

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Limit

Jump raises - majors limit  forcing  other Bergen - weak

Jump shifts after minor opening Weak

Jump shifts after major opening Bergen

Responses to strong 2 suit opening Controls; 2D= 0/3; 2H=1; 2S= 2; 2NT=4.

Responses to 2NT opening 3C/D, 3NT, 4 H/S, 5 C/D to play; 3H/S Forcing; 4C/D Inv.

## PLAY CONVENTIONS

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

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

Underlead  other K asks for count; A asks for attitude

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 Lead of King asks for count

Signal on declarer's lead Count

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? After NT opening or rebids

### Other Conventions

Reverse Drury Michaels

Puppet Stayman Support doubles & redoubles

4th Suit Forcing - game forcing

Lebensohl

Bergen Raises



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## STANDARD SYSTEM CARD

Names: Margaret Walters - Lyn Farnden Lyn Farnden - Margaret Walters

ABF Nos: 450545 576379

Basic System: Standard American with Multi 2's

Classification: Green  Blue  Red  Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11-19, 3+ ♦ 11-19, 3+ 1♥ 11-19, 5+ 1♣ 11-19, 5+

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ 2H 2♥ 2S 2♣ 3C

2 NT 3D other

2♣ Strong: 23+ bal or Game Force

2♦ Multi; 20-22 bal, Weak Major, Any 4441 17+pts

2♥ Weak, H + Another, 5/5

2♠ Weak, S + Minor, 5/5

2 NT Weak/Strong, Minors, 5/5

3 NT Gambling

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

Support doubles; Support redoubles

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Weak Unusual NT 2 Lowest Unbid

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

Immed cue of minor Michaels, both majors

Immed cue of major Michaels, other major + a minor

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) DONT

Over weak twos X = Take out

Over opening threes X = Take out



## BASIC RESPONSES

Jump raises - minors limit  forcing  other WEAK  
 Jump raises - majors limit  forcing  other WEAK  
 Jump shifts after minor opening WEAK  
 Jump shifts after major opening Bergen  
 Responses to strong 2 suit opening See Inside  
 Responses to 2NT opening Transfers + Puppet

## 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 4th  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other   
 Signal on declarer's lead Natural Count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other   
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when?

### Other Conventions

Lebensohl  
 Jacoby  
 Reverse Drury  
 Splinter  
 Journalist in NT



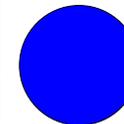
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## STANDARD SYSTEM CARD

Names: Margaret Millar & Robyn Clayton  
 ABF Nos: 106135 100749  
 Basic System: 2/1 GAME FORCE 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 1♣ 11+ 5  
 1 NT 15-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other Range + Shape Ask  
 transfers 2♦ -> 2H 2♥ -> 2S 2♠ -> 3C  
 2 NT -> 3D other ADVANCED JACOBY  
 2♣ GAME FORCE or 23-24 balanced  
 2♦ MULTI - Weak Major or Strong Minor or 21-22 balanced  
 2♥ 5/4 Hearts + Another WEAK  
 2♠ 5/4 Spades + Minor WEAK  
 2 NT 5/5 Minors WEAK or VERY STRONG  
 3 NT Specific Ace Ask

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

Bergen Raises Support X & XX  
 Inverted Minors Ghestem Overcalls  
 Multi 2 Forcing NT

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Weak+Ghestem Unusual NT 2 Lowest  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor 2C Natural, 2D = 5/5 Majors  
 Immed cue of major 2H = 5/5 C+S, 2S = 5/5 C+H  
 Over opponent's 1NT (weak) SPLASH  
 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♦	6+, 4+ ♦	2NT 12-14
	1♥♠	6+, 4+ ♥♠	3♣ Weak
	1NT	6-10	3♦ Splinter
	2♣	Inverted Forcing	3♥ Splinter
	2♦	Weak	3♠ Splinter
	2♥	Weak	3NT 15-16
	2♠	Weak	4 bids 4♦ = Kickback
1♦	1♥♠	6+, 4+ ♥♠	3♣ Splinter
	1NT	6-10	3♦ Weak
	2♣	11+	3♥ Splinter
	2♦	Forcing	3♠ Splinter
	2♥	Weak	3NT 15-16
	2♠	Weak	4♦ Preempt
	2NT	12-14	4 Other 4♥ = Kickback
1♥♠	1NT	Forcing	3♣ Bergen 6-9
	2♣	Game Force	3♦ Bergen 10-11
	2♦	Game Force	3♥♠ Bergen 0-6
	2♥♠	8-10	3NT Balanced 3 Card Raise
	2NT	Jacoby	4♦♠ ♣=16+ Bal 3 Card Raise, ♦=6-10 5 card support
2♣	2♦	8+ any shape	2♥♠
	other	SEE OVER	
2♦	2♥	Play or Correct	3♦♠ To Play
	2♠	Play or Game Try in ♥	3♥♠ Preemptive correctible
	2NT	Strong Enquiry	3NT To Play
2♥♠	2NT	Strong Enquiry	3NT To Play
	3♦♠	To Play	4♦♠ Splinter
	3♥♠	Preemptive	4♥♠ To Play
2NT	3♣	To Play	4♣ Preempt
	3♦	To Play	4♦ Preempt
	3♥	Invitational	4♥ To Play
	3♠	Invitational	4♠ To Play
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	5/4 in minors - slam try
3♥3♠	5/5 in minors with that singleton
4♣	Gerber
4♦	Kickback Clubs
4♥	Kickback Diamonds
4♠	Kickback Hearts

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 3 card support

Defence to 3NT opening Natural

Defence to opening 2-s: Multi 2NT=15-18 with both majors stopped

RCO style 2-s	X = takeout 3♣ = takeout with 2 suits not including ♣
Other 2-s	X = takeout with 2 suits including ♣ X = takeout
Defence to strong ♣	X = ♣♦, 1♦ = ♣♥, 1♥ = ♥♠, 1♠ = ♠♣ 1NT = non touching

Lebensohl Over NT interference

Other uses Weak 2's

Take out of 4 level pre-empts 4♦♠ X

4♥ X 4♠ 4NT

## OTHER NOTES

2♣- 2♦ = 8+ any	Ghestem 5/5 Weak
- 2♥ = Horrible	(1♦♥♠) 2♥♥♠ = 2 extremes
- 2♠ = 5-8 bal	2NT = 2 lowest
- 2NT = 4-7 with 5♣	3♣ = not ♣
- 3♣ = 4-7 with 5♦	(1♠) 2♦ = majors
- 3♦ = 4-7 with 5♥, 3♥ = 4-7 with 5♠	2NT = 2 lowest, 3♣ = 2 extremes

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Strong   
 Jump shifts after major opening Strong   
 Responses to strong 2 suit opening 2D = Waiting/Neg, 2NT=2nd neg  
 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 Suit preference when not attitude  
 Signal on declarer's lead   
 Discards McKenney  high encourage  low encourage   
 odd/even  other   
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when? Only over NT

### Other Conventions

Splinters	TOM
4th Suit Forcing	Lebensohl
Truscott	Blackout
Jacoby	
Support X & XX	



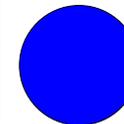
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## STANDARD SYSTEM CARD

Names: **Toni Bardon** **Sandy Johnson**  
 ABF Nos: **Queensland** **Queensland**  
 Basic System: Standard American  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 - 12+ 1♦ 3 - 12+ 1♥ 5 - 12+ 5 - 12+  
 1 NT 15-17 may contain   
 2♣ Stayman: simple  extended  other Pseudo  
 transfers 2♦ ->♥ 2♥ ->♠ 2♠ ->♣  
 2 NT ->♦ Super accepts  
 2♣ Game Force unless rebid 2NT  
 2♦ Flannery 5/6♥ 4♠ 11-15pts  
 2♥ 6♥ & 6-10pts with Ogust  
 2♠ 6♠ & 6-10pts with Ogust  
 2 NT 20-22  
 3 NT Gambling

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

Super accept in another suit after transfer to major shows no values in that suit. NT response shows 4 of major but no top honour.

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S  
 Jump overcalls Weak Unusual NT Minors or majors  
 1NT overcall (immediate) 15-18 (re-opening) 9-12  
 Immed cue of minor Other minor & a major  
 Immed cue of major Other major & a minor  
 Over opponent's 1NT (weak) Pottage  
 Over opponent's 1NT (strong) Pottage  
 Over weak twos X  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	Natural, 5+pts	2NT	Jacoby
	1♥♠	"	3♣	Limit
	1NT	8-10	3♦	Splinter
	2♣	6-10, 5 cards	3♥	"
	2♦	Strong	3♠	"
	2♥	"	3NT	to play
	2♠	"	4 bids	4♦= Splinter
1♦	1♥♠	Natural, 5+pts	3♣	Strong
	1NT	6-10	3♦	Limit
	2♣	10+	3♥	Splinter
	2♦	6-10	3♠	"
	2♥	Strong	3NT	to play
	2♠	"	4♦	Pre-emptive
	2NT	Jacoby	4 Other	4♣= Splinter
1♥♠	1NT	6-10	3♣	Strong
	2♣	Natural, 10+	3♦	"
	2♦	" 10+	3♥♠	Limit
	2♥♠	" 6-10	3NT	to play
	2NT	Jacoby	4♦	Splinter
2♣	2♦	Waiting/Negative	2♥♠	5+cards, 2tricks, A+K
	other			
2♦	2♥	to play	3♣♦	to play
	2♠	to play	3♥♠	Invitational
	2NT	Asking	3NT	to play
2♥♠	2NT	Ogust	3NT	to play
	3♣♦	to play	4♣♦	Splinter
	3♥♠	Invitational	4♥♠	to play
2NT	3♣	Puppet stayman	4♣	Natural, slam interest
	3♦	transfer	4♦	"
	3♥	"	4♥	
	3♠	5♠ & 4♥	4♠	
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Slam interest
3♥3♠	"
4♣	
4♦	
4♥	to play
4♠	to play

Unusual NT:      minors       other suits       lower 2 unbid suits

other      Minors after major suit opening

                 Majors after minor suit opening

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+pts

                 RCO style 2-s      2NT = 16-18 with good stops in majors

                      X

                 Other 2-s      X

Defence to strong ♣      X = Majors

                      1NT = Minors

Lebensohl      Over NT interference

Other uses      Over partners X of a pre-empt

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

                 4♥      opt X      4♠      4NT

## OTHER NOTES

Jump to game in major - to play

Over 2NT for minors: 3♣= Major t/o ♥pref

                 3♦= Major t/o ♠pref