

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Inverted 6-9 5+ cards  
 Jump raises - majors limit  forcing  other 11-12 3+ card support  
 Jump shifts after minor opening Weak 0-4 6 card suit  
 Jump shifts after major opening Mini/maxi Splinter  
 Responses to strong 2 suit opening Relay  
 Responses to 2NT opening Relay

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other Except Journalist lead K J T x x = Lead T  
 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 v's Suit = COUNT v's NT = Attitude on 1st Lead  
 Signal on declarer's lead COUNT if necessary ; Smith Echo  
 Discards McKenney  high encourage  low encourage   
 odd/even  other or Throw away what we don't want  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other MSKC (See below)  
 4♣ Gerber  when?  
 Other Conventions

MSKC in all situations except in competitive DOPE/ROPE over asking bids after  
 bidding & simple preference to Multi Two Multi Twos  
 SWINE (defence to our 1NT X for penalty)  
 SMOLEN (2♣ response to 1NT = 5/4 Major)  
 DOPE/ROPE over interference after RKCB



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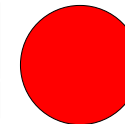


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: David Matthews Cynthia Belonogoff  
 ABF Nos: 169757 118966  
 Basic System: Standard with Multi Twos  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11+ 3+♣ 1♦ 11+ 3+♦ 1♥ 11+ 5+♥ 1♠ 11+ 5+♠  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other SMOLEN (See inside)  
 transfers 2♦ = ♥ 2♥ = ♠ 2♠ = ♣  
 2 NT = ♦ other Super Accepts (M = 4, m = 3 + honour)  
 2♣ Weak ♥; or ♣ + another (4-5 losers); or 20-21/24-25 flat; or Strong ♣  
 2♦ Weak ♠; or ♦ + another (0-3 or 4-5 or 6-7 losers); or 22-23/26-27 flat; or Strong ♦  
 2♥ Game Force; or ♥ + another (0-3 or 4-5 or 6-7 losers); or 28-29 flat; or Strong ♥  
 2♠ ♠ + another (0-3 or 6-7 losers); or 30-31+ flat; or Strong ♠  
 2 NT Two suiter 6-4 or wilder 0-3 losers  
 3 NT Gambling - no more than Q outside

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

Multi Two opening bids  
 Opening 4♣ / 4♦ = Tfr to solid ♥ / ♠

## COMPETITIVE BIDDING

Negative doubles through 3♦ Responsive doubles through 4♦  
 Jump overcalls Weak Unusual NT Two lowest unbid  
 1NT overcall (immediate) 16-18 Sys On (re-opening) 11-14 System on  
 Immed cue of minor Michaels ♠ + another at least 5-5 Weak or strong  
 Immed cue of major Michaels Other Major + Minor at least 5-5 Weak or strong  
 Over opponent's 1NT (weak) Natural  
 Over opponent's 1NT (strong) D.O.N.T.  
 Over weak twos X = Take out (+ Lebensohl)  
 Over opening threes X = Take out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ 4+ cards	2NT 11-12 No 4 card ♥ or ♠
	1♥/♠	6+ 4+ cards	3♣ Inverted 6-9 5+ ♣
	1NT	6-9 No 4 card ♥/♠	3♦ Splinter
	2♣	Inverted 11+ 4+ ♣	3♥ Splinter
	2♦	Weak 0-4 6+ cards	3♠ Splinter
	2♥	Weak 0-4 6+ cards	3NT 13-15 Flat
	2♠	Weak 0-4 6+ cards	4 bids 4♣/♦ MSKC; 4♥/♠ to play
1♦	1♥/♠	6+ 4+ cards	3♣ 0-4 7+ ♣
	1NT	6-9 No 4 card ♥/♠	3♦ Inverted 6-9 5+ ♦
	2♣	10+	3♥ Splinter
	2♦	Inverted 11+ 4+ ♦	3♠ Splinter
	2♥	Weak 0-4 6+ cards	3NT 13-15 Flat
	2♠	Weak 0-4 6+ cards	4♦ MSKC
	2NT	11-12 No 4 card ♥/♠	4 Other 4♣ Splinter; 4♥/♠ to play
1♥/♠	1NT	6-9	3♣ Mini/Maxi splinter
	2♣	10+	3♦ Mini/Maxi splinter
	2♦	10+	3♥/♠ 10-12 Limit raise 3+ cards
	2♥/♠	6-9 3+ cards	3NT 13-15 Flat
	2NT	11-12 Flat	4♣/♦ Splinter
2♣	2♦	Relay	2♥/♠ /2NT(=♦)/3♣ Weak NF
	other	3♦/♥/♠ Strong good suit	4♥/♠ to play
2♦	2♥	Relay	3♣/♦ Weak NF
	2♠	Weak NF	3♥/♠ /4♣ Strong good suit
	2NT	(=♥) Weak NF	3NT
2♥/♠	2NT	2♣/2NT Relay	3NT
	3♣/♦	Weak NF	4♣/♦ Strong solid suit & MSKC
	3♥/♠	Weak NF/ Strong good suit	4♥/♠ To play
2NT	3♣	Relay	4♣ MSKC
	3♦	Good suit seeking xx support	4♦ MSKC
	3♥	Good suit seeking xx support	4♥ To play
	3♠	Good suit seeking xx support	4♠ To play
	3NT	= Bid game in your suit	other 5♣/♦ To play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	5-5 Minors	Weak/Strong
3♥/3♠	5-5 Majors	Weak/Strong
4♣	MSKC	
4♦	MSKC	
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 Natural & 4♣ Take out

Defence to opening Two's: Multi 2♦ )

RCO style 2-s	)	X = Take out + Lebensohl
Other 2-s	)	2NT = 16-19 System On

Defence to strong ♣ Natural

Lebensohl Over NT interference

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

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

4♥ X = Optional 4♠ X = Penalty orientated

## OTHER NOTES

Opening 4♣/♦ = Transfers to 4♥/♠ Solid suit

Opening 4♥/♠ = Pre-emptive

Truscott 1♥/♠ - X - 2NT = Limit raise 10-12

Puppet Stayman over 2NT rebid after Multi Two opening

Long suit Trial Bids

New Minor forcing after 1NT rebid is 10+ looking for 3 card Major support

## 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



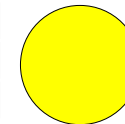
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## STANDARD SYSTEM CARD

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

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 6-8 HCP  
 Jump raises - majors limit  forcing  other Pre-emptive (0-6 HCP)  
 Jump shifts after minor opening ~5-8 HCP, 6-cd suit (1♦ - 3♣ = 9-11 HCP)  
 Jump shifts after major opening Systemic raises - see inside  
 Responses to strong 2 suit opening  
 Responses to 2NT opening 3♣ = 5-cd Stay, 3♦/♥/♠/NT = TRF

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other A for Att, K for Ct  
 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 Low enc. on A,Q,J or high pip; Rev ct; may be Revolving s/p  
 Signal on declarer's lead Reverse count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other Rev. ct., 1st may be revolving s/p  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKC  1430 other  
 4♣ Gerber  when? When flying upside-down on a hippogriff with measles.  
 Other Conventions

5th-suit forcing Fit-showing jumps by PH in competition  
 Leong Transfers  
 Short-suit trials in uncontested auctions  
 2NT pivot in 2/1 auctions  
 1st or 2nd round control cues



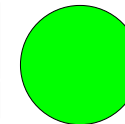
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## STANDARD SYSTEM CARD

Names: Paul Brayshaw Chris Mulley  
 ABF Nos: 384399 317640  
 Basic System: Kaplan-Sheinwold (2/1 = GF)  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3, 12-20 HCP 1♦ 3, 12-20 HCP 1♥ 5, 12-20 HCP 1♠ 5, 12-20 HCP  
 1 NT (11)12-14 HCP may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ --> ♥ 2♥ --> ♠ 2♠ --> ♣  
 2 NT --> ♦ other 4♣ --> ♥, 4♦ --> ♠  
 2♣ GF or 23-24 bal or 19-21 6M  
 2♦ 5-9 HCP, 5-cd major + 5-cd minor (4+ if not vul)  
 2♥ 6-9 HCP, 4♥ + 5-cd minor  
 2♠ 6-9 HCP, 4♠ + 5-cd minor  
 2 NT (20)21-22 HCP, bal  
 3 NT Good 4-level minor pre-empt

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

1) 2♦, 2♥, 2♠ openings 4) 4-level cues may be 1st or 2nd round cntrl  
 2) Step-Bergen raises  
 3) Pre-empts regularly 6 cards

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♥  
 Jump overcalls Weak Unusual NT 2 lowest unbid suits, intermediate+  
 1NT overcall (immediate) 15-18 (re-opening) (10)11-14  
 Immed cue of minor Both majors 5/5, weak or strong  
 Immed cue of major OM + m 5/5, 2♥ = weak or strong, 2♠ = intermediate+  
 Over opponent's 1NT (weak) Crappelletti (X = penalty) - See "Other Notes"  
 Over opponent's 1NT (strong) TOSSDON (X = 4M + 5m) - See "Other Notes"  
 Over weak twos X = t/o (with Lebensohl), Leaping Michaels  
 Over opening threes X = t/o

## RESPONSES TO OPENING BIDS

		Describe strength, minimum length or specific meaning	
1♣	1♦	NAT, 6+ HCP	2NT (10)11-12 HCP
	1♥/♠	NAT, 6+ HCP	3♣ 6-8 HCP raise
	1NT	6-9(10) HCP	3♦ Splinter
	2♣	INV+ raise (~9+ HCP)	3♥ Splinter
	2♦	6, 5-8 HCP	3♠ Splinter
	2♥	6, 5-8 HCP	3NT 13-15 HCP
	2♠	6, 5-8 HCP	4 bids 4♣ = Pre-emptive
	1♦	1♥/♠	NAT, 6+ HCP
1NT		6-9(10) HCP	3♦ 6-8 HCP raise
2♣		NAT, 10+ HCP	3♥ Splinter
2♦		INV+ raise (~9+ HCP)	3♠ Splinter
2♥		6, 5-8 HCP	3NT 13-15 HCP
2♠		6, 5-8 HCP	4♦ Pre-emptive
2NT		(10)11-12 HCP	4 Other 4♣ = Splinter
1♥/♠	1NT	6-11 HCP, semi-F	3♣ Systemic - See "Other Notes"
	2♣	NAT, GF	3♦ Systemic - See "Other Notes"
	2♦	NAT, GF	3♥/♠ Pre-emptive (0-6 HCP)
	2♥/♠	6-9 HCP, 3-cd supp	3NT 13-15 HCP, no major interest
	2NT	Systemic - See "Other Notes"	4♣/♦ Splinter
2♣	2♦	Negative (denies 3 controls)	2♥/♠ 2♥ = positive, any good 5-cd suit
	other	2♣ = positive, no good 5-cd suit	
2♦	2♥	Correctable	3♣/♦ Correctable
	2♠	Correctable	3♥/♠ Correctable
	2NT	INV+ enquiry	3NT To play
2♥/♠	2NT	INV+ enquiry	3NT To play
	3♣/♦	NAT, F	4♣/♦ Splinter
	3♥/♠	Non-invitational raise	4♥/♠ To play
2NT	3♣	5-cd Stayman, may not have 4M♣	4M♣ Good slam try in m
	3♦	--> ♥	4♦ Good slam try in M, F to 5M.
	3♥	--> ♠	4♥ NAT, mild slam try
	3♠	--> ♣, mild slam try	4♠ NAT, mild slam try
	3NT	--> ♦, mild slam try	other 4NT = Quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3♣ = 5/5 minors weak, 3♦ = slam try in m
3♥/3♠	(31)(54) with singleton M, GF
4♣	--> ♥, signoff or strong slam try
4♦	--> ♠, signoff or strong slam try
4♥	To play
4♠	To play

Unusual NT:      minors       other suits       lower 2 unbid suits

other Intermediate+

Other slam bidding      Cue Bids       Asking Bids

4th Suit Forcing      One round       Game force

NT Checkback       Priorities      Leong Transfers

Defence to 3NT opening      X = t/o of ♦, 4♣ = t/o of ♣

Defence to opening Two's:      Multi 2♦ X = t/o of ♠, 2♥ = t/o of ♥, with Lebensohl

RCO style 2-s      2NT = 15-18 HCP  
 2NT = two-suited option with ♣, 3♣ = same w/o ♣, X = pen.  
 Over 2NT, X = two-suited option with ♣

Other 2-s      X = t/o of anchor suit, or of most likely weak single-suited o  
 2NT = 15-18 HCP

Defence to strong ♣      X = ♣, 1-lvl o/calls NAT and constr, 2♣ = any 3-suited hand  
 nec. 4 in each or a shortage), 2-lvl o/calls destr, 1NT = any

Lebensohl      Over NT interference       Rubensohl

Other uses      After (Weak Two or Equiv) t/o bid (Pass)

Take out of 4 level pre-empts      4♣/4♦ X = t/o  
 4♥ X = t/o      4♠ X = values, 4NT = any two unbid suits

## OTHER NOTES

MAJOR-SUIT RAISES: After 1M opening, 2M+1 = INV bal 3-cd raise or 6-9 any spli  
 2M+2 = 4-cd supp, GF; 2M+3 = INV distrib. 3-cd raise; 2M+4 = INV 4-cd raise  
 CRAPPELLETTI: Same as Capp. except 2♣ = s/s or both m 5/5, 2NT = 5/5 ♥/m, 3M  
 TOSSDON: X = 4M5m, 2♣ = s/s, 2♦ = majors, 2M = 5M4m, 2NT = minors