

## 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 is next suit, 2♠ over 2rNo 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 OR GF;2N,3♦-9-11 baover weak 2, 2N : 3M weak else splinter



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AUSTRALIAN BRIDGE FEDERATION

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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 5+♣ 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 construct 1NT 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, weak or strong  
 1NT overcall (immediate) (15)16-18(19) (re-opening) 11-15  
 Immed cue of minor Michaels, ♠ and other, 5/5+, weak or strong  
 Immed cue of major Michaels, OM and a minor, 5/5+, weak or strong  
 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 5/5s  
 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 OR flat GF raise
	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 5-card raise to 4M with defense
	2NT	4card raise, BAL, 9-11	4♣/♦ splinter raise
2♣	2♦	ART major suit stopper enq	2♥/♠ 2♥ NAT NF, 2♠=GF relay
	other	2N = NAT constructive, then raise is weak, other 3-level bids splinters	
2♦	2♥	ART major suit stopper enq	3♣/♦ 3♣=NAT, cons. 3♦=not cons
	2♠	GF relay	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+, weak or strong

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

4 minor is leaping Michaels

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.

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

Other uses      NAT by unpassed or opening hand, otherwise pick minor.

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, we relay with INV+ hands (second relay GF), else bid NNF.

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 GF.

Relays broken by bidding more than two steps up (1N stops relays after 1♣ opening).

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   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening Weak 4-6 hcp, 6+ suit, poor support for opener's suit  
 Jump shifts after major opening Weak :2S = 4-6hcp but 3D or 3C or 3H =7-9hcp  
 Responses to strong 2 suit opening 2D=less than 3 controls, others positive  
 Responses to 2NT opening Transfers to M, 3C= 5 card Stayman, 3S= 5S,4H

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other from KJ10 we lead J  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  other  
 From 4 small 2nd highest  other usually 2nd highest  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 other Some (rare) count or Mckenneys if stiff in dummy or dummy =strong  
 Signal on declarer's lead count (low= odd number) but its not mandatory  
 Discards McKenney  high encourage  low encourage   
 odd/even  other first discard may be neutral or "spare" card  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when?  
 Other Conventions  
 Splinter & mini splinter bids Help suit trial bids  
 Mandatory superaccepts our 1NT auction Exclusion Cue bids over our 4M opening  
 Cue raise of pard's major in competition 4D over our 3NT Opening= slam try  
 Truscott 2NT all suits if you X our 1 suit opemaximal game try doubles in our major auct  
 2C Crowhurst checkback our 1NT rebid



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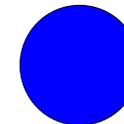


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## STANDARD SYSTEM CARD

Names: Ruth Jamieson Peter Jamieson  
 ABF Nos: 44687 30600  
 Basic System: Modified Acol version May 6, 2005  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+hcp, 3 cards 1♦ 11+hcp, 4 cards 1♥ 11+hcp, 4 crds 1♠ 11+hcp, 5 cards  
 1 NT 12-14 (good 11 allowed) may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ to 2H 2♥ to 2S 2♠ to 3C  
 2 NT to 3D other  
 2♣ Game Force -if Balanced has 25-26 hcp or 29-30 hcp  
 2♦ Multi -Weak 2 either major suit or 23-24 hcp balanced (if 3NT jump rebid=27+balanced)  
 2♥ Anchored Multi : H & minor, 6-10 hcp, 5+ 5+ shape  
 2♠ Anchored Multi : S & minor, 6-10 hcp, 5+5+ shape  
 2 NT 21-22 balanced, can contain 5 card major  
 3 NT Gambling, solid 7 card minor (no outside A or K in 1st or 2nd seat)

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

Modified SWINE escape bids if you X our >:1NT opening bid  
 Our 1NT rebid shows 15-18 balanced  
 Support X and XX at 1 and 2 level

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S  
 Jump overcalls weak Unusual NT two lowest unbid suits 5+5+  
 1NT overcall (immediate) 15-18 (re-opening) 11-14  
 Immed cue of minor Modified Michaels: Highest unbid suit & another 5+5+, weak or str  
 Immed cue of major Michaels: Other major plus a minor. 5+5+, weak or strong  
 Over opponent's 1NT (weak) Pottage: Dble=Penalty, bids show 11+ HCP, 2D=majors  
 Over opponent's 1NT (strong) as above +2C= unknown 6+ suit, 2M= 5 that M+ minor  
 Over weak twos Double  
 Over opening threes Double



## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening in M weak; 1♣2♦, 1♦-3♣= 9-11 6 cd suit  
 Jump shifts after major opening fit showing 1 rd force  
 Responses to strong 2 suit opening n/a  
 Responses to 2NT opening see over

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

## CONVENTIONS

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

Jacoby over 1 M; splinters & mini-splinters pass forces XX then lower of touching suits  
 forcing 1NT resp over 1 M PODI, support X's.  
 after 2♥/♠ resp to 1NT 3♣=enq neg free bids at 2 level only  
 SWINE - XX=2♣&drop resp's bid  
 2♣=♠+M, 2♦=♦+♠, 2♥/♠ nat



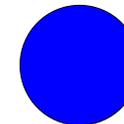
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## STANDARD SYSTEM CARD

Names: Steven Bock-Neville Moses  
 ABF Nos: 5355 44441  
 Basic System: 2/1 game force (20.vi.05)  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 11pts+ 1♦ 3 11pts+ 1♥ 5 11pts+ 1♠ 5 11pts+  
 1 NT 15-18 may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ -> <♥ 2♥ -> ♠ 2♠ -> ♣  
 2 NT -> ♦ other super accepts  
 2♣ game force control resp 2<♦=0-1, 2♥=2, 2♠=3 2NT=6-8<2 cont  
 2♦ 8-11 M at least 5-4 - 2NT enq 3♣=5♥4♠, 3♦=4♥5♠, 3♥=6♥, 3♠=6♠ 3NT=5-5  
 2♥ 6-10 6♥  
 2♠ 6-10 6♠  
 2 NT 21-22 bal resp 3♣=5 cd stayman 3♦/♥=trans, 3♠=5♠4♥.  
 3 NT gambling; set-up m no more than K outside.

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

2♦ opening  
 Ghestem

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠  
 Jump overcalls M weak; Ghestem, unusual NT Ghestem (lower 2 unbid)  
 1NT overcall (immediate) 15+-18 (re-opening) 11-14  
 Immed cue of minor Ghestem (extreme suits)  
 Immed cue of major Ghestem (extreme suits)  
 Over opponent's 1NT (weak) ASPRO  
 Over opponent's 1NT (strong) ASPRO  
 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♦	4+♦; 6+pts	2NT 11-12 bal
	1♥/♠	4+♥/♠; 5+pts	3♣ 5♣ < 10pts unl passed or over int
	1NT	6-10pts no 4cd M unl flat	3♦ Splinter
	2♣	10+ 5♣ no 4 cd M	3♥ Splinter
	2♦	9-11 6 cd ♦ usu 2/3 top hon	3♠ Splinter
	2♥	4-8 pts 6♥	3NT 13-15 bal
	2♠	4-8 pts 6♠	4 bids 4♣ = RCKB in ♣
	1♦	1♥/♠	4+♥/♠ 5+ pts
1NT		6-10pts no 4 cd M unl flat	3♦ 5♦ < 10pts unl passed or over int
2♣		4+♣ forces to 2NT	3♥ Splinter
2♦		10+5♦ no 4 cd M	3♠ Splinter
2♥		4-8 pts 6♥	3NT 13-15 bal
2♠		4-8 pts 6♠	4♦ RCKB in ♦
2NT		11-12 bal	4 Other Splinters
1♥/♠		1NT	5-11 forc
	2♣	game force with ♣ (3+)	3♦ fit showing jump 1 rd force
	2♦	game force with ♦	3♥/♠ 10-11 with supp unbal
	2♥/♠	6-9 with supp	3NT 15-16 4-3-3-3 shape
	2NT	Jacoby	4♣/♦ Splinters
2♣	2♦	0-1 cont < 6pts	2♥/♠ 2♦=2 cont; 2♠=3 cont
	other	2NT = <2 con 6-9 3NT=,2 con 9+ pts	
2♦	2♥	to play	3♣/♦ to play
	2♠	to play	3♥/♠ invitational
	2NT	enquiry (see over)	3NT to play
2♥/♠	2NT	enquiry (Ogust resp)	3NT to play
	3♣/♦	nat & forc	4♣/♦ Splinters
	3♥/♠	pre-emptive	4♥/♠ to play
2NT	3♣	5 cd Stayman	4♣ nat
	3♦	->♥	4♦ nat
	3♥	->♠	4♥ to play
	3♠	5♠ 4♥	4♠ to play
	3NT	to play	other 4NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6 cd suit - 8-10 pts 1/3 top hon
3♥/3♠	forc 6 cd suit - cue with hon doubleton or better
4♣	-> 4♥
4♦	-> 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  1 level      2 level Game force

NT Checkback       Priorities      support resp's suit

Defence to 3NT opening      X=lead own suit if nil dummy's first if nil ♠

Defence to opening Two's:      Multi 2♦ X=12+ 5♦; else wait and X later, new suit strong & nat 2

Stayman & trans

RCO style 2-s      As above

Other 2-s      X = to

Defence to strong ♣      ASPRO

Lebensohl      Over NT interference       slow shows

Other uses      After X weak 2

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

4♥ X      4♠ 4NT

## OTHER NOTES

After 1♣/1♦ - 1♥1NT does not deny 4♠. 1♠ shows 5-4 or 4441

Opening 4NT = specific Ace ask 5♥ shows no Ace & 5NT shows ♥A

Forcing 1NT after 1M