

## BASIC RESPONSES

Jump raises - minors limit  forcing  other preemptive  
 Jump raises - majors limit  forcing  other preemptive  
 Jump shifts after minor opening 2H/S weak; Other minor = raise  
 Jump shifts after major opening bergen  
 Responses to strong 2 suit opening 2S = dbl neg.  
 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 A/Q = rev. att; K = rev. cnt; generally overlead  
 Four or more with an honour 4th highest  NT attitude   
 3rd/5th  S other  
 From 4 small 2nd highest  other  
 From 3 cards (no honour) top  NT middle  NT bottom  S  
 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 then reverse count  
 Count natural  reverse

## CONVENTIONS

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

### Other Conventions

fit showing jumps in comp.  
 low level dbls almost always takeout  
 transfer advances after 1M - 1NT  
 exclusion RKCB  
 Anything else you can imagine we play it !



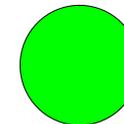
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## STANDARD SYSTEM CARD

Names: Sartaj Hans Tony Nunn  
 ABF Nos:  
 Basic System: Natural, variable NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 1♦ 3 1♥ 5 (4 in 3rd) 1♣ 5 (4 in 3rd)  
 1 NT (11)12-14 ; 14-16 in 3rd vul may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ hearts 2♥ spades 2♠ clubs  
 2 NT diamonds other  
 2♣ weak, both majors, 4+ 4+ , 0-10 HCP  
 2♦ game force  
 2♥ weak, 5/6 hearts, 0-10 HCP  
 2♠ weak, 5/6 spades, 0-10 HCP  
 2 NT 20-22  
 3 NT Gambling ; To Play in 3rd/4th

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

3rd seat vul NT is 14-16, 4cM NT bids could be offshape.  
 Sometimes open subminimum hands in 3rd  
 weak twos can be ultra aggressive NV

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S  
 Jump overcalls weak Unusual NT lower two suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor michaels  
 Immed cue of major michaels  
 Over opponent's 1NT (weak) ASPRO  
 Over opponent's 1NT (strong) DONT  
 Over weak twos leb  
 Over opening threes nat

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	nat	2NT GF Raise
	1♥/♠	nat	3♣ pre
	1NT	nat	3♦ splinter
	2♣	limit	3♥ splinter
	2♦	mixed raise	3♠ splinter
	2♥	weak	3NT to play
	2♠	weak	4 bids nat
1♦	1♥/♠	nat	3♣ mixed raise
	1NT	nat	3♦ pre
	2♣	nat, F1	3♥ splinter
	2♦	limit	3♠ splinter
	2♥	weak	3NT to play
	2♠	weak	4♦ nat
	2NT	GF Raise	4 Other nat
1♥/♠	1NT	nat	3♣ 6-9, 4+ trumps
	2♣	nat	3♦ 10-12, 4+ trumps
	2♦	nat	3♥/♠ preemptive
	2♥/♠	nat	3NT 13-15, 3 Trumps
	2NT	GF raise	4♣/♦ splinter
2♣	2♦	bid longer major	2♥/♠ to play
	other		
2♦	2♥	waiting	3♣/♦ good suit
	2♠	dbl neg	3♥/♠ good suit
	2NT	55 in Majors	3NT hmmm
2♥/♠	2NT	enquiry	3NT to play
	3♣/♦	Nat, NF	4♣/♦ Fit jump
	3♥/♠	Nat, NF	4♥/♠ To play
2NT	3♣	5 card stayman	4♣ nat
	3♦	transfer	4♦ nat
	3♥	transfer	4♥ nat
	3♠	minors	4♠ nat
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C = 54 in minors, GF; 3D = 3 suited, short minor
3♥/3♠	4 card suit, choice of games
4♣	transfer
4♦	transfer
4♥	nat
4♠	nat

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    X = bal ; 4C = t/o

Defence to opening Two's:    Multi 2♦ X = 13-15 bal or 16+ unbal

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

Defence to strong ♣    Nat; cheapest NT = progressive hand

Lebensohl    Over NT interference

Other uses    weak twos, multi two openings

Take out of 4 level pre-empts    4♣/4♦ \_\_\_\_\_

4♥ \_\_\_\_\_    4♠ \_\_\_\_\_

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## BASIC RESPONSES

Jump raises - minors limit  forcing  other  Inverted minors uncontested  
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Strong - Soloway jump shifts  
 Jump shifts after major opening Strong - Soloway jump shifts  
 Responses to strong 2 suit opening 2♦ = 0-3HCP no king, 2♥ = 3+ HCP not 2 controls  
 Responses to 2NT opening 3♣ = puppet Stayman, 3♦/♥ = Jacoby, 3♠ = minors

## 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 Odd encourage, even suit preference  
 Signal on declarer's lead Reverse count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other Odd encourage, even suit preference  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when?   
 Other Conventions

Lebensohl Inverted minor raises  
 Grand slam force 2♣ - invitational check back after 1NT rebid  
 Cue raise in competition 2♦ - forcing check back after 1NT rebid  
 Jacoby 2NT after major opening  
 Economical jump by passed hand



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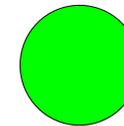


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## STANDARD SYSTEM CARD

Names: Paul Lavings Chris Sundstrom  
 ABF Nos: 35092 59528  
 Basic System: Standard American  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 12-20 HCP, 3+ 1♦ 12-20 HCP, 3+ 1♥ 11-20 HCP, 5+ 1♣ 11-20 HCP, 5+  
 1 NT 15-17 HCP balanced may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ Jacoby, 5+ ♥ 's 2♥ Jacoby, 5+ ♠ 's 2♠ Transfer, 5+ ♣ 's  
 2 NT Transfer, 5+ ♦ 's other 3-level response, game force, shortage in bid suit  
 2♣ Artificial, strong - reponses show controls and strength by steps  
 2♦ Artificial, Multi-Two - weak two-bid in either major. 2NT response forcing, others limited  
 2♥ Natural, 5 ♥ 's, 4+ minor, 6-10 HCP. 2NT response forcing, others limited  
 2♠ Natural, 5 ♠ 's, 4+ minor, 6-10 HCP. 2NT reponse forcing, others limited  
 2 NT Balanced, 20+22 HCP. Responses : Puppet Stayman, Jacoby transfers  
 3 NT Gambling - Long minor, no side ace or king

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

## COMPETITIVE BIDDING

Negative doubles through 4♠ 's Responsive doubles through 4♥ 's  
 Jump overcalls Weak Unusual NT Unbid suits, often minors  
 1NT overcall (immediate) 16-18 HCP (re-opening) 11-14 HCP  
 Immed cue of minor If short minor cue = natural, If long minor cue = Michaels  
 Immed cue of major Michaels, 6-10 HCP, other major with 5-card minor  
 Over opponent's 1NT (weak) 2♣ = hearts + other, 2♦ = spades + minor  
 Over opponent's 1NT (strong) 2♣ = hearts + other, 2♦ = spades + minor  
 Over weak twos X = takeout, 2NT = 16-18 HCP, cue = strong 2-suiter  
 Over opening threes X = takeout, cue = strong 2-suiter

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Natural, often no 4-card major	2NT Balanced, 11-12 HCP
	1♥/♠	Natural, 4+ cards, 5+ HCP	3♣ Inverted minor raise, 4-7 HCP
	1NT	Natural, 6-8 non-vul, 6-9 vul	3♦ Pre-emptive
	2♣	Inverted minor raise, forcing	3♥ Pre-emptive
	2♦	Strong, Soloway jump shift	3♠ Pre-emptive
	2♥	Strong, Soloway jump shift	3NT Balanced, 13-15 HCP
	2♠	Strong Soloway jump shift	4 bids Pre-emptive
	1♦	1♥/♠	Natural, 4+ cards, 5+ HCP
1NT		Natural, 6-8 non-vul, 6-9 vul	3♦ Inverted minor raise, 4-7 HCP
2♣		Natural, forcing to 3-level minor	3♥ Pre-emptive
2♦		Inverted minor raise, forcing	3♠ Pre-emptive
2♥		Strong, Soloway jump shift	3NT Balanced, 13-15 HCP
2♠		Strong, Soloway jump shift	4♦ Pre-emptive
2NT		Balanced, 11-12 HCP	4 Other Pre-emptive
1♥/♠	1NT	Artificial, forcing NT, 5-11 HCP	3♣ Strong, Soloway jump shift
	2♣	Natural, 4+ cards, 11+ HCP	3♦ Strong, Soloway jump shift
	2♦	Natural, 4+ cards, 11+ HCP	3♥/♠ Natural, limit raise,
	2♥/♠	Natural, 6-9 HCP, 3-card raise	3NT Natural 13-15 HCP, 3+ ♥ s
2NT	Artificial, Jacoby, forcing raise		4♣/♦ Artificial, splinter in bid suit
2♣	2♦	0-3 HCP, no ace or king	2♥/♠ 2♥ = 3+ HCP, not 2 controls
	other	2♣ = 2 controls, 2NT = 3 kings, 3♣ = 3 controls, 3♦ = 4 controls ...	
2♦	2♥	Pass or correct	3♣/♦ Natural, long suit, not forcing
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	Artificial, relay for clarification	3NT Natural, terminal
2♥/♠	2NT	Artificial, relay for minor suit	3NT Natural, terminal
	3♣/♦	Natural, long suit, not forcing	4♣/♦ Pre-emptive, pass or correct
	3♥/♠	Pre-emptive	4♥/♠ Natural, terminal
2NT	3♣	Puppet Stayman	4♣ Natural, long suit, slam interest
	3♦	Jacoby transfer	4♦ Natural, long suit, slam interest
	3♥	Jacoby transfer	4♥ Artificial, splinter, both minors
	3♠	Minor suit Stayman	4♠ Artificial, splinter, both minors
	3NT	Natural, terminal	other 4NT = invitational

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural, long strong suit, game forcing
3♥/3♠	Natural, long strong suit, game forcing
4♣	Gerber
4♦	Idle
4♥	Natural, terminal
4♠	Natural terminal

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♣ puppets to 2♦, game invitations follow

Defence to 3NT opening      4♣ = both majors

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

RCO style 2-s      X = 15+ HCP, other natural

Other 2-s      X = takeout, jump to 4 minor = leaping Michaels

Defence to strong ♣      X = both major, 1♦ = spades + minor, 1NT = hearts + minor

Lebensohl      Over NT interference

Other uses

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

4♥ X      4♠ X and 4NT

## OTHER NOTES

Inverted minors do not apply in competition.

Jump raises in a major to the 3-level are pre-emptive in competition.

After 4NT invitational if accept bid a good 4-card suit at the 5-level, 5-card suit at the 6-level

4NT over any NT is invitational.

In most circumstances 4 of a major is to play

RKCB 1430, agreed suit = last bid suit if not previously agreed

## BASIC RESPONSES

Jump raises - minors limit  forcing  other  3♣ preempt, 3♦ inv  
 Jump raises - majors limit  forcing  other preemptive  
 Jump shifts after minor opening 2♦ art. GF raise, 2M weak, 3♣ inv  
 Jump shifts after major opening 2♠ weak, 3♣ art GF raise, 3♦ limit  
 Responses to strong 2 suit opening 2♦ neg, denies KQxxx or better  
 Responses to 2NT opening 3♣ 5 card Stayman, 3♦/♥ xfrs, 3♠ minors

## 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 3rd  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other Suit preference when singleton in dummy  
 Signal on declarer's lead Reverse count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other Odd encourage, even McKenney  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when?   
 Other Conventions

Good/bad 2NT in competition Many low level take-out doubles  
 Reverse Lebensohl 2♣ puppet to 2♦ after 1NT rebid  
 Fit showing jumps in 2♦ artificial GF after 1NT rebid  
 competition and by passed hand Leaping Michaels  
 Splinters



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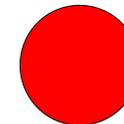


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## STANDARD SYSTEM CARD

Names: Pauline GUMBY Warren LAZER  
 ABF Nos: 24732 35238  
 Basic System: Standard, 2 over 1 game force  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+, 2+ ♣\* 1♦ 11+, 2+ ♦\* 1♥ 11+, 5+♥ 1♠ 11+, 5+♠  
 1 NT 14-16 may contain 5 card major   
 2♣ Stayman: simple  extended  other Puppet to 2♦  
 transfers 2♦ to ♥ 2♥ to ♠ 2♠ range probe  
 2 NT transfer to ♣ other  
 2♣ Game force  
 2♦ 6-10, 4+♥ and 4+♠  
 2♥ Acol, 8 playing tricks in ♥  
 2♠ Acol, 8 playing tricks in ♠  
 2 NT 21-23 balanced  
 3 NT Gambling

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

\* 1♣ 17-20 bal or 11+, 4+♣ 2♦ weak, both majors  
 \* 1♦ 11-13 bal or 11+, 4+♦ Optimal 2's over strong 1♣  
 1NT 14-16 (1M) 3♣ 5 other Major & 5+♦

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls various Unusual NT Lower unbid suits  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Michaels  
 Immed cue of major 5 other Major & 5+ ♣ (3♣=5 other Major & 5+♦)  
 Over opponent's 1NT (weak) Canape transfers, DONT by passed hand  
 Over opponent's 1NT (strong) Canape transfers, DONT by passed hand  
 Over weak twos X for takeout, Michaels, Leaping Michaels  
 Over opening threes X for takeout, Michaels

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0+ hcp, 4+ ♦	2NT 12-15 or 18+ bal
	1♥/♠	0+ hcp, 4+ ♥ / ♠	3♣ preemptive
	1NT	9-11 hcp, denies major	3♦ splinter
	2♣	6-9 hcp, 4+ ♣	3♥ splinter
	2♦	artificial GF raise in ♣	3♠ splinter
	2♥	weak, 0-5 hcp, 6+ ♥	3NT 16-17, flat
	2♠	weak, 0-5 hcp, 6+ ♠	4 bids preemptive
1♦	1♥/♠	5+ hcp, 4+ ♥ / ♠	3♣ natural NF
	1NT	5-12 hcp, denies major	3♦ 6+♦, invitational
	2♣	game forcing, 5+(4) ♣	3♥ preemptive
	2♦	5+ ♦, game forcing	3♠ preemptive
	2♥	weak, 0-5 hcp, 6+ ♥	3NT 16-17 flat
	2♠	weak, 0-5 hcp, 6+ ♠	4♦ preemptive
	2NT	13-15 or 18+ bal	4 Other ♣ splinter, ♥ / ♠ preempt
1♥/♠	1NT	5-12 hcp, semi forcing	3♣ art. GF raise in ♥ / ♠
	2♣	game forcing, 4+ ♣	3♦ 4+ support, 8 losers
	2♦	game forcing, 4+ ♦	3♥/♠ preemptive raise
	2♥/♠	6-9 hcp, 3+ ♥ / ♠	3NT 16-17 flat, <4 card supp.
	2NT	13-15 or 18+ bal	4♣/♦ splinters (1♣4♥ splinter)
2♣	2♦	denies KQxxx or better	2♥/♠ KQxxx or better
	other	2NT=minors, 3M=one loser suit, 3NT=solid suit	
2♦	2♥	to play	3♣/♦ natural, non forcing
	2♠	to play	3♥/♠ invitational
	2NT	game interest relay	3NT to play
2♥/♠	2NT	negative	3NT 9-11, both minors
	3♣/♦	natural, positive	4♣/♦ splinter
	3♥/♠	strong raise	4♥/♠ to play
2NT	3♣	5 card Stayman	4♣ natural, slam interest
	3♦	transfer to ♥	4♦ natural, slam interest
	3♥	transfer to ♠	4♥ to play
	3♠	both minors	4♠ to play
	3NT	to play	other 4NT quant, 5NT baron

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Natural, slam interest

3♥/3♠ Natural, slam interest

4♣ Transfer to ♥

4♦ Transfer to ♠

4♥ To play

4♠ To play 4NT Blackwood

Unusual NT: minors  other suits  lower 2 unbid suits

other

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  (1♠=1RF) Game force

NT Checkback  Priorities 2♣ forces 2♦, 2♦ GF, 2NT forces 3♣

Defence to 3NT opening Double for takeout

Defence to opening Two's: Multi 2♦ Double = 13-15 balanced or good hand

2NT = 16-18 balanced

RCO style 2-s Double = 13-15 balanced or good hand

2NT = 16-18 balanced

Other 2-s Double = takeout if suit bid is natural otherwise

Double = 13-15 bal or good hand, 2NT = 16-18 bal

Defence to strong ♣ Double = good hand, 1NT = ♣, optimal 2's,

1 level bids natural, obstructive

Lebensohl Over NT interference  reverse

Other uses Over weak 2s (or equivalent); after 1M P 2M X

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

4♥ Double 4♠ 4NT, double = values

## OTHER NOTES

1♦ can be 2 cards when 11-13 balanced

1♥ - 2♠, 1♠ - 3♥ 4+ card support, 13-15, balanced

One level responses to 1♣ may be < 6 hcp when short in ♣

Specific Michaels: cue=other major + ♣, 3♣=other major + ♦

Leaping Michaels over 1M and weak 2M

Weak jump overcalls at 3 level (not 3♣), Intermediate at 2 level