

BASIC RESPONSES

Jump raises - minors limit forcing other not applicable
 Jump raises - majors limit forcing other not applicable
 Jump shifts after minor opening not applicable
 Jump shifts after major opening not applicable
 Responses to strong 2 suit opening not applicable
 Responses to 2NT opening 3C is correctible, 3D is artificial and forcing

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other journalist vs NT
 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 (attitude is secondary)
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

Symmetric Relay over one level openings
 DONT over 1NT by opponents (X/2♠1suiters 2♣)
 Denial cue bidding



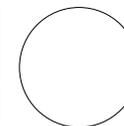
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STANDARD SYSTEM CARD

Names: TREVOR FULLER DON ALLEN
 ABF Nos: 0120601 126209
 Basic System: FORCING PASS
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 8-12, 4+H ♦ 8-12, 4+S 1♥ 8-12, minor(s) 1♣ 0-8, any shape
 1NT 9-12, balanced, no 4 card major may contain 5 card major
 2♣ Stayman: simple extended other Symmetric Relay
 transfers 2♦ to H 2♥ to S 2♠ to C
 2NT to D other
 2♣ 8-12, 5+ hearts and 4+ of either minor
 2♦ 8-12, 5+ spades and 4+ of either minor
 2♥ 8-12, both majors, 5+/4+ either way
 2♠ 4-7, 6+ spades
 2NT Pre-empt in either minor. Denies two of top three honours
 3NT Gambling

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

Pass in 1st or 2nd position = 13+ any shape
 Relays after Pass, 1C, 1D, 1H, 1NT openings

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S
 Jump overcalls weak Unusual NT Michaels
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor both majors, weak or strong
 Immed cue of major other major + a minor, weak or strong
 Over opponent's 1NT (weak) DONT) X=1suiter 2♣2♥2♥= bid suit + higher suit
 Over opponent's 1NT (strong) DONT) 2♣=1suiter 2N=Major+minor, strong
 Over weak twos X = takeout
 Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	game inv. relay	2NT	inv. with 4 hearts
	1♥♣	1H = GF relay, 1S = nat, nf	3♣	natural, non forcing
	1NT	6-12 balanced	3♦	natural, non forcing
	2♣	natural, non forcing	3♥	pre-emptive
	2♦	natural, non forcing	3♠	pre-emptive
	2♥	3+ hearts, non forcing	3NT	to play
	2♠	6+ spades, non forcing	4 bids	to play
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1♦	1♥♣	1H = inv relay, 1S = GF relay	3♣	natural, non forcing
	1NT	6-12 balanced	3♦	natural, non forcing
	2♣	natural, non forcing	3♥	natural, non forcing
	2♦	natural non forcing	3♠	pre-emptive
	2♥	natural, non forcing	3NT	to play
	2♠	3+ spades, non forcing	4♦	to play
	2NT	inv with 4 spades	4 Other	to play
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1♥♣	1NT	1S = inv relay, 1NT = GF relay	3♣	correctible
	2♣	correctible	3♦	correctible
	2♦	correctible	3♥♣	pre-emptive
	2♥♣	natural, non forcing	3NT	to play
	2NT	pick best minor	4♣♦	correctible
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2♣	2♦	relay, at least inv	2♥♣	2H = signoff, 2S = nat, nf
	other	2NT = inv with a heart fit		
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2♦	2♥	relay, at least inv	3♣♦	correctible
	2♠	signoff	3♥♣	3H = nat nf, 3S = pre=emptive
	2NT	inv with a spade fit	3NT	to play
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2♥♣	2NT	relay, at least inv	3NT	to play
	3♣♦	nat non forcing	4♣♦	pre-emptive
	3♥♣	signoff	4♥♣	to play
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2NT	3♣	correctible	4♣	correctible
	3♦	artificial, forcing	4♦	correctible
	3♥	natural, forcing	4♥	to play
	3♠	natural, forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ pre-emptive
 3♥3♠ pre-emptive
 4♣ pre-emptive
 4♦ pre-emptive
 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 = 16+ any shape,
 suit bid is 10-15

RCO style 2-s

Other 2-s

Defence to strong ♣ CRASH starting at 1NT

Lebensohl Over NT interference

Other uses over weak two openings that are doubled by partner

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

4♥ X = takeout 4♠ X = penalty

OTHER NOTES

Responses to the 1S (fert) opening are:

1NT = 15 - 18 balanced

2C = 18+ any shape, forcing

2D/H/S = natural, constructive, overcall strength

2NT = 20-22 balanced, may have a 5 card minor

3C = natural, constructive, overcall strength

BASIC RESPONSES

Jump raises - minors limit forcing other 6-8 HCP
 Jump raises - majors limit forcing other Pre-emptive (0-6 HCP)
 Jump shifts after minor opening ~5-8 HCP, 6-cd suit (1♦-3♣= 9-11 HCP)
 Jump shifts after major opening Step-Bergen raises
 Responses to strong 2 suit opening
 Responses to 2NT opening 3♣= 5-cd Stay, 3♥♥NT = TRF

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other A for Att, K for Ct
 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 Low enc. on A,Q,J or high pip, Rev count, may be Revolving suit pref
 Signal on declarer's lead Reverse count
 Discards McKenney high encourage low encourage
 odd/even other Rev. count, 1st may be revolving suit pref
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKC 1430 other
 4♣ Gerber when? When not holding 13 cards

Other Conventions

5th-suit forcing
 Leong Transfers
 Short-suit trials in uncontested auctions
 2NT pivot in 2/1 auctions



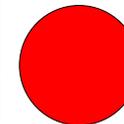
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STANDARD SYSTEM CARD

Names: Paul Brayshaw Chris Mulley
 ABF Nos: 384399 317640
 Basic System: Kaplan-Sheinwold (2/1 = GF)
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+♣ 12-20 HCP 1♦ 3+♦ 12-20 HCP 1♥ 5+♥ 12-20 HCP 1♠ 5+♠ 12-20 HCP
 1 NT (11)12-14 HCP may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ --> ♥ 2♥ --> ♠ 2♣ --> ♣
 2 NT --> ♦ other 4♣--> ♥, 4♦--> ♠
 2♣ GF or 23-24 bal or 19-21 6M
 2♦ 5-9 HCP, 5-cd major + 5-cd minor
 2♥ 8-11 HCP, 5-6 ♥
 2♠ 8-11 HCP, 5-6 ♠
 2 NT (20)21-22 HCP, bal
 3 NT Good 4-level minor pre-empt

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

- 2♦ opening : Major5+minor5+ weak
- Step-Bergen raises
- Pre-empts regularly 6 cards

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT 2 lowest unbid suits, intermediate+
 1NT overcall (immediate) 15-18 (re-opening) (10)11-14
 Immed cue of minor Both majors 5/5, weak or strong
 Immed cue of major OM + m 5/5, 2♥= weak or strong, 2♠= intermediate+
 Over opponent's 1NT (weak) Crappelletti (X = penalty) - See "Other Notes"
 Over opponent's 1NT (strong) TOSSDON (X = 4M + 5m) - See "Other Notes"
 Over weak twos X = t/o (with Lebensohl), Leaping Michaels
 Over opening threes X = t/o

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	NAT, 6+ HCP	2NT (10)11-12 HCP
	1♥♠	NAT, 6+ HCP	3♣ 6-8 HCP raise
	1NT	6-9(10) HCP	3♦ Splinter
	2♣	INV+ raise (~9+ HCP)	3♥ Splinter
	2♦	6♦, 5-8 HCP	3♠ Splinter
	2♥	6♥, 5-8 HCP	3NT 13-15 HCP
	2♠	6♠, 5-8 HCP	4 bids 4♣= Pre-emptive
1♦	1♥♠	NAT, 6+ HCP	3♣ 6♣ 9-11 HCP
	1NT	6-9(10) HCP	3♦ 6-8 HCP raise
	2♣	NAT, 10+ HCP	3♥ Splinter
	2♦	INV+ raise (~9+ HCP)	3♠ Splinter
	2♥	6♥, 5-8 HCP	3NT 13-15 HCP
	2♠	6♠, 5-8 HCP	4♦ Pre-emptive
	2NT	(10)11-12 HCP	4 Other 4♣= Splinter
1♥♠	1NT	6-11 HCP, semi-F	3♣ Step-Bergen - See "Other Notes"
	2♣	NAT, GF	3♦ Step-Bergen - See "Other Notes"
	2♦	NAT, GF	3♥♠ Pre-emptive (0-6 HCP)
	2♥♠	6-9 HCP, 3-cd supp	3NT 13-15 HCP, no major interest
	2NT	Step-Bergen - See "Other Notes"	4♦ Splinter
2♣	2♦	Negative (denies 3 controls)	2♥♠ 2♥= positive, any good 5-cd suit
other		2♠= positive, no good 5-cd suit	
2♦	2♥	Correctable	3♣♦ Correctable
	2♠	Correctable	3♥♠ Correctable
	2NT	INV+ enquiry	3NT To play
2♥♠	2NT	INV+ enquiry	3NT To play
	3♣♦	NAT, F	4♣♦ Splinter
	3♥♠	Non-invitational raise	4♥♠ To play
2NT	3♣	5-cd Stayman, may not have 4M	4♣ Good slam try in m
	3♦	--> ♥	4♦ Good slam try in M, F to 5M.
	3♥	--> ♠	4♥ NAT, mild slam try
	3♠	--> ♣ mild slam try	4♠ NAT, mild slam try
	3NT	--> ♦ mild slam try	other 4NT = Quantitative

CONVENTIONS

Additional responses to 1NT

3♣3♦	3♣= 5/5 minors weak, 3♦= slam try in m
3♥3♠	(31)(54) with singleton M, GF
4♣	--> ♥, signoff or strong slam try
4♦	--> ♠, signoff or strong slam try
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Intermediate+

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Leong Transfers

Defence to 3NT opening X = t/o of ♦, 4♣= t/o of ♣

Defence to opening 2-s: Multi X = t/o of ♠, 2♥= t/o of ♥, with Lebensohl

	2NT = 15-18 HCP
RCO style 2-s	2NT = two-suited option w/- ♣, 3♣= same w/o ♣, X = pen. int.
	Over 2NT, X = two-suited option w/- ♣
Other 2-s	X = t/o of anchor suit, or of most likely weak single-suited opti
	2NT = 15-18 HCP

Defence to strong ♣ X = ♣ 1-lvl o/calls NAT and constr, 2♣= any 3-suited hand (no nec. 4 in each or a shortage), 2-lvl o/calls destr, 1NT = any 2

Lebensohl Over NT interference Fishbohl & Rubensohl

Other uses After (Weak Two or Equiv) t/o bid (Pass)

Take out of 4 level pre-empts 4♣♦ X = t/o
 4♥ X = t/o 4♠ X = values, 4NT = any two unbid suits

OTHER NOTES

STEP-BERGEN: After 1M opening, 2M+1 = INV 3-cd raise; 2M+2 = 4-cd supp, GF;

2M+3 = 4-cd supp, 6-9 HCP; 2M+4 = INV 4-cd raise

CRAPPELLETTI: Same as Capp. except 2♣= s/s or both m 5/5, 2NT = 5/5 ♥m, 3m =

TOSSDON: X = 4M5m, 2♣= s/s, 2♦= majors, 2M = 5M4m, 2NT = minors

BASIC RESPONSES

Jump raises - minors limit forcing other Inverted
 Jump raises - majors limit forcing other Preemptive
 Jump shifts after minor opening Weak
 Jump shifts after major opening Conventional
 Responses to strong 2 suit opening 2♦0-4 or 8+ pts 2♥3♦natural 4-8 pts 3♥0-4 pts 6+
 Responses to 2NT opening 3♣puppet stayman, 3♥transfers, 3♠minor suit stayman

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other 3rd from internal sequences
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other 3rd
 From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage
 other Natural count (mckenny overtones)
Signal on declarer's lead Natural count (mckenny overtones)
Discards McKenney high encourage low encourage
 odd/even other Natural count (mckenny overtones)
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other Optional minor RKCB
 4♣ Gerber when?

Other Conventions

Splinters
 Grand Slam Force
 Michaels
 Cue bids
 Bergen style raises



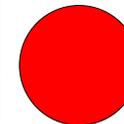
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STANDARD SYSTEM CARD

Names: Ron Cooper Henry Christie
 ABF Nos: 118494 126608
 Basic System: Standard 2 over 1 Game Force
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+♣ 10+ Points 1♦ 4 (3)+♦ 10+ Points 1♥ 5+♥ 10+ Points 1♠ 5+♠ 10+ Points
1 NT 15 - 17 may contain 5 card major
 2♣Stayman: simple extended other Lavings
 transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to 3♣
 2 NT to 3♦ other super accepts
 2♣ Game Force 2♦+ve or -ve others semi +ve
 2♦ Weak 2♥6-10 points or 5+♣5+♦or♠ 5-11 points
 2♥ Weak 2♠6-10 points or 5+♥5+♠or♦ 5-11 points
 2♠ Weak 3♣6-10 points with 2 of 3 top honours or 5+♠5+♦or♥ 5-11 points
 2 NT 20-22 points 3♠is 5 card major enquiry 3♥transfers 3♠minor suit stayman
 3 NT spec. ace ask 4♣0,4nt=♣ 5♣♥=2 aces(crash); any step bid by opener = king ask

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

optimal twos (2♥) cue raises, splinters, michaels
 bergen style responses (2nt + = 4+ raise) (1M-3M =preemptive raise)
 inverted minor suit responses X of !NT =single suited hand 10+pts

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls weak Unusual NT 5+/5+ lowest 2 suits
 1NT overcall (immediate) 15-18 (re-opening) 15-18
 Immed cue of minor 5+♥5+♠weak or strong
 Immed cue of major 5+ other major/5+ ♠♦weak or strong
 Over opponent's 1NT (weak) DONT) X/2♠= 1suiter 2NT =Major+minor, strong
 Over opponent's 1NT (strong) DONT) 2♣2♦2♥= bid suit + higher suit 4+5+/5+4+
 Over weak twos X = T/O over natural; transfers when suit unknown
 Over opening threes X = T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4♦ 5+ points	2NT 33(34) 11-12 points
	1♥♣	4♥♣ 5+ points	3♣ 5♣ 5-9 points
	1NT	Flat 6-10 points	3♦ Splinter
	2♣	5♣ 10+ points	3♥ Splinter
	2♦	6+♦ less than 6 points	3♠ Splinter
	2♥	6+♥ less than 6 points	3NT 33(34) 13-15 points
	2♠	6+♠ less than 6 points	4 bids ♠Opt.RKCB, ♥♠preemptive
1♦	1♥♣	4♥♣ 5+ points	3♣ splinter
	1NT	Flat 6-10 points	3♦ 4♦ 5-9 points
	2♣	4+♣ game force	3♥ splinter
	2♦	4♦ 10+points	3♠ splinter
	2♥	6+♥less than 6 points	3NT 33(34) 13-15 points
	2♠	6+♠less than 6 points	4♦ ♠Opt.RKCB, ♥♠preemptive
	2NT	33(34) 11-12 points	4 Other
1♥♣	1NT	Forcing 5+ pts	3♣ ♥Flat 4+support 7/8pts
	2♣	3♣ game forcing	3♦ ♥Flat 4+support 9/10pts
	2♦	3♦ game forcing	3♥♣ 4+ card raise 3-5 pts
	2♥♣	usually 3 card raise 6-9pts	3NT Flat 4+ support 11-13pts
	2NT	4+ support 14+ pts	4♦♣ splinter 10-12pts
2♣	2♦	-ve or +ve	2♥♣ 5+ 4-8 points
	other	2NT 3♣ natural 4-8points 3♥ natural 6+ 0-4 points	
2♦	2♥	Play or correct	3♣♦ Play or correct
	2♠	Play or correct	3♥♣ Play or correct
	2NT	Strong enquiry	3NT Play
2♥♣	2NT	Strong enquiry	3NT Play
	3♣♦	Play or correct	4♣♦ Play or correct
	3♥♣	Play or correct	4♥♣ Play or correct
2NT	3♣	5 card puppet stayman	4♣ Optional RKCB in ♣
	3♦	Transfer to hearts	4♦ Optional RKCB in ♦
	3♥	Transfer to hearts	4♥ Play
	3♠	Minor suit stayman	4♠ Play
	3NT	Play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	6 card suit with 2 of top 3 honours
3♥3♣	6 card suit with 2 of top 3 honours
4♣	Optional RKCB in ♣
4♦	Optional RKCB in ♦
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 Transfers, (X=transfer or strong flat)

RCO style 2-s Transfers, (X=transfer or strong flat)

Other 2-s X =T/O if natural

Defence to strong ♣ 1NT=2 same colour, 2♣=2 same rank, 2♦=2 same shape - agg

Lebensohl Over NT interference

Other uses takeout double of opening 2 major

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Over 1♥- 2♠ Any splinter 7-9pts or 13/14pts

Over 1♠- 3♠= Any splinter 7-9 pts or 13/14 pts

3♦= Flat 4+ support 7/8 pts

3♥= Flat 4+ support 7/8 pts

3♠= 4+ support 3-5 pts