

BASIC RESPONSES

Jump raises - minors limit forcing other Preempt
 Jump raises - majors limit forcing other Preempt 4+ support
 Jump shifts after minor opening weak after 1♣, natural NF after 1♦
 Jump shifts after major opening 4+ supp 6-9, 3♣ = UNBAL, 3♦ = BAL
 Responses to strong 2 suit opening NA
 Responses to 2NT opening 2♣ puppet stayman, transfers, 3♣ = minors

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other but standard lead partner's suit
 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 Primarily attitude, otherwise original count count, both reversed
Signal on declarer's lead reverse count if needed
Discards McKenney high encourage low encourage
 odd/even other
Count natural reverse

CONVENTIONS

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

Other Conventions

Bergen raises of major (2N, 3♣, 3♦)

If 1N is doubled, SWINE see notes

Splinters show 1st/2nd control in side suits



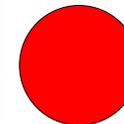
©ABF Marketing
 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816



AUSTRALIAN BRIDGE FEDERATION
 INCORPORATED ©

STANDARD SYSTEM CARD

Names: Peter BUCHEN Mike HUGHES
 ABF Nos: 7765 29327
 Basic System: POLISH CLUB, WEAK NT
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ see pre-alerts 1♦ 5+, 11-17 1♥ 5+, 11-17 1♠ 5+, 11-17
1 NT 12-14 may contain 5 card major
 2♣ Stayman: simple extended other Relay 1&2, Lavings 3&4
 transfers 2♦ 5+♥ 2♥ 5+♠ 2♠ puppet to 2NT
 2 NT puppet to 3♣ other 3♣=>♦ 3♥♠= GF 5/5 with ♣
 2♣ 3-suiter not 5M, 11-17
 2♦ multi, always weak 2M (usually 6 cards)
 2♥ Majors or minors, 5+/5+, nominally 5-10.
 2♠ Reds or blacks, 5+/5+, nominally 5-10.
 2 NT Odd suits, 5+/5+, nominally 5-10.
 3 NT Strong 4 minor opening. 4 minor openings are strong 4M pre-empts.

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

1♣= 11-17 5+♣, or 15-17 BAL, or any 18+ responses to 1♣ all ART, see continuations
 1♦,♥♠: 1NT is relay INV+, others NNF. 1♣-1N=4-8 both M(5+4+), 1♣2♦=4-8 NNF
 Bergen M raises (2N, 3♣, 3♦ all ART 4+ raises) 2♣ opening (and 1♣2♣) 3-suiter not 5M.

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♣
 Jump overcalls weak NV, Int V Unusual NT lower 2 suits
 1NT overcall (immediate) (15)16-18 (re-opening) (11)12-14
 Immed cue of minor Michaels, both majors, wide ranging
 Immed cue of major Michaels, other major and a minor, wide ranging
 Over opponent's 1NT (weak) DONT, X=PEN, 2♣/♦/♥= suit & higher suit
 Over opponent's 1NT (strong) DONT as above, but X = single suiter
 Over weak twos Double
 Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	9+ any, not 3-suited (see 2C)	2NT 4-8 both minors 5+/5+
	1♥♣	1♥=0-4, 1♠=4-8, any	3♣ 4-8 NAT NF usually 7+
	1NT	4-8, both majors (5+4+)	3♦ 4-8 NAT NF usually 7+
	2♣	9+ 3-suited, not 5M	3♥ 4-8 NAT NF usually 7+
	2♦	4-8 NAT NF usually 6	3♠ 4-8 NAT NF usually 7+
	2♥	4-8 NAT NF usually 6	3NT NA
	2♠	4-8 NAT NF usually 6	4 bids NA
1♦	1♥♣	4-9, 4+ nominally F	3♣ 8-9, NAT NF
	1NT	Relay 10+ any	3♦ 4-card raise, weak
	2♣	4-9 NAT NF	3♥ splinter 4+♦raise
	2♦	5-9, 3-card raise	3♠ splinter 4+♦raise
	2♥	weak NAT NF 6+ suit	3NT To play
	2♠	weak NAT NF 6+ suit	4♦ Preempt
	2NT	9-11, 4+ BAL raise	4 Other 4♣ = splinter, others to play
1♥♣	1NT	Relay 10+ any	3♣ Bergen, 6-9, 4+ unBAL raise
	2♣	4-9 NAT NF	3♦ Bergen, 6-9, 4+ BAL raise
	2♦	4-9 NAT NF	3♥♣ Preempt 4+
	2♥♣	5-9, 3-card raise	3NT To play
	2NT	9-11, 4-card BAL raise	4♦ 11-14 Splinter
2♣	2♦	Relay 10+ any	2♥♣ (3)4+ NNF
	other	3-level to play opposite singleton	
2♦	2♥	Pass or correct	3♣♦ NAT Strong F
	2♠	Pass or correct	3♥♣ pass or correct
	2NT	Enquiry (3C/D max, 3H/S min)	3NT To play, 4M to play, 4m trfr/bid M
2♥♣	2NT	Enquiry	3NT To play
	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♦	relay, GF	4♦ pass or correct
	3♥	pass or correct	4♥ To play
	3♠	Forcing natural	4♠ To play
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣3♦	3♣=puppet to 3♦(see notes) ; 3♠= 5/5 majors
3♥3♠	5/5, ♣&M, forcing
4♣	texas to ♥
4♦	texas to ♠
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 Double = cards, 1 take-out double

Defence to opening 2-s: Multi Double = cards, leaping Michaels (H if unclear)

RCO style 2-s Double = cards, leaping Michaels

Other 2-s Double

Defence to strong ♣ 1♦-2♣=Suit & suit above, X=♣+♥, 1NT=♦+♠, 2♦+=weak NAT

Lebensohl Over NT interference never; 2N = scramble or NAT

Other uses over 2♠X, immediate 3♥ is constructive, scramble then 3♥ weak.

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

4♥ Double 4♠ Double

OTHER NOTES

Over our 1NT, 2♠3♣ are puppets (opener must bid next step) with the following hand

2♠: invitational in a minor; or GF "anti-stayman"

2NT: weak clubs; or GF three-suited (can be 5431, no 5M)

3♣: weak ♦; or GF 5/5 ♦&other

SWINE: XX=single suited run; immediate bids touching suits; P forces XX then non-tou

BASIC RESPONSES

Jump raises - minors limit forcing other

Jump raises - majors limit forcing other

Jump shifts after minor opening Weak 4-6 hcp, 6+ suit, poor support for opener's suit

Jump shifts after major opening Weak 7-9 hcp, 6+ suit, poor support for opener's suit

Responses to strong 2 suit opening 2D=less than 3 controls, others positive

Responses to 2NT opening Transfers to M, 3C= 5 card Stayman, 3S= 5S,4H

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

Underlead other from KJ10 lead J

Four or more with an honour 4th highest attitude

3rd/5th other

From 4 small 2nd highest other usually 2nd highest

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

other Some (rare) count or Mckenneys if stiff in dummy or dummy =strong

Signal on declarer's lead count (low= odd number) but its not mandatory

Discards McKenney high encourage low encourage

odd/even other

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other

4♣ Gerber when?

Other Conventions

Splinter & mini splinter bids	Help suit trial bids
Mandatory superaccepts our 1NT auction	Exclusion Cue bids over our 4M opening
Cue raise of pard's suit in competition	4D over our 3NT Opening= slam try
Truscott 2NT all suits if you X our 1 suit open	maximal game try doubles in our major auct
2C Crowhurst checkback our 1NT rebid	



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



AUSTRALIAN BRIDGE FEDERATION
INCORPORATED ©

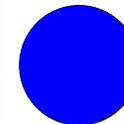
STANDARD SYSTEM CARD

Names: Ruth Jamieson Peter Jamieson

ABF Nos: 44687 30600

Basic System: Modified Acol

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♠ 11+hcp, 3 cards 1♦ 11+hcp, 4 cards 1♥ 11+hcp, 4 crds 1♣ 11+hcp, 5 cards

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended other

transfers 2♦ to 2H 2♥ to 2S 2♠ to 3C

2 NT to 3D other

2♣ Game Force -if Balanced has 25-26 hcp or 29-30 hcp

2♦ Multi -Weak 2 either major suit or 23-24 hcp balanced (if 3NT jump rebid=27+balanced)

2♥ Anchored Multi : H & minor, 6-10 hcp, 5+ 5+ shape

2♠ Anchored Multi : S & minor, 6-10 hcp, 5+5+ shape

2 NT 21-22 balanced, can contain 5 card major

3 NT Gambling, solid 7 card minor (no outside A or K in 1st or 2nd seat)

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

SWINE - escape bids if you X our 1NT openg Support X and XX at one and 2 level

Our 1NT rebid shows 15-18 balanced

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S

Jump overcalls weak Unusual NT two lowest unbid suits 5+5+

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor Modified Michaels: Highest unbid suit & another 5+5+, weak or str

Immed cue of major Michaels: Other major plus a minor. 5+5+, weak or strong

Over opponent's 1NT (weak) Pottage: 2D= majors, 2M=5M&4+min 11+ hcp, X=Pen

Over opponent's 1NT (strong) Pottage as above plus 2C= unknown 6+ suit

Over weak twos Double

Over opening threes Double

BASIC RESPONSES

Jump raises - minors limit forcing other Ask
 Jump raises - majors limit forcing other Ask
 Jump shifts after minor opening Ask
 Jump shifts after major opening Ask
 Responses to strong 2 suit opening N/A
 Responses to 2NT opening See over.

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 2nd: rev orig count. 3rd: s/p.
Signal on declarer's lead 1: rev orig count. 2: s/p.
Discards McKenney high encourage low encourage
 odd/even other 1st discard: even card = suit pref.
Count natural reverse Reverse original count

CONVENTIONS

4NT: Blackwood RKCB other Relays often
 4♣ Gerber when?

Other Conventions

Rubensohl Non-relay resp often NAT, NF.
 Many T/O Xs 1NT (X): 2<any> = P/C
 Some splinters, fit jumps Over 1NT/2x, XX = puppet.



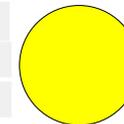
©ABF Marketing
 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816



AUSTRALIAN BRIDGE FEDERATION
 INCORPORATED ©

STANDARD SYSTEM CARD

Names: Bruce Neill Ron Klinger
 ABF Nos: 45632 33642
 Basic System: Strong ♣, transfer openings, weak NT.
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ most 15+ 1♦ 10-17, 4+♥ 1♥ 10-17, ♠ not ♥ 1♠ 10-14, 4+♦
1 NT (11)12-14, occ. 5M or 6m may contain 5 card major
 2♣ Stayman: simple extended other ♦ or most inv
 transfers 2♦ 5+♥ 2♥ 5+♠ 2♠ GF or S/T
 2 NT 5+♠ other 3x = splinter in suit above
 2♠ 10-14 6+♣
 2♦ weak, 4+♥ 4+♠ Maybe less than 15 opening pts.
 2♥ weak, 5+♥ may have 4+m. Maybe less than 15 opening pts.
 2♠ weak, 5+♠ may have 4+m. Maybe less than 15 opening pts.
 2 NT weak, 5♥ 5♠ OR 5♣ 5♦. Maybe less than 15 opening pts.
 3 NT asking for aces.

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

1♦=4♥. 1♥=4♠. 1♠=4♦. Art responses. 2♦/2NT/3NT = Art.
 Opening 2s & 3s may be very weak NV. 2 suiter defence to 1♣
 3rd seat may be light/offshape. Point counts may vary a little.

COMPETITIVE BIDDING

Negative doubles through 4♠ (or up) Responsive doubles through N/A
 Jump overcalls Weak Unusual NT Lowest unbid suits
 1NT overcall (immediate) About 15-18 (re-opening) About 11-16
 Immed cue of minor Usually 2 suited: ♠ + another
 Immed cue of major Usually 2 suited: Other major + minor
 Over opponent's 1NT (weak) X=PEN, { 2♣=♦ or ♥+♠, 2♦=1 suit
 Over opponent's 1NT (strong) X=5+m4M, { 2M=5M4+m, 2NT=M+m
 Over weak twos X=T/O, jump to 4<minor> = 2 suited.
 Over opening threes X=T/O. Cue = 2 suiter.

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-8(9), any shape	2NT	
	1♥♠	FG: 1♥ = 4+♠, 1♠ = ♥	3♣	9-11 BAL, 3334
	1NT	FG: 4+♦	3♦	9-11 BAL, 3325
	2♣	FG: 4+♣	3♥	9-11 BAL, 3235
	2♦	9-11 BAL, 4 or 5 ♥	3♠	9-11 BAL, 2335
	2♥	9-11 BAL, 4 or 5 ♣	3NT	
	2♠	9-11 BAL, 4 or 5 ♦	4 bids	
1♦	1♥♠	1♥=wk, 1♠=GF.	3♣	Raise, 10-12, short ♦
	1NT	1N=game inv 4+♠.	3♦	Raise, 10-12, short ♦
	2♣	art, game inv	3♥	Weak raise
	2♦	inv 3cd raise.	3♠	splinter
	2♥	GF raise	3NT	4 card raise, NF.
	2♠	Raise, 6-12	4♦	splinter
	2NT	Raise, 10-12, short ♣	4 Other	
1♥♠	1NT	(1♥) FG. (1♠) wk.	3♣	(1♥) raise. (1♠) wk.
	2♣	art, game inv.	3♦	(1♥) FG. (1♠) wk.
	2♦	(1♥) raise. (1♠) FG.	3♥♠	(1♥) raise. (1♠) wk.
	2♥♠	game inv (1♥-2♠=FG)	3NT	
	2NT	(1♥)raise.(1♠) pick minor	4♣♦	
2♣	2♦	ART, enquiry.	2♥♠	NAT, NF.
	other	2NT = ART, INV.		
2♦	2♥	to play	3♣♦	NAT, F.
	2♠	to play	3♥♠	Pass or correct.
	2NT	ART, strong.	3NT	
2♥♠	2NT	ART, enquiry.	3NT	NF
	3♣♦	NF	4♣♦	F
	3♥♠	NF	4♥♠	NF
2NT	3♣	Pass or correct.	4♣	Pass or correct.
	3♦	Pass or correct.	4♦	Pass or correct.
	3♥	ART, strong.	4♥	Pass or correct.
	3♠	ART, strong.	4♠	Pass or correct.
	3NT	To play opp majors.	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ Splinter in suit above

3♥3♠ Splinter in suit above

4♣ Transfer to ♥

4♦ Transfer to ♠

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 = T/O, jumps to 4m = 2 suited.

RCO style 2-s X = T/O, jumps to 4m = 2 suited.

Other 2-s X = T/O or values

Defence to strong ♣ Aggressive: X = ♣ & ♥; 1NT = ♦ & ♠
 1♦ / 1♥ / 1♠ / 2♣ = suit & suit above.

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣♦

4♥ 4♠

OTHER NOTES

Ranges shown are fair approximations; may vary tactically or depending on quality.