rd bottom from odd  
 From 4 small 2nd highest  other Bottom  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other Primarily attitude, otherwise count  
 Signal on declarer's lead Primarily attitude, otherwise count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other  
 4♣ Gerber  when?

### Other Conventions

Bergin



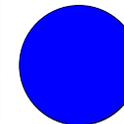
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## STANDARD SYSTEM CARD

Names: TED GRIFFIN MIKE HUGHES  
 ABF Nos: ABF 24287  
 Basic System: STRONG CLUB  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 0 1♦ 2+if bal,4+unbal 1♥ 4+ 1♣ 4+  
 1 NT 13-15 1st & 2nd, 15-17 3rd & 4th. In 3&4 may contain 5 card major   
 2♣ Stayman: simple  extended  other Relay 1&2, Lavings3&4  
 transfers 2♦ 5+hearts 2♥ 5+spades 2♠ 5+clubs  
 2 NT 5+diamonds other  
 2♣ 5+clubs, >4 spades/hearts. 10-14 1st&2nd, 10-16 3rd&4th  
 2♦ 6+diamonds, >4 spades/hearts. 10-14 1st&2nd, 10-16 3rd&4th  
 2♥ 6 hearts. Weak two.  
 2♠ 6 spades. Weak two.  
 2 NT Minors. 5+/5+. Preemptive.  
 3 NT Solid minor. Gambling.

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

Relays- generally 1st step. Relay responses  
 1 diamond- 1NT is relay  
 1 heart- 1 NT shows (3) 4+ spades NF

## COMPETITIVE BIDDING

Negative doubles through 3 spades Responsive doubles through  
 Jump overcalls Intermediate Unusual NT Minors  
 1NT overcall (immediate) 16-18 (re-opening) 12-14  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) Transfers, 2 clubs prima facie majors, canapes, 2 suiters  
 Over opponent's 1NT (strong) Transfers, 2 clubs prima facie majors, canapes, 2 suiters  
 Over weak twos Double  
 Over opening threes Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-8 1st&2nd, 0-6 3rd&4th, any	2NT 9+ (7+3rd&4), 5+Ds, short H
	1♥♣	9+ (7+ 3rd&4), 1H= 4+S, 1S=4+H♣	9+ (7+3rd&4), 6322s Diamonds
	1NT	9+(7+ 3rd&4), bal	3♦ 9+ (7+3rd&4), 2353
	2♣	9+ (7+ 3rd&4), 4+4+ minors	3♥ 9+ (7+3rd&4), 1363
	2♦	9+ (7+ 3rd&4), 5+clubs	3♣ 9+ (7+3rd&4), 1372
	2♥	9+ (7+ 3rd&4), minors+major	3NT 9+ (7+3rd&4), 1273
	2♠	9+ (7+3rd&4), 5+Ds short C, 2272	2bids Relay responses
1♦	1♥♣	7-12, 4+ NF	3♣ 7-12, 6+ NF
	1NT	Relay, game interest	3♦ 7-12, 6+ NF
	2♣	7-12, 5+ NF	3♥ 7-12, 6+ NF
	2♦	7-12, 5+ NF	3♠ 7-12, 6+ NF
	2♥	7-12, 5+ NF	3NT To play
	2♠	7-12, 5+ NF	4♦ Preempt
	2NT	7-12, 5+clubs, 5+diamonds	4 Other To play
1♥♣	1NT	1H-1NT= 7-10, 5+S, 1H-1NT= R	3♣ Bergin, 6-8, 4+
	2♣	7-12, 5+ Clubs	3♦ Bergin, 9-11, 4+
	2♦	7-12, 5+ Diamonds	3♥♣ Preempt 4+
	2♥♣	7-12, 3 card support	3NT To play
	2NT	11-12, 4 card support, no singleton	4♦ Preempt
2♣	2♦	Relay, game interest	2♥♣ Natural non forcing
	other	2NT enquiry, 3C peempt, other NNF	
2♦	2♥	Relay, game interest	3♣♦ 3C=NNF, 3D=Preempt
	2♠	Natural non forcing	3♥♣ Natural forcing
	2NT	Enquiry	3NT To play
2♥♣	2NT	Enquiry	3NT To play
	3♣♦	Natural non forcing	4♣♦ Preempt
	3♥♣	Peempt	4♥♣ To play
2NT	3♣	To play	4♣ Preempt
	3♦	To play	4♦ Preempt
	3♥	Forcing natural	4♥ To play
	3♠	Forcing natural	4♠
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

- 3♣3♦ Shortage, forcing
- 3♥3♣ Shortage, forcing
- 4♣ Natural
- 4♦ Natural
- 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

Defence to opening 2-s:      Multi       Double

RCO style 2-s      Double

Other 2-s      Double

Defence to strong ♣      Suit& suit above, 1C X = C+H, 1C X 1NT=S+D

Lebensohl      Over NT interference

Other uses

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

4♥ Double      4♠ Double

## OTHER NOTES