

BASIC RESPONSES

Jump raises - minors limit forcing other Pre-emptive
 Jump raises - majors limit forcing other Pre-emptive
 Jump shifts after minor opening Weak 6 card suit (0 - 6)
 Jump shifts after major opening 1♥-2♣wk others Bergen
 Responses to strong 2 suit opening 2♥ weak relay
 Responses to 2NT opening 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 Context signals
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

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

Other Conventions

Check back over 1NT 4th suit forcing to game
 Bergen raises by n/p hand Fit showing jumps by passed
 Jacoby hand.
 Truscott DOPI and ROPI
 Splinters



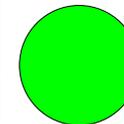
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STANDARD SYSTEM CARD

Names: MARGOT LINDA
 ABF Nos:
 Basic System: STANDARD AMERICA
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 2 (12+) 1♦ 4 (12+) 1♥ 5 (12+) 1♣ 5 (12+)
1 NT 15 - 17 may contain 5 card major
 2♣ Stayman: simple extended other Lavings
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣
 2 NT ♦ other Super Accepts available
 2♣ 4441 (10+) or 5440 (10-16) or balanced 23 - 24
 2♦ Weak in a Major, Game Force or balanced 25 - 26
 2♥ Hearts and a Minor (5/5) 6 - 10
 2♠ Spades and a Minor (5/5) 6 - 10
 2 NT 20 - 22 Balanced
 3 NT Gambling (max 1 King outside)

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

2♣ - 3 suited hand with any
 shortage

COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♣
 Jump overcalls Roman Unusual NT Game Force - 2 suited hand
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14
 Immed cue of minor Take Out < opening hand
 Immed cue of major Take Out < opening hand
 Over opponent's 1NT (weak) HAMILTON
 Over opponent's 1NT (strong) DONT
 Over weak twos X
 Over opening threes X

BASIC RESPONSES

Jump raises - minors limit forcing other inverted minor raises
 Jump raises - majors limit forcing other
 Jump shifts after minor opening weak in major, fit showing jump in minor
 Jump shifts after major opening weak in major (1S-3H = splinter), fit show jmp minor
 Responses to strong 2 suit opening CAB to 2C; 3H, 3S = good 6+ suit, 3NT = v good suit
 Responses to 2NT opening (equivalent) 3C = 4/5 Stayman, 3D, H transf. 3S = 5S+4H

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other J from KJ10 Overlead against slams
 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 if thought appropriate
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?

Other Conventions

Splinters PODI & PORI
 Support X's & XX's.
 Fit showing jumps after passing, and of overcalls
 Cue raises of overcalls



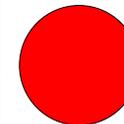
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STANDARD SYSTEM CARD

Names: Inez Glanger Marcia Scudder
 ABF Nos: 16721 55141
 Basic System: Standard with 2-over-1 game force
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3 (12+) 1♦ 3 (12+) 1♥ 5 (12+) 1♣ 5 (12+)
1 NT 14-17 may contain 5 card major
 2♣ Stayman: simple extended other Lavings enquiry
 transfers 2♦ -> 2H 2♥ -> 2S 2♠ -> 3C
 2 NT -> 3D other 4C/D -> 4H/S
 2♣ game force (control responses)
 2♦ weak 2H or 2S or 20-22 bal or Acol 2 in minor
 2♥ 5+/5+ in H/S or C/D < opening or ~ 8 playing tricks
 2♠ 5+/5+ in H/D or C/S < opening or ~ 8 playing tricks
 2 NT 5+/5+ in H/C or S/D < opening or ~ 8 playing tricks
 3 NT gambling set up long minor - no more than K outside

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

Opening 2's
 1NT may contain 5 card major or 6 card minor
 Two suited jump overcalls and cues

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S
 Jump overcalls weak in major Unusual NT lower unbid suits
 1NT overcall (immediate) 14-18 (re-opening) 10-12
 Immed cue of minor 1C 2C (when C at least 3) = D + S, 1D 2D = C + S
 Immed cue of major 1H 2H = C + S, 1S 2S = C + H
 Over opponent's 1NT (weak) Mod. DONT x = pen, 2C = single suiter, others 2 suiters
 Over opponent's 1NT (strong) DONT
 Over weak twos X
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ D forcing	2NT 12-15 bal forcing
	1♥♣	4+ H/S forcing	3♣ 5-8 unless passed or in comp
	1NT	6-10 bal no 4 card major	3♦ splinter
	2♣	10+ unless passed or in comp	3♥ splinter
	2♦	fit showing jump with D	3♠ splinter
	2♥	weak with H	3NT 16-17 any 4-3-3-3
	2♠	weak with S	4 bids natural
1♦	1♥♣	4+ H/S forcing	3♣ fit showing jump with C
	1NT	6-10 bal no 4 card major	3♦ 5-8 unless passed or in comp
	2♣	natural and game force	3♥ splinter
	2♦	10+ unless passed or in comp	3♠ splinter
	2♥	weak with H	3NT 16-17 any 4-3-3-3
	2♠	weak with S	4♦ weak with D
	2NT	12-15 bal forcing	4 Other natural
1♥♣	1NT	0-11 forcing	3♣ fit showing jump
	2♣	natural and game force	3♦ fit showing jump
	2♦	natural and game force	3♥♣ forcing raise, asks for cue
	2♥♣	7-9 with support	3NT 16-17 bal
	2NT	12-15 bal forcing	4♣♦ splinters
2♣	2♦	0-1 controls (K=1 A=2)	2♥♣ 2/3 cont. etc
	other	2NT=6-8 0-1 cont	3NT=9-10 0-1 cont
2♦	2♥	pass or correct opp weak 2H, 2S	2♠♦
	2♠	p or c opp weak 2H, 2S, pref H	3♥♣
	2NT	enquiry	3NT
2♥♣	2NT	enquiry	3NT to play
	3♣♦	pass or correct	4♣♦ pass or correct
	3♥♣	pass or correct	4♥♣ pass or correct
2NT	3♣	enquiry	4♣ pass or correct
	3♦	pass or correct	4♦ pass or correct
	3♥	pass or correct	4♥ pass or correct
	3♠	pass or correct	4♠ pass or correct
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	game force, asks for RKCB responses with Qxx or better
3♥3♠	game force, asks for RKCB responses with Qxx or better
4♣	~> 4H (SA Texas)
4♦	~> 4S (SA Texas)
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 one level two level Game force

NT Checkback Priorities tom

Defence to 3NT opening natural

Defence to opening 2-s: Multi 2NT= 15-18 x = any other strong hand

RCO style 2-s as above

Other 2-s x = take out

Defence to strong ♣ CRASH (x = colour; 1D=rank NT=shape)

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening weak by non passed other=fit show
 Jump shifts after major opening weak by non passed other=fit show
 Responses to strong 2 suit opening 2♦=relay: Suit bid nat 2 honour 5+
 Responses to 2NT opening 3♣3♦=P/C 3♥= force

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 LEAD OF A 9 PROMISES AN HONOUR
 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
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

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

Other Conventions

DOPI/ROPI Neg free bids 2 level
 Splinters *Pen x of our 1NT -Pass=to play
 Cue raises xx=Tfer to ♣♦ 2♥
 Great Western Cue 2♥♠ 2♣=5card ask



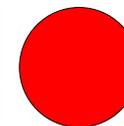
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STANDARD SYSTEM CARD

Names: PAULINE EVANS CATHRYN HERDEN
 ABF Nos: 18775 27219
 Basic System: 2 OVER 1 Game Force
 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+ 5+
1 NT 14 - 17 may contain 5 card major
 2♣ Stayman: simple extended other 5 card
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♠
 2 NT ♦ other super accepts
 2♣ GF or 21-22:27-28 Bal or 9+P.T. hand
 2♦ Weak ♥ or ♣ 23-24:25-26 Bal or Acol 2 in any suit
 2♥ ♥ and minor 5/4+ less than opening
 2♠ ♠ and minor 5/4+ less than opening
 2 NT majors or minors 5/5+ less than opening
 3 NT Gambling less than outside King in 1st/2nd To play 3rd/4th

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

2NT opening

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls variable Unusual NT Majors/Minors
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor other minor + major weak or strong
 Immed cue of major other major + minor weak or strong
 Over opponent's 1NT (weak) x=Pen 2♣R♦=C 2♥2♠Nat 2NT=odd
 Over opponent's 1NT (strong) x=R2♣C2♦=Odd 2♥2♠Nat
 Over weak twos x=15+ 2NT strong 2 suiter
 Over opening threes x = optional

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦ 6+ 4+	2NT	11-12 bal
	1♥♣ 6+ 4+	3♣	limit 5+ (we show for NT)
	1NT 6 - 10	3♦	splinter
	2♣ game force 5+♣	3♥	" "
	2♦ 0-6 (freebid) other FSJ	3♠	" "
	2♥ as above	3NT	13-15 bal
	2♠ as above	4 bids	4♦=minorwood
1♦	1♥♣ 6+ 4+	3♣	0-6 (freebid) other FSJ
	1NT 6-9	3♦	limit 5+
	2♣ game force nat	3♥	splinter
	2♦ game force 5+♦	3♠	" "
	2♥ 0-6 (freebid) other FSJ	3NT	13 - 15 bal
	2♠ 0-6 (freebid) other FSJ	4♦	pre empt
	2NT 11-12 bal (show for NT)	4 Other	4♣=minorwood
1♥♣	1NT forcing 1 rd	3♣	0-6 (freebid) other FSJ
	2♣ game force nat	3♦	0-6 (freebid) other FSJ
	2♦ " "	3♥♣	limit 4+ fit
	2♥♣ 8 - 9 4+fit	3NT	15-16 flat raise
	2NT game force*show shortages	4♦	splinter
2♣	2♦ relay	2♥♣	nat 5+ 2 honour
	other		
2♦	2♥ P/C	3♣♦	to play
	2♠ P/C ♥interest	3♥♣	P/C
	2NT 1 rd force ask	3NT	to play
2♥♣	2NT Force	3NT	To play
	3♣♦ P/C	4♣♦	P/C
	3♥♣ Invitational	4♥♣	P/C
2NT	3♣ P/C	4♣	P/C
	3♦ P/C	4♦	P/C
	3♥ forcing ask*	4♥	P/C
	3♠ to play	4♠	P/C
	3NT to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	5/4 minors suit bid = length
3♥3♣	5/4 majors suit bid = length
4♣	minorwood in ♦
4♦	minorwood in ♣
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other majors

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities shape

Defence to 3NT opening opt X 16+ 4♣TO better♥4♦TO better♠

Defence to opening 2-s: Multi x=15+ /2NT = strong 2 suiter/suit bid natural

RCO style 2-s Jump in minor shows that m+M
 x = 15+/ suit bid natural/2NTstrong 2 suiter

Other 2-s Weak "2" direct 2NT=15/16-18 :Jump in minor as above
 x=15+ :2NT strong 2 suiter

Defence to strong ♣ RCO (♥&♠natural)

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦ Opt X
 4♥ Opt X 4♠ 4NT = G.T.O.

OTHER NOTES

- *2NT-3♥ask - 3♣=Min min/3NT=Min max 4♣=Max better♥4♦=max better♠4♥ weaker P
 (a) If our t'fer X- Pass = 2/Accept=3+/ XX values in that suit. -If 2♣ask is X 2/3♥+2/3♠
 2NT stop min/xx stop max/pass = no stop min/3♠- stop max(b) Long & short suit trials
 (c) 1M-3M - 3NT is RKC (d) 1M-2M-2NT = 18-19 bal (e) 1M-2M-3M = inv
 (f) 1m -1M -4m =raise with solid minor suit
 (g) Imm cue of m= other m+M/Imm cue of M = other M+m