

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Pre-empt 0 -6 pts, 5+Supp.  
 Jump raises - majors limit  forcing  other Pre-empt 0-6 pts, 4+Supp.  
 Jump shifts after minor opening 2M = WJS, 6+Suit, 0 - 6 pts. 2♥/3♠= limit raise 4+card  
 Jump shifts after major opening 3♣/3♦= Bergen, 2♥/3♥=limit raise 3 card  
 Responses to strong 2 suit opening 2♥= some values, 2♠= junk, other (suits) = good suit  
 Responses to 2NT opening 3♣= 5M/4M enquiry, 3♥/3♥= TFR, 3♠= Minors, 4Suit = TFR

## 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 Reverse Count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other Subsequent discards give count (Rev. Orig.)  
**Count** natural  reverse  Original

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when?

### Other Conventions

Blackout after reverse; Support X's & XX's splinters; DOPI/ROPI. 5NT = GSF  
 Jump shift in same rank = raise 11 - 12 supp. ptsTfr. Rebids after 1NT Resp. to 1M  
 Flint over opp. 3NT 2♣Checkback after 1NT rebid.  
 Special Asks after strong raises 3♣Wolff signoff after jump 2NT rebid  
 fit showing jumps 2♣Drury after Pass:1M



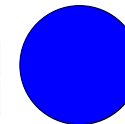
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## STANDARD SYSTEM CARD

Names: David Beauchamp - Peter Fordham  
 ABF Nos: 3727 20389  
 Basic System: 5 Card Majors Better Minor  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+♣Better minor 1♦ 3+♦Better minor 1♥ 5+♥ 1♠ 5+♠  
**1 NT** 14 - 16 pts. (if 5 maj, weak, not showable) may contain 5 card major   
 2♠Stayman: simple  extended  other 2♣= puppet to 2♦  
 transfers 2♦ ♥ 2♥ ♠ 2♣ ♣  
 2 NT Game force Puppet other 3 level suit = splinter, usually 3 suited  
 2♣ 4+♥, 4+♠ < values for 1 bid, (meets ABF Rule of 15)  
 2♦ Artificial game force, (2♥response = some values, 2♠response = junk.)  
 2♥ 5♥, 4+ minor < values for 1 bid, (meets ABF Rule of 15)  
 2♠ 5♠ 4+minor < values for 1 bid, (meets ABF Rule of 15)  
 2 NT 20 -22 pts, (may include 5 major)  
 3 NT 4 level minor pre-empt

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

One level suit openings may be quite weak, but comply with ABF Rule of 18  
 2♣ response to 1NT is NOT Stayman. It is a puppet to 2♦  
 3NT = 4 level minor pre-empt, 4♣/4♦= strong 4♥/4♠pre-empt

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♣  
 Jump overcalls weak Unusual NT Lowest Unbids 5+/5+ (6-10 or 16+)  
 1NT overcall (immediate) 15 - 18 (re-opening) 11 - 14  
 Immed cue of minor 5+♥/5+♠6 -10 or 16+  
 Immed cue of major 5+ oth maj./ 5+ min. 6 -10 or 16+  
 Over opponent's 1NT (weak) X = 11+ One Suiter, 2♣/2♥= 4+ Suit + Higher Suit  
 Over opponent's 1NT (strong) X = One suiter, 2♣/2♥= 4+ Suit + Higher Suit  
 Over weak twos X=T/O, 2NT = 15-18(Dir), 4♣/4♦=5+♣/5+♦+ 5+OM  
 Over opening threes X = T/O

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦ 4+♦, 5+ pts. (If 4+M, worth 2 bids)	3NT	Jacoby, game force ♣ raise
	1♥♣ 4+ suit, possibly quite weak	3♣	5+ ♣ 0 - 6 supp. pts
	1NT 6 - (poor) 12 pts., no major	3♦	Splinter, Game going ♣ support
	2♣ 4+♣ 7 - 10 supp. pts., no major	3♥	Splinter, Game going ♣ support
	2♦ 4+ ♣ 11 - 12 supp. pts., no major	3♠	Splinter, Game going ♣ Support
	2♥ WJS, 6+♥ 0 - 6 pts.	3NT	6+ ♠ weak, to play if opp. 17-19 Bal.
	2♠ WJS, 6+♠ 0 - 6 pts.	4 bids	Pre-empt
1♦	1♥♣ 4+ suit, possibly quite weak	3♣	4+♦ 11 - 12 supp. pts, no major
	1NT 6 -(poor) 12 pts., no major	3♦	5+♦ 0 - 6 supp. pts.
	2♣ 11+ pts, nat., poss. less if good suit.	3♥	Splinter, Game going ♦ Support
	2♦ 4+♦ 7-10 supp. pts., no major	3♠	Splinter, Game going ♦ Support
	2♥ WJS, 6+♥ 0 - 6 pts.	3NT	6+♦ weak, to play if opp. 17-19 Bal.
	2♠ WJS, 6+♠ 0 - 6 pts.	4♦	Pre-empt
	2NT Jacoby, game force ♦ raise	4 Other	4♣= Splinter, ♦ Supp, 4M = Pre-empt
1♥♣	1NT 6-(poor) 12 pts, opener rebids = 11-15	3♠	7 - 10 supp. pts. 4+ supp.
	2♣ 11+ pts, nat. (GF unless rebid)	3♦	10 - 12 supp. pts. 4+ supp.
	2♦ 11+ pts, nat. (GF unless rebid)	3♥♣	Raise = 0-6 supp. pts. 4+ supp.
	2♥♣ 7 - 10 supp. pts, 3 card supp.	3NT	13 - 14 supp. pts. 3 supp.
	2NT Jacoby, game force M raise	4♦	Splinter, game going raise 4+ supp.
2♣	2♦ Artificial enquiry	2♥♣	Weak to play
	other 3♥/3♣ 4♥/4♣ = to play: 2NT = Invit. I minor orientation		
2♦	2♥ Some values, no good suit	3♣♦	+ve values good suit.
	2♠ Junk	3♥♣	+ve values good suit.
	2NT +ve balanced	3NT	
2♥♣	2NT strong enquiry	3NT	To play
	3♣♦ 3♣= pass/correct, 3♦ = NNF	4♦	4♣= pass/correct, 4♦+ NNF
	3♥♣ Raise = 3+ trumps < game values	5♠	To play
2NT	3♣ Enquires for 5M/4M	4♣	TFR ♦
	3♦ TFR♥	4♦	TFR♥
	3♥ TFR♠	4♥	TFR♠
	3♠ 5+♣ 5+♦	4♣	Strong TFR ♣
	3NT To Play	other	5♣= weak ♣ to play

## CONVENTIONS

### Additional responses to 1NT

- 3♣3♦ splinter usually 3 suiter
- 3♥3♣ splinter usually 3 suiter
- 4♣ TFR♥
- 4♦ TFR♠
- 4♥ To Play
- 4♠ To Play

### Unusual NT:

minors  other suits  lower 2 unbid suits

other weak (6 - 10) or strong (16+)

### Other slam bidding

Cue Bids  Asking Bids

### 4th Suit Forcing

One round  1♣1♦1♥♠1NT = Droppable  Game force

### NT Checkback

Priorities Strength, then up line

### Defence to 3NT opening

X = penalty, 4♠4♦ = M enquiry, better minor

### Defence to opening 2-s:

Multi X = 12 - 15 Bal. or 19+ Any; 2NT = 16 - 18 Bal.

3 level jump o'calls = strong, 4m = 5+♥+ 5+m

RCO style 2-s As for multi.

Other 2-s X = T/O

### Defence to strong ♣

X = strong; 1 suit = nat.; 1NT = ♣ 2♣2♦/2♥ = suit + higher suit

2♣ = nat. weak; 2NT = both minors

### Lebensohl

Over NT interference  Rubensohl

Other uses

After (2multi/ weak 2) X (Pass)

### Take out of 4 level pre-empts

4♠4♦ X = T/O

4♥ X = T/O      4♣ X = T/O; 4NT = 2 suited T/O

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 2NT = forcing raise  
 Jump raises - majors limit  forcing  other Preempt  
 Jump shifts after minor opening 2= strong, 3= splinter  
 Jump shifts after major opening 3♣3♦= Bergen, 2NT= Jacoby  
 Responses to strong 2 suit opening 2♦= waiting  
 Responses to 2NT opening Stayman, transfers, 3♠= minors.

## 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 (except partner's suit)  
 From 4 small 2nd highest  other Rev count (except pard's suit)  
 From 3 cards (no honour) top  middle  (except pard's suit)  
**Signal** on partner's lead: high encourage  low encour   
 other Reverse original count if attitude known.  
**Signal** on declarer's lead Reverse orig count (occ S/P, Smith in NT)  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other Reverse attitude/original count  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RCKB  other ♣=2, ♦=1, ♥=0  
 4♣ Gerber  when? 4m = RCKB when minor agreed.

### Other Conventions

Blackout Rubensohl over our 1NT  
 2♣2♥2NT ART over 1NT rebid  
 Support X/XX to 2M



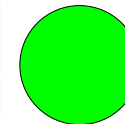
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## STANDARD SYSTEM CARD

Names: Bruce Neill John Roberts  
 ABF Nos: 45632 243264  
 Basic System: Standard  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+♣10+ 1♦ 3+♦10+ 1♥ 5+♥10+ 1♠ 5+♠10+  
**1 NT** 10-12(1st/2nd nv) else 15-17 may contain 5 card major   
 2♣Stayman: simple  extended  other   
 transfers 2♦ 5+♥ 2♥ 5+♠ 2♠ 5+♣  
 2 NT 5+♦ other 4♣4♦= transfer to ♥♠  
 2♣ ART, strong (9+ playing tricks or 21+ bal or GF)  
 2♦ Weak, 5-9, usually 6. May be undisciplined in 3rd seat.  
 2♥ Weak, 5-9, usually 6. May be undisciplined in 3rd seat.  
 2♠ Weak, 5-9, usually 6. May be undisciplined in 3rd seat.  
 2 NT 19-20 (1st/2nd nv) else 20-21  
 3 NT

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

1NT=10-12 1st/2nd nv; after 1NT (X) p (p); XX = auto  
 Reverse count leads (lo with xx) except partner's suit

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣  
 Jump overcalls Weak Unusual NT Lowest suits. Weak/strong.  
 1NT overcall (immediate) 15-18 (re-opening) 11-16  
 Immed cue of minor 55, highest suit + another  
 Immed cue of major 55, highest suit + another  
 Over opponent's 1NT (weak) X = PEN, bid = that suit + higher  
 Over opponent's 1NT (strong) X = 1 suited, bid = that suit + higher  
 Over weak twos wide range X/fr responses. 2NT ART.  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦		2NT Forcing raise
	1♥♠		3♣ Limit
	1NT		3♦ Splinter
	2♣		3♥ Splinter
	2♦		3♠ Splinter
	2♥		3NT
	2♠		4 bids 4♣= RKCB
1♦	1♥♠		3♣ Splinter
	1NT		3♦ Limit
	2♣		3♥ Splinter
	2♦		3♠ Splinter
	2♥		3NT
	2♠		4♦ RCKB
	2NT	Forcing raise	4 Other
1♥♠	1NT		3♣ 6-9, 4 card raise
	2♣		3♦ 10-12, 4 card raise
	2♦		3♥♠ M= wk, 1♥3♠ splinter
	2♥♠		3NT 12-14, 3 card raise
	2NT	GF raise	4♣♦ Splinter, min GF.
2♣	2♦	Semi-auto.	2♥♠ +ve, good suit
	other		
2♦	2♥	Nat, non-forcing.	3♣♦ om = nat, forcing.
	2♠	Nat, non-forcing.	3♥♠ Nat, forcing.
	2NT	Ask for range, shortage	3NT
2♥♠	2NT	Ask for range, shortage	3NT Nat.
	3♣♦	Nat, forcing.	4♣♦
	3♥♠	M=to play - not inv.	4♥♠
2NT	3♣	Stayman.	4♣ Nat.
	3♦	Transfer	4♦ Nat
	3♥	Transfer	4♥
	3♠	Minors	4♠
	3NT		other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	Splinter
3♥3♠	Splinter
4♣	Texas to ♥
4♦	Texas to ♠
4♥	Nat
4♠	Nat

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    2♣-♦s/o or inv; 2♦=GF; 2NT=♣

Defence to 3NT opening    Abject surrender?

Defence to opening 2-s:    Multi    X=values (tfr resp from 2NT)

RCO style 2-s    X=values (tfr responses from 2NT?)  
 2NT=T/O(matched 2 suiter). Leap 4m=55.

Other 2-s    X=values (tfr responses from 2NT)  
 2NT = T/O

Defence to strong ♣    X = good hand, 1♦= majors or minors, 1M= suit+minor

Lebensohl    Over NT interference

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

Take out of 4 level pre-empts    4♣♦ X  
 4♥ X    4♠ X

## OTHER NOTES

Can't open 1NT on 4333 10HCP in ABF events.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other pre-emptive  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening to M, nat, weak; to m, artificial weak raise  
 Jump shifts after major opening artificial raises  
 Responses to strong 2 suit opening 2♠ = very weak, 2♥ = neutral  
 Responses to 2NT opening 5 card Stayman, transfers, 3♠ = ♠♦

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other A (Q) asks for attitude, K asks for count  
 Four or more with an honour 4th highest  NT attitude   
 3rd/5th  other 3rd from even, low from odd (S)  
 From 4 small 2nd highest  NT other 3rd (S)  
 From 3 cards (no honour) top  middle  NT bottom  S  
**Signal** on partner's lead: high encourage  low encourage   
 other reverse count (S), reverse attitude (NT), except AK(Q) leads  
**Signal** on declarer's lead reverse Smith Peter, reverse count  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 1430  
 4♣ Gerber  when?

### Other Conventions

transfers after 1NT response to 1M

fourth suit game forcing

2 way checkback after 1NT rebid



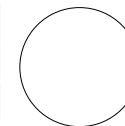
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## STANDARD SYSTEM CARD

Names: Tony Nunn Matthew McManus  
 ABF Nos: 330167 41841  
 Basic System: Weak NT, 5 card Majors  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 1♦ 4 (3) 1♥ 5 (4) 1♠ 5  
**1 NT** (11) 12 - 14 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ ♥ 2♥ ♠ 2♠ ♣  
 2 NT ♦ other 3any = nat, F  
 2♣ ♥+ ♠4+ / 4+ unbalanced, 6 - 10 HCP  
 2♦ strong  
 2♥ (5) 6♥ 6-10 (5 card suit possible not vul)  
 2♠ (5) 6♠ 6-10 (5 card suit possible not vul)  
 2 NT 20-22  
 3 NT any solid suit (7 or 8), little outside strength

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

2♣ = ♥+ ♠4+ / 4+ unbalanced, 6 - 10 HCP 1NT overcall = 15-18 OR weak 1 or 2 suited  
 3NT = any solid suit, little outside strength  
 artificial major raises

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT lowest unbid suits  
 1NT overcall (immediate) 15-18 or comic (re-opening) 11-14 (1♣ to 13-16 (1♣)  
 Immed cue of minor ♥+ ♠5+ / 5+, weak or strong  
 Immed cue of major oM + m, 5+ / 5+, weak or strong  
 Over opponent's 1NT (weak) 2♣ = ♥+ other, 2♦ = ♠+ other  
 Over opponent's 1NT (strong) X = ♠+ other, 2♣ = ♠+ ♥, 2♦ = ♦+ ♥  
 Over weak twos X (+ reverse Lebensohl), 4m = m + oM  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	nat, F	2NT	GF raise
	1♥♠	nat, F	3♣	pre-emptive
	1NT	6-10	3♦	splinter
	2♣	limit raise	3♥	splinter
	2♦	5♣ 6-9	3♠	splinter
	2♥	6♥ 4-7	3NT	
	2♠	6♠ 4-7	4 bids	
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1♦	1♥♠	nat, F	3♣	5♦ 6-9
	1NT	6-10	3♦	pre-emptive
	2♣	nat, F	3♥	splinter
	2♦	limit raise	3♠	splinter
	2♥	6♥ 4-7	3NT	
	2♠	6♠ 4-7	4♦	
	2NT	GF raise	4 Other	
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1♥♠	1NT	6-10	3♣	4♥ 6-9 / GF raise
	2♣	nat, F	3♦	limit raise / 4♠ 6-9
	2♦	nat, F	3♥♠	pre-emptive / limit raise
	2♥♠	3♦ 6-10 / mini-splinter / nat	3NT	balanced game raise (~12-14)
	2NT	GF raise / mini-splinter	4♣♦	splinter
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2♣	2♦	enquiry	2♥♠	to play
	other	2NT = natural, invit; 3♣= constructive, 3♦= to play		
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2♦	2♥	neutral	3♣♦	0/1 loser suit, no outside strength
	2♠	very weak (~0-4)	3♥♠	0/1 loser suit, no outside strength
	2NT	5♥+ 5♠ 6-10	3NT	
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2♥♠	2NT	2♣ or 2NT = enquiry	3NT	to play
	3♣♦	artificial	4♣♦	splinter
	3♥♠	raise denies top honour	4♥♠	to play
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2NT	3♣	5 card Stayman	4♣	nat, F
	3♦	transfer to ♥	4♦	nat, F
	3♥	transfer to ♠	4♥	to play
	3♠	minr suit Stayman	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	nat, F
3♥3♠	nat, F
4♣	transfer to ♥, the 4NT = RKCB
4♦	transfer to ♠, then 4NT = RKCB
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    lowest feature; 2NT (over 2♦) = any 4333

### Defence to 3NT opening

Defence to opening 2-s:    Multi    first X = values, second X = take-out

third X = penalties

RCO style 2-s

Other 2-s

Defence to strong ♣    TWERB (suit bid = next suit or other two; NT = odd suits)  
at all levels

Lebensohl    Over NT interference     reverse

Other uses    in many competitive situations

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

4♥ X, 4NT = ♣+♦    4♠ X, 4NT = ♣+♦

## OTHER NOTES

Blackout after reverses

mini-splinters by opener

Swine after 1NT (X): 2♣= ♣+ M, 2♦= ♦+ ♠ XX = any single suiter

Pass = good or touching suits

2M = nat, constructive

fit showing jumps by passed hand or in competition