	BA	SIC RESP	ONSES					
Jump raises - minors	limit	forcing	Other:	weak 6-9HCP 4+ support				
Jump raises - majors	limit	forcing	Other:	weak 0-6Pts 4+support				
Jump shifts after minor opening		Weak						
Jump shifts after major opening		Bergen						
Responses to strong 2 suit ope	ning	2 ♦ = 0-1 c	ontrols, CAB;	2NT 10-12				
Responses to 2NT opening	Pu	uppet Stayman;	; 4♠rckb; tran	sfers				
	PLA	Y CONVE	NTIONS					
'NT' Versus Notrump 'S' Versus Suit = Both								
Sequence leads:		Overlead all		All except AK x (x)				
Underlea	d Oth	er: Ace coun	t, others attitu	de, 9 & 10 coded				
Four or more with an honour		4th highest		attitude				
3rd/5th	Other:							
From 4 small 2r	nd highest	Other:	98xx lead 9					
From 3 cards (no hono	ur)	top	middle 🔽	bottom				
Signal on partner's lead:	high	encourage		low encourage				
Other: (Odds & Evens (0	Odd = enc (ex h	nigh odd); Eve	en is count or McK)				
Signal on declarer's lead	Natura	al count						
Discards McKenr	ney	high encoura	ige	low encourage				
odd/eve	en 🔽	Other: Odd	= encourage	; Even = McKenney				
Count nat	ural 🔽	reverse						
	C	ONVENT	IONS					
4NT: Blackwo	ood,	RKCB	0	ther: 0314, K with trump Q				
4 ♣ Gerber	when?	Over 1NT o	pening (0314	·				
	Other (Conventions						
System On over 1M:X		Нє	elp suit trials fo	or majors; splinters, suit asks				
New minor forcing (or TOM)	, Checkback	Sto	opper show fo	or minors (STR Seq)				
Lebensohl + Extension; God	od-Bad 2NT	Ja	coby, suit ask	after splinters & singletons				
4th suit forcing, Minor suit R	KCB (0314)	Ur	assuming cue	e bids & game try doubles				
Puppet Stayman		PO	D1 & P0R1 to	2♠, and strong 2NT seq				
ABS	PO Box Fyshwid Tel: 02 FAX: 02	Marketing 397 Ck ACT 2609 6239 2265 2 6239 1816						



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STANDARD SYSTEM CARD

Names:	IAN AFFLICK		PAUL CO	DLLINS		
ABF Nos:	370861		164917			
Basic System:	STD, BI	ERGEN RAISES				
Classification:	Green	M Blue □	Red		Yellow	
		OP	ENING BII	os –		
Describe strengt	h, minimum leng	th, or specific mean	ing			Canape
1 ♣ 11+ HCP	7, 3+	♦ 11+ HCP, 3+	- 1♥	11+ HCP, 5-	1 •	11+ HCP, 5+
1 NT 15-1	7	1. 4		ma	y contain 5 ca	rd major
2 ♣ Stayman:	simpl	e 🗠	extended	Oth	er:	
Transfers	2 ♦ To ♥		2 ♥ To ♠		2 ♠ B	aron
2 NT	Transfer to 🕭 o	or ♦ Other:				
2 ♣ 23+ Bala	anced or semi-	bal or 8+ Playing	Tricks			
2♦ Weak 5/	5 at least one i	major				
2♥ 6 card ♥	6-10HCP; 2N	T = enquiry re sing	gleton & min or	max		
2 ♠ 6 card ♠	5-10HCP; 2N	T = enquiry re sing	gleton & min or	max		
2 NT 21-22	balanced					
3 NT Long	minor (4 level _l	oreempt)				
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE						
						D
Support X & XX	MEA	NING/S OR R	EQUIRE SP	ECIAL DE	FENCE	T in 4th seat
Support X & XX Bergen Raises	MEA X; Inverted min	NING/S OR R	DONT	over strong l	FENCE NT & weak N	
	MEA X; Inverted min (ie 1♥:3♥ =we	NING/S OR R ors eak)	DONT 1m: ju	over strong l	FENCE NT & weak N n =weak raise	T in 4th seat e; 2♦ opening
Bergen Raises	MEA X; Inverted min (ie 1♥:3♥ =we	NING/S OR R ors eak) t 4 level	DONT 1m: ju	over strong I mp in other m d) Game try	FENCE NT & weak N n =weak raise	T in 4th seat e; 2♦ opening
Bergen Raises	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers a	NING/S OR R ors eak) t 4 level	EQUIRE SP DONT 1m: jui (implie	over strong I mp in other m d) Game try	FENCE NT & weak N n =weak raise doubles; Nar	T in 4th seat e; 2♦ opening
Bergen Raises Over 1NT red	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers a	ors eak) t 4 level COMPE	DONT 1m: jui (implie TITIVE BI Responsive	over strong I mp in other m d) Game try DDING	FENCE NT & weak N n =weak raise doubles; Nar ugh	T in 4th seat e; 2♦ opening myats; 3♣
Bergen Raises Over 1NT red s Negative doubles	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers a s through weak	ors eak) t 4 level COMPE	EQUIRE SP DONT 1m: jui (implie TITIVE BI Responsive	over strong I over strong I over strong I over me in other me in o	FENCE NT & weak N n =weak raise doubles; Nar ugh	T in 4th seat e; 2♦ opening myats; 3♣
Bergen Raises Over 1NT red s Negative doubles Jump overcalls	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers at s through weak mediate)	ors eak) t 4 level COMPE 4 Unus	EQUIRE SP DONT 1m: jui (implie TITIVE BI Responsive sual NT (re-o	over strong I over strong I over strong I over I ov	FENCE NT & weak N n =weak raise doubles; Nar ugh : mm over 1N	T in 4th seat e; 2♦ opening myats; 3♣
Bergen Raises Over 1NT red s Negative doubles Jump overcalls 1NT overcall (im	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers at s through weak mediate)	ors eak) t 4 level COMPE 4 Unus	EQUIRE SP DONT 1m: jui (implie TITIVE BI Responsive sual NT (re-o	over strong I over strong I over strong I over I ov	FENCE NT & weak N n =weak raise doubles; Nar ugh : mm over 1N	T in 4th seat e; 2♦ opening myats; 3♣
Dergen Raises Over 1NT red s Negative double: Jump overcalls 1NT overcall (im Immed cue of mi	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers at s through weak mediate) nor ajor	ors eak) t 4 level COMPE 4 Unus 15-18 Michaels (new) !	EQUIRE SP DONT 1m: jui (implie TITIVE BI Responsive sual NT (re-o	over strong I mp in other m d) Game try DDING e doubles throu MM over 1m pening) + a major	FENCE NT & weak N n =weak raise doubles; Nar igh : mm over 1N 15-17	T in 4th seat e; 2♦ opening nyats; 3♣
Dergen Raises Over 1NT red s Negative doubles Jump overcalls 1NT overcall (im Immed cue of ma	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers a s through weak mediate) nor ajor 1NT (weak)	ors eak) t 4 level COMPE 4 Unus 15-18 Michaels (new) ! Michaels Capp	DONT 1m: jui (implie TITIVE BI Responsive sual NT (re-o	over strong Imp in other m d) Game try DDING e doubles throu MM over 1m pening) + a major 24=ss;24=M	FENCE NT & weak N n =weak raise doubles; Nar ugh 15-17 M;2♥=Hm;2•	T in 4th seat e; 2♦ opening nyats; 3♣ //
Negative double: Jump overcalls 1NT overcall (im Immed cue of mi Over opponent's	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers a s through weak mediate) nor ajor 1NT (weak)	ors eak) t 4 level COMPE 4 Unus 15-18 Michaels (new) ! Michaels Capp DON	DONT 1m: jui (implie TITIVE BI Responsive sual NT (re-o 5/5 other minor	over strong Imp in other m d) Game try DDING e doubles throu MM over 1m pening) + a major 24=ss;24=M eak NT in 4th	FENCE NT & weak None = weak raise doubles; Nar ugh the mm over 1N 15-17 M;2♥=Hm;2• u seat & pass	T in 4th seat e; 2♦ opening nyats; 3♣ //
Bergen Raises Over 1NT red s Negative doubles Jump overcalls 1NT overcall (im Immed cue of mail Over opponent's Over opponent's	MEA X; Inverted min (ie 1♥:3♥ =we suit transfers a s through weak mediate) nor ajor 1NT (weak) 1NT (strong)	ors eak) t 4 level COMPE 4 Unus 15-18 Michaels (new) ! Michaels Capp DON	DONT 1m: jui (implie TITIVE BI Responsive sual NT (re-o 5/5 other minor pelletti (X=Pen;	over strong Imp in other m d) Game try DDING e doubles throu MM over 1m pening) + a major 24=ss;24=M eak NT in 4th	FENCE NT & weak None = weak raise doubles; Nar ugh the mm over 1N 15-17 M;2♥=Hm;2• u seat & pass	T in 4th seat e; 2♦ opening nyats; 3♣ //

		RESPONSES TO (OPENI	NG BIDS
		Describe strength, minimum length or spe	ecific meanir	ng
1 ♣	1•	3+, 5+HCP	2NT	♣ Fit 10-11PTS stops all suits
	1 ♥ /♠	4+, 5+HCP	3♣	Weak, <6 HCP & 5+♣
	1NT	6-9HCP, 4 ♣	3♦	Splinter
	2♠	10+ Pts, 4+♣	3♥	Splinter
	2♦	Weak ♣ raise 6-9HCP, 5+♣	3♠	Splinter
	2♥	Weak 6♥	3NT	♣Fit 13-15 + both MM stopped
	2♠	Weak 6 ♠	4 bids	4 ♣ =weak;
1 ♦	1♥/♠	4+ suit 5+HCP	3♣	Weak ♦ raise 6-9HCP, 5+♦
	1NT	5-9 no fit	3♦	Weak, <6 HCP 5+◆
	2♣	8+HCP, 4+ suit	3♥	Splinter
	2♦	10+ Pts, 4+◆	3♠	Splinter
	2♥	Weak 6♥	3NT	♦ Fit 13-15 + both MM stopped
	2♠	Weak 6♠	4♦	4♦= weak
	2NT	♦ Fit 10-11PTS stops all suits	4 Other	To Play
1 ♥ /♠	1NT	5-9 no fit	3♣	10-12 pts + a 4 card fit
	2♣	9+HCP, 3+ suit	3♦	6-9 pts + a 4 card fit or v strong
	2♦	9+HCP, 4+ suit	3♥/♠	Weak 0-6 + a fit or splinter
	2♥/♠	9+HCP, 5+ suit	3NT	4/3/3/3 12-14HCP (3 card fit)
	2NT	13-15 flat or fit 13+	4♣/♦	Splinters
2♣	2♦	<0-1 controls	2 ♥ /♠	2/3 Controls
	other	3♥/3♠=6♥ or 6♠ 2 of top 3 honours of	f suit;4 of a	a suit=7+2 of top 3
2•	2♥	Pass or correct	3♣/♦	3♦ & 4♦ = bid best major
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Asking bid	3NT	To play
2 ♥ /♠	2NT	Enquiry	3NT	To play
	3♣/♦	RONF	4♣/♦	
	3 ♥ /♠	To play	4♥/♠	To play
2NT	3♣	Puppet stayman	4♣	RKCB
	3♦	Trf ♥	4♦	
	3♥	Trf ♠	4♥	
	3♠	Forcing minor suit enquiry	4♠	
	3NT	To play	other	

CONVENTIONS

Additional respons	es to 1NT								
3♣/3♦	6+cards 2	top honours not	hing outside						
3♥/3♠	Game Ford	ne Force ♥/♠ slam interest							
4♣	Gerber (03	er (0314 then RCO for 2 aces)							
4♦	Transfer to	4♥							
4♥	Transfer to	4♠							
4♠	To play					,			
Unusual NT:	mi	nors \square	other suits		lower 2 unbid suits				
other									
Other slam bidding		Cue Bio	ds 🖾	Asking Bids	\square	,			
4th Suit Forcing	,	One round	Only by o	pener	Game force				
NT Checkback		Priorities	3 3	ajor & 3 card supp	ort for responder				
Defence to 3NT ope	ening	X=pena	alties, 4 ♣ & 4 ♦ =	both majors	·				
Defence to opening	j Two's:	Multi 2♦	X=5+♥ 10-15	5HCP; 2♥= strong	T/O ;2NT=16-19Bal				
		Lebensohl exte	ension applies						
RCO style 2	2-s	X=15+HCP, Le	ebensohl extens	sion applies					
Other 2-s		X = takeout wh	en suit known						
Defence to strong	Þ	CRO							
Lebensohl		Over NT interf	erence 🖾						
Other uses	Over	an overcall of	1NT						
Take out of 4 level	pre-empts		4♣/4♦	X or 4NT					
	4♥	X or 4NT	4 ♠ 4N7	-					

OTHER NOTES

P0D1 & P0R1 over interfence of our 2♣ opening, st 2NT sequences and 4NT, MSK

Lebensohl always applies to interference over 1NT opening and 1NT overcall.

Fourth suit forcing. After X of 1NT opening or overcall - system on but XX=rescue

Puppet stayman over stong 2NT bids after 2♦ or 2♠ opening

Implied or ambiquous game try X & unassuming cue bids.

DONT over weak NT by passed hand or in 4th seat. Good - Bad 2NT

	BASIC F	RESPONSES		
Jump raises - minors	limit 🗌 forci	ng 🗌 Other:	<10pts 5cd support	
Jump raises - majors	limit 🗹 forci	ng \square Other:		
Jump shifts after minor openi	ng 2M	1=game force 6cd+	suit; minor limit raise	Names: I
Jump shifts after major openi	ng ga	me invitational splint	er bid	ABF Nos:
Responses to strong 2 suit of	pening 24	• - 2♦ waiting or neg	jative; 2♥ <3 HCP	Basic System:
Responses to 2NT opening	3♣ pupp	et stayman 3♦ and 3	3♥ major suit transfers	Classification:
	PLAY CO	INVENTIONS		Glassification.
'NT' Versus Notrun	np 'S'	Versus Suit	= Both	 Describe strength,
Sequence leads:	Overlea	ad all	All except AK x (x)	1♣ 3cd+ 11pts
Underl	ead Other: A	asks Attitude; K asks	s Count; Q can be from KQ	1 NT 15 - 17
Four or more with an honour	4th	highest	attitude	2♠ Stayman:
3rd/5th	Other: Ten	NOT treated as hon	our card	Transfers
From 4 small	2nd highest	Other: Ten treated	as small card	2 NT 3
From 3 cards (no hor	nour) top	middle 🔍	bottom	2♣ game force
Signal on partner's lead:	high encour	age 🔽	low encourage	2♦ MULTI: w
Other:	Natural Count			2 ▼ 6(5) card s
Signal on declarer's lead				2 ★ 6(5) card s
Discards McKe	enney high	encourage	low encourage	2 NT 5+/5+ ir
odd/e	even Other	:		3 NT Kabel (a
Count r	natural revers	e Original		
	CONV	'ENTIONS		
4NT: Black	wood	РКСВ ☑ (Other: (0314) Kickback	Ghestem over op
4 ♣ Gerber	when? ove	r "initial" NT by Oper	ner	2NT - lower 2 sui
	Other Conven	tions		immed cue - high
Splinter bids + Cue bids		4th suit forcing	to game	
Cue raises (including una	ssuming cue bid)	New minor forc	ing	Negative doubles t
Jacoby 2NT / Sandwich 1	NT	DOPI / ROPI / I	DEPO .	Jump overcalls
Long and Short suit trial b	ids	Lebensohl		1NT overcall (imme
Support x / xx at 1 level or	nly	Blackout after (Opener Reverse	Immed cue of mino
	©APE Marketin	a		Immed cue of majo
	©ABF Marketing PO Box 397	y		Over opponent's 11
	Fyshwick ACT 2			Over opponent's 11
	Tel: 02 6239 22 FAX: 02 6239 1			Over weak twos
	Copyright © BCC 6.3.2			Over opening three



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		STAN	DARD S	SYSTE	M CAF	RD			
lames:	Larry Moses			Richard	Touton				
ABF Nos:				464953					
Basic System:	Standa	rd American							
Classification:	Green		lue 🗆	Red		Yello	w \square		
			OPENII	NG BI	DS				
Describe strengt	h, minimum len	gth, or specific	meaning					Canape	
◆ 3cd+ 11p	ots+	1♦ 3cd+ 1	1pts+	1♥	5cd+ 11p	ts+	1♠	5cd+ 11pts+	+
NT 15 - 1	17	,				may cor	ntain 5 card	major	
2 ♣ Stayman:	simp	ole 🗹	extend	ded] (Other:	3♣ puppe	et stayman	
Transfers	2♦ 2♥		2♥	2♠			2♠ 3♠		
2 NT :	3♦	0	ther: sup	er accep	ts, red suit	texas t	ransfers		
game for	rce or 23-26 b	alanced							
MULTI:	weak 2♥ OF	R weak 2 ♠ (OR 8.5 - 9	tricks in a	a suit OR	strong	balanced		
6(5) card	d suit and 9-12	2 HCP							
6(5) card	d suit and 9-12	2 HCP							
2 NT 5+/5+	in minors <12	2pts or very st	rong						
NT Kabel	(ace ask)								
	PRE-AL	ERTS: CA	LLS THA	T MAY	HAVE	JNEX	PECTED		
	MEA	ANING/S O	R REQU	IRE SP	ECIAL D	DEFEN	ICE		
Ghestem over	opponents 1-l	evel suit oper	ier:	Unusu	ıal vs Unus	sual			
2NT - lower 2 s	suits 3🏚 - hig	her 2 suits		Inverte	ed minors				
mmed cue - hi	ghest and low	est (all 5+/5+	.)						
		CON	IPETITI	VE BI	DDING				
legative doubles	s through	3♠	F	Responsiv	e doubles th	rough		3♠	
ump overcalls	preem	ptive	Unusual N	Г	lower two	suits			
NT overcall (im	•	16 -	18	(re-c	pening)	1	1 - 14		
mmed cue of mi	nor	5+/5+ ♠ ar	d other mir	nor					
mmed cue of ma	ajor	5+/5+ ♣ an							
Over opponent's	1NT (weak)		Cappellett	į					
Over opponent's			Cappellett						
Over weak twos			X=takeout		hl)				
Over opening thr	ees		X=takeout	•	,				
1 3			aoodt						

		RESPONSES TO C	PENI	NG BIDS
		Describe strength, minimum length or spec	cific meanir	ng
1 ♣	1♦	6+ pts, 4(3)+ card suit	2NT	11-12 pts, no 4-card Major
	1 ♥ /♠	6+ pts, 4+ card suit	3♠	4-8 pts, 5+ ♣ support
	1NT	8-10 pts, no 4-card Major	3♦	splinter bid in support of ♣
	2♠	12+ pts, 4+ ♠ support	3♥	splinter bid in support of ♣
	2♦	10-12 pts, 4+ ♣ support	3♠	splinter bid in support of ♣
	2♥	very strong hand, good ♥ suit	3NT	13-15 pts, no 4-card Major
	2♠	very strong hand, good ★ suit	4 bids	4♦ RKCB, 4♥ and 4♠ to play
1♦	1♥/♠	6+ pts, 4+ card suit	3♣	10-12 pts, 4+ ◆ support
	1NT	6-10 pts, no 4-card Major	3♦	4-8 pts, 5+ ♦ support
	2♠	10+ pts, 4+ card suit	3♥	splinter bid in support of ◆
	2♦	12+ pts, 4+ ◆ support	3♠	splinter bid in support of ◆
	2♥	very strong hand, good ♥ suit	3NT	13-15 pts, no 4-card Major
	2♠	very strong hand, good ♠ suit	4♦	preemtive
	2NT	11-12 pts, no 4-card Major	4 Other	4♥ RKCB, 4♠ to pla
1 ♥ /♠	1NT	6-10 pts, <3 card support	3♣	game invitational splinter bid
	2♣	10+ pts, (3)4+ card suit	3♦	game invitational splinter bid
	2♦	10+ pts, 4+ card suit	3 ♥ /♠	(10)11-12 pts, 4+ card support
	2♥/♠	10+ pts, 4+ card suit	3NT	13-15 pts, flat hand, 3-card supp
	2NT	game force with 4+ card support	4♣/♦	splinter bids
2♣	2•	negative or waiting	2♥/♠	8+HCP, 5+ crd suit
	other	2NT (7)8+ HCP, no worthwhile 5+ card	d suit; 3 ♣ /	♦ 8+ HCP 5+ card suit
2•	2♥	pass or correct if weak-2 Major	3♣/♦	strong suit and hand, forcing
	2♠	pass or correct if weak-2 Major	3 ♥ /♠	pass or correct, preemptive
	2NT	strong enquiry	3NT	bid 4 of Major if weak-2
2 ♥ /♠	2NT	game interest, asks for Minor	3NT	to play
	3♣/♦	3♣ pass or correct to ♦	4♣/♦	splinter bids
	3♥/♠	preemptive	4♥/♠	to play
2NT	3♣	to play, unless opener very strong	4♣	to play, preemptive
	3♦	to play, unless opener very strong	4♦	to play, preemptive
	3♥	forcing, 6+ card suit	4♥	RKCB agreeing ♠s
	3♠	forcing, 6+ card suit	4♠	RKCB agreeing ♦ s
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT								
3 ♣ /3♦ 3♣ P	uppet Stayman, 3♦ as for 3♥/♠							
3 ♥ /3 ♠ 6+ ca	5+ card suit with 2/3 top honours & nothing else							
4 ♣ Gerbe	er							
4♦ Trans	sfer to 4♥, no slam interest							
4♥ Trans	sfer to 4♠, no slam interest							
4 ♠ Big m	ninor 2-suiter (rare)							
Unusual NT:	minors \square other suits \square lower 2 unbid suits \square'							
other cue = hig	ghest and lowest unbid suits (Ghestem)							
3 ♣ = hig	gher 2 unbid suits (Ghestem)							
Other slam bidding	Cue Bids ☐ Asking Bids ☐							
4th Suit Forcing	One round Game force							
NT Checkback	Priorities lower of available bids							
Defence to 3NT opening	Natural							
Defence to opening Two's	S: Multi 2♦ OVER 2♦ : X = 16+ pts unbalanced hand,							
	other suit bids deny 16+ pts; 2NT = 16-19 balanced							
RCO style 2-s	X = 16+ pts unbalanced hand, 2NT = 16-19 HCP,							
	Pass most other hands until opener's suits revealed							
Other 2-s								
Defence to strong ♣	Cappelletti style with X a single-suited hand							
Lebensohl	Over NT interference							
Other uses	After partner's takeout double of a weak 2 opening							
Take out of 4 level pre-em	npts 4♣/4♦ X primarily takeout							
	4♥ X prim takeout 4♠ X primarily penalty							
	OTHER NOTES							
Carrad arrangella Carrad n								
	preempts in 1st/2nd seat, wide ranging when partner has passed							
	in 3rd/4th seat (and no Drury)							
x over transfer preempt is	s suit bid; cue of real suit is takeout							

BASI	C RESPONSES			SKG	AUSTRALIAI
Jump raises - minors limit	forcing Other:				
Jump raises - majors limit ☑	forcing Other:				STANDARI
Jump shifts after minor opening	Weak 6+ cards		Names:	Holon Milwore	
Jump shifts after major opening	Weak 7+ cards			Helen Milward	1
Responses to strong 2 suit opening	control showing		ABF Nos:	23884	-d/l
Responses to 2NT opening 3D fo	orcing enquiry all other bids	pass or correct	Basic System Classification		d/acoi Blue 🗆
PLAY	CONVENTIONS		Classification	i. Green	OPE
'NT' Versus Notrump	'S' Versus Suit	= Both	 Describe str	ength, minimum leng	ıth, or specific meaning
Sequence leads: O	verlead all	All except AK x (x)	1♠ 4 (3)	11+ 1	4 11+
Underlead Other:	with doubleton		1 NT 1	4 - 16	
Four or more with an honour	4th highest a	ttitude	2 ♣ Staym	an: simple	e 🗆 ex
3rd/5th Other:			Transfers	2♦ to heart	ts 2
From 4 small 2nd highest S	Other: 4th NT		2 NT	to diamonds	Other:
From 3 cards (no honour) top	middle S	bottom	2 ♠ Gam	ne force except afte	er 2D response from
Signal on partner's lead: high er	ncourage	low encourage	y 2♦ Wea	k 6 card major or 2	21 - 23 HPC balance
Other: reverse count			2 ♥ 2 X !	5 card suits same (COLOUR
Signal on declarer's lead reverse of	count if appropriate		2 ♠ 2 X !	5 card suits same F	RANK
Discards McKenney	high encourage	low encourage	2 NT 2	odd 5 CARD SUIT	S (C + H or D + S)
odd/even (Other:			ambling	
Count natural re	everse 🔽			PRE-ALI	ERTS: CALLS T
CO	NVENTIONS			MEA	NING/S OR RE
4NT: Blackwood	RKCB 🗹 Othe	er: 1430	Weak jump	shifts (0 - 6 HCP 6	6+card suit)
4♣ Gerber ☑ when?	over NT opening				
Other Coi	, ,				
Lebensohl	Minorwood				COMPET
Michaels (super and leaping)	Dopi, Ropi		Negative do	ubles through	3S
Splinters	Support doubles a	nd redoubles	Jump overca	alls Weak	Unusu
Jacoby 2NT over major opening			1NT overcal	l (immediate)	15 - 18
Fourth suit forcing to game			Immed cue o	of minor	Michaels (5/5 majo
A B B B B B B B B B B B B B B B B B B B	1. 8		Immed cue o	of major	Michaels (5/5 mind
©ABF Mar	ě		Over oppone	ent's 1NT (weak)	CRO X
Fyshwick /	ACT 2609		Over oppone	ent's 1NT (strong)	CRO X
Tel: 02 623 FAX: 02 62			Over weak t	wos	Χ
Copyright © BC			Over openin	a threes	Χ



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			STA	NDA	RD :	SYST	EM C	ARD				
Names:	Hele	n Milward				Robert	Milward					
ABF Nos:	2388	34				43222						
Basic Syste	m:	Standard	d/acol									
Classificatio	n:	Green	\square'	Blue		Re	d \square	Yello	ow \square			
				Ol	PENI	NG B	IDS					
Describe str	ength, min	imum lengt	th, or spe	cific mea	aning						Canape	
1♣ 4 (3)	11+	1	4	11+		1♥	4 1	1+	1 ≜	5	11+	
1 NT -	14 - 16							may co	ntain 5 c	ard ma	ijor	
2 ♣ Staym	an:	simple	; <u> </u>		exten	ded [Other:	Laving	ys (5ca	ard ask)	
Transfers	2♦	to heart	S		2♥	to space	les		2 ♠ t	to club	S	
2 NT	to dia	monds		Other	: su	oer acce	epts					
2 ♠ Gan	ne force e	xcept afte	r 2D res	ponse f	rom pa	rtner						
2 ♦ Wea	ak 6 card i	major or 2	1 - 23 H	PC bala	anced							
2 ♥ 2 X	5 card sui	ts same C	COLOUR	2								
2 ♠ 2 X	5 card sui	ts same F	RANK									
2 NT 2	odd 5 CA	RD SUIT:	S (C + H	or D +	S)							
3 NT G	ambling											
	Р	RE-ALE	ERTS:	CALL	S TH	AT MA	Y HAV	/E UNEX	PECT	ED		
		MEA	NING/S	OR	REQU	IRE S	PECIA	L DEFE	NCE			
Weak jump	shifts (0	- 6 HCP 6	+card si	uit)								
			C	OMP	ETIT	IVE E	BIDDI	NG				
Negative do	uhlas thrai	ıah		SS				es through				
Jump overc		Weak	,		usual N	•	Minor					
1NT overcal				15 - 18			opening-		5 - 18			
Immed cue	·	ie)					:-opering	, ,	10 - 10			
			Michae	•	• •		r major)					
Immed cue Over oppon	•	woak)	wiichae	-		nd othe	•	ur 2D ram	LANT	مطط		
					•	•		ur, 2D=ran	K, ZIVI =	oud		
Over oppon Over weak t		suuny)			(U X=C	Jiuui, 20	J=Falik,	2D=odd				
				X								
Over openir	iy irirees			X								

		RESPONSES TO (DPENII	NG BIDS	
		Describe strength, minimum length or spe	cific meaniı	ng]
1♣	1•	4+ D 6+HCP	2NT	10 - 12 HCP no major	1
	1 ♥ /♠	4+ H/S 6+HCP	3♣	4+ C 10 - 12	ì
	1NT	6 - 9/10 HCP (no major)	3♦	splinter	ı
	2♣	4+ C 6+HCP	3♥	splinter	1
	2♦	6+ D 0 - 6 HCP	3♠	splinter	ì
	2♥	6+ H 0 - 6 HCP	3NT	13 - 15 HCP no major	ı
	2♠	6+ S 0 - 6 HCP	4 bids		1
1♦	1 ♥ /♠	4+ H/S 6+HCP	3♣	7+ C 0 - 6 HCP	
	1NT	6 - 9/10 HCP (no major)	3♦	4+ D 10 - 12	
	2♣	4+ C 10+ HCP	3♥	splinter	
	2♦	4+ D 6 - 9 HCP	3♠	splinter	
	2♥	6+ H 0 - 6 HCP	3NT	13 - 15 HCP no major	
	2♠	6+ S 0 - 6 HCP	4◆	minorwood keycard ask	
	2NT	10 - 12 HCP no major	4 Other		
1 ♥ /♠	1NT	6 - 9/10 HCP	3♠	7+ C 0 - 6 HCP	
	2♠	4+ C 10+ HCP	3♦	7+ D 0 - 6 HCP	
	2♦	4+ D 10+ HCP	3♥/♠	limit raise 10-12	
	2 ♥ /♠	1H-2H 4+ 6-0 1H-2S 6+ 0-6	3NT	13 - 15 HCP no major	
	2NT	Jacoby 13+ 4 card support	4♣/♦	splinter	
2♣	2•	<2 controls <6 HCP	2 ♥ /♠	2H=<2ctrl 6+ 2S=2ctrl	
	other	control showing in increments K = 1 c	ontrol, A =	= 2 controls	
2•	2♥	Pass or correct	3♣/♦		
	2♠	Pass or correct	3♥/♠	Pass or correct	
	2NT	Forcing enquiry	3NT		
2 ♥ /♠	2NT	Forcing enquiry	3NT		
	3♣/♦	Pass or correct	4 ♣/ ♦	Pass or correct	
	3 ♥ /♠	Pass or correct	4♥/♠	Pass or correct	
2NT	3♣	Pass or correct	4♣	Pass or correct	
	3♦	Forcing enquiry	4♦	Pass or correct	
	3♥	Pass or correct	4♥	Pass or correct	
	3♠	Pass or correct	4♠	Pass or correct	
	3NT		other		

		CON	IVENTIO	NS					
Additional response	es to 1NT								
3♣/3♦	Forcing, slam interest								
3♥/3♠	Forcing, s	Forcing, slam interest							
4♣	Gerber								
4♦									
4♥	To play								
4♠	To play								
Unusual NT:	m	inors	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 ope	ening	Χ							
Defence to opening	Two's:	Multi 2◆	X = suit bid	NT = 15 - 18	bal				
RCO style 2	!-S	X = suit bid	NT = 15 - 18	bal					
Other 2-s		X Leaping	Michaels						
Defence to strong 4	•	CRO X=Colour	1D=Rank 1	NT=Odd					
			/	,					
Lebensohl		Over NT interfere	ence 🖂						
Other uses									
Take out of 4 level p				X					
	4♥	Χ	4 ♠ 4NT						
OTHER NOTES									