

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening   
 Jump shifts after major opening   
 Responses to strong 2 suit opening   
 Responses to 2NT opening

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other  NT - A Q or T = unblock, K J or 9 = rev att.  
 Four or more with an honour 4th highest  attitude  NT  
 3rd/5th  other   
 From 4 small 2nd highest  other   
 From 3 cards (no honour) top  NT middle  bottom   
**Signal** on partner's lead: high encourage  low encourage  NT  
 other   
**Signal** on declarer's lead Reverse Count   
**Discards** McKenney  high encourage  low encourage   
 odd/even  other Only 1st discard   
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when? 1NT opener   
**Other Conventions**



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## STANDARD SYSTEM CARD

Names: Robert Fruewirth Ishmael Del Monte  
 ABF Nos: 175382  
 Basic System:   
 Classification: Green  Blue  Red  Yellow

## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 10-20, 3+ 1♦ 10-20, 3+ 1♥ 10-20, 5+ 1♠ 10-20, 5+  
**1 NT** 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other T'fer to 2♦  
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ Range Probe [1]  
 2 NT tfer to ♠ other 4♦ = tfer to 4♥, 4♥ = tfer 4♣  
 2♣ GF or 23+ bal.  
 2♦ Multi - weak in either major or 20-22bal or 25-27 bal.  
 2♥ 5♥4minor 5-10  
 2♠ 5♠4minor 5-10  
 2 NT Minors 5-10 [2]  
 3 NT Pre-empt in a minor.

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

4♣ opener = good 4♥ opening  
 4♥ opener = good 4♣ opening

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT minors or 2 lowest  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) Apsro  
 Over opponent's 1NT (strong) Apsro  
 Over weak twos X  
 Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4+	2NT	13+, 5+♣
	1♥♣	6+, 4+	3♣	<8, 5+
	1NT	6-9	3♦	spl
	2♣	10-12, 4+	3♥	spl
	2♦	13+, 5+♦(Unbal)	3♠	spl
	2♥	3-6, 6	3NT	13-15, 3334
	2♠	3-6, 6	4 bids	preempts
1♦	1♥♣	6+, 4+	3♣	13+, 5+♣(Unbal)
	1NT	6-9	3♦	<8, 5+
	2♣	Nat 10+	3♥	spl
	2♦	10-12, 4+	3♠	spl
	2♥	3-6, 6	3NT	13-15, 3343
	2♠	3-6, 6	4♦	preempt
	2NT	13+, 5+	4 Other	preempt
1♥♣	1NT	6-9	3♣	3-6, 7
	2♣	Drury F1 or nat	3♦	3-6, 7
	2♦	Nat	3♥♣	<8, 4+; 1♥3♠= spl.
	2♥♣	6-9, 1♥2♠=3-6, 6	3NT	13-15, 4333 supp.
	2NT	GF, 4+ supp	4♠♦	splinters
2♣	2♦	5-8 bal or 9+unbal.	2♥♣	2♥=0-4, 2♠=5-8 nat.
	other	2NT=5-8 5+♥		
2♦	2♥	Pass or correct	3♠♦	Nat NF
	2♠	Pass or correct	3♥♣	Pass or correct
	2NT	Inv+ enquiry	3NT	4-7 44 majors
2♥♣	2NT	Inv+ enquiry	3NT	To play
	3♠♦	Correctible	4♠♦	Correctible
	3♥♣	Pre	4♥♣	To play
2NT	3♣	To play	4♣	Pre
	3♦	To play	4♦	Pre
	3♥	Shape ask	4♥	To play
	3♠	Range ask	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣3♦ Slam try

3♥3♠ Slam try

4♣ Gerber

4♦ TF to 4♥

4♥ TF to 4♣

4♠ RKC in clubs

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♥= gf relay

Defence to 3NT opening ripstra

Defence to opening 2-s: Multi X = 13-15 bal or 19+bal or 16+

RCO style 2-s X = 15+, then X = t/o

Other 2-s

Defence to strong ♣ Apsro

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♠♦

4♥ 4♣

## OTHER NOTES

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 1♦3♦6, 8-11 HCP  
 Jump raises - majors limit  forcing  other pre-emptive  
 Jump shifts after minor opening 1♦jump any suit=6-carder 8-11 HCP  
 Jump shifts after major opening 1M-jump minor=splinter; 1♥2♠♣, 8-11 HCP  
 Responses to strong 2 suit opening n/a  
 Responses to 2NT opening 3♣corr 3♦inq 3M=M6+, GF

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT: Blackwood  RKCB  other  
 4♣ Gerber  when? openings of 1♦1M, 1NT

### Other Conventions

Multi-Cues Modified Grand Slam Force  
 Special defence ag. strong Club  
 Special defence ag. 2♦multi  
 DOPI/ROPI and DEPO  
 Exclusive Blackwood



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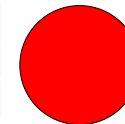


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## STANDARD SYSTEM CARD

Names: Theo Antoff - Al Simpson  
 ABF Nos: 257214 268356  
 Basic System: Strong Club (TANC - Theo Antoff's Club)  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 17+ HCP, 0 1♦ 10-16 HCP, 0 1♥ 10-16 HCP, 5 1♠ 10-16 HCP, 5  
**1 NT** 15-17 HCP, may have a singleton or m6 may contain 5 card major   
 2♣Stayman: simple  extended  other  
 transfers 2♦♥ 2♥♠ 2♣♠and♦  
 2 NT escape with m6 other  
 2♣ a) ♠+, 11-16 HCP b) ♠+Major4, 14-16, 5-loser c) ♠+♦+, 14-16, 5-loser  
 2♦ a) weak two in any Major, 5-11 HCP b) ♠+, 14-16 c) ♠+♠ or ♠+♠, 14-16  
 2♥ 5-5 any Major plus any minor, 5-11 HCP  
 2♠ a) 6-4 either way in both minors, 5-11 HCP b) any m6 plus any M4, 5-11 HCP  
 2 NT a) pre-empt in any minor 5-11 HCP b) solid Major7+carder, 14-16 HCP, 4-4.5 loser  
 3 NT pre-empt in any 8card minor or 7-4 either way in both minors, 3-11 HCP

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

3♣ 5-5 in both minors 5-11 HCP 4 minor 8+carder, 14-16 HCP, 4-4.5 loser  
 3♦, 3♥ pre-empt in ♥, ♠ 5-11 4NT specific Ace asking  
 3♠ solid 7-card minor, 9-13 HCP

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT lowest two suits or unbid suits  
 1NT overcall (immediate) M4-m5+, 10-15 (re-opening) 11-14  
 Immed cue of minor 5-5 both Majors  
 Immed cue of major 5-5 Other Major-5 unspecified minor  
 Over opponent's 1NT (weak) Dbl=pen, 2♣♥, 2♦♠, 2♥♥5+♠, 2♠=m6  
 Over opponent's 1NT (strong) Dbl=♠+any, 2♣♠♦ or ♣♥, 2♦♦♥, 2M=nat  
 Over weak twos t.o. Dbl with Lebensohl; 4m=m5-OM5  
 Over opening threes t.o. Dbl; after 3m: 4om=om5-M5 after 3M:4m=m5-OM5

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-7 HCP, negative	2NT 0-2c,8+; 5-5 both minors
	1♥♠	1♣1♥=0-2con,8+; 1♠1♣=3c	3♣ 1-2c, 6+, any 6-card AQJ or KQJ
	1NT	4c	3♦ 1-2c, 5+, any 7-card AQ or KO
	2♣	5c	3♥ 3c, 9+ HCP, any solid 6-card
	2♦	3-5 HCP, ♥6	3♠ 3c, 9+HCP, any solid 7-card
	2♥	3-5 HCP, ♠6	3NT n/a
	2♠	1-2c,8+; 5-5 2-suiter excl minors	4 bids n/a
1♦	1♥♠	5+HCP, maybe 3-carder	3♣ 8-11 HCP, ♠6, NF
	1NT	10-11 HCP, no M4	3♦ 8-11 HCP, ♥6, NF
	2♣	♣4+, GF, may have M4	3♥ ♥7+, GF, start cues
	2♦	♦4+, GF, may have M4	3♠ ♠7+, GF, start cues
	2♥	8-11 HCP, ♥6+, NF	3NT to play
	2♠	8-11 HCP, ♠6+, NF	4♦ ♦7+, pre-emptive
	2NT	7-11 HCP, 5-5 both minors	4 Other ♣Gerber; 4M=to play
1♥♠	1NT	7-11 HCP, Round Forcing	3♣ splinter, 7+ HCP, 4+trumps
	2♣	♣4+, GF, may have Other M4	3♦ splinter, 7+ HCP, 4+trumps
	2♦	♦4+, GF, may have Other M4	3♥♠ pre-empt, 4+trumps
	2♥♠	8-10 HCP, M3+, 2-2.5 cover cds	3NT 12+HCP, 4 trumps, no shortness
	2NT	a) bal limit raise b) 7-11 5-5 min	4♣♦ 4♣Gerber, 4♦n/a
2♣	2♦	7+ HCP, relay	2♥♠ 5+carder 7-10 HCP, NF
	other	2NT a) weak raise ♣or 5-5 2 suiters GF or ♥6+ GF; 3♣3♦,3♥=invit	
2♦	2♥	correctable	3♣♦ 6-card, natural, GF
	2♠	correctable, invit for ♥	3♥♠ 3♥=pre-emt; 3♠=nat invit
	2NT	strong relay	3NT n/a
2♥♠	2NT	2♥2NT=distrib.relay	3NT 4-4 both min; pre-empt
	3♣♦	3♣=fit both min; 3♦=♠5♥3♦2/3	4♣♦ ♥6+, ♠6+, resp, GF
	3♥♠	3♥=corr; 3♠=♠3♥5	4♥♠ 4♥=corr
2NT	3♣	correctable	4♣ corr, pre-empt
	3♦	strong, short ♦, corr	4♦ asking for top honors in long m
	3♥	short ♥or ♥6+, corr	4♥ to play
	3♠	short ♠or ♠5+, corr	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	6-card, invit
3♥3♠	12+ HCP, 3-suiter short in Other Major
4♣	Gerber
4♦	♥6+, no slam interest
4♥	♠6+, no slam interest
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    3-card support

Defence to 3NT opening    Dbl=at least 4-4 both Majors, 4♣♥+min 5-5, 4♦♠+min 5-5

Defence to opening 2-s:    Multi    Dbl=any Major5+, 12+ HCP, 2♥=any min, 12+HCP

2♣=12+ HCP, at least 5-4 both min, 2NT=bal, 15-17

RCO style 2-s    Dbl=that suit, 2NT=15-17

Other 2-s    Dbl=t.o if anchored

Defence to strong ♣    pass=strong, Dbl=♦, 1♣=♥, 1♥=♠, 1♠=♣ 1NT=both minors  
 2M=weak two, 2NT=any weak 7card, 3any=7carder, 7-8 win

Lebensohl    Over NT interference     multi over 2Major

Other uses    invit over 2minor

Take out of 4 level pre-empts    4♣♦    Dbl=at least 4-4 in both Majors

4♥    Dbl=l.o.    4♠    Dbl=penalty, 4NT=l.o.

## OTHER NOTES

After our 2♣ opening:

2NT distr. relay: 3♣=♠-any4 card; 3♦=♥-♠; 3M=M4-♥

3C invit with one M4: pass with ♠6, 3♦ with ♥6 both with min, 3M=M4 and max

3D invit with both M4: pass with D6-C4, 3M=M4 and min, 4M=M4 and max

3M invit with M6+

## BASIC RESPONSES

Jump raises - minors limit  forcing  other see inside card  
 Jump raises - majors limit  forcing  other see inside card  
 Jump shifts after minor opening see inside card  
 Jump shifts after major opening see inside card  
 Responses to strong 2 suit opening na  
 Responses to 2NT opening Puppet Stayman, see inside card

## 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 usually top  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  low encourage   
 other natural count, V's suit if known shortage then even = SP  
**Signal** on declarer's lead usually natural count, Smith Echo when applicable  
**Discards** McKenney  high encourage  low encourage   
 odd/even  other   
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 0314, DOPI & ROPI  
 4♣ Gerber  when?

### Other Conventions

Jump to set suit +1 at 5 level = GSF  
 Jumps to game when in GF deny 2 keycards  
 Balancing 2NT over 2 bids = 12-14



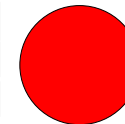
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## STANDARD SYSTEM CARD

Names: Bobby Richman Matthew Thomson  
 ABF Nos: Team: KONIG 61107  
 Basic System: Strong 1♣& transfer one of a suit openings  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 15+ HCP ♦ 4+♥, 10-14 1♥ 4+♠, 10-14 1♠ 4+♦, in 3/4 \*\*\*  
**1 NT** 11-14 in 1/2; good 14 to poor 16 in 3/4 may contain 5 card major   
 2♣ Stayman: simple  extended  other   
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣  
 2 NT both ♠♦ or weak♦ other 3suit=NNF; 4♣♦=Keycard BW; 4♥♠=N  
 2♣ 10-14, 6+♣ (no 4c Major)  
 2♦ 6+♦ 7-11 HCP OR 6♥ or ♠ 5-9 HCP. In 3/4: 6+♦ 10-14 HCP.  
 2♥ 6♥ 5-9 HCP OR 5♥ 7-10 HCP. In 3/4 6+♥ 10-14 HCP.  
 2♠ 6♠ 5-9 HCP OR 5♠ 7-10 HCP. In 3/4 6+♠ 10-14 HCP.  
 2 NT 21-23 bal.  
 3 NT Gambling, then 4♦ asks for splinter (bid it)

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

\*\*\*1♠ in 3/4 also includes 12-14 wk NT 1NT in 1/2 denies a 4c Major if 13-14 HCP  
 Opening points are a guide only.

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♣  
 Jump overcalls intermediate Unusual NT lower unbid 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= pen, 2♣♥, 2♦♠+m, 2♥♠=N, 2NT=m  
 Over opponent's 1NT (strong) X=m, 2♣♥, 2♦♠+m, 2♥♠=N, 2NT=m  
 Over weak twos X=takeout  
 Over opening threes X=takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-9 hcp	2NT 4441, 15+ hcp
	1♥♣	1♥=5+♠, 1♣=bal, 9+hcp	3♣ NNF, 6-8
	1NT	5+♣ 9+hcp	3♦ NNF, 6-8
	2♣	5+♦ 9+hcp	3♥ NNF, 6-8
	2♦	5+♥ 9+hcp	3♠ NNF, 6-8
	2♥	4441, 9-11 hcp	3NT
	2♠	4441, 12-14 hcp	4 bids
1♦	1♥♣	1♥=relay 11+hcp, 1♣=N	3♣ 5+♣ & 3♥s, 8-10hcp
	1NT	6-11hcp	3♦ 5+♦ & 3♥s, 8-10hcp
	2♣	N & F	3♥ 4+♥, 6-9hcp
	2♦	N & F	3♠ 6+♠ & 3♥s, 8-10hcp
	2♥	usually 3♥s 7-10hcp	3NT to play
	2♠	5+♠ & 3♥s, 8-10hcp	4♦ splinter (also 4♣)
	2NT	4+♥ 10-13hcp	4 Other
1♥♣	1NT	1♣1NT=Relay 11+hcp	3♣ 5+♣ & 3♠s, 8-10hcp / 4+♣NF
	2♣	N & F / for opener's best minor	3♦ 5+♦ & 3♠s, 8-10hcp / 4+♦NF
	2♦	N & F / transfer to ♥	3♥♣ 5+♥ & 3♠s, 8-10hcp / NNF
	2♥♣	N & F, 3♠s 7-10 / transfers ♣♠	3NT to play
	2NT	4+♠ 10-13hcp / Natural	4♦ splinters / NNF
2♣	2♦	Relay 11+hcp	2♥♣ N & F to 3♣
	other	2NT= Natural; 3♦= NNF; 3♥♣= splinters	
2♦	2♥	N & F to 3♦ OR pass/correct	3♠ N & F/ nat NF OR N & GF
	2♠	N & F to 3♦ OR pass/correct	3♥♣ fit showing OR pass/correct
	2NT	strong & F	3NT to play
2♥♣	2NT	strong & F	3NT to play
	3♠	N & F OR N & NF not enc.	4♦ splinters
	3♥♣	nat NF OR mild invite	4♥♣ to play
2NT	3♣	Puppet Stayman	4♣ keycard BW in ♥
	3♦	transfer to ♥	4♦ keycard BW in ♠
	3♥	transfer to ♣	4♥ keycard BW in ♣
	3♠	minor suit stayman	4♠ keycard BW in ♦
	3NT	to play	other 4NT = quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	N & NF
3♥3♠	N & NF
4♣	keycard BW in ♣
4♦	keycard BW in ♦
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      X= 15+hcp, next dble is takeout, later dbles are

RCO style 2-s      2NT = 15-18 bal, 4♣♦ = 5/5 in bid m & other Major (♥if unclear)  
as above

Other 2-s      X=takeout, cue=for stopper, other as above

Defence to strong ♣      X= compete, 1NT/2NT=minors, 2♣=♥s+, 2♦=♠+m  
In response to an overcall 1NT/2NT= F1

Lebensohl      Over NT interference

Other uses      They bid 2♥♣ or promise a major, we X, then 2NT forces 3♣

Take out of 4 level pre-empts      4♣♦ X, 4NT=to play

4♥ X, 4NT=2 suits      4♠ X, 4NT=2 suits

## OTHER NOTES

3/4 seat responses to 1♥♥: the step 1♥♣= 3+ support & 7+hcp; 2♥♣= 4 support.

After one of a suit interference over 1♣ to transfer into shown suit = takeout 6-8hcp

When 1NT opening is dbl'd, redble forces 2♣ direct bids are raise-able.

1♣ opening: In 1/2, if have only 4 or 5♦s will also have 4+♣ In 3/4 also includes 12-14 balanced hands.