

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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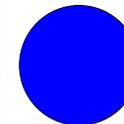
STANDARD SYSTEM CARD

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 _____
 Jump shifts after major opening _____
 Responses to strong 2 suit opening 2♦ negative, other bids positive responses 8+ HPC
 Responses to 2NT opening 3♣, 3♦ -> sign off, & *3♥ -> asking bid, forcing

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
 Discards McKenney high encourage low encourage
 odd/even other _____
 Count natural reverse

CONVENTIONS

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

Other Conventions

Roman Blackwood _____
 Italian BETA - control ask _____
 Italian GAMMA - suit quality ask _____



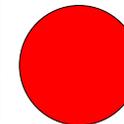
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STANDARD SYSTEM CARD

Names: Pentti Rasilainen Maciek Zurawel
 ABF Nos: 95362 200123
 Basic System: 'Mosaic'
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 20+ OPC, 4+♣ 1♦ 20+ OPC, 4+♦ 1♥ 20+ OPC, 5+♥ 1♠ 20+ OPC, 5+♠
 1 NT 12-18 HPC, non forcing _____ may contain 5 card major
 2♣ Stayman: simple extended other _____
 transfers 2♦ 13+ HPC, asking bid 2♥ 5+♥, sign off 2♣ 5+♣, sign off
 2 NT 13+ HPC, 4+♣ 4+♦ other _____
 2♣ 27+ OPC, any hand, forcing
 2♦ 15-19 OPC -> 5+ 5+, excluding both minors (RED BID)
 2♥ 15-19 OPC, 6+♥
 2♠ 15-19 OPC, 6+♠
 2 NT 15-19 OPC -> 5+♣, 5+♦
 3 NT _____

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

Overcaller double - single suit, 18+ OPC, including 4-3-3-3 hand.
 Overcaller suit - two suits, 4+ 4+, 18+ OPC.
 Asking bids are forcing, only. For example ; 1♥ -> 1♠, 2♣, 2♦, 2♥ are non forcing

COMPETITIVE BIDDING

Negative doubles through not used Responsive doubles through not used
 Jump overcalls as opening bids Unusual NT not used
 1NT overcall (immediate) 16-18 HPC (re-opening) 16-18 HPC
 Immed cue of minor 27+ OPC, game force, as opening *2♣
 Immed cue of major as above
 Over opponent's 1NT X-single suit, 2♣ C+M, 2♦ D+H, 2♥ H+S, 2♠ S+D, 2NT C+D
 Over opponent's 1NT _____ as above
 Over weak twos X - single suit, suit - two suits hand
 Over opening threes X - single suit, suit - two suits hand, 3NT - variable

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	asking bid, forcing	2NT not used
	1♥♠	5+ ♥, 5+ ♠, non forcing	3♣ 4+ ♣, non forcing
		1NT not used	3♦ not used
	2♣	3+ ♣, non forcing	3♥ not used
	2♦	6+ ♦, s/suit, less than 7 HPC	3♠ not used
	2♥	6+ ♥, s/suit, less than 7 HPC	3NT sign off
	2♠	6+ ♠, s/suit, less than 7 HPC	4 bids 4NT -> Roman Blackwood
1♦	1♥♠	1♥ ->> asking bid, forcing	3♣ 6+ ♣, s/suit, less than 7 HPC
		1NT 1♠, 5+ ♠, non forcing	3♦ 4+ ♦, non forcing
	2♣	5+ ♣, non forcing	3♥ not used
	2♦	3+ ♦, non forcing	3♠ not used
	2♥	6+ ♥, s/suit, less than 7 HPC	3NT sign off
	2♠	6+ ♠, s/suit, less than 7 HPC	4♦ not used
	2NT	not used	4 Other 4NT -> Roman Blackwood
1♥♠	1NT	asking bid, forcing	3♣ 6+ ♣, s/suit, less than 7 HPC
	2♣	5+ ♣, non forcing	3♦ 6+ ♦, s/suit, less than 7 HPC
	2♦	5+ ♦, non forcing	3♥♠ 4+ ♥/♠, non forcing
	2♥♠	3+ ♥/♠, non forcing	3NT sign off
	2NT	not used	4♣♦ not used
2♣	2♦	negative	2♥♠ 8+ HPC, single suit hand 4+
	other	*2NT ->> 5+ ♣, *3♣ ->> 5+ ♦, single suit, 8+ HCP, other bids 2 suits	
2♦	2♥	sign off, less than 12 HPC	3♣♦ not used
	2♠	sign off, less than 12 HPC	3♥♠ not used
	2NT	asking bid, forcing, 12+ HPC	3NT sign off
2♥♠	2NT	asking bid, forcing 12+ HCP	3NT sign off
	3♣♦	sign off	4♣♦ 7+ ♣/♦, invitation to 5 ♣/♦
	3♥♠	invitation to 4 ♥/♠	4♥♠ sign off
2NT	3♣	sign off	4♣ invitation to 5 ♣
	3♦	sign off	4♦ invitation to 5 ♦
	3♥	asking bid, forcing, 12+ HCP	4♥ 7+ ♥, sign off
	3♠	6+ ♠, sign off	4♠ 7+ ♠, sign off
	3NT	sign off	other 4NT -> Roman Blackwood

CONVENTIONS

Additional responses to 1NT

3♣3♦	3♣ ->> 5+ ♣, 5+ major, & 3♦ ->> 5+ ♦, 5+ ♥, 9-12 HPC
3♥3♠	3♥ ->> 5+ ♥, 5+ ♠, & 3♠ ->> 5+ ♠, 5+ ♦, 9-12 HPC
4♣	6+ ♣, single suit, invitation to 5 ♣
4♦	6+ ♦, single suit, invitation to 5 ♦
4♥	sign off
4♠	sign off

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	
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Defence to 3NT opening

Multi	
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Defence to opening 2-s:

RCO style 2-s	
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RCO style 2-s

Other 2-s

Defence to strong ♣

X-single suit hand, bids are showing two suits; 1♦ ->> D+H, 1♥ ->> H+S, 1♠ ->> S+Minor, at least 4+ 4+, 18+ OPC.

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣♦ X-s/suit, other bids two suits 5+ 5+
4♥ 4NT 5+C, 5+D 4♠ 4NT ->> 5+ ♣, 5+ ♦

OTHER NOTES

Asking bids are forcing for one round, other bids are non forcing.

Double suits bids: ♣ ->> C + major, ♦ ->> D + H, ♥ ->> H + S, ♠ ->> S + D.

After opposition preempts 3♣ & 3♦, 3NT is to play with stopper, 16 - 18 HPC.

After opposition preempts 3♥ & 3♠, *3NT shows both minors 5+ ♣, 5+ ♦.

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening splinter (9-12 HCP or 16+ HCP)

Jump shifts after major opening splinter (9-12 HCP or 16+ HCP)

Responses to strong 2 suit opening N/A

Responses to 2NT opening Minor to play, major natural F

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 reverse count

Signal on declarer's lead reverse 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

Crowhurst



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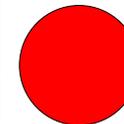
STANDARD SYSTEM CARD

Names: David Mortimer 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♦ Weak 2 in a major or 20-22 balanced

2♥ 5 Hs and 4+ other suit, 6-10 HCP

2♠ 5 Ss and 4+ other suit, 6-10 HCP

2 NT 5+/5+ in minors, 6-10 HCP

3 NT = to play. Any long suit with scattered outside values

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

X of weak 2s and preempts in the passout

seat could be very weak. It is normal in the

over position

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S

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+, other minor and nonspecific major

Immed cue of major 5+/5+, other major and nonspecific minor

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

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

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 or 16+ HCP	3♠ splinter, 13-15 HCP
	2♥	splinter, 9-12 or 16+ HCP	3NT 4+ card support, bal, 12-15 HCP
	2♠	splinter, 9-12 or 16+ HCP	4 bids natural
1♦	1♥♠	5+ HCP, 4+ cards	3♣ splinter, 9-12 or 16+ 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 or 16+ HCP	3NT 4+ card support, 13-15 HCP, bal
	2♠	splinter, 9-12 or 16+ 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 or 16+ HCP
	2♣	10+ HCP, 4+ cards	3♦ splinter, 9-12 or 16+ 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♥	Pass or correct	3♣♦ nat, F1
	2♠	pass or correct	3♥♠ pass or correct
	2NT	Enquiry	3NT to play
2♥♠	2NT	Enquiry	3NT to play
	3♣♦	nat, NF	4♣♦ Nat, GF
	3♥♠	Nat, invitational	4♥♠ to play
2NT	3♣	to play	4♣ nat, NF
	3♦	to play	4♦ nat, NF
	3♥	nat, F1	4♥ nat, to play
	3♠	nat, F1	4♠ nat, to play
	3NT	to play	other 4NT = pick a minor

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

4th Suit Fo One round GF 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♣4♦ X = T/O

4♥ X = T/O 4♠ X = T/O

OTHER NOTES

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

We play cues over our splinters.

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