

## 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 Bergen  
 Responses to strong 2 suit opening 2♦ < 3 controls or waiting  
 Responses to 2NT opening 5 card stayman, transfers, 3♠ shows 5♠/4♥

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other A: attitude, K: count  
 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  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other 1st discard only  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when?

### Other Conventions

DOPI, ROPI  
 Rubensohl  
 Inverted Minors



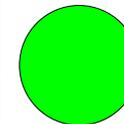
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## STANDARD SYSTEM CARD

Names: Oliver Mailes Suz Wilkinson  
 ABF Nos: 546585 466115  
 Basic System: Kaplan-Sheinwold with weak 2s  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 10+, 3+♣ 1♦ 10+, 3+♦ 1♥ 10+, 5+♥ 1♣ 10+, 5+♣  
**1 NT** (11) 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ ->♥ 2♥ ->♠ 2♣ ->♣  
 2 NT ->♦ other  
 2♣ Game force or 23+ or 19-21 with a 6 card major  
 2♦ 6-9, 5-6♦  
 2♥ 6-9, 5-6♥  
 2♠ 6-9, 5-6♠  
 2 NT 21-22, may contain 5CM  
 3 NT Gambling, no outside A or K

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

Bergen raises

## COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 2S  
 Jump overcalls Weak Unusual NT 2 lowest unbid suits, weak/strong  
 1NT overcall (immediate) 16-18 (re-opening) 11-14  
 Immed cue of minor 5/5 ♥♠ weak/strong  
 Immed cue of major 5/5 other major/minor, weak/strong  
 Over opponent's 1NT (weak) Crappaletti  
 Over opponent's 1NT (strong) DONT  
 Over weak twos X: takeout (lebensohl), 2NT 16-18  
 Over opening threes X: takeout, 3NT to play

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+, 4+♦	2NT 10-12, no 4CM
	1♥♣	6+, 4+♥♣	3♣ 4-7, 5+♣
	1NT	6-9, no 4CM	3♦ Splinter
	2♣	10+, 4+♣ no 4CM	3♥ Splinter
	2♦	4-7, 6+♦	3♠ Splinter
	2♥	4-7, 6+♥	3NT To play
	2♠	4-7, 6+♠	4 bids To play
1♦	1♥♣	6+, 4+♥♣	3♣ 4-7, 7+♣
	1NT	6-9, no 4CM	3♦ 4-7, (4)5+♦
	2♣	10+, 4+♣	3♥ Splinter
	2♦	10+, 4+♦, no 4CM	3♠ Splinter
	2♥	4-7, 6+♥	3NT To play
	2♠	4-7, 6+♠	4♦ Preemptive
	2NT	10-12, No 4CM	4 Other To play
1♥♣	1NT	6-11/6-9	3♣ 6-9, 4+♥♣
	2♣	12+, 4+♣ 10+, 4+♣	3♦ 10-11, 4+♥♣
	2♦	12+, 4+♥ 10+, 4+♦	3♥♣ 0-5, 4+♥♣
	2♥♣	6-9, 3♥♣	3NT To play
	2NT	Game force raise	4♠♦ Splinter
2♣	2♦	<3 controls or waiting	2♥♣ Natural, 3+controls
	other		
2♦	2♥	Nat, F1	3♠♦ Nat, F1/Preemptive raise
	2♠	Nat, F1	3♥♣ To play
	2NT	Ogust	3NT To play
2♥♣	2NT	Ogust	3NT To play
	3♠♦	Nat, F1	4♠♦ Splinter
	3♥♣	Preemptive raise	4♥♣ To play
2NT	3♣	5 card stayman	4♣ ->♥(mild slam try)
	3♦	->♥	4♦ ->♠(mild slam try)
	3♥	->♠	4♥ To play (weak)
	3♠	5♠4♥ game forcing	4♠ To play (weak)
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Slam try
3♥3♣	Slam try
4♣	->♥(mild slam try)
4♦	->♠(mild slam try)
4♥	To play (weak)
4♠	To play (weak)

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    Up the line

Defence to 3NT opening

Defence to opening 2-s:    Multi

RCO style 2-s

Other 2-s

Defence to strong ♣    DONT

Lebensohl    Over NT interference     Lebensohl after Wk2, X, /, ?

Other uses    Rubensohl over NT interference

Take out of 4 level pre-empts    4♠♦ X takeout

4♥ X takeout    4♣ X optional, 4NT takeout

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other weak (0-5)  
 Jump raises - majors limit  forcing  other weak (0-5)  
 Jump shifts after minor opening natural, 5-8  
 Jump shifts after major opening modified bergen, see notes  
 Responses to strong 2 suit opening 2♦=neg, 2♥=♠, 2♠=flat, 2NT=♥, 3m=nat  
 Responses to 2NT opening 3♣= 5 card stayman, 3♦=♥, 3♥=♠, 3♠=minors

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Lead of Ace asks for attitude, King asks for count  
 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, revolving suit preference  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other  
 4♣ Gerber  when?

### Other Conventions

Inverted Minor Raises

Cue Raises

Modified Bergen (see notes)

4th Suit Forcing

Fit showing jumps in competition / PH



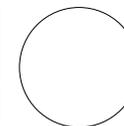
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## STANDARD SYSTEM CARD

Names: Simon Brayshaw Peter Wilsmore  
 ABF Nos:  
 Basic System: Standard, Weak NT, 2/1 GF  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+♣ 11+ 1♦ 3+♦ 11+ 1♥ 5+♥ 11+ 1♠ 5+♠ 11+  
 1 NT (11)12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ ♥ 2♥ ♠ 2♠ ♣  
 2 NT ♦ other  
 2♣ GF or 22-23 flat or 20-22 6+M  
 2♦ natural and weak  
 2♥ natural and weak  
 2♠ natural and weak  
 2 NT 20-21  
 3 NT gambling

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

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT lowest 2 unbid  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor both majors, weak or strong  
 Immed cue of major other major + either minor, weak or strong  
 Over opponent's 1NT (weak) cappelletti  
 Over opponent's 1NT (strong) DONT  
 Over weak twos double = takeout  
 Over opening threes double = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+♦, 6+	2NT 10-11, flat
	1♥♣	4+M, 6+	3♣ 4+♣ 0-5
	1NT	6-9, not 4M	3♦ splinter
	2♣	4+♣ 10+	3♥ splinter
	2♦	4+♣ 6-9	3♠ splinter
	2♥	6+♥ 5-8	3NT 12-15 flat
	2♠	6+♠ 5-8	4 bids 4♣-pre-emptive, else to play
1♦	1♥♣	4+M, 6+	3♣ 4+♦ 6-9
	1NT	6-9, not 4M	3♦ 4+♦ 0-5
	2♣	4+♣ 10+	3♥ splinter
	2♦	4+♦ 10+	3♠ splinter
	2♥	6+♥ 5-8	3NT 12-15 flat
	2♠	6+♠ 5-8	4♦ pre-emptive
	2NT	10-11 flat	4 Other 4♣-splinter, 4M=to play
1♥♣	1NT	6-11, non forcing	3♣ modified bergen, see notes
	2♣	4+♣ GF	3♦ modified bergen, see notes
	2♦	4+♦, GF	3♥♣ 4+M, 0-5
	2♥♣	3+M, 6-9	3NT to play (long running minor)
	2NT	modified begen, see notes	4♦ splinter
2♣	2♦	negative, < 3 AK controls	2♥♣ 2♥= 5+♣ 2♠=flat
	other	2NT = 5+♥, 3m = nat	
2♦	2♥	nat, F1	3♣♦ 3♣-nat, F1; 3♦=to play
	2♠	nat, F1	3♥♣ splinter
	2NT	ogust	3NT to play
2♥♣	2NT	ogust	3NT to play
	3♣♦	nat, F1	4♣♦ splinter
	3♥♣	to play	4♥♣ to play
2NT	3♣	5 card stayman	4♣ 5+♥ slam invite
	3♦	5+♥	4♦ 5+♠ slam invite
	3♥	5+♠	4♥ to play
	3♠	minors	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	3♣= minors, NF; 3♦=slam try in minor
3♥3♠	splinter, (31)(54)
4♣	6+♥ forces 4♥
4♦	6+♠ forces 4♠
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 modified

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

Defence to opening 2-s:      Multi      X = values; 2NT = minors

RCO style 2-s      X = values; 2NT = minors

Other 2-s      X = t/o of anchor or S/S option  
 X = Values if no S/S anchor

Defence to strong ♣      X = ♣ 1NT = any 2 suiter, 1x = nat, 2x = nat

Lebensohl      Over NT interference       Rubensohl

Other uses      good/bad 2NT in competition / after 2M response

Take out of 4 level pre-empts      4♣4♦ X = t/o

4♥ X = t/o      4♠ X = t/o

## OTHER NOTES

Modified Bergen (over 1♥): 2♣= inv, 3+♥ 2NT = GF, 4+♥ 3♣-6-9, 4+♥ 3♦=10-11, 4+♥ same over 1♠but one step higher

## BASIC RESPONSES

Jump raises - minors limit  forcing  other inverted  
 Jump raises - majors limit  forcing  other preempts  
 Jump shifts after minor opening weak 6 card suit 3-5  
 Jump shifts after major opening bergen  
 Responses to strong 2 suit opening  
 Responses to 2NT opening 3♣-5 card stayman transfers 3♠-5♠4♥

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

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when?

### Other Conventions

modified swine



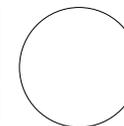
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## STANDARD SYSTEM CARD

Names: Jonathon Pynt Danielle Gardiner  
 ABF Nos:  
 Basic System: Kaplan-Sheinwold  
 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** 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ 2H 2♥ 2S 2♠ 3C  
 2 NT 3D other SUPER ACCEPTS  
 2♣ game force  
 2♦ 6-9 6♥ or 5/5 in minors or blacks  
 2♥ 6-9 6♠ or 5/5 in ♥♣  
 2♠ 6-9 6♣ or 5/5 ♠/red suit  
 2 NT 21-22 flat  
 3 NT good minor preempt

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

Bergen raises  
 inverted minors

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT LUBS  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor 5/5 Majors weak or strong  
 Immed cue of major 5/5 other major and minor intermediate or strong  
 Over opponent's 1NT (weak) Crappiletti  
 Over opponent's 1NT (strong) DONT  
 Over weak twos X= Leb  
 Over opening threes X=t/o

