

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening Strong, Game Forcing

Jump shifts after major opening Strong, Game Forcing

Responses to strong 2 suit opening N/A

Responses to 2NT opening Place contract

## 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 Reverse Count

Signal on declarer's lead Reverse Count

Discards McKenney  high encourage  low encourage

odd/even  other Reverse Count (sometimes attitude/McKenny)

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? After NT opening or when suit is clubs

### Other Conventions

4 Minor bid in uncontested auction is RKCB 2D after 2C shows 10+ and forcing

Cur Raises After 1NT (X opp), XX 5+ card suit

Splinters Bid 4/4

Alpha, Beta, Gamma Asking Bids

DOPI



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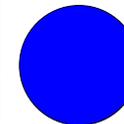
## STANDARD SYSTEM CARD

Names: Peter Chan Roger Januszke

ABF Nos: 195758 197394

Basic System: Precision

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 16+,0 1♦ 11-15,4 1♥ 11-15,5 (4) 1♣ 11-15,5

1 NT 12-15 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ to Hearts 2♥ to Spades 2♠ Baron

2 NT to Clubs (Diamonds) other

2♣ 6+ Clubs or 5 Clubs + 4 Major, 11-15

2♦ Weak 2 either Major

2♥ 5 Hearts + 5 Other, < 11

2♠ 5 Spades + 5 Minor, < 11

2 NT 5+5 Minors, < 11

3 NT Gambling, solid 7 card minor

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

Cue Raises Splinters

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 3S

Jump overcalls Weak Unusual NT Majors or Minors

1NT overcall (immediate) 15-18 (re-opening) 12-15

Immed cue of minor Other Minor + Major, 5+5

Immed cue of major Other Major + Minor, 5+5

Over opponent's 1NT (weak) Transfer Overcalls

Over opponent's 1NT (strong) Transfer Overcalls (X shows clubs)

Over weak twos X for takeout

Over opening threes X for takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	<8; 1H(19+) - 1S(<4)	2NT 13-14, Balanced
	1♥♠	8+, 5+	3♣ 8+, 4414
	1NT	8-12, Balanced	3♦ 8+, 4144
	2♣	8+, 5+	3♥ <8, 6+ with 2 top honours
	2♦	8+, 5+	3♠ <8, 6+ with 2 top honours
	2♥	8+, 1444	3NT 7 cards solid minor
	2♠	8+, 4441	4 bids solid 7 card suit (next suit up)
1♦	1♥♠	5+, 4+; 1NT (D>C), 2C (C>D)	3♣ 15+, Game forcing
	1NT	5-9, No 4 card Major	3♦ 0-9, 5+
	2♣	9+, 5+	3♥ Splinter agreeing Diamonds
	2♦	10+, 4+ Forcing to 3D	3♠ Splinter agreeing Diamonds
	2♥	15+, Game forcing	3NT To Play
	2♠	15+, Game forcing	4♦ RKCB
	2NT	16+, Asking Bid	4 Other C splinter, Maj Play
1♥♠	1NT	5+, Forcing (Better Min Resp)	3♣ 15+, Game forcing
	2♣	9+, 5+	3♦ 15+, Game forcing
	2♦	9+, 5+	3♥♠ 1H-3S splinter; 1S-3H 15+ GF
	2♥♠	1S-2H 9+, 5+; 1H-2S 15+, GF	3NT 13-15, Balanced Raise
	2NT	16+, Asking Bid	4♣♦ Splinter
2♣	2♦	10+, Any length, Forcing	2♥♠ 5-9, 5+, non-forcing
	other		
2♦	2♥	Correctable	3♣♦ Forcing
	2♠	Correctable	3♥♠ Correctable
	2NT	12+ Ask	3NT To Play
2♥♠	2NT	12+, Ask	3NT To Play
	3♣♦	Correctable	4♣♦ Correctable
	3♥♠	Correctable	4♥♠ Correctable
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, inviting cue bid
3♥3♠	Forcing, inviting cue bid
4♣	Gerber
4♦	N/A
4♥	To play
4♠	

Unusual NT:      minors       other suits       lower 2 unbid suits   
 other      Majors or Minors

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 strength

RCO style 2-s      Immediate X shows strength

Other 2-s      Immediate X shows strength

Defence to strong ♣      X for majors; 1NT for minors; Jump bids are weak

Lebensohl      Over NT interference

Other uses

Take out of 4 level pre-empts      4♣♦ X shows transferable values

4♥ X (trans values) 4♠ X (trans values)

## OTHER NOTES

All doubles are primarily for take out

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening splinter (9-12 HCP and 13-15HCP)

Jump shifts after major opening splinter (9-12 HCP and 13-15 HCP)

Responses to strong 2 suit opening N/A

Responses to 2NT opening As to 1NT opening

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both

Sequence leads: Overlead all  All except AK x (x)

Underlead  other 1st and 3rds from honour sequences

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 count

Discards McKenney  high encourage  low encourage

odd/even  other count other than on 1st discard

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? Jump over NT

### Other Conventions

Cues

Scroll enquiry over splinter



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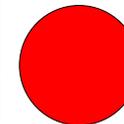
## STANDARD SYSTEM CARD

Names: George Smolanko Zol Nagy

ABF Nos:

Basic System: Acol

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11 HCP, 3+ 1♦ 11 HCP, 4+ 1♥ 11 HCP, 4+ 1♣ 11 HCP, 5+

1 NT (11)12-14 HCP, balanced may contain 5 card major

2♣ Stayman: simple  extended  other then 3m = to play

transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♣ Baron, GF

2 NT natural, invitational other 3 suit = natural, 5+ cards, GF

2♣ 23+ HCP, balanced; or GF

2♦ both majors, 4+/4+, < 12 HCP

2♥ natural, 6 card suit, 6-10 HCP

2♠ natural, 6 card suit, 6-10 HCP

2 NT 20-22 HCP, balanced

3 NT IN 1st or 2nd = strong preempt in M. In 3rd or 4th = to play

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

Opening 2D = both majors, <12 HCP

In 1st or 2nd, 3NT = strong preempt in major

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Intermediate Unusual NT 5+/5+ in lowest unbid suits

1NT overcall (immediate) 15-18 HCP, bal (re-opening) 15-18 HCP, bal

Immed cue of minor 5+/5+, both majors

Immed cue of major 5+/5+, M/m

Over opponent's 1NT (weak) 2C = H + another; 2D = S + minor

Over opponent's 1NT (strong) 2C = H + another; 2D = S + minor

Over weak twos X = T/O

Over opening threes X = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ HCP, 4+ cards	2NT 4+ card support, 16+ HCP
	1♥♠	5+ HCP, 4+ cards	3♣ strong limit raise
	1NT	8-10 HCP, nat	3♦ splinter, 13-15 HCP
	2♣	weak limit raise	3♥ splinter, 13-15 HCP
	2♦	splinter, 9-12 HCP	3♠ splinter, 13-15 HCP
	2♥	splinter, 9-12 HCP	3NT 4+ card support, bal, 12-15 HCP
	2♠	splinter, 9-12 HCP	4 bids natural
1♦	1♥♠	5+ HCP, 4+ cards	3♣ splinter, 9-12 HCP
	1NT	6-10 HCP, nat	3♦ strong limit raise
	2♣	10+ HCP, 4+ cards	3♥ splinter, 13-15 HCP
	2♦	weak limit raise	3♠ splinter, 13-15 HCP
	2♥	splinter, 9-12 HCP	3NT 4+ card support, 13-15 HCP, bal
	2♠	splinter, 9-12 HCP	4♦ preemptive
	2NT	4+ card support, 16+ HCP	4 Other 4♣ = splinter. Other = nat
1♥♠	1NT	6-10 HCP, nat	3♣ splinter, 9-12 HCP
	2♣	10+ HCP, 4+ cards	3♦ splinter, 9-12 HCP
	2♦	10+ HCP, 4+ cards	3♥♠ strong limit raise
	2♥♠	weak limit raise	3NT 4+ card support, 13-15 HCP
	2NT	4+ card support, 16+ HCP	4♣♦ splinter, 13-15 HCP
2♣	2♦	positive, say 8+ HCP	2♥♠ 2♥ = negative, say < 6 HCP
	other	2NT = bal, 6-8 HCP. Other = nat, semi-positive, 5+ cards, 4-7 HCP	
2♦	2♥	to play	3♣♦ nat, NF
	2♠	to play	3♥♠ to play
	2NT	Enquiry	3NT to play
2♥♠	2NT	Enquiry	3NT to play
	3♣♦	nat, F1	4♣♦ splinter
	3♥♠	preemptive	4♥♠ to play
2NT	3♣	Stayman	4♣ Gerber
	3♦	transfer to ♥	4♦ nat, F
	3♥	transfer to ♠	4♥ nat, F
	3♠	Baron enquiry	4♠ nat, F
	3NT	to play	other 4NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	nat, 5+ cards, GF
3♥3♠	nat, 5+ cards, GF
4♣	Gerber
4♦	nat, preemptive
4♥	to play
4♠	to play

Unusual NT:      minors       other suits       lower 2 unbid suits

other

Other slan      Cue Bids       Asking Bids       Scrolls

4th Suit Fo      One round       Game force

NT Checkback       Priorities      range, new suit

Defence to 3NT opening      4♣ = T/O for majors

Defence to opening 2-s:      Multi      X = 14+ HCP, then next X = T/O

RCO style 2-s      X = 14+HCP, then next X = T/O

Other 2-s      Over natural 2s, X = T/O

Defence to strong ♣      X = majors, 1NT = minors, suit is natural, jump suit is constructive. Similar approach over strong 2♣/♦ opening

Lebensohl      Over NT interference       Do not play Lebensohl in any situation

Other uses

Take out of 4 level pre-empts      4♣♦      X = T/O

4♥      X = T/O      4♠      X = values, 4NT = 2 suiter

## OTHER NOTES

Overcalls at the one level are aggressive opposite a non-passed partner but they are constructive opposite a passed partner. Jump overcalls are constructive.

We play an enquiry system over our splinters.

Following support, new suits at the 3 level show stoppers for NT, even after major suit