

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Weak  
 Jump raises - majors limit  forcing  Other: Weak  
 Jump shifts after minor opening Maj constructive, minors Ghestem  
 Jump shifts after major opening Majors Constructive, minors Ghestem  
 Responses to strong 2 suit opening NA  
 Responses to 2NT opening 3c = puppet stayman & 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: \_\_\_\_\_  
 Signal on declarer's lead \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

Swine \_\_\_\_\_  
 Ghestem \_\_\_\_\_  
 Splinters \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



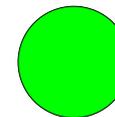
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## STANDARD SYSTEM CARD

Names: Leigh Gold Adam Sarten  
 ABF Nos: 398713 278424  
 Basic System: \_\_\_\_\_ Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+ 11+ 1♦ 4+ 11+ 1♥ 4+ 11+ 1♠ 5+ 11+  
 1 NT 11-14 1/2 seat NV 15-17 rest may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣  
 2 NT ♦ Other: \_\_\_\_\_  
 2♣ Strong  
 2♦ Weak 2 in ♥ 5-10 HCP  
 2♥ 4+♥ & 4+♠ 5-10 HCP  
 2♠ Weak 2 in ♠ 5-10 HCP  
 2 NT 20-22 Bal  
 3 NT 6-5 Majors 12-17 HCP as a rule

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Weak \_\_\_\_\_ Unusual NT 2 lowest unbid  
 1NT overcall (immediate) Comic or 15-18(re-opening) 11-14  
 Immed cue of minor Ghestem  
 Immed cue of major Ghestem  
 Over opponent's 1NT (weak) Modified Capaletti  
 Over opponent's 1NT (strong) Modified Capaletti  
 Over weak twos X & Leb  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+	2NT	10-12 No Major
	1♥/♠	4+	3♣	0-9 5+
	1NT	6-9	3♦	Splinter
	2♣	10+ no 4 card Maj	3♥	Splinter
	2♦	3-7 6+	3♠	Splinter
	2♥	7-10 6+	3NT	12-15 No Major
	2♠	7-10 6+	4 bids	

1♦	1♥/♠	4+	3♣	3-7 6+
	1NT	6-9	3♦	0-9 5+
	2♣	10+ HCP 5+	3♥	Splinter
	2♦	10+ No 4 card Maj	3♠	Splinter
	2♥	7-10 6+	3NT	12-15 No Major
	2♠	7-10 6+	4♦	Pre-Emptive
	2NT	10-12 No Major	4 Other	

1♥/♠	1NT	6-9	3♣	6-9 4+ support
	2♣	10+ 5+	3♦	10-12 4+ support
	2♦	10+ 5+	3♥/♠	0-9 4+ support
	2♥/♠	6-9 3+ support	3NT	12-15 balanced support
	2NT	13+ 3+ support	4♣/♦	Splinter

2♣	2♦	8+ Hcp	2♥/♠	2♥ = 0-4 2♠ = 5+ 5-7 hCP
	other	5-7 with 5+ in suit (2nt = 5H)		

2♦	2♥	Play	3♣/♦	Nat NF
	2♠	Nat NF	3♥/♠	Play
	2NT	Enquiry	3NT	Play

2♥/♠	2NT	Enquiry	3NT	Play
	3♣/♦	Nat Nf	4♣/♦	
	3♥/♠	Play	4♥/♠	Play

2NT	3♣	Puppet stayman	4♣	Slam Try in ♦
	3♦	Transfer to ♥	4♦	Slam Try in ♣
	3♥	Transfer to ♠	4♥	Play
	3♠	Minor Suit Stayman	4♠	Play
	3NT	Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ 3♣ = 5 card maj stayman, 3♦ = 5/5 Majors GF

3♥/3♠ Nat 6+ GF

4♣ Gerber

4♦ No Meaning

4♥ Play

4♠ 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♦ XXX

RCO style 2-s XXX

Other 2-s X

Defence to strong ♣ X = ♣+♥ 1D = ♦+♥ 1H = ♥+♠ 1S = ♠+Minor 1NT = ♣+♦

Lebensohl

Over NT interference

Other uses Over Weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	NAT 5+	2NT	GF raise (limit by PH)
	1♥/♠	NAT 5+	3♣	NAT, weak
	1NT	NAT 5-9	3♦	NAT, weak
	2♣	10+ raise	3♥	NAT, weak
	2♦	NAT, weak	3♠	NAT, weak
	2♥	NAT, weak	3NT	8-11, 5+♣, stops outside, no spl
	2♠	NAT, weak	4 bids	NAT, weak

1♦	1♥/♠	NAT 5+	3♣	NAT, weak
	1NT	NAT 5-9	3♦	NAT, weak
	2♣	NAT, INV+	3♥	NAT, weak
	2♦	10+ raise	3♠	NAT, weak
	2♥	NAT, weak	3NT	8-11, 5+♦, stops outside, no spl
	2♠	NAT, weak	4♦	NAT, weak
	2NT	GF raise (limit by PH)	4 Other	NAT, weak

1♥/♠	1NT	NAT 5-9	3♣	NAT, weak
	2♣	Drury (♣ or 3 card limit raise)	3♦	NAT, weak
	2♦	NAT, INV+	3♥/♠	NAT, weak
	2♥/♠	Raise=6-9	3NT	13-15 BAL raise, weak trumps
	2NT	4+ card INV+ raise	4♠/♦	NAT, weak

2♣	2♦	9+ any or 5-8 BAL	2♥/♠	2♥=0-4 any; 2♠= 5-8, 5+♥
other	2NT	=5+♠, 5-8; 3♥+=3-5, good 6+suit; 3NT=AKQxxx+ nothing else		

2♦	2♥	to play	3♠/♦	NAT, NF
	2♠	to play	3♥/♠	to play
	2NT	ask, INV+	3NT	to play

2♥/♠	2NT	ask, INV+	3NT	to play
	3♠/♦	NAT, NF	4♠/♦	splinter
	3♥/♠	raise=NF; JS=splinter	4♥/♠	raise=to play

2NT	3♣	puppet stayman	4♣	gerber
	3♦	♥	4♦	both majors, mild slam try
	3♥	♠	4♥	NAT, NF
	3♠	44+ minors, slammish	4♠	NAT, NF
	3NT	to play	other	4NT=quant

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	slam try (cue except with xx)
3♥/3♠	slam try (cue except with xx)
4♣	gerber
4♦	both majors, mild slam try
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  after 1-over-1 else GF

Game force

### NT Checkback

Priorities

2♣=inv; 2♦=gf

### Defence to 3NT opening

X=values

### Defence to opening Two's: Multi 2♦ X=values then T/O X

RCO style 2-s

X=values then T/O X

Other 2-s

### Defence to strong ♣

X=♥+other; 1♦=♠+other; 1NT=minors

After 1♣-P-1♦: X=♠+other; 1NT=minors

### Lebensohl

Over NT interference  Rubensohl

Other uses

### Take out of 4 level pre-empts

4♣/4♦ X

4♥ X; 4NT=minors 4♠ X; 4NT=2-suiters

## OTHER NOTES

After 1-over-1 then reverse, step=minimum

Cue raises

4NT opening = specific ace ask (5NT=2, 6♣=♠A)

PODI/PORI

Support double

Good 2NT (eg 1X-1Y-bid-2 something .. 2NT=competing with near GF+)

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: good trumps non-forcing  
 Jump raises - majors limit  forcing  Other: " "  
 Jump shifts after minor opening various: see inside  
 Jump shifts after major opening various: see inside  
 Responses to strong 2 suit opening step = less than ace and king others nat  
 Responses to 2NT opening baron + transfers + 3S = minors

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: underlead demands unblock eg AKJ10, King  
 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: reverse count (an ace in the middle of play may ask for attitude)  
 Signal on declarer's lead reverse count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: reverse count (McK when obvious)  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other:  
 4♣ Gerber  when? 1NT

### Other Conventions

(1) XX at one level shows penalty interest  
 and our bids otherwise ignore the double.  
 (2) after 1NT is doubled bids are one suited  
 redouble is penalties and pass 2 suited  
 (possibly intending to pass)



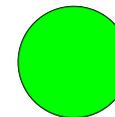
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## STANDARD SYSTEM CARD

Names: Cathy Chua Simon Hinge  
 ABF Nos:  
 Basic System: 4 card Standard  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 4, about 11+ 1♦ 4, about 11+ 1♥ 4, about 11+ 1♠ 4, about 11+  
 1NT 15-17, a little less with playing strength may contain 5 card major   
 2♣ Stayman: simple  extended  Other:  
 Transfers 2♦ hearts 2♥ spades 2♠ clubs  
 2NT diamonds Other: any 5422, 6322, bare honour also possible  
 2♣ strong with clubs or 23+ balanced. 'strong' = approx. 8 P.T. or better  
 2♦ strong with diamonds  
 2♥ strong with hearts  
 2♠ strong with spades  
 2NT 20-22 balanced, baron and transfers, 3S = minors  
 3NT gambling in minor, no outside ace or king

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

Our takeout doubles are Italian style: classicThe more shape the less points required.  
 shape not required, but values and a hand We mostly open 4 card major before  
 deemed unsuitable for an overcall (good su 4 card minor)

## COMPETITIVE BIDDING

Negative doubles through 6S Responsive doubles through 6S  
 Jump overcalls weak Unusual NT lower unbid suits  
 1NT overcall (immediate) 15-17 (18) (re-opening) 10-14  
 Immed cue of minor both majors  
 Immed cue of major other major + minor  
 Over opponent's 1NT (weak) ASPRO 2C = H + another; 2D = S + minor  
 Over opponent's 1NT (strong) ASPRO  
 Over weak twos Double = takeout and then 2NT = takeout  
 Over opening threes Double = takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+, 5+ HCP	2NT	strong raise
	1♥/♠	4+ (5)6+ HCP	3♣	4/5 better trumps than 1-2 raise
	1NT	bal 6-10(11) HCP	3♦	splinter 3-4 controls
	2♣	3/4, (5)6-10(11) HCP	3♥	" "
	2♦	fit-showing 3-4 controls	3♠	" "
	2♥	" "	3NT	16-18 bal, no major
	2♠	(11)12-15 balanced, no major	4 bids	nat

1♦	1♥/♠	4: (5)6+ HCP	3♣	fit-showing 3-4 controls
	1NT	bal 6-10(11) HCP	3♦	4/5 better trumps than 1-2 raise
	2♣	nat, forcing one round	3♥	splinter 3-4 controls
	2♦	3/4, (5)6-10(11) HCP	3♠	" "
	2♥	fit-showing 3-4 controls	3NT	16-18 bal, no major
	2♠	(11)12-15 balanced, no major	4♦	nat
	2NT	strong raise	4 Other	nat

1♥/♠	1NT	as above except after 1S:	3♣	strong raise
	2♣		3♦	
	2♦		3♥/♠	
	2♥/♠		3NT	
	2NT	(11) 12-15 bal	4♣/♦	1H/S: splinters 3-4 controls

2♣	2♦	less than A+K	2♥/♠	nat, A+K or better
	other	nat, A+K or better		

2♦	2♥	less than A+K	3♣/♦	others as above
	2♠		3♥/♠	
	2NT		3NT	

2♥/♠	2NT	2H 2S less than A+K	3NT	
	3♣/♦	2S 2NT less than A+K	4♣/♦	
	3♥/♠	others as above	4♥/♠	

2NT	3♣	baron	4♣	nat
	3♦	transfer to H	4♦	"
	3♥	transfer to S	4♥	"
	3♠	minors	4♠	"
	3NT	nat	other	4NT = quan

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C/D = strong
3♥/3♠	3H/S = singleton in other major, 3 suited-ish, game values
4♣	gerber
4♦	5-5+ in majors game-interest only, partner to choose
4♥	natural
4♠	natural

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 if gambling 4C = 2 suits, forcing

Defence to opening Two's: Multi 2♦ X = 15+, bids 10-14 2H/S t/o of other major.

RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal

Other 2-s After strong 2C/2NT ASPRO applies

Defence to strong ♣ ASPRO X = H + another, 1D = S + minor

Lebensohl Over NT interference

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

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

## OTHER NOTES

All our natural NT bids may contain singletons if that is deemed the most appropriate bid.

In competition 2NT and 4NT bids are often for takeout, rarely natural and non-forcing.

In non-competitive auctions 2NT is always forcing.