		BAS	IC RE	SPC	NSE	S	
Jump raises	- minors limit		forcing		other	Preemptive	
Jump raises	- majors limit		forcing		other	Preemptive	
Jump shifts a	after minor openin	ıg	Stro	ng. Asl	king bid.		
Jump shifts a	after major openin	g	Stro	ng. Asl	king bid.		
Responses to	o strong 2 suit op	ening					
Responses to	o 2NT opening	30	C enquiry	y.			
	F	PLAY	CON	IVEN	IOITI	VS	
'NT' V	ersus Notrump		'S' \	/ersus :	Suit	✓ = B	oth
Sequence le	ads:	Ove	erlead al		Ź	All except AK x (x)	
	Underlead [othe	r				
Four or more	with an honour		4th high	est	✓ a	ttitude	
31	rd/5th	other					
From 4 small	l 2nd highe	est 🔽	Z othe	er or	4th high	est	
From 3 cards	(no honour)	to	TZI qc	mid	dle 🗔	bottom 🗹	
Signal on p	oartner's lead:	high er	ncourage			low encourage [
	other Count	at NT.	Attitude	against	a suit co	ontract.	
Signal on d	leclarer's lead	Coun	t.				
Discards	McKenney	I	nigh enc	ourage] low encourage	
	odd/even		other				
Count	natural	✓ r	reverse				
		CC	NVE	NTI	ONS		
4NT:	Blackwood		RKCI	3 	•	other	
4♣	Gerber 🔽	when?	After	1NT on	ly.		
		Other	Conve	ntions			
Lead of sma	ll from 3 small in p	partner's	suit.				
/E		© v D c	Marka#	na			
	KZ		Marketi ox 397	ny			
<u>AN</u>			vick ACT				



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STANDARD SYSTEM CARD
Names: Gary Ridgway Arthur Robbins
ABF Nos:
Basic System: Precision
Classification: Green \square Blue \square Red
OPENING BIDS
Describe strength, minimum length, or specific meaning Canape
1♠ 16+ (0) 1♦ 11-15 *** 1♥ 11-15 (5) 1♠ 11-15 (5)
1 NT 12-15 (1st & 2nd) 14-16 (3rd & 4th) may contain 5 card major
2 ≜ Stayman: simple □ extended □ other Range enquiry. 2D=n
transfers $2 \blacklozenge$ to H $2 \blacktriangledown$ to S $2 \spadesuit$ to C
2 NT to D other
2♣ 11-15, 5C +4 major or 6+C.
2 Weak major or 11-15, 4414 or 22-24 balanced.
2♥ 6-10 5/5 majors or minors.
2♠ 6-10 5/5 reds or blacks.
2 NT 6-10 5/5 C & H or D & S.
3 NT Gambling with solid minor.
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE
*** 11-15 (4) in 1st & 2nd, (2) in 3rd & 4th
COMPETITIVE BIDDING
Negative doubles through 3S. Responsive doubles through 3S.
Jump overcalls Inter. if vul Unusual NT Minors over maj. Min & maj over min.
1NT overcall (immediate) (14)15-18 (re-opening) (14)15-18
Immed cue of minor Both majors 5/4 min. Usually less than opening strength.
Immed cue of major Other major + minor. Usually less than opening strength.
Over opponent's 1NT (weak) X=15+. 2C=C+another. 2D=D+major. 2H=H+S.
Over opponent's 1NT (strong) X=Single suiter. 2C,D,H as above.
Over weak twos X=Takeout (Lebensohl).
Over opening threes X=Takeout.

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	ļ	RESPONSES TO C	PEN	ING BIDS
		Describe strength, minimum lengtl		
1 ♣	1•	0-8 (0)	2NT	13-14
	1 ∜ ♠	9+ (5)	3♠	9+ (4414)
	1NT	9-12 or 15+	3♦	9+ (4144)
	2 ♣	9+ (5)	3♥	9+ (1444)
	2•	9+ (5)	3♠	9+ (4441)
	2♥	5-8 (6)	3NT	
	2 ♠	5-8 (6)	4 bids	
1•	1 ∜ ♠	7+ (4)	3♣	16+ (6)
	1NT	7-10	3♦	<11 preemptive raise
	2 ♠	11+ (4)	3♥	12+ splinter
	2•	6-10 (4)	3♠	12+ splinter
	2♥	16+ (6)	3NT	RKC
	2♠	16+ (6)	4♦	<11 preemptive raise
	2NT	11+ (4 D)	4 Other	· ·
1 ₩ ♠	1NT	7-10	3♣	16+ (6)
	2♣	11+ (4)	3♦	16+ (6)
	2♦	11+ (4)	3 ♥ ♠	<10 preemptive raise
	2 ∜ ♠	6-9(10) (3)	3NT	RKC
	2NT	10-15 raise	4 季♦	12+ splinter
2♣	2•	Enquiry	2 ∀ ♠	Forcing (5)
	other	3NT is RKC		J (,
2•	2♥	To play opposite weak 2 in H's	3 ♣ ♦	Forcing (5)
	2♠	Invitational opposite weak 2 in		Preemptive & correctible
	2NT	Enquiry	3NT	·
2 ♥ ♠	2NT	Enquiry	3NT	To play
	3♣♦	Correctible	4 ♣ ♦	Correctible
	3 ∜ ♠	Correctible	4 ♥ ♠	Correctible
2NT	3♣	Enquiry	4♣	Correctible
	3♦	Correctible	4	н н
	3♥	н н	4♥	11 11
	3♠	н н	4♠	н н
	3NT	To play	other	

	CONVENTIONS
Additional res	sponses to 1NT
3 ⊈ 3♦	16+ (6). Asking bid.
3♥3♠	16+ (6). Asking bid.
4♣	Gerber.
4♦	
4♥	To play
4♠	To play
Jnusual NT:	minors \square other suits \square lower 2 unbid suits \square
other L	Jnusual NT shows minors over major, other minor + major over minor.
Other slam bio	dding Cue Bids ☑ Asking Bids ☑
th Suit Forcir	ng One round ✓ Game force at 3-level Game force □
IT Checkback	
Defence to 3N	IT opening 4C shows H longer that S. 4D shows H not longer that
Defence to op	pening 2-s: Multi X=16+ (Lebensohl), 2NT=18-20
	Over 2D multi 2H,S may only be 4 card suits.
RCO sty	yle 2-s X=16+ (Lebensohl), 2NT=18-20
Other 2-	-s Over 2D (Majors) 2H/S are weak/strong takeouts for minors
	Over 2NT (Minors) 3C/D are weak/strong takeouts for major
Defence to str	
	2NT shows minors. X shows good single or two suited hand
ebensohl	Over NT interference
Other us	Cook over mount to and manner
Take out of 4 l	level pre-empts 4 4 4♦ X
	4♥ X and 4NT 4♠ X and 4NT
	OTHER NOTES

		BASIC	RE	SPC	NSE	S		
Jump raises	- minors limit	fo	rcing		other	9-P h	nigher singleto	n
Jump raises	- majors limit	☑ fo	rcing		other			
Jump shifts a	after minor openii	ng	2 lev	el 6+ s	uit 5-8p,	3 level	splinter	
Jump shifts a	after major openii	ng	sam	ie				
Responses t	o strong 2 suit op	ening	2♦=	weak o	r waiting]		
Responses t	o 2NT opening	stay	men tr	ansfers	s,3 ♠ = m	inor ori	entated	
		PLAY (CON	IVEN	IOITI	NS		
'NT' \	/ersus Notrump		'S' \	/ersus :	Suit		✓ = B	oth
Sequence le	ads:	Overle	ead all	S	<u>Z</u>	All exc	cept AK x (x)	
	Underlead [other						
Four or more	e with an honour	4t	h highe	est	S a	attitude	NT	
3	rd/5th	other						
From 4 smal	ll 2nd high	est 🗸	othe	r				
From 3 cards	s (no honour)	top] mid	dle 🔽	Z bo	ottom	
Signal on	partner's lead:	high enco	ourage			low end	ourage	
	other revers	se original o	count					
Signal on o	declarer's lead	reverse	origina	al count	t then M	c kenny	1	
Discards	McKenney	hig	jh enco	ourage] lov	v encourage	\checkmark
	odd/even	oth oth	ner	revers	e origina	al count		
Count	natural	rev	erse/	\Box				
		COI	۷VE	NTI	ONS			
4NT:	Blackwood		RKCE	3 \ \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	/	other	No competiti	ve 4 of mir
4♣	Gerber 🗹	when?	By res	sponde	r after 1ı	1-3 of s	uit RKCB	
		Other C						
Lebohnsol,c	ue raises,fit show	ing jumps						
competitive	x's often a raise v	vhen no cu	е					
splinter jump	os, cue 1st or 2nd	or probe						
after 1n over	r call 2 ≜ =weak ta	keout in an	y suit					
blackout=res	sponders suit or o	peners 1st	suit					
A	BP	©ABF M PO Box Fyshwic	397	3				



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STANDARD SYSTEM CARD
Names: Bob Gallus David White
ABF Nos:
Basic System: Acol
Classification: Green ☐ Blue ☑ Red ☐ Yellow ☐
OPENING BIDS
Describe strength, minimum length, or specific meaning Canape
1♠ 4+♠12-22 1♦ 4+♦12-22 1♥ 4+♥12-20 1♠ 4+♠12-20
1 NT 12-14 may contain 5 card major □
2♣Stayman: simple ✓ extended ✓ other Invitational +
transfers $2 \blacklozenge 5 + \blacktriangledown \text{or Slam try}$ $2 \blacktriangledown 5 + \spadesuit$ $2 \spadesuit 5 + \text{c or g.f 4C144}$
2 NT 5+♦ other 3♠ to 3♠ 6+ slam try
2♣ Game force or flat 23-24 or 21+ 5+♥or 21+ 5+♠
2♦ weak 5+♦ rule 4,3,2,1
2♥ weak 6+♥ " may be 5 in 3rd & 4th then 2n asks for singleton
2♠ weak 6+♠ " "
2 NT 21-22 flat
3 NT Gambling
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 touching 2 suiter Unusual NT Intermediate in one of 2 above suits
1NT overcall (immediate) 15-19 (re-opening) 11-14
Immed cue of minor non touching 2 suiter
Immed cue of major Non touching 2 suiter
Over opponent's 1NT (weak) 2c =♥and another suit,2d=♠ and another
Over opponent's 1NT (strong) $x = 2$ suiter with 1 + major, 2nt both minors
Over weak twos x, cue =2 suiter, jump cue = 1 suiter
• , ।

		RESPONSES TO	OPEN	IING BIDS	
		Describe strength, minimum leng	th or spe	cific meaning	Addi
1 ≜	1♦	4+ ♦ 6+p	2NT	4+ ♣ no singleton 10-14 or 18+	
	1 ∜ ♠	4+ 6+p	3♠	4+ ♣ 1- in suit 6-9p	
	1NT	3+ ♣ 8-10p	3◆	4+ ♣ 1- ♦ 10+p	
	2♣	3+♣	3♥	4+ ♣ 1- ♥ 10+p	
	2♦	6+ ♦ 5-8p	3♠	4+ ♣ 1- ♠ 10+p	
	2♥	6+ ♥ 5-8p	3NT	4+ ♣ no sinleton 15-17p	
	2♠	6+ ♠ 5-8p	4 bids	natural weak	Unus
1 ♦	1 ₩ ♠	4+ 6+p	3♣	4+ ♦ 1- ♣ 7+ p	
	1NT	6-9 3-◆♥♠	3♦	4+ ♦ 1- ♥ or ♠ 9-p	
	2♣	10+4+♣	3♥	4+ ♦ 1- ♥ 10+p	Othe
	2♦	6-9 3+d may be weaker with d	ist#butio	014+d 1- ♦ 10+p	4th S
	2♥	5-8 6+♥	3NT	4+d no singleton 15-17	NT C
	2♠	5-8 6+♠	4♦	weak natural	Defe
	2NT	4+♦no sinleton 10-14 or 18+	4 Othe	r weak natural	Defe
1 ₩ ♠	1NT	6-9p 2-suit	3♣	4+suit 1- ♣ 7+p	
	2♣	10+p 4+ ♣ or 3433	3◆	4+suit 1- ♦ 7+p	
	2♦	4+ ♦ 10+p	3♥♠	4+suit 1- other major	
	2 ∜ ♠	3 + 9-P 1♥-2♠ 6-8 6+♠	3NT	4+suit no singleton 15-17	
	2NT	4+suit no singleton 10-14 or 18	8+4 4♦	natural weak	Defe
2♣	2•	weak or waiting	2 ♥ ♠	5+ suit game force	Dele
	other				Lebe
2•	2♥	5+♥ Invitational force	3♣♦	3♠ forcing 3♦weak	
	2♠	5+s Invitatinal force	3 ♥ ♠	game force 1 loser suit	Take
	2NT	range probe	3NT	to play	
2 ∜ ♠	2NT	singleton ask	3NT	TO PLAY	
	3♣♦	natural forcing	4 季♦	splinter	
	3 ♥ ♠	raise = weaK	4 ♥ ♠	raise to play	
2NT	3♣	staymen(3n both majors)	4♣	slam try ♣	
	3♦	5+♥	4♦	slam try ◆	
	3♥	5+♠	4♥	to play	
	3♠	Minor orientated	4♠	to play	
	3NT	to play	other		

	CON	IVENTI	ONS			
Additional responses t	o 1NT					
3 ⊈ 3♦						
3♥3♠						
4♣						
4◆						
4♥						
4♠						
Unusual NT: mir	nors \square	other suits		lower 2	unbid suits	
other intermedi	ate in 1 of the	2 suits abo	ve openers	suit		
Other clam hidding	Cue Bids	\square	Acking Did	, 		
Other slam bidding 4th Suit Forcing	One round	7	Asking Bid	2 💌	Game force	П
NT Checkback	Prioritie:	SZ.			Gaine force	
Defence to 3NT openin		5				
Defence to opening 2-s	-					
Defence to opening 2-3	. iviuiti					
RCO style 2-s	2nt taKOUT	OF SUIT (PENED			
Other 2-s	Χ					
Defence to strong ♣	X MAJORS,	1N MINOR	S			
Lebensohl (Over NT interfere	onco 🔽	slow way	. A card	major	
	nen we have sl				•	202
Take out of 4 level pre-		110WH point. 4 ∉ 4♦	x,4n		Suit 1.6. 23A-21	1,232
•	x, 4n		points not	▲ stack	∆ nt	
• •	K_I TH	X =	- points not	± Stuck,	TIIL	
	OTH	IER NO	TES			

		BASIC RESPONSES
Jump raises	- minors limit	☐ forcing ☑ other
Jump raises	- majors limit	☐ forcing ☑ other
Jump shifts	after minor openi	ing Splinter (mini + maxi)
Jump shifts	after major openi	ing Splinter
Responses	to strong 2 suit op	pening
Responses	to 2NT opening	
		PLAY CONVENTIONS
'NT'	Versus Notrump	'S' Versus Suit = Both
Sequence le	eads:	Overlead all All except AK x (x)
	Underlead [other
Four or mor	e with an honour	4th highest 🗹 attitude 🖂
3	Brd/5th	other
From 4 sma	ll 2nd high	nest other Fourth
From 3 card	ls (no honour)) top \square middle \checkmark bottom \square
Signal on	partner's lead:	high encourage low encourage
	other Reve	erse count
Signal on	declarer's lead	Reverse
Discards	McKenney	high encourage low encourage
	odd/even	other
Count	natural	reverse 🗹
		CONVENTIONS
4NT:	Blackwood	RKCB Other
4♣	Gerber 🗹	when? after NT
		Other Conventions
Baron		Fourth suit force
Crowhurst		Long suit trial bid
Disco after	strong 🗣	
Swine		
Cue raise		
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		Fyshwick ACT 2609



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STANDARD SYSTEM CARD
Names: R. ROZEN G. PICK
ABF Nos: 144681
Basic System: ACOL
Classification: Green ☐ Blue ☑ Red ☐ Yellow ☐
OPENING BIDS
Describe strength, minimum length, or specific meaning Canape
1 ◆ 4 1 ◆ 4 1 ◆ 4
1 NT 12-14 may contain 5 card major
2♣Stayman: simple ✓ extended □ other
transfers 2♦ to ♥ 2♥ to ♠ 2♠ Range ask
2 NT to ◆ other
2♠ Game force or 9 tricks
2• multi , weak M or balanced 20-22 pts.
2♥ multi, ♥+ another, 6-10 pts.
2♠ multi, ♠+ minor, 6-10 pts.
2 NT minors, 6-10 pts.
3 NT Gambling, solid minor
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 minors or 2 lower unbid suits
1NT overcall (immediate) 15-18 pts (re-opening) 10-13 pts
Immed cue of minor Michaels cue bid, Majors 6-11
Immed cue of major Michaels cue bid, minors 6-11
Over opponent's 1NT (weak) 2♣= m's, 2♦= M's, 2NT transfer to 3♣
.,
Over opponent's 1NT (strong) 2♣= m's, 2♦= M's, 2NT transfer to 3♣
Over opponent's 1N1 (strong) 2 = m's, 2 = M's, 2N1 transfer to 3 X

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		RESPONSES TO (DPEN	IING BIDS
		Describe strength, minimum lengt	h or spe	cific meaning
1 ♠	1•	5 + 4 card suit	2NT	10 - 12 pts, 4 card ♣
	1 ₩ ♠	5 + 4 card suit	3♣	12 + 4 card ♣
	1NT	8 - 10 pts	3♦	Splinter
	2♣	5 - 7 pts 4 card	3♥	Splinter
	2♦	Splinter	3♠	Splinter
	2♥	Splinter	3NT	13 - 16 pts, 4 card ♣
	2♠	Splinter	4 bids	
1•	1 ₩ ♠	5 +, 4 card	3 ♣	Splinter
	1NT	6 -10	3♦	Forcing 4 card
	2♠	10+	3♥	Splinter
	2♦	5 - 9, 4 card	3♠	Splinter
	2♥	Splinter	3NT	13 -15 4 card
	2♠	Splinter	4♦	Preemptive
	2NT	_10 -12, 4 card ♦	4 Othe	r
1 ₩ ♠	1NT	5 -10	3♠	Splinter
	2♣	11 +, 4 card	3♦	Splinter
	2♦	11 +, 4 card	3 ♥ ♠	12 +, Game force
	2 ∜ ♠	5 - 9 pts, 4 card suit	3NT	13 - 15, 4 ♥♠
	2NT	10 - 12, 4 card suit	4 ♣♦	Splinter
2 ♣	2♦	Negative 0-6 pts	2 ∜ ♠	7 +, 5 card suit
	other			
2 ♦	2♥	Pass or correct	3 ≇ ♦	N/A
	2♠	Pass or bid 4♥	3 ♥ ♠	Natural
	2NT	Forcing	3NT	Natural
2 ∜ ♠	2NT	Enquiry	3NT	Natural
	3♣♦	Pass or correct	4♣♦	N/A
	3 ♥ ♠	Preemptive	4 ♥ ♠	To play
2NT	3♣	To play	4 ♣	To play
	3♦	To play	4♦	To play
	3♥	Forcing	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

			CC	NVE	NTI	SNC						
dditional res	ponses to	1NT	-									
3 ₡ 3♦	Forcing,	slar	n intere	est								
3 ♥ 3♠	Forcing,	slar	m intere	est								
4♣	Gerber											
4•	N/A											
4♥	To play											
4♠	To play											
Inusual NT:	mino	ors	\square	other	suits		lov	ver 2	unbid suits	\square		
other												
ther slam bi	dding		Cue Bi	ds 🔽	/	Asking E	Bids					
th Suit Forci	ng (One	round						Game force	\square		
T Checkbac	k 🗆		Priori	ties								
efence to 3N	IT opening	ı	X for	penalt	y							
efence to op	ening 2-s:		Multi	X =	15 + p	oints						
		NT	= 16 +	, stoppe	er in M	'S						
RCO st	yle 2-s											
Other 2	-S											
efence to st	rong 뢒	Мо	dified D)isco, X	= M's	, NT = n	n's					
		2♣:	= Black	suit 2	2 ♦ = Re	ed suit						
ebensohl	O	ver N	IT interf	erence								
Other u	ses											
ake out of 4	level pre-e	mpt	S	4	¥ 4 ♦	Χ						
	4♥	Χ		4	4 4N	T						
			ОТ	HER	NO	TES						
			O I	IILIN	NO	ILO						