

BASIC RESPONSES

Jump raises - minors limit forcing other PRE 5-8
 Jump raises - majors limit forcing other PRE 0-5
 Jump shifts after minor opening FG except 1♦ : 3♣ = Natural 6 cards, Invitational
 Jump shifts after major opening ART Raises. 3m = 4 card raise, OM = 3 card
 Responses to strong 2 suit opening 2♦ = 0-7; 2♥ = ART +ve; 2♠ = ART 6 card semi +ve
 Responses to 2NT opening 3♣ = Puppet Stay; 3♦ = ♥; 3♥ = ♠; 3♠ = m Stay

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other K/Q/J asks for Honour below or Count
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small highest other
 From 3 c (no honour) top middle bottom
 Signal on partne high encourage low encourage
 other Occasional Suit Preference situations
 Signal on declarer's lead Count if necessary
 Discards McKenney high encourage low encourage
 odd/even other Standard Count, usually unwanted suits first
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? NEVER
 Other Conventions

BLACKOUT after opener's reverse SUPPORT DOUBLES at 1 & 2 level
 LONG & SHORT SUIT TRIALS by opener OPENER'S NEG DBL at 3 & 4 level
 LONG SUIT TRIALS by resp. or in comp. GOOD-BAD 2NT
 FSJs by passed hand or in comp.
 CUE RAISES



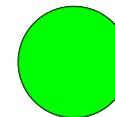
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STANDARD SYSTEM CARD

Names: Peter SMITH Paul YOVICH
 ABF Nos: 122882 192155
 Basic System: STANDARD AMERICAN 2 over 1 FG
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specif 10+ HCP if shaped Canape
 1♣ 3, better minor 1♦ 4 (3) 1♥ 5 1♠ 5
 1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended other Invitational +
 transfers 2♦ = ♥ 2♥ = ♠ 2♠ = ♣
 2 NT = ♦ other 3x = Slam Try
 2♣ Near GAME FORCE: 21+ Unbal, 23+ Bal.
 2♦ }
 2♥ } WEAK 6-10. 5-6 CARD SUIT
 2♠ }
 2 NT (20) 21-22
 3 NT GAMBLING, ANY Solid Suit.

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

GAMBLING 3NT: ANY Solid Suit OBAR: Balancing in both seats after a raise
 ARTIFICIAL Jump Shift raises of 1M GOOD-BAD 2NT in Competition
 "DRURY" 2♦

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠
 Jump overcalls As for WEAK 2 Unusual NT Lowest 2, 11-15
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor MICHAELS: ♠/♥, 11-15
 Immed cue of major MICHAELS: OM/m, 11-15
 Over opponent's 1NT (weak) DONT: { Dbl = 1 suit (not ♠) or 16+; 2♣ = ♣ + x; 2♦ = ♦ + M
 Over opponent's 1NT (strong) { 2♥ = ♥/♠; 2♠ = ♠
 Over weak twos Dbl = T/O. 2NT = 15-18 (14-16). Cue = MICHAELS
 Over opening threes Dbl = T/O. 3NT = Natural. CUE = Strong 2 suiter

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	} (5) 6+ HCP, 4+ Suit	2NT 12-15 Balanced raise
	1♥/♠	}	3♣ PRE 5-8
	1NT	6-10 < 4M	3♦ }
	2♣	Inverted 9-11 or 16+ raise	3♥ } SPL 12-15
	2♦	}	3♠ }
	2♥	} FG 16+	3NT 16-18 Balanced
	2♠	}	4 bids 4♦ = SPL (void); 4M = Natural
1♦	1♥/♠	(5) 6 + HCP, 4+ suit	3♣ 6+ cards Invitational
	1NT	6-10 , < 4M	3♦ PRE 5-8
	2♣	FG Natural	3♥ } SPL 12-15
	2♦	Inverted 9-11 or 16+ raise	3♠ }
	2♥	} FG 16+	3NT 16-18 Balanced
	2♠	}	4♦ PRE
	2NT	12-15 Balanced raise	4 Other 4♣ = SPL; 4M = Natural
1♥/♠	1NT	F1. 6-12 no fit.	3♣ ART raise 9-11, 4M
	2♣	} FG Natural	3♦ ART raise 5-8 + shape, 4M
	2♦	}	3♥/♠ PRE 0-5, 4 card fit
	2♥/♠	6-9, 3M	3NT 16-18 Balanced
	2NT	FG M raise	4♣/♦ SPL 9-11 with 3+ ctrls
2♣	2♦	Negative 0-7	2♥ : ART Any Positive 8+
	other	2♠ = ART Any semi-positive with 6 card suit with 2/3 top honours	
2♦	2♥	} Natural Invitational NF	3♦♦ To play
	2♠/3♠	}	3♥/♠ SPL
	2NT	Enquiry, Invitational+, F1	3NT Natural
2♥/♠	2NT	Enquiry, Invitational+, F1	3NT Natural
	3♣/♦	Natural Invitational NF	4♣/♦ SPL
	3♥/♠	To play	4♥/♠ To play
2NT	3♣	Puppet Stay 5M ask	4♣ } Natural, RKCB response if fit
	3♦	♥	4♦ }
	3♥	♠	4♥ } Natural
	3♠	m Stay	4♠ }
	3NT	Natural	other 4NT quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦ } Natural Slam Try

3♥/3♠ }

4♣ ♥

4♦ ♠

4♥ } To play

4♠ }

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♦ = Minimum; Other = Maximum FG

Defence to 3NT opening 4♣ = ♥/♠; 4♦ = ♠/♥

Defence to opening Two's: Multi 2♦ Dbl = 16+ Balanced; 2x = Natural; 2NT×3♥ = tra

3NT = To play

RCO style 2-s As for Multi

Other 2-s Dbl = Take-out; 2NT 15-18

Defence to strong ♣ 1x = Natural, "serious" (Dbl = ♣); 1NT = Weak 2 suiter, 4+/4+

2x and up = PRE 5+ cards

Lebensohl Over NT interference Direct suit = Invitational only

Other uses In response to Dbl of Weak Two (0-6)

Take out of 4 level pre-empts 4♣/4♦ Dbl. (4NT = Natural)

4♥ Dbl; 4NT = ♣/♦ 4♠ Dbl; 4NT = 2 suiter

OTHER NOTES

NEGATIVE FREE BIDS only at Matchpoints

BASIC RESPONSES

Jump raises - minors limit forcing other **1♣ relay; 1♦ SST with ♥**

Jump raises - majors limit forcing other **1♥ SST with ♠, 1♠ barrage**

Jump shifts after minor opening **Generally non-forcing in principle**

Jump shifts after major opening **Generally non-forcing in principle**

Responses to strong 2 suit opening **N/A**

Responses to 2NT opening **3♠♦=correctable, 3♥/♠=Nat forcing; 3NT to play; KCBW**

PLAY CONVENTIONS

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

Sequence leads: Overlead all All except AK x (x)
 Underlead other **A/Q=attitude, K=reverse count**

Four or more with an honour 4th highest attitude
 3rd/5th other **Occasionally 4th if 3rd wrong attitude**

From 4 small 2nd highest other **Occ Top**

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage
 other **Reverse count (K)**

Signal on declarer's lead **Reverse count if at all**

Discards McKenney high encourage low encourage
 odd/even other **Reverse count if at all**

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Minor suit RKCB	1♠/1NY (X) P=Nothing to say;
Unassuming cue bids PODI / PORI	XX=Pick better minor or relay
Cue raises of overcalls	2♣2♠=To play



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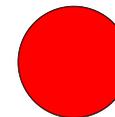
STANDARD SYSTEM CARD

Names: **Leone Fuller** **Sharon Evans**

ABF Nos: **194761** **281492**

Basic System: **Moscito**

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ **15+* (17+), any** 1♦ ***4+♥, not 4♠** 1♥ ***4+♠, not 4♥** 1♠ ***4+/4+♥/♠**

1 NT ***flat, no 4♥/♠, no 6♠♦** may contain 5 card major

2♣ Stayman: simple extended other **Relay**

transfers 2♦ **To play** 2♥ **To play** 2♠ **To play**

2 NT **Bid longer minor** other **3♣ To play, Suits natural raisable**

2♠ **10-14 (12-16), 5+/4+ either way ♠♦, not 4♥/♠**

2♦ **(5)6-9* 6♥ or 5+/5+ ♠♦ or ♠♠**

2♥ **(5)6-9* 6♠ or 5+/5+ ♠♥ or ♦♥**

2♠ **(5)6-9* 6♣ or 5+/5+ ♦♠ or ♥♠**

2 NT **(5)6-9* 6+♣ or ♦**

3 NT **Specific Ace ask** 4NT **Specific King ask**

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

*In 1st/2nd opening bids are 10-14 HCP 1♠=15+ 1st/2nd seat; 17+ 3rd/4th seat

In 3rd/4th HCP up by 2 points for all bids Two over one bids are generally non-forcing

Bids of 1♦/♥/♠ may have 5 card minor also Opening 3♣/3♦ are 10-14 (12-16)

COMPETITIVE BIDDING

Negative doubles through **4♥** Responsive doubles through **4♥**

Jump overcalls **Weak(NV)/Int(V)** Unusual NT **unbid minors weak or strong**

1NT overcall (immediate) **15-17** (re-opening) **10-14**

Immed cue of minor **5/5 majors; weak or strong**

Immed cue of major **5/5 minor + other major; weak or strong**

Over opponent's 1NT (weak) **X=Pen; 2♣=♥+other; 2♦=♠+minor; 2NT=minors**

Over opponent's 1NT (strong) **X=Pen; 2♣=♥+other; 2♦=♠+minor; 2NT=minors**

Over weak twos **Immed X=15+ (Lebensohl); Bids natural; X=T/O style**

Over opening threes **Immed X=15+ (Lebensohl); Bids natural; X=T/O style**

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-8(0-6) any shape	2NT 9+(7+) 5+♦/4♣, 0-1♠
	1♥/♠	9+(7+) 4+♣/♥ unbalanced	3♣ 9+(7+) 2254 or 1174 distn
	1NT	9+(7+) Flat, no 5 card suit	3♦ 9+(7+) 3154 distn
	2♣	9+(7+) 4+♦	3♥ 9+(7+) 2164 distn
	2♦	9+(7+) 4+♣	3♠ 9+(7+) 3064 distn
	2♥	9+(7+) 3 suited, short (0/1) M	3NT 9+(7+) 2074 distn
	2♠	9+(7+) 5+/5+ ♣/♦	4 bids
1♦	1♥/♠	GI relay 11+/Nat NF ♠	3♣ SST, 4+♥, invit
	1NT	To play if opener is flat	3♦ SST, 4+♥, invit
	2♣	Nat NF ♣	3♥ 4+♥, limit bid, non-inv
	2♦	Nat NF ♦	3♠ Preemptive
	2♥	Nat NF, 8-10, 3♥/4+♥ <8pts	3NT To play
	2♠	SST, 4+♥, invit	4♦ Preemptive
	2NT	Invit, 4+♥, flattish hand	4 Other
1♥/♠	1NT	1♥/1♠=GI Relay/To play if flat	3♣ SST, 4+♠ invit / To play 6+♣
	2♣	Nat NF♣ / GI Relay	3♦ SST, 4+♥ invit / To play 6+♦
	2♦	Nat NF♦ / Invit in a major	3♥/♠ SST, 4+♥ invit / To play
	2♥/♠	To play	3NT To play
	2NT	Invit 4+♥/♠, flattish hand	4♣/♦
2♣	2♦	GI Relay	2♥/♠ Non-forcing 6+ ♥/♠
	other	2NT=Nat; 3♣=Pick minor; 3♦ to play; 4♣/♦=KCBW	
2♦	2♥	Correctable NF	3♣/♦ Correctable NF
	2♠	Correctable NF	3♥/♠ Correctable NF
	2NT	Game force on opener	3NT To play
2♥/♠	2NT	Game force on opener	3NT To play
	3♣/♦	Correctable NF	4♣/♦ Correctable NF
	3♥/♠	Correctable NF	4♥/♠ Correctable NF
2NT	3♣	Correctable NF	4♣ Slam int in ♣ or both 4♦=♦/KC♣
	3♦	Correctable NF	4♦ RCBW in ♦ (5♣=♣)
	3♥	Nat forcing	4♥ To play
	3♠	Nat forcing	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Nat NF, 5 card suit, raisable

3♥/3♠ Nat NF, 5 card suit, raisable

4♣ RKBW in ♣

4♦ RKBW in ♦

4♥ To play

4♠ To play

Unusual NT: minors other suits lower 2 unbid suits

other shows unbid minors, thus over 1♣/♦=♦/♣+major

weak or strong

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening X=Playable in 2 suits, bids natural

Defence to opening Two's: Multi 2♦ 1st rnd=16+; later X=T/O; bids natural

RCO style 2-s 1st rnd=16+; later X=T/O; bids natural

Other 2-s 1st rnd=16+; later X=T/O; bids natural

Defence to strong ♣ Optimal 2♦-2♠; 1 bids natural; 1NT; 2♣=5♣ weak;

2NT=strong 2 suiter

Lebensohl Over NT interference

Other uses After X over weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

After 1♣, 1♦ then 1♥=18+(20+) and then 1♠=0-5 (0-3)

then 1♠=♠+another (5/4 either way); 1NT=15-17 ostensibly flat

then 2♣/♦=♣/♦+♥ (5/4 either way)

After 1♠/NT (X) then XX=Better minor or GI+

then 2♣-2♠=To play; Pass=nothing to say

After 3♣/♦ (any bid) X=uncond pen if opp V; co-op if NV

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/D are correctible, 3H/S are natural 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 Realy over one level openings

DONT over 1NT by opponents

Denial Cue Bidding



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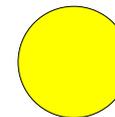
STANDARD SYSTEM CARD

Names: TREVOR FULLER DON ALLEN

ABF Nos: 120601 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 1♦ 8-12, 4+S 1♥ 8-12, minor(s) 1♠ 0-8, any shape

1 NT 9-12 balanced, no 4 card major may contain 5 card major

2♣ Stayman: simple extended other Symmetric Relay

transfers 2♦ to 2H 2♥ to 2S 2♠ to 3C

2 NT to 3D other

2♣ 8-12, 5+ hearts and 4+ of either minor

2♦ 8-12, 5+ spades and 4+ of either minor

2♥ 8-12, majors, 5+/4+ either way

2♠ 4-7, 6+ spades

2 NT Pre-empt in either minor. Denies 2 of top3 honours

3 NT 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 opening

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S

Jump overcalls weak Unusual NT micheals

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor both majors, weak or strong

Immed cue of major other major and a minor, weak or strong

Over opponent's 1NT (weak) DONT

Over opponent's 1NT (strong) DONT

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
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
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
2♣	2♦	relay, at least inv.	2♥/♠ 2H=signoff, 2S= nat. nf
	other	2NT=inv with a heart fit, 3C/D= correctible	
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
2♥/♠	2NT	relay, at least inv.	3NT to play
	3♣/♦	natural, non forcing	4♣/♦ pre-emptive
	3♥/♠	signoff	4♥/♠ to play
2NT	3♣	correctible	4♣ correctible
	3♦	correctible	4♦ correctible
	3♥	natural, forcing	4♥ to play
	3♠	natural, forcing	4♠ to play
	3NT	to play	other 4NT=bid longest minor

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 Two's: Multi 2♦ double = 16+ any shape

suit bid = 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♣/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

3C = natural, constructive, overcall strength