

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 1♣-3♣ART, 1♦-3♦INV

Jump raises - majors limit  forcing  other weak 4+ 0-5 (Bergen)

Jump shifts after minor opening after 1♣ART, after 1♦NAT NF

Jump shifts after major opening Bergen (but OM NAT NF)

Responses to strong 2 suit opening NA

Responses to 2NT opening minors to play, majors NAT 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 reverse count, no honour content

From 4 small 2nd highest  other bottom (= reverse count)

From 3 cards (no honour) top  middle  bottom

Signal on partner's lead: high encourage  low encourage   
other reverse count if attitude clear, suit pref if likely singleton

Signal on declarer's lead reverse count if relevant

Discards McKenney  high encourage  low encourage   
odd/even  other reverse count if relevant. Suit pref within spots

Count natural  reverse  reverse original

## CONVENTIONS

4NT: Blackwood  RKCB  other

4♣ Gerber  when?

Other Conventions

artificial relay responses 1M-2M 3 card support, 9-11 then X=PEN

relay over 1♥, 1♥, 1N, 2♣, 2♦ next suit No lebensohl (2N = NAT or scramble)

relay over 1♦ is 1N (1♥, 1♠ over 1♦NMF) fit jumps by passed hand

splinters in obvious situations 3-level splinters when hand first shows BAL

Bergen raises (3♣-6-9; 2N, 3♦-9-11 bal & unbalanced; over weak 2, 2N : 3M weak else splinter)



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PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
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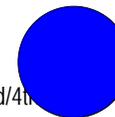
## STANDARD SYSTEM CARD

Names: Mike Hughes Ted Griffin

ABF Nos: 29327 24287

Basic System: strong club relay : ALL BIDS CAN BE +2 POINTS 3rd/4th

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 15+, 17+ 3rd/4th 1♦ 2+, 10-14(16 3rd/4th) 4+, 10-14(16) 1♠ 4+, 10-14(16)

1 NT 13-15 BAL no 5M (15-17 3rd/4th poss 5M) may contain 5 card major

2♣ Stayman: simple  extended  other relay, at least game inv  
transfers 2♦ 5+♥ 2♥ 5+♠ 2♠ 5+♣ or 6+♦, inv+

2 NT weak 6+m or GF, 4M other 3-level bids are GF splinters

2♠ 10-14 6+♣ no 4M. In 3rd/4th 10-16 6+♣ can have 4M

2♦ 10-14 6+♦ no 4 other. In 3rd/4th 10-16 6+♦ can have 4 other.

2♥ 4-10 6♥. Occasionally 5 or 7 cards.

2♠ 4-10 6♠. Occasionally 5 or 7 cards.

2 NT 4-10 both minors, 5+/5+

3 NT Gambling, 7+ solid minor. Can (and usually will) have a card outside.

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

Many bids are NAT NF. 1♥ opening can have any longer side suit

Style is to relay with all INV+ hands. 1♠ opening denies 4♥, can have longer minor

Bergen raises (2N, 3♣, 3♦). 1M-2M construc1NT response to 1♥ shows (3)4-5 card ♠

## COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦

Jump overcalls weak NV int V Unusual NT lower two suits, wide ranging

1NT overcall (immediate) (15)16-18(19) (re-opening) 11-15

Immed cue of minor Michaels, ♠ and other, 5/5+, wide-ranging

Immed cue of major Michaels, OM and a minor, 5/5+, wide-ranging

Over opponent's 1NT (weak) {transfers to next suit. 2♣ can be both majors. If overcaller

Over opponent's 1NT (strong) {bids a second suit, canape & strong. Special bids for 5/5}

Over weak twos double = T/O. Responses NOT lebensohl.

Over opening threes double = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-8(9) any. 0-6 if passed hand	2NT ♦ 1-suited, short ♥
	1♥/♠	ART, GF 1♥=>♠, 1♠=>♥	3♣ ♦ 1-suited, some 6322
	1NT	9(10)+ BAL GF	3♦ 2=3=5=3 GF
	2♣	Both minors, GF	3♥ 1=3=6=3 GF
	2♦	♣ 1-suited, GF	3♠ 1=3=7=2 GF
	2♥	3-suited short major, GF	3NT 1=2=7=3 (8)9-12(13)
	2♠	♦ 1-suited, GF, 7222 or short ♣ 4 bids	ART ♦ 1-suited (4NT = B/W)
1♦	1♥/♠	NAT NF usually 6-12 occ 3-cards	3♣ NAT NF
	1NT	Relay 12+ near GF	3♦ NAT NF
	2♣	NAT NF	3♥ NAT NF
	2♦	NAT NF	3♠ NAT NF
	2♥	NAT NF	3NT to play
	2♠	NAT NF	4♦ NAT NF
	2NT	Both minors less than INV	4 Other to play (4N = B/W)
1♥/♠	1NT	1♥-1N=♠, 1♠-1N=relay	3♣ 4card raise, 6-8
	2♣	NAT NF	3♦ 4-card raise, 9-11, UNBAL
	2♦	NAT NF	3♥/♠ PRE, 4+card raise, 0-5
	2♥/♠	3card raise (8)9-11(12)	3NT to play
	2NT	4card raise, BAL, 9-11	4♣/♦ splinter raise
2♣	2♦	Relay, normally GF	2♥/♠ NAT, constructive, nearly forcing
	other	2N = NAT constructive, then raise is weak, other 3-level bids splinters	
2♦	2♥	Relay, normally GF	3♣/♦ 3♣=NAT, cons. 3♦=not cons
	2♠	NAT, constructive, nearly forcing	3♥/♠ splinter
	2NT	NAT, constructive, forcing to 3♦	3NT to play
2♥/♠	2NT	forcing enquiry (then 3M = min)	3NT to play
	3♣/♦	NAT forcing	4♣/♦ splinter
	3♥/♠	not constructive	4♥/♠ to play
2NT	3♣	to play	4♣ to play
	3♦	to play	4♦ to play
	3♥	NAT forcing	4♥ to play
	3♠	NAT forcing	4♠ to play
	3NT	to play	other to play (4N = B/W)

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	GF splinters, not 5/4 in majors
3♥/3♠	GF splinters, not 5 in other major
4♣	texas, to play 4♥
4♦	texas, to play 4♠
4♥	to play
4♠	to play

Unusual NT:    minors     other suits     lower 2 unbid suits   
 other cues are Michaels, higher unbid major & other, 5/5+, wide-ranging

Other slam bidding    Cue Bids     Asking Bids

4th Suit Forcing    One round  NA    Game force

NT Checkback     Priorities NA

Defence to 3NT opening    double for cards, 1 T/O double

Defence to opening Two's: Multi 2♦ double for cards, 1 T/O double,

	4 minor is Leaping Michaels
RCO style 2-s	double for cards, 1 T/O double
	4 minor is complementary leaping Michaels
Other 2-s	double for T/O if NAT, otherwise as above

Defence to strong ♣ X=♣♥, 1N=♦♠, 1♦-2♣= suit and suit above. All weak, can be 4-4 or even 4-3. Jumps weak. Good hands pass initial

Lebensohl    Over NT interference  NO. In response to T/O double, 2N

Other uses NAT by unpassed or opening hand, pick minor by passed or weak

Take out of 4 level pre-empts    4♣/4♦ double = T/O

4♥ conv X, 4N T/O 4♠ conv X, 4N T/O

## OTHER NOTES

In uncontested auctions, style is to relay with INV+ hands (second relay GF), else bid

In contested auctions, actions are typically NNF at 2-level, GF at 3-level.

Doubles are usually T/O or ART. Typically 2 cards or T/O Xs. 1 T/O X if we are game

Relays are broken by bidding more than two steps up.

Cue bids show support for partner's suit (whether opener or overcaller).

Points are indicative only - hands upgrade or downgrade according to shape & texture

## BASIC RESPONSES

Jump raises - minors limit  forcing  other  Inverted Minors  
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Weak, 4-6 points, 6 card suit  
 Jump shifts after major opening 3C or 3D, 9-11, 6 card suit, 3H splinter  
 Responses to strong 2 suit opening 2D negative, others natural 1.5 honour tricks  
 Responses to 2NT opening 5 card Stayman

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other 10 from KJ10  
 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  
 Count natural  reverse

## CONVENTIONS

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

### Other Conventions

TOM checkback   
 Help Suit trials   
 Negative free bids at 2 level



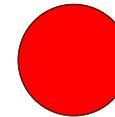
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 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
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## STANDARD SYSTEM CARD

Names: Dennis Zines Tom Moss  
 ABF Nos: 68489 228801  
 Basic System: 2 over 1, game force  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11-21, 3 1♦ 11-21, 4(3) 1♥ 11-21, 5 1♠ 11-21, 5  
 1 NT 14-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings inquiry  
 transfers 2♦ hearts 2♥ spades 2♠ clubs  
 2 NT diamonds other   
 2♣ Weak two in a major (6) or 20-22 balanced  
 2♦ GameForce or 23-24 balanced  
 2♥ 2 suits of the same rank, min 5/5, 6-11 points  
 2♠ 2 suits of the same colour, min 5/5, 6-11 points  
 2 NT 2 odd suits, min 5/5, 6-11 points  
 3 NT Long Minor

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

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Intermediate Unusual NT Yes  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Natural (if<2) or Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) x is strong; 2 suits around hearts  
 Over opponent's 1NT (strong) x is single suiter; 2 suits around hearts  
 Over weak twos x  
 Over opening threes x

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	6+ pts, 4 cards	2NT 12-15 bal, denies major
	1♥/♠	5 pts, 4 cards	3♣ 0-10 pts, 5 cards
	1NT	6-11 pts, denies major	3♦ 0-10 pts, 5 cards
	2♣	11+ pts, denies major	3♥ pre-emptive
	2♦	4-6 pts, 6 card suit	3♠ pre-emptive
	2♥	4-6 pts, 6 card suit	3NT 16-18 pts, bal, no major
	2♠	4-6 pts, 6 card suit	4 bids natural pre-emptive
1♦	1♥/♠	5+ pts, 4 cards	3♣ 9-11 pts, 6 cards, nf, no major
	1NT	6-11 pts, denies major	3♦ 0-10 pts, 5 cards
	2♣	natural, game force	3♥ pre-emptive
	2♦	11+ pts, denies major	3♠ pre-emptive
	2♥	4-6 pts pts, 6 card suit	3NT 16-18 pts bal, no major
	2♠	4-6 pts, 6 cards	4♦ pre-emptive
	2NT	12-15 pts, denies major	4 Other natural, pre-emptive
1♥/♠	1NT	4-11 pts, forcing (if 1st bid)	3♣ 9-11 pts, 6 cards, nf
	2♣	natural, gf	3♦ 9-11 pts, 6 cards, nf
	2♦	natural, gf	3♥/♠ gf, 4 cards, slam interest
	2♥/♠	5-9 pts, 3 cards	3NT 16-18 pts, bal, no major
	2NT	12-15 pts, denies major	4♣/♦ splinter
2♣	2♦	inquiry re suit and strength	2♥/♠ pass or correct
	other	2NT is puppet to 3C (weak), 3C,D are natural 1-rf	
2♦	2♥	negative or positive (waiting)	3♣/♦ 5+ suit, semi-positive
	2♠	5+ suit semi-positive	3♥/♠ 5+ suit semi-positive
	2NT	8-9 pts, bal, semi-positive	3NT 10-12 pts bal, semi-positive
2♥/♠	2NT	asking, invitational with fit	3NT to play
	3♣/♦	correctable	4♣/♦ correctable
	3♥/♠	correctable	4♥/♠ correctable
2NT	3♣	asking, invitational with fit	4♣ correctable
	3♦	correctable	4♦ correctable
	3♥	correctable	4♥ correctable
	3♠	correctable	4♠ correctable
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 cards, slam interest
3♥/3♠	6 cards, slam interest
4♣	pre-emptive
4♦	pre-emptive
4♥	pre-emptive
4♠	pre-emptive

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    lower of other major or 3 card support

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

Defence to opening Two's: Multi 2♦ x shows suit and values, bids are natural

pass with other hands

RCO style 2-s    x shows suit and values, bids are natural, pass with other hands

Other 2-s    x of natural bid is T-O, x of others is values, bids are natural

Defence to strong ♣    Two suited overcalls

Lebensohl    Over NT interference

Other uses    over weak 2 takeout double

Take out of 4 level pre-empts    4♣/4♦ x

4♥ x    4♠

## OTHER NOTES

After 2C-2D; 2H is weak H, 3C is str H with shortage, 3H str H, no shortage.

Relays for shortage with up the line replies. Similar structure for Spade suit.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 4+support, pre-emptive  
 Jump raises - majors limit  forcing  other 4+support, pre-emptive  
 Jump shifts after minor opening 3-6 HCP 6-card suit  
 Jump shifts after major opening as above  
 Responses to strong 2 suit opening 2♣-2♦+ inquiry, others P/C; to 2♦ suits P/C  
 Responses to 2NT opening 3♦ inquiry, others P/C

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other 1st and 3rd from sequences; A for count, K for att.   
 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  low encourage   
 other nat count  
 Signal on declarer's lead nat count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other  
 4♣ Gerber  when? over no-trump  
 Other Conventions

Splinters  
 Lebensohl  
 1NT relay to 1♦/♥/♠ opening  
 1♣-1♦ positive  
 4♣/♦ minor suit key-card



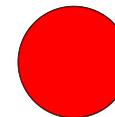
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## STANDARD SYSTEM CARD

Names: Barry Noble George Bilski  
 ABF Nos: 226459 242683  
 Basic System: Modified Polish Club  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11-20,0+ 1♦ 11-16,5+ 1♥ 11-16,5+ 1♠ 11-16,5+  
 1 NT 12-14 (11) may contain 5 card major   
 2♣ Stayman: simple  extended  other Lavings  
 transfers 2♦ 5+♥ 2♥ 5+♠ 2♠ 6+♣  
 2 NT 6+♦ other  
 2♣ 10+ any 3-suiter, or 21/22 flat, or 25-26 flat  
 2♦ weak 2-major, or 23-24 flat or 27-28 flat etc, or GF any suit  
 2♥ weak 2-suiter 5+/5+ same colour  
 2♠ weak 2-suiter 5+/5+ same rank  
 2 NT weak 2-suiter 5+/5+ odd suits  
 3 NT Gambling

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

1♣ 11-20; 11-16 with 5+♠; 15-17 flat, 17-20 ai  
 2♣ any 3-suiter or strong balanced 4♣/4♦ opening (NAMYATS)  
 2♦/2♥/2♠/2NT openings

## COMPETITIVE BIDDING

Negative doubles through 4♦ Responsive doubles through 4♦  
 Jump overcalls weak Unusual NT Two suited, 2 lowest suits  
 1NT overcall (immediate) 15-18 balanced(re-opening) natural, 11-14  
 Immed cue of minor majors, 5+/5+  
 Immed cue of major other major+minor, 5+/5+  
 Over opponent's 1NT (weak) x 11+ single suit; 2♣ ♣/oth; 2♦ ♦/mjr; 2♥/majors  
 Over opponent's 1NT (strong) x single suited; others as above  
 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♦	6+hcp; inquiry	2NT 0-5 5+/5+ m
	1♥/♠	0-5 4+cards, non forcing	3♣ 0-5 7♣
	1NT	0-5 no 4+M or good 5+m	3♦ 0-5 7♦
	2♣	0-5 5+♣ non-forcing	3♥ 0-5 7♥
	2♦	0-5 5+♦ non-forcing	3♠ 0-5 7♠
	2♥	0-5 6♥ non-forcing	3NT n/a
	2♠	0-5 6♠ non-forcing	4 bids 0-5 8+cards
1♦	1♥/♠	(5)6-10(11) natural, non-forcing	3♣ nat n/f 5-7 6♣
	1NT	9+hcp inquiry; or 5-7 3+♦	3♦ pre-emptive 4+♦, approx 0-6
	2♣	5-9hcp 5+♣ non-forcing	3♥ splinter
	2♦	7-10 3+♦; constructive	3♠ splinter
	2♥	5-8 6+♥	3NT to play
	2♠	5-8 6+♠	4♦ pre-emptive
	2NT	nat invite	4 Others splinters
1♥/♠	1NT	9+inquiry, or 5-7 3+support	3♣ nat n/f 5-7 6♣+
	2♣	nat, non-forcing 5-9 5+♣	3♦ nat n/f 5-7 6♦+
	2♦	nat, non-forcing 5-9 5+♦	3♥/♠ pre-emptive raise 0-6 4-card
	2♥/♠	support=7-10 3card, other nat n/f	3NT to play
	2NT	5-8 5+/5+ m	4♣/♦ splinters
2♣	2♦	7+ inquiry	2♥/♠ pass/correct 0-6
	other	pass/correct	
2♦	2♥	pass/correct	3♣/♦ nat to play against weak major
	2♠	pass/correct, invite in ♥	3♥/♠ pass/correct
	2NT	14+ enquiry; game try	3NT to play
2♥/♠	2NT	Strong enquiry	3NT to play
	3♣/♦	pass/correct	4♣/♦ pass/correct
	3♥/♠	pass/correct	4♥/♠ pass/correct
2NT	3♣	pass/correct	4♣ pass/correct
	3♦	enquiry	4♦ pass/correct
	3♥	Pass/correct	4♥ pass/correct
	3♠	Pass/correct	4♠ pass/correct
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ nat, slam interest

3♥/3♠ nat, slam interest

4♣ Gerber

4♦ n/a

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    x values \_\_\_\_\_

Defence to opening Two's: Multi 2♦ x values, 2NT 15-18 stoppers, bids are limited 1

then x is t/o

RCO style 2-s as above

Other 2-s x t/o; 2NT natural

Defence to strong ♣ x=♥, 1♦=♠, 1♥=2 suits same colour (4+/4+), 1♠=rank, 1NT=0

Pass, then bid shows good hand (15+hcp)

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

Other uses over t/o x to 2♣ \_\_\_\_\_

Take out of 4 level pre-empts    4♣/4♦ x

4♥ x    4♠ 4NT, x=values

## OTHER NOTES

We play many relay bids after partner has opened over 1♦ 1♥ 1♠ our 1NT

is inlimited and all game forces go through 1 NT

Over 1♣ all game forces go through 1♦