

## BASIC RESPONSES

Jump raises - minors limit  forcing  other

Jump raises - majors limit  forcing  other

Jump shifts after minor opening 2♦, ♥, ♠ : weak

Jump shifts after major opening 3♣, ♦ : 11-12, 6+suit

Responses to strong 2 suit opening

Responses to 2NT opening (Strong) 5 card 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 Reverse count

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 14/30, DOPI

4♣ Gerber  when?

### Other Conventions

Negative free bids at 2 level  Fit showing at 3 level in competition

Namyats  Blackout

Cue raises  Good/bad 2NT in competition

Splinters



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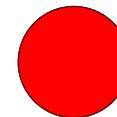
## STANDARD SYSTEM CARD

Names: David Wawn David Hoffman

ABF Nos: 343341 157627

Basic System: POLISH CLUB

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 0, 11 1♦ 2, 11 1♥ 5, 11 1♠ 5, 11

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple  extended  other Lavings

transfers 2♦ Hearts 2♥ Spades 2♠ Clubs

2 NT Diamonds other 3 bids : Invitational

2♣ 6-10, 4+♥ 4+♠; or 23-24 bal; or 8 playing tricks in minor

2♦ 6-10, 6+ major; or 21-22 bal

2♥ 6-10, 5+♥, 5+minor

2♠ 6-10, 5+♠, 5+minor

2 NT 6-10, 5+♣, 5+♦

3 NT Minor preempt

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

1♠ 1♦ 1♥ : may be ART 1M 2♣ : Artificial Game Force

1♥ 2♦ & 1♠ 2♥ : 5-12, 3 support 1♣ : may be 0 cards

1♠ 2♦ : 5-12, 5+♥ 1♦ : may be 2 cards

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT Lower suits

1NT overcall (immediate) 15-18 (FOC) (re-opening) 11-14 (FOC)

Immed cue of minor Spades + other

Immed cue of major Other major + minor

Over opponent's 1NT (weak) Toxic

Over opponent's 1NT (strong) X : ♣ or reds: Toxic

Over weak twos X + lebensohl

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-4, artificial; or 5- , 5	2NT 11-12
	1♥/♠	5- , 4	3♣ 11-12, 4
	1NT	5-10	3♦ 9-12, 5 support, Splinter
	2♣	5-10, 3	3♥ 9-12, 5 support, Splinter
	2♦	3-8, 6	3♠ 9-12, 5 support, Splinter
	2♥	3-8, 6	3NT 13-15
	2♠	3-8, 6	4 bids
1♦	1♥/♠	5- , 4	3♣ 11-12, 6
	1NT	5-10	3♦ 11-12, 6
	2♣	11- , 5, forcing to 2NT	3♥
	2♦	11- , 5, forcing to 2NT	3♠
	2♥	3-8, 6	3NT 13-15
	2♠	3-8, 6	4♦
	2NT	11-12	4 Other
1♥/♠	1NT	5-10	3♣ 11-12, 6 ♣
	2♣	Artificial Game Force	3♦ 11-12, 6 ♦
	2♦	See prealerts	3♥/♠ 9-10, 4 support
	2♥/♠	5-8, 4+ support	3NT 11-12, 4 support
	2NT	11-12, bal	4♣/♦ 9-12, 4 support, splinter
2♣	2♦	About equal majors	2♥/♠ To play
	other	2NT: Ask	
2♦	2♥	Correctable	3♣/♦ Invitational
	2♠	Correctable	3♥/♠ Preemptive
	2NT	Ask	3NT To play
2♥/♠	2NT	Ask	3NT To play
	3♣/♦	Correctable	4♣/♦ Correctable
	3♥/♠	Preemptive	4♥/♠ To play
2NT	3♣	To play	4♣ Invitational
	3♦	To play	4♦ Invitational
	3♥	FG, 5+ suit	4♥ To play
	3♠	FG, 5+ suit	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6+ suit to 2/3 honours
3♥/3♠	6+ suit to 2/3 honours
4♣	6 card major to 3/3 honours (may have outside card)
4♦	7 card major to 3/3 honours, nothing outside
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    2♦ : Artificial Minimum

Defence to 3NT opening \_\_\_\_\_

Defence to opening Two's: Multi 2♦ X: with lebensohl

	2NT: 16-19 (5 card puppet stayman)
RCO style 2-s	X: with lebensohl
	2NT: 16-19 (5 card puppet stayman)
Other 2-s	(transfer) Cue:classic, X:not classic

Defence to strong ♣    Wonder bids, and Toxic

Lebensohl    Over NT interference  \_\_\_\_\_

Other uses \_\_\_\_\_

Take out of 4 level pre-empts    4♣/4♦ X (values)

4♥ X (values)    4♠ X (values)

## OTHER NOTES

1♣ 1♦ 1♥ : Either 5♣ 4♥ or Artificial Game force. Then 1♠ : 2nd neg.

1M 2♣ 2♦ : Artificial minimum

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 4-8 hcp, 8 losers

Jump raises - majors limit  forcing  other 4-8 hcp, 8 losers

Jump shifts after minor opening Fit showing F1

Jump shifts after major opening Fit showing F1

Responses to strong 2 suit opening 2♦ negative or waiting, 3♣ = second negative

Responses to 2NT opening 4/5 stayman, 3♦/3♥ = transfers, 3♠ = 5♠/4♥

## PLAY CONVENTIONS

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

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

Underlead  other vs NT Ace /Q = attitude, K = count or unblock

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 Natural count

Signal on declarer's lead Natural count

Discards McKenney  high encourage  low encourage

odd/even  other Natural count

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when? over 1NT opening and 20+ 2NT

### Other Conventions

4th suit forcing Blackout

3rd suit forcing after weak rebid by opener 1-2-3 Doubles

Lebensohl

DOPI and ROPI



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## STANDARD SYSTEM CARD

Names: Margaret Bourke - ACT Arjuna Delivera - ACT

ABF Nos:

Basic System: ACOL

Classification: Green  Blue  Red  Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 1♦ 4 1♥ 4 1♠ 5

1 NT (11+)12-14 - 15-17 in 3rd seat (5 card M) may contain 5 card major

2♣ Stayman: simple  extended  other extended over 15-17NT

transfers 2♦ ♥ 2♥ ♠ 2♠ ♣

2 NT ♦ other

2♣ Game Force or 23-24 bal

2♦ weak 5-9 6 card suit (If 5 card suit = singleton)

2♥ weak - as above

2♠ weak - as above

2 NT 20-22 bal - may have 5 card Major

3 NT Gambling

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

Most competitive cues = limit raise or better 15-17NT in 3rd seat may have any 5 card suit

2NT = limit raise after T/O X of our suit oper

Fit showing jumps

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠

Jump overcalls weak/(Int 4th) Unusual NT Lower suits

1NT overcall (immediate) 15-18 (re-opening) 11+-14

Immed cue of minor Both Majors

Immed cue of major Other Major + minor

Over opponent's 1NT (weak) 2♣ = Majors, otherwise natural

Over opponent's 1NT (strong) X = ♣, 2♣ = Majors, otherwise natural

Over weak twos X = t/out, 2NT = natural, strong

Over opening threes X = t/out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ hcp, 4+ ♦	2NT 15+, 4+ ♣, denies Major
	1♥/♠	5+ hcp, 4+ ♥/♠	3♣ 4-8 hcp, 4+ ♣, 8 losers
	1NT	5-9 hcp	3♦ Splinter 9-13 or 18+
	2♣	inverted 9-11, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	9+ hcp, fit-showing	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp fit-showing	3NT 12-14 hcp 4+ ♣, denies Major
	2♠	9+ hcp fit-showing	4 bids
1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣ 9+ hcp, fit-showing
	1NT	5-9 hcp	3♦ 4-8 hcp 8 losers
	2♣	9+ hcp, 4+ ♣	3♥ Splinter 9-13 or 18+
	2♦	inverted 9-11 hcp, 4+ ♦	3♠ Splinter 9-13 or 18+
	2♥	9+ hcp, fit-showing	3NT 12-14 hcp 4+ ♦, denies Major
	2♠	9+ hcp, fit-showing	4♦
	2NT	15+, 4+ ♦, denies Major	4 Other
1♥/♠	1NT	5-9 hcp	3♣ 9+ hcp, fit-showing
	2♣	9+ hcp, 4+ cards	3♦ 9+ hcp, fit-showing
	2♦	9+ hcp, 4+ cards	3♥/♠ 4-8 hcp 8 losers
	2♥/♠	6-9 hcp, 3+ ♥/♠	3NT 12-14 hcp 4 ♥/♠
	2NT	limit or 15+ bal raise or spl 14-17	4♣/♦ splinter 9-13 or 18+
2♣	2♦	negative or waiting	2♥/♠ natural, positive, 3+ controls
	other	3♣ = second negative after suit rebid by opener	
2♦	2♥	F1	3♣/♦ 3♣ F1, 3♦ obstructive
	2♠	F1	3♥/♠ F1
	2NT	Ogust - asks about suit /pts	3NT To play
2♥/♠	2NT	Ogust - asks about suit/pts	3NT To play
	3♣/♦	F1	4♣/♦ Splinters
	3♥/♠	F1 (change of suit)	4♥/♠ To play
2NT	3♣	4/5 Stayman	4♣ Gerber
	3♦	Transfer to ♥	4♦ Natural
	3♥	Transfer to ♠	4♥ To play
	3♠	5 ♠ / 4 ♥	4♠ To play
	3NT	To play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Natural - slam try - Invites cue

3♥/3♠ Natural - slam try - Invites cue

4♣ Gerber

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 Major fit

Defence to 3NT opening Natural bidding

Defence to opening Two's: Multi 2♦ X = 15+, overcalls natural

RCO style 2-s X = 15+ overcalls natural

Other 2-s X = t/out

Defence to strong ♣ TWERB (single suiter in next suit, or 2 suited in the next 2 suits - Spades = non-touching suits) - up to 3 ♠

Lebensohl Over NT interference

Other uses over t/out X of opponents weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X = values

## OTHER NOTES

Cue bids = 1st or 2nd round control

## BASIC RESPONSES

Jump raises - minors limit  forcing  other weak

Jump raises - majors limit  forcing  other weak

Jump shifts after minor opening if major = weak jump shift, if other minor = limit raise

Jump shifts after major opening if minor = weak jump shift, if other major = limit raise

Responses to strong 2 suit opening 2♦ = 0-3 or 10+, 2♥ = 4-6, 2♠ to 3♥ = 7-9 transfers

Responses to 2NT opening 3c = 5 card stayman, 3♦, ♥ = transfers

## 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 if singleton in dummy v suit, odd card encouraging

Signal on declarer's lead reverse count

Discards McKenney  high encourage  low encourage

odd/even  other

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 14 30

4♣ Gerber  when?

### Other Conventions



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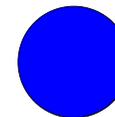
## STANDARD SYSTEM CARD

Names: Ian Thomson Richard Brightling

ABF Nos:

Basic System: Standard

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3, 11-20 1♦ 3, 11-20 1♥ 5, 11-20 1♠ 5, 11-20

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple  extended  other

transfers 2♦ hearts 2♥ spades 2♠ clubs

2 NT diamonds other 3 level natural RKB

2♣ strong

2♦ 4/4+ majors weak not vul, 4/5+ majors weak vul

2♥ weak 2 in hearts, not vul maybe only 5 cards with a 4 card minor

2♠ weak 2 in spades, not vul maybe only 5 cards with a 4 card minor

2 NT 21-22 balanced/semi balanced

3 NT 4 level minor pre-empt

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

2♦ opening - weak both majors

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♠

Jump overcalls weak Unusual NT lower 2 unbid suits

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor spades + another 5/5+

Immed cue of major other major + minor 5/5+

Over opponent's 1NT (weak) X = penalties, 2♣ = Minors, 2♦ = Majors

Over opponent's 1NT (strong) X = single suit, 2♣ = Minors, 2♦ = Majors

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♦	natural 5+hcp	2NT 16+ raise
	1♥/♠	natural 5+hcp	3♣ weak
	1NT	6-11pts	3♦ splinter 5+ of 13 controls
	2♣	raise	3♥ splinter 5+ of 13 controls
	2♦	limit raise in clubs	3♠ splinter 5+ of 13 controls
	2♥	weak jump shift 4-7	3NT 12+ to 15 balanced raise
	2♠	weak jump shift 4-7	4 bids 4♣ = RCKB 1430
1♦	1♥/♠	natural 5+hcp	3♣ limit raise in diamonds
	1NT	6-11pts	3♦ weak
	2♣	natural 11+	3♥ splinter 5+ of 13 controls
	2♦	raise	3♠ splinter 5+ of 13 controls
	2♥	weak jump shift 4-7	3NT 12+ to 15 balanced raise
	2♠	weak jump shift 4-7	4♦ RCKB = 1430
	2NT	16+ raise	4 Other
1♥/♠	1NT	6-11pts	3♣ weak jump shift 4-7
	2♣	natural 11+	3♦ weak jump shift 4-7
	2♦	natural 11+	3♥/♠ weak
	2♥/♠	raise	3NT 12+ to 15 balanced raise
	2NT	16+ raise	4♣/♦
2♣	2♦	0-3 or 10+ hcp	2♥/♠ 2♥ = 4-6 pts, 2♠ = 7-9 no suit
	other	2nt to 3h = 7-9 transfer 5+ suit, should be Q10xxx or better	
2♦	2♥	to play	3♣/♦ natural, forcing
	2♠	to play	3♥/♠ to play
	2NT	asking for more information	3NT to play
2♥/♠	2NT	Ogust	3NT to play
	3♣/♦	natural, forcing	4♣/♦ splinter
	3♥/♠	to play	4♥/♠ to play
2NT	3♣	5 card stayman	4♣ natural
	3♦	hearts	4♦ natural
	3♥	spades	4♥ to play
	3♠	5 spades, 4 hearts	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ RKCB

3♥/3♠ RKCB

4♣ transfer to hearts

4♦ transfer to spades

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 2♦ = any min, then lowest feature

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = takeout values, 2NT = strong balanced

RCO style 2-s X = 16 plus

Other 2-s X = takeout

Defence to strong ♣ 1NT = minors, X = majors, weak jumps

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ x

4♥ x 4♠ x and then bid to make

## OTHER NOTES

Splinters

Pre-empts may occur on very poor hands, as well as traditional hand types.