

## BASIC RESPONSES

Jump raises - minors limit  forcing  other Pre-emptive 0-6 HCP  
 Jump raises - majors limit  forcing  other Pre-emptive 0-6 HCP  
 Jump shifts after minor opening To minor = GF To major = weak 0-6 HCP  
 Jump shifts after major opening Bergen raises  
 Responses to strong 2 suit opening 2♦negative or waiting, suits 2♥3♠semi-positive  
 Responses to 2NT opening 3♠Puppet Stayman, transfers, 3♠slam try 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   
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  Natural count   
 other   
**Signal** on declarer's lead Natural count   
**Discards** McKenney  high encourage  low encourage   
 odd/even  other McKenney only if giving ruff or after count   
**Count** natural  reverse  Our carding is primarily count

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when? RKB often used below 4NT

### Other Conventions

Lebensohl over 2 level interpose over our 1NT 4th suit forcing Support doubles & redoubles  
 Lebensohl over doubled weak 2 openings Cue raises Exclusion cues  
 Invitational 2♣checkback over 1 NT rebid Bergen raises also over X  
 Game force 2♦checkback over 1NT rebid Jump shifts over interposes- fit showing  
 2NT checkback over opener's major raise Unusual competitive use 2NT



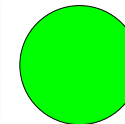
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## STANDARD SYSTEM CARD

Names: Candice Feitelson Valerie Cummings  
 ABF Nos: 313092 13676  
 Basic System: 5-card Major Standard 15-17 NT  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♠ 3 ♦ 3 only if 4432 1♥ 5 1♣ 5  
**1 NT** 15-17 may contain 5 card major   
 2♠Stayman: simple  extended  other   
 transfers 2♦ Hearts 2♥ Spades 2♣ Clubs  
 2 NT Trans to Diamonds other 4♣♦transfers to ♥/♠ 8-11 HCP  
 2♣ Game Force  
 2♦ Vul = Both Majors 5+/4+ Not vul = Both minors 5+/5+ 5-10 HCP  
 2♥ Vul = 6 card suit Not vul = Both Majors 5+/4+ 6-10 HCP  
 2♠ Vul = 6 card suit 6-10 HCP may be 5-card at favourable vul  
 2 NT 21-22 HCP (5 card Stayman and transfers over)  
 3 NT Running minor. No A or K outside

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

Bergen, splinter and mini splinter raises 1♣♦1♥ 1NT may conceal 4♣ as  
 1 level openings, if shapely, may be less in 1♣♦1♥ 1♠ will be 5+/4+  
 HCPs than balanced hands. (9+ HCP) Support doubles at 1 & 2 levels

## COMPETITIVE BIDDING

Negative doubles through 5♦ Responsive doubles through 4♣  
 Jump overcalls weak Unusual NT either minors or other 2 suits if applic.  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) X is penalties, 2♣ is ♥S + other, 2♠ is ♣S + minor  
 Over opponent's 1NT (strong) X is single suiter, otherwise as above  
 Over weak twos X takeout, cue directional, 4♣♦ shows 5/5 other maj.  
 Over opening threes x is takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ natural. May prefer M if weak	2NT limit raise 10-12 HCP
	1♥♠	4+ natural	3♣ pre-emptive 0-6 HCP
		1NT natural 6-11 HCP	3♦ splinter 10-13 HCP
	2♣	6-10 HCP 4-5 ♣	3♥ splinter 10-13 HCP
	2♦	Game force raise 15+ HCP	3♠ splinter 10-13 HCP
	2♥	natural & weak 0-6 HCP	3NT balanced raise 12-15 HCP
	2♠	natural & weak 0-6 HCP	4 bids 4♣ pre-empt 4♥, 4♠ to play
1♦	1♥♠	4+ natural	3♣ Game force raise 15+ HCP
		1NT natural 6-11 HCP	3♦ pre-emptive
	2♣	natural 10+ HCP	3♥ splinter 10-13 HCP
	2♦	natural 6-9 HCP	3♠ splinter 10-13 HCP
	2♥	natural & weak 0-6 HCP	3NT balanced raise 12-15 HCP
	2♠	natural & weak 0-6 HCP	4♦ 4♦ pre-empt 4♥, 4♠ to play
	2NT	limit raise	4 Other
1♥♠		1NT natural 6-11 HCP	3♣ Bergen: 4 card raise 6-9 HCP
	2♣	nat or 3 card raise from passed hand	Bergen: 4 card limit raise
	2♦	natural 10+ HCP	3♥♠ pre-emptive 0-6 HCP
	2♥♠	3 card support 6-9 HCP	3NT balanced raise 12-15 HCP
	2NT	game force raise 15+ HCP	4♦♠ splinter 10-13 HCP
2♣	2♦	negative (0-4) or waiting	2♥♠ semi-constructive 2/3 top honours
		other Response of 2NT = 5+/5+ minors, 3-level bids solid suit. 2♣2♦, 2♥2♠ forced	
2♦	2♥	Vul = to play Not vul natural, F	3♣♦ Vul = natural, NF Not vul = to play
	2♠	Vul = to play Not vul natural, F	3♥♠ Vul = to play Not vul splinter
	2NT	game interest + starts relay	3NT to play
2♥♠	2NT	When vul game force, starts relay	3NT to play
	3♣♦	natural, strong, NF	4♣♦ splinter raise, slam interest
	3♥♠	to play	4♥♠ natural or other major = splinter
2NT	3♣	puppet Stayman or long minor	4♣ Trans hearts
	3♦	transfer ♥	4♦ Trans spades
	3♥	transfer ♠	4♥ transfer ♣
	3♠	slam interest both minors 5+/4+	4♠ transfer ♠
	3NT	to play	other 3♥ response to 3♣ = 4M or 3♠

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	3♣ = 4441, 4414 or ??55 10-13 HCP	3♦ = 1444, 4144 10-13 HCP
3♥3♠	3♥ = 314/5 10-13 HCP	3♠ = 135/4 10-13 HCP
4♣	transfer to ♥ 8-11 HCP	
4♦	transfer to ♠ 8-11 HCP	
4♥	to play	
4♠	to play	

Unusual NT: minors  other suits  lower 2 unbid suits   
 other If the opponents bid 2 suits our 1NT shows other 2, 5/5, too weak to doubt

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback  Priorities length of own or partners suit whichever che

Defence to 3NT opening X 15+ HCP

Defence to opening 2-s: Multi X = 17+ HCP 2nd X takeout and 3rd penalties

RCO style 2-s Cue is directional 4♣ & 4♦ promise 5/5 other major & that min  
 X = 17+ HCP 2nd X takeout & 3rd penalties

Other 2-s as above. With takeout shape and 8-16 HCP we wait until su  
 been shown before X for takeout

Defence to strong ♣ x = ♥ and another 1♦ = ♠ and a minor  
 1NT both minors 5/5

Lebensohl Over NT interference  full Lebensohl except X is takeout  
 Other uses over doubled weak 2 openings

Take out of 4 level pre-empts 4♣♦ double  
 4♥ double 4♠ both double and 4NT (latter = two suits)

## OTHER NOTES

Cue raises of partner's interpose show 3-card support or jump cue with 4-card support  
 2NT is not natural in competitive auctions e.g. 1♥(X), 2♥(2NT) asks partner to bid min  
 Ostensibly denies spades but if over minor responder bids 3♣ then 4-card try for game  
 Support doubles & redoubles compulsory at 1 level.  
 RKB used at a variety of levels e.g. 2♣2♦, 3♥ sets suit and is RKB  
 1♦2NT, 4♦ or 1♦3♣ 4♦ sets suit and is RKB. RKDopi, RKRopi.

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 1♦-3♦weak  
 Jump raises - majors limit  forcing  other weak - Bergen raises  
 Jump shifts after minor opening over 1♣relay responses, over 1♦NNF  
 Jump shifts after major opening Bergen raises, other majors weak splinter  
 Responses to strong 2 suit opening N/A  
 Responses to 2NT opening 3♦♦NNF, 3♥♦N,F, 4♦♦RKC

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other 10 shows higher honour Jack denies  
 Four or more with an honour 4th highest  S attitude  NT  
 3rd/5th  other  
 From 4 small 2nd highest  other  
 From 3 cards (no honour) top  middle  bottom   
**Signal** on partner's lead: high encourage  NT low encourage   
 other usually natural count against suit contracts, some attitude  
**Signal** on declarer's lead natural count, and attitude  
**Discards** McKenney  NT high encourage  low encourage   
 odd/even  other usually natural count against suits  
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 4NT,5♣RKC 1430  
 4♣ Gerber  when? over NT

### Other Conventions

ROPI, DOPI	CAPOLETTI
Bergen raises	DBL=Penalty, 2♣=Both Majors, 2♦=1suit
Lebensohl	2♥or 2♠= natural
Splinters weak and strong	over strong NT 2♣=majors and double=minors



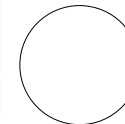
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## STANDARD SYSTEM CARD

Names: Carole Rothfield Jan Cormack  
 ABF Nos: 146072 402672  
 Basic System:  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 12+, any shape 1♦ ♥♠or 10-11 Flt 1♥ 5+ 10-14, <4♠ 1♠ 5+ 10-14, <4♥  
**1 NT** 15-17 may contain 5 card major   
 2♣Stayman: simple  extended  other  
 transfers 2♦ ♥ 2♥ ♠ 2♠ 2 NT or 4 card suit  
 2 NT 3♣ other 3 any suit 6 cards inv 4♦ = choose major  
 2♣ 10-14, 6+♣or 5+♣and 4 of another suit  
 2♦ 10-14, 6+♦or 5+♦and 4 of another suit  
 2♥ Vul: 6 card ♥suit, 5-9. NV may be 5♥and a 4+ card other  
 2♠ Vul: 6 card ♠suit, 5-9. NV may be 5♠and a 4+ card other  
 2 NT 9-14, 5/5♣♦  
 3 NT Solid minor

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

1♣ 12-14 balanced (may be 4441) or 15+ any 1 NT-4NT quantitative  
 1♦♥♠9 cards 10-14 or 10-11 flat 1/2 only  
 10-15 3rd, 4th both majors

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 4♦  
 Jump overcalls weak Unusual NT minors  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor Michaels weak or strong  
 Immed cue of major Michaels less than 10 or more than 15  
 Over opponent's 1NT (weak) CAPOLETTI  
 Over opponent's 1NT (strong) CAPOLETTI  
 Over weak twos DBL takeout - Lebensohl  
 Over opening threes DBL takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-9, any shape	2NT 13+ balanced
	1♥♠	4+, 10+ HCP	3♣ weak 6 card
	1NT	10-12 balanced	3♦ weak 6 card
	2♣	11 HCP, natural F	3♥ weak 6 card
	2♦	11 HCP, natural F	3♠ weak 6 card
	2♥	weak 6 card	3NT
	2♠	weak 6 card	4 bids
1♦	1♥♠	4+, natural, F	3♣ weak 6 card
	1NT	8-13 NF	3♦ weak 6 card
	2♣	artificial inquiry, no 4+M	3♥ weak 6 card
	2♦	5+ ♦, F	3♠ weak 6 card
	2♥	NNF	3NT to play
	2♠	NNF	4♦
	2NT	14 balanced	4 Other
1♥♠	1NT	NNF	3♣ Bergen - 4-card support, 8-11
	2♣	N,F 2/1 ♥ONLY	3♦ Bergen - 4-card support, 12+
	2♦	N,F 2/1 ♥ONLY	3♥♠ preemptive raise 4-8
	2♥♠	6-9, 3-card support	3NT to play
	2NT	11/12, 3-card support	4♣♦ splinter
2♣	2♦	relay for strength & shape	2♥♠ natural, NF
	other		
2♦	2♥	relay for strength & shape	3♣♦ natural, NF
	2♠	natural, NF	3♥♠ natural, invitational
	2NT	natural, NF	3NT to play
2♥♠	2NT	inquiry	3NT to play
	3♣♦	natural, FORCE	4♣♦ splinter
	3♥♠	non-forcing, non-inv raise	4♥♠ to play
2NT	3♣	NNF	4♣ suit set inviting cues
	3♦	NNF	4♦ suit set inviting cues
	3♥	natural, F	4♥ to play
	3♠	natural, F	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦ invitational, 6-card suit

3♥3♠ 6 card suit invitational

4♣

4♦ choose major

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 DBL = 13+, suits natural

RCO style 2-s DBL = takeout, suits natural

Other 2-s DBL = takeout, suits natural

Defence to strong ♣ SPLASH

Lebensohl Over NT interference

Other uses opposite partner's takeout double of weak 2s

Take out of 4 level pre-empts 4♣♦ DBL

4♥ DBL 4♠ 4NT takeout, DBL penalty

## OTHER NOTES

Psychics rare

## BASIC RESPONSES

Jump raises - minors limit  forcing  other   
 Jump raises - majors limit  forcing  other   
 Jump shifts after minor opening weak, 6+ card suit (passed hand = fit-showing)  
 Jump shifts after major opening weak, 6+ card suit (passed hand = fit-showing)  
 Responses to strong 2 suit opening 2♣ [NOTE 4] 2♦ [NOTE 11]  
 Responses to 2NT opening 3♥ = GF enquiry [NOTE 5], others = pass/correct

## PLAY CONVENTIONS

'NT' Versus Notrump  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  other v. NT: A = unblock/count, K = rev. attitude  
 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 reverse count   
**Signal** on declarer's lead reverse count, if used   
**Discards** McKenney  high encourage  low encourage   
 odd/even  other thereafter: reverse count   
**Count** natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other   
 4♣ Gerber  when?   
**Other Conventions**  
 Long and short suit game trials [NOTE 7] Negative free bids to 3♦  
 Lebensohl [NOTE 8] therefore X then bid = natural, GF  
 Blackout [NOTE 9] DOPI, ROPI  
 Splinters [NOTE 10] Cue bids, Grand Slam Force



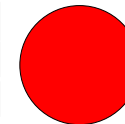
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## STANDARD SYSTEM CARD

Names: Barbara TRAVIS Elizabeth HAVAS  
 ABF Nos: Australia Women Australia Women  
 Basic System:   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+♣, 11+ HCP 1♦ 4+♦, 11+ HCP 1♥ 4+♥, 11+ HCP 1♠ 4+♠, 11+ HCP  
**1 NT** 14-17 HCP (bal / semi-bal, may have 6m) may contain 5 card major   
 2♣ Stayman: simple  extended  other asks HCP, 5-card suits  
 transfers 2♦♥ 2♥♠ 2♣♠  
 2 NT ♦ other [NOTE 6] 3-level bids = GF, singleton in suit bid  
 2♣ any 8+ playing tricks, or 20-21 HCP, bal (24+ HCP) [NOTE 4]  
 2♦ weak 2♥ or weak 2♣ or 22-23 HCP, bal [NOTE 11]  
 2♥ 5+♥ and 5+ m, 5-10 HCP [NOTE 12]  
 2♠ 5+♠ and 5+m, 5-10 HCP [NOTE 12]  
 2 NT 5+/5+ Majors or minors, 5-10 HCP [NOTE 5]  
 3 NT Gambling (1st/2nd seat: no other A/K)

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

2NT opening = both Majors or minors  
 Weak jump shifts after 1-level openings  
 Fit-showing jump shifts by passed hand

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Strong (Interm) Unusual NT lower 2 unbid suits  
 1NT overcall (immediate) 15-18 HCP (re-opening) 11-14 HCP  
 Immed cue of minor ♠ and other  
 Immed cue of major highest unbid suit and minor  
 Over opponent's 1NT (weak) 2♣ to 3♦ = artificial [NOTE 1]  
 Over opponent's 1NT (strong) 2♣ to 3♦ = artificial [NOTE 1]  
 Over weak twos TOX, 4m = strong 2-suiter, cue = 2-suiter, 4-cue = minors  
 Over opening threes TOX, cue = strong 2-suiter, 4NT = minors (< 4-cue)

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	natural, 6+ HCP	2NT 12-14 HCP, bal, or 19+ HCP
	1♥♣	natural, 6+ HCP	3♣ natural, GF, no splinter
	1NT	6-11 HCP, NF	3♦ splinter
	2♣	natural, NF	3♥ splinter
	2♦	weak, 6+ ♦	3♠ splinter
	2♥	weak, 6+ ♥	3NT 15-16 HCP
	2♠	weak, 6+♠	4 bids 4M = to play
<hr/>			
1♦	1♥♣	natural, 6+ HCP	3♣ weak, 6+♣
	1NT	6-11 HCP, NF	3♦ natural, GF, no splinter
	2♣	natural, GF unless ♣ rebid	3♥ splinter
	2♦	natural, NF	3♠ splinter
	2♥	weak, 6+♥	3NT 15-16 HCP
	2♠	weak, 6+♠	4♦ pre-emptive
	2NT	12-14 HCP, bal, or 19+ HCP	4 Other 4♣ = splinter, 4M = to play
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1♥♣	1NT	6-11 HCP, NF	3♣ weak, 6+♣
	2♣	natural, GF unless ♣ rebid	3♦ weak, 6+♦
	2♦	natural, GF unless ♦ rebid	3♥♣ natural, GF, no splinter
	2♥♣	natural, NF	3NT 15-16 HCP
	2NT	12-14 HCP, bal, or 19+ HCP	4♦♦ splinter
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2♣	2♦	any 0-3 HCP, or any 10+ HCP	2♥♣ 2♥ = any 4-6 HCP, 2♠ NOTE 4
	other	[NOTE 4]	
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2♦	2♥	Pass or correct	3♣♦ natural, F
	2♠	Pass or correct	3♥♣ natural, F
	2NT	enquiry [NOTE 11]	3NT to play
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2♥♣	2NT	enquiry [NOTE 12]	3NT to play
	3♣♦	Pass or correct	4♣♦ invitational
	3♥♣	Pre-emptive	4♥♣ to play
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2NT	3♣	Pass or correct	4♣ invitational in ♣ or correct
	3♦	Pass (♦ pref) or correct	4♦ invitational in ♦ or correct
	3♥	GF enquiry [NOTE 5]	4♥ Pass or correct
	3♠	Pass or correct (minor interest)	4♠ Pass or correct
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣3♦	GF, singleton in suit bid, 3+ cards in each other suit	[NOTE 6]
3♥3♠	GF, singleton in suit bid, 3+ cards in each other suit	[NOTE 6]
4♣	slam try in ♥, no shortage (with shortage, go via transfer)	
4♦	slam try in ♠, no shortage (with shortage, go via transfer)	
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       may be LIMIT RAISE      Game force

NT Checkback       Priorities

Defence to 3NT opening      4♣= M TO, equal or ♥pref, 4♦= M TO, ♠pref

Defence to opening 2-s:      Multi      X = 16+ HCP, any [2 TO Xs]

RCO style 2-s      X = 16+ HCP, any [2 TO Xs]

2NT = 2-suited

Other 2-s      v. 2-suited bids: X = 16+ HCP, any [2 TO Xs]

2NT = 2-suited

Defence to strong ♣      STRONG 1♣: X to 2♦ = artificial [NOTE 2]

STRONG 2♣: X to 3♦ = artificial [NOTE 3]

Lebensohl      Over NT interference       1NT opening and overcall

Other uses      responding at 2-level to TO Xs [NOTE 8]

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

4♥ X, 4NT 2-suited 4♠ 4NT = 2 or 3 suited

## OTHER NOTES

If we'd have re-opened over 1-level intervention, we tend to re-open against higher level