

BASIC RESPONSES

Jump raises - minors limit forcing other over 1♦ weak, over 1♣GF relay
 Jump raises - majors limit forcing other weak
 Jump shifts after minor opening over 1♦ weak, over 1♣GF relay
 Jump shifts after major opening Bergen raises
 Responses to strong 2 suit opening n/a
 Responses to 2NT opening n/a

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 Standard Count
Signal on declarer's lead Standard Count
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when? Over 1♦, 1♥, 1♠ NT

Other Conventions

Symetric relays over 1♣ 2♣ 2♦ 2♥ 2♠
 Control asking in symetric relays.



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 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816



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STANDARD SYSTEM CARD

Names: John Lester Gabi Lorentz
 ABF Nos:
 Basic System: Precision with symetric relays
 Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 16+ 0 F 1♦ 11-15 0 1♥ 11-15 5+♥ 1♠ 11-15 5+♠
1 NT 13-15 Balanced no 5 card major may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ To 2♥ 2♥ To 2♠ 2♣ To 3♣
 2 NT To 3♦ other
 2♣ 11-15 5+♣, If only 5♣ then also 4♦, No 4 card major
 2♦ 11-15 5+♦, If only 5♦ then also 4♣, No 4 card major
 2♥ 11-15 5+♥ and 5+♠
 2♠ 11-15 5+♠ and 5+♦
 2 NT n/a
 3 NT Gambling solid minor, no outside K

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

1♣ 1♦ 2♥ and 2♠

COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 3♣
 Jump overcalls Weak Unusual NT Lower 2 suits
 1NT overcall (immediate) 15-18 (re-opening) 10-12
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) Aspro
 Over opponent's 1NT (strong) Aspro
 Over weak twos X T.O. , 2NT 15-18, Lebensohl
 Over opening threes X T.O. , 3NT to play.

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7 any shape	2NT	5+♣ and 4♦ short ♥
	1♥♠	8+ 1♥=4+♠ not 4♥, 1♠=4+♥	3♣	2,2,4,5
	1NT	8+ balanced no 5 card suit	3♦	1,3,4,5
	2♣	3 suiter both minors or 5+♦	3♥	1,2,4,6
	2♦	5+♣	3♠	0,3,4,6
	2♥	5+♦ and 4♣	3NT	1,1,4,7
	2♠	5+♣ and 5+♦	4 bids	
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1♦	1♥♠	Natural F	3♣	Weak
	1NT	6-11 no 4 card major	3♦	Weak
	2♣	Natural F	3♥	Weak
	2♦	Natural F	3♠	Weak
	2♥	Weak	3NT	To play
	2♠	Weak	4♦	Weak
	2NT	Natural 12-13	4 Other	To play 4♣Gerber
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1♥♠	1NT	F	3♣	7-9 4 card support
	2♣	Natural F	3♦	10-12 4 card support
	2♦	Natural F	3♥♠	Weak
	2♥♠	Weak, constructive	3NT	To play
	2NT	GF 4 card support	4♣♦	4♣Gerber
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2♣	2♦	GF Symetric relay	2♥♠	Constructive NF
	other	2NT constructive NF		
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2♦	2♥	GF Symetric relay	3♣♦	Constructive NF
	2♠	Constructive NF	3♥♠	Weak
	2NT	Constructive NF	3NT	To play
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2♥♠	2NT		3NT	To Play
	3♣♦	NF to play	4♣♦	4♣Gerber
	3♥♠	Natural NF	4♥♠	To Play
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2NT	3♣	All n/a	4♣	
	3♦		4♦	
	3♥		4♥	
	3♠		4♠	
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ 6+ two of top 3 hon. NF

3♥3♠ 6+ two of top 3 hon NF

4♣ Gerber

4♦

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 2-s: Multi Direct X values, 2NT 15-18

RCO style 2-s

Other 2-s

Defence to strong ♣ X values, 1♦majors, 1NT minors,

Lebensohl Over NT interference

Other uses Responding to X of weak 2's

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

BASIC RESPONSES

Jump raises - minors limit forcing other Pre-emptive
 Jump raises - majors limit forcing other Pre-emptive
 Jump shifts after minor opening 1C : 2D = strong, others = 8-10 fit-showing
 Jump shifts after major opening Bergen Raises; 1H : 2S and 1S : 3H = good raise
 Responses to strong 2 suit opening ---
 Responses to 2NT opening 3C = 5CM Stayman; 3D/3H = transfers; 3S = 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
 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
 Signal on declarer's lead reverse count
 Discards McKenney high encourage low encourage
 odd/even other
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?
 Other Conventions



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 Fyshwick ACT 2609
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STANDARD SYSTEM CARD

Names: Ron KLINGER Zol NAGY
 ABF Nos: 33642 198390
 Basic System: 5-Card Majors, strong 1NT
 Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 1+, 11-21 pts 1♦ 5+ (4), 10-21 pts 1♥ 5+ (4), 10-21 1♣ 5+ (4) 10-21
 1NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended other Puppet to 2D
 transfers 2♦ 4+ Hs 2♥ 5+ Ss 2♠ Range inquiry
 2NT 5+ Cs other 3-level suit bid = splinter in next suit along
 2♣ Acol Two single-suiter OR Game-Force, any
 2♦ 4+ Hs, 4+ S (not 4432) 5-11 points
 2♥ Weak two in Hs
 2♠ Weak two in Ss
 2NT 20-22 balanced
 3NT Strong major suit pre-empt, 1st/2nd; To play in 3rd/4th

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

1C = Can be doubleton if balanced or can be 1D response to 1C is relay, game invite+
 any 4-4-4-1 (including singleton club) but is Other responses to 1C not forcing
 not forcing.

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S
 Jump overcalls Weak Unusual NT Cheapest two suits
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Michaels, both majors
 Immed cue of major Michaels, other major + minor
 Over opponent's 1NT (weak) X = 2-suiter (M + m) or PEN.; 2C = C+D; 2D = H+S
 Over opponent's 1NT (strong) X = 2-suiter (M + m) or PEN.; 2C = C+D; 2D = H+S
 Over weak twos X = takeout; 4C/4D = leaping Michaels
 Over opening threes X = takeout; cue = any two-suiter

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	Artificial, relay, gameinvite+	2NT 5-5 minors, 6-11 points
	1♥♠	4+ suit, not forcing	3♣ 7+ suit, very weak, pre-emptive
	1NT	NF, no M, can be 5-4-3-1/5-4-2-2♦	7+ suit, very weak, pre-emptive
	2♣	6+ suit, NF	3♥ 7+ suit, very weak, pre-emptive
	2♦	6+ suit, NF	3♠ 7+ suit, very weak, pre-emptive
	2♥	6+ suit, NF	3NT 13-15, 3-3-4-3 / 3-3-3-4
	2♠	6+ suit, NF	4 bids 4H/4S = to play, 4C/4D = PRE
1♦	1♥♠	4+ suit, 5+ points, F	3♣ 13-15 diamond raise
	1NT	6-10, no major	3♦ 10-12, diamond raise
	2♣	10+ and 4+ suit, F	3♥ Splinter, 1RF
	2♦	6-10 raise, no M	3♠ Splinter, 1RF
	2♥	8-10, fit-jump	3NT 13-15, 3-3-4-3 / 3-3-3-4
	2♠	8-10, fit-jump	4♦ pre-emptive
	2NT	16+, diamond raise	4 Other 4H/4S = to play
1♥♠	1NT	6-10, NF	3♣ 6-9 or 13-15 balanced raise
	2♣	NAT, F	3♦ 10-12 Raise
	2♦	NAT F	3♥♠ Pre-emptive, 0-5, 4+ trumps
	2♥♠	6-9, 3 trumps	3NT 13-15, some 4-3-3-3
	2NT	FG raise, 15+	4♣♦ Splinters
2♣	2♦	Negative or waiting	2♥♠ Natural positive
	other	3H/3S/4C/4D = 1-loser suit, no extras; 3C, 3D, 2NT = NAT, positive	
2♦	2♥	To play	3♣♦ NAT, F
	2♠	To play	3♥♠ Mild invitation / pre-emptive
	2NT	Strong inquiry	3NT To play
2♥♠	2NT	Strong inquiry	3NT To play
	3♣♦	NAT, forcing	4♣♦ NAT, RKCB on suit bid
	3♥♠	To play, Pre-emptive	4♥♠ To play
2NT	3♣	5-CM inquiry	4♣ NAT, F
	3♦	Transfer to Hs	4♦ NAT, F
	3♥	Transfer to Ss	4♥ To play
	3♠	Both minors, slam interest	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	Splinter in D/H
3♥3♠	Splinter in S/C
4♣	Transfer to 4H
4♦	Transfer to 4S
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 Same structure as after 1NT opening

Defence to 3NT opening X = takeout

Defence to opening 2-s: Multi X = 15+

RCO style 2-s 3C = same 2-suiter, excl. Cs; X = same 2-suiter incl. Cs

Other 2-s X = T/O; 4C/4D = leaping Michaels

Defence to strong ♣ Jumps weak; suit bid = that + next suit, at least 4-3

X = C + H; 1NT = S + D

Lebensohl Over NT interference Rubinsohl

Other uses

Take out of 4 level pre-empts 4♣4♦ X

4♥ X 4♠ X

OTHER NOTES

1C : (2C) : 2NT = weak with long clubs; 3C = stronger, forcing.

BASIC RESPONSES

Jump raises - minors limit forcing other
 Jump raises - majors limit forcing other
 Jump shifts after minor opening splinter
 Jump shifts after major opening splinter
 Responses to strong 2 suit opening controls, ie 2d=0/1, 2h=2, 2s=3
 Responses to 2NT opening staymen and transfers, 3 spades=minor suit staymen

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other 1st and 3rd from interior honour sequences
 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
Signal on declarer's lead count
Discards McKenney high encourage low encourage
 odd/even other 1st discard only
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other
 4♣ Gerber when?

Other Conventions

5nt grand slam try
 ghestem
 4th suit game forcing
 simple lebensohl
 cue bids



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 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816



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STANDARD SYSTEM CARD

Names: Phil Dave
 ABF Nos:
 Basic System: acol
 Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3, 10+ 1♦ 4, 10+ 1♥ 4 (5), 10+ 1♣ 5, 10+
1 NT (11)12-14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ hearts 2♥ spades 2♠ baron
 2 NT either minor other 3 of a suit = slam try
 2♣ any strong hand
 2♦ 4+/4+ diamonds and spades less than opening, weak 2 in 3rd and 4th
 2♥ 4+/4+ hearts and spades less than opening, weak 2 in 3rd and 4th
 2♠ 4+/4+ clubs and spades less than opening, weak 2 in 3rd and 4th
 2 NT 3+/3+/3+ clubs/diamonds/hearts, 4-8, 20-22 in 3rd and 4th
 3 NT to play

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

ghestem
 2nt opening

COMPETITIVE BIDDING

Negative doubles through 4 spades Responsive doubles through 4 spades
 Jump overcalls weak Unusual NT ghestem
 1NT overcall (immediate) 15-18 (re-opening) 10-14
 Immed cue of minor ghestem
 Immed cue of major ghestem
 Over opponent's 1NT (weak) aspro
 Over opponent's 1NT (strong) aspro
 Over weak twos double = takeout
 Over opening threes double = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ , 5+hcp	2NT 16+ balanced with a fit
	1♥♠	4+ , 5 +hcp	3♣ limit
	1NT	6-9 no 4+ major	3♦ splinter , 9-12hcp
	2♣	limit	3♥ splinter , 9-12hcp
	2♦	splinter , 5-8 or 13+hcp	3♠ splinter , 9-12hcp
	2♥	splinter , 5-8 or 13+hcp	3NT 12-15 balanced with a fit
	2♠	splinter , 5-8 or 13+hcp	4 bids natural
1♦	1♥♠	4+ , 5+hcp	3♣ splinter , 5-8 or 13+hcp
	1NT	6-9 hcp denies 4+ major	3♦ limit
	2♣	4+ , 8+hcp	3♥ splinter , 9-12hcp
	2♦	limit	3♠ splinter , 9-12hcp
	2♥	splinter , 5-8 or 13+hcp	3NT 12-15 balanced with a fit
	2♠	splinter , 5-8 or 13+hcp	4♦ natural
	2NT	16+hcp balanced with a fit	4 Other splinter/to play
1♥♠	1NT	6-9 , denies 4+spades	3♣ splinter , 5-8 or 13+hcp
	2♣	4+ , 8+hcp	3♦ splinter , 5-8 or 13+hcp
	2♦	4+ , 8+hcp	3♥♠ same M=limit/other M=splinter
	2♥♠	raise=limit , 1h-2s=splinter	3NT 12-15 balanced with a fit
	2NT	16+hcp with a fit	4♣♦ splinter 9-12hcp
2♣	2♦	0/1 controls	2♥♠ 2 controls/3 controls
	other		
2♦	2♥	forcing , natural	3♣♦ forcing , natural/to play
	2♠	to play	3♥♠ natural/to play
	2NT	enquiry	3NT to play
2♥♠	2NT	enquiry	3NT to play
	3♣♦	known suit to play , new suit=F	4♣♦ known suit to play , new suit=nat
	3♥♠	known suit to play , new suit=F	4♥♠ to play
2NT	3♣	to play/staymen	4♣ to play/natural , slam try
	3♦	to play/transfer	4♦ to play/natural , slam try
	3♥	to play/transfer	4♥ to play
	3♠	enquiry/minor suit staymen	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	natural slam try
3♥3♠	natural slam try
4♣	natural
4♦	natural
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other ghestem

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities lowest feature

Defence to 3NT opening

Defence to opening 2-s: Multi 2 hearts=t/o of spades , 2 spades=t/o of hearts
 10-15 hcp , x=15+ , 2nt=natural15-18

RCO style 2-s

Other 2-s

Defence to strong ♣ aspro

Lebensohl Over NT interference

Other uses after doubling a weak 2 opening

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

4♥ double 4♠ double

OTHER NOTES