

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted Criss Cross
 Jump raises - majors limit forcing Other: 10-12 HCP, 3 card support
 Jump shifts after minor opening Weak, other minor = criss cross
 Jump shifts after major opening Splinters
 Responses to strong 2 suit opening Kokish Relay
 Responses to 2NT opening Muppet Stayman

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: A/K = Touching Honour
 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 Count
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430
 4♣ Gerber when? over NT, artificial

Other Conventions

Minor suit keycard



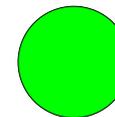
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STANDARD SYSTEM CARD

Names: Laura Ginnan Stephen Williams
 ABF Nos: 586358 695637
 Basic System: Standard Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+♣, 11+pts 1♦ 3+♦, 11+pts 1♥ 5+♥, 11+pts 1♠ 5+♠, 11+pts
 1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ to ♥ 2♥ to ♠ 2♠ to ♣
 2 NT Invitational Other: 3♣ = transfer to 3♦
 2♣ Strong
 2♦ Weak, 6♦
 2♥ Weak, 4+/4+ majors
 2♠ Weak, 6♠
 2 NT 20-21 balanced (may contain a 5 card major)
 3 NT Gambling

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

2♥ opening is weak in both majors

COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠
 Jump overcalls Weak Unusual NT Minors
 1NT overcall (immediate) 15-17 (re-opening) 11-14
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) Cappeletti (X=penalties)
 Over opponent's 1NT (strong) Cappeletti (X=take out)
 Over weak twos X=16+
 Over opening threes X=16+

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ pts, 4+♦	2NT Natural and Invitational
	1♥/♠	5+ pts, 4+♥/♠	3♣ preemptive raise
	1NT	6-9 pts, no 4 card major	3♦ Splinter
	2♣	10-12 pts, support	3♥ Splinter
	2♦	7-9 pts, support	3♠ Splinter
	2♥	Weak	3NT 13-15 bal, no major
	2♠	Weak	4 bids 4♣ = keycard
1♦	1♥/♠	5+ pts, 4+♥/♠	3♣ 7-9 pts, support
	1NT	6-9 pts, no 4 card major	3♦ preemptive raise
	2♣	10+ pts, 5+♣	3♥ Splinter
	2♦	10-12 pts, support	3♠ Splinter
	2♥	Weak	3NT 13-15 bal, no major
	2♠	Weak	4♦ Minor suit keycard
	2NT	Natural and Invitational	4 Other 4♣ = Splinter
1♥/♠	1NT	6-9 pts, no support	3♣ mini splinter
	2♣	10+ pts, 5+♣	3♦ mini splinter
	2♦	10+ pts, 5+♦	3♥/♠ 10-12 pts, 3 card support
	2♥/♠	6-9 pts, 3 card support	3NT To Play
	2NT	10-12, 4 card support	4♣/♦ Minor suit keycard
2♣	2♦	Kokish Relay	2♥/♠
	other		
2♦	2♥	Ogust	3♣/♦ 3♦ = invitational
	2♠	10+ pts, 5+♠	3♥/♠ 3♥ to play
	2NT	To Play	3NT To play
2♥/♠	2NT	Shape enquiry	3NT to play
	3♣/♦	Natural, non forcing	4♣/♦ Invitational
	3♥/♠	Invitational	4♥/♠ To Play
2NT	3♣	Muppet Stayman*	4♣ Gerber
	3♦	transfer to ♥	4♦ Minor suit keycard
	3♥	transfer to ♠	4♥ Control
	3♠	transfer to ♣	4♠ Control
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 3♣ = transfer to ♦; 3♦ = slam try in ♦

3♥/3♠ Natural, slam try

4♣ Gerber

4♦ Minor Suit Key Card

4♥ To Play

4♠ To Play

Unusual NT: minors other suits lower 2 unbid suits

other If over minor, is other minor and a major

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities

Majors

Defence to 3NT opening

X = penalties

Defence to opening Two's: Multi 2♦ X=16+, rest natural

RCO style 2-s X=16+

Other 2-s

Defence to strong ♣

Natural

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ X = penalties

4♥ X = penalties

4♠ X = penalties

OTHER NOTES

*Modified Puppet Stayman

BASIC RESPONSES

Jump raises - minors limit forcing Other: Weak
 Jump raises - majors limit forcing Other: Weak
 Jump shifts after minor opening Weak to M over 1♦, various others
 Jump shifts after major opening Various raises
 Responses to strong 2 suit opening 2♦ negative or waiting
 Responses to 2NT opening Muppet Stayman, M transfers, 3♠=minors

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: Against NT: A=unblock or count
 Four or more with an honour 4th highest attitude
 3rd/5th Other: 3rd=even, low=odd
 From 4 small 2nd highest Other: As above
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: Reverse count thereafter*
 Signal on declarer's lead
 Discards McKenney high encourage low encourage
 odd/even Other: on first discard, reverse count thereafter
 Count natural reverse present

CONVENTIONS

4NT: Blackwood RKCB Other: 14-30
 4♣ Gerber when? Hell freezes over

Other Conventions

* Suit preference if indicated

Fit-showing jumps and splinters



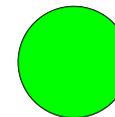
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STANDARD SYSTEM CARD

Names: Sebastian Yuen Robin Stevenson
 ABF Nos: 696481 574643
 Basic System: Weak NT, short(ish) club, 5-card majors
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 2+, 11-20 1♦ 4+, 11-20 1♥ 5+, 11-20 1♠ 5+, 11-20
 1 NT (11) 12-14 may contain 5 card major
 2♣ Stayman: simple extended Other: Keri
 Transfers 2♦ ♥ 2♥ ♠ 2♠ Range probe*
 2 NT ♣ Other: * or strong single-suited hand
 2♣ Unbalanced GF or 23+ balanced
 2♦ Weak (5)6+♦
 2♥ Weak 4+♥/4+♠
 2♠ Weak (5)6+♠
 2 NT 20-22 balanced or semi-balanced
 3 NT

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

Transfer responses to 1♣ opening
 1♦ opening always unbalanced
 and may contain longer ♣

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Various Unusual NT Various
 1NT overcall (immediate) 15-18/TO (re-opening) 11-14
 Immed cue of minor Majors, 5+/5+, weak or strong
 Immed cue of major Other major + unspecified minor, 5+/5+, weak or strong
 Over opponent's 1NT (weak) }2♣=♥+♠, 2♦=single-suited
 Over opponent's 1NT (strong) }2♥/♠=♥/♠+m
 Over weak twos X for takeout, Lebensohl applies
 Over opening threes X for takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4♥, 3+ / 5+♥, 0+	2NT 10-12 (semi-)balanced, no M
	1♥/♠	1♥: 4♣, 3+ / 5+♠, 0+, 1♠: *	3♣ 5+♠, 0-6
	1NT	8-9 balanced, no M	3♦ }
	2♣	5+♣, 10+	3♥ } Splinter for ♣
	2♦	8-11, 6+♦ (NF)	3♠ }
	2♥	5/5♥/♠, invitational	3NT Minimum GF, no M
	2♠	5+♠, 6-9**	4 bids 4♣: RKCB, 4♦/♥/♠: ERKCB
1♦	1♥/♠	4+♥/♠, 5+	3♣ 5+♦, 6-9**
	1NT	6-9, no M	3♦ 5+♦, 0-6
	2♣	4+♣, 10+	3♥ Splinter for ♦
	2♦	5+♦, 10+	3♠ Splinter for ♦
	2♥	6+♥, 4-6	3NT Minimum GF, no M
	2♠	6+♠, 4-6	4♦ RKCB
	2NT	10-12 (semi-)balanced, no M	4 Other Splinter or ERKCB
1♥/♠	1NT	6-9 balanced, no support	3♣
	2♣	4+♣, 10+	3♦
	2♦	4+♦, 10+	3♥/♠ Weak 4-card raise
	2♥/♠	Weak 3-card raise	3NT
	2NT		4♠/♦
2♣	2♦	Negative or waiting	2♥/♠ Positive and natural
	other	Positive = A+K, KQ+KQ, KQ+K+K, K+K+K+K	
2♦	2♥	Natural NF	3♠/♦ Natural NF / preemptive
	2♠	Natural NF	3♥/♠
	2NT	Strong inquiry	3NT To play
2♥/♠	2NT	Strong inquiry	3NT To play
	3♠/♦	Natural NF	4♠/♦
	3♥/♠	Preemptive	4♥/♠ To play
2NT	3♣	Muppet Stayman	4♣ Natural slam try
	3♦	Transfer to ♥	4♦ Natural slam try
	3♥	Transfer to ♠	4♥
	3♠	Minor suit inquiry	4♠
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Transfer splinter (short ♦/♥)
3♥/3♠	Transfer splinter (short ♠/♣, 1NT-3♠ promises 4♥)
4♣	5/5♥/♠ slam invitational
4♦	5/5♥/♠ GF (only) or slam force
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 Two's: Multi 2♦

RCO style 2-s X at first opportunity = 16+, X at second opportunity = T/O

Subsequent doubles generally for penalties

Other 2-s X of artificial bids = 16+, X of natural bids = T/O

Defence to strong ♣

Lebensohl Over NT interference

Other uses (Weak 2)-X-(P)-? and similar auctions

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X/4NT 4♠ X/4NT

OTHER NOTES

* 1♠: 5-7, no M, OR GF with primary ♦, OR 16+ balanced

** More generally, any hand that would be willing to play in 3NT opposite a strong balanced hand

BASIC RESPONSES

Jump raises - minors limit forcing Other: preemptive
 Jump raises - majors limit forcing Other: preemptive
 Jump shifts after minor opening criss-cross minor raises, WJS in majors
 Jump shifts after major opening Various raises
 Responses to strong 2 suit opening 2♦ waiting
 Responses to 2NT opening Modified Puppet Stayman, Transfers, Minor Stayman

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: Count
 Signal on declarer's lead Count
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse Present

CONVENTIONS

4NT: Blackwood RKCB Other: 1430
 4♣ Gerber when? _____
 Other Conventions

The Witch	



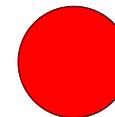
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STANDARD SYSTEM CARD

Names: James Higgins Bec Thornberry
 ABF Nos: 574661 744999
 Basic System: Mini NT in 1st/2nd, Strong ♣ in 3rd*Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 2+♣ (3rd: 16+ any)♦ 4+♦ unbal (4♦ in 3rd)♥ 5+♥ (4♥ in 3rd) 1♠ 5+♠ (4♠ in 3rd)
 1 NT 9-12 (in 3rd 9-15; 4th 12-15) semibal/singleton allowed may contain 5 card major
 2♣ Stayman: simple extended Other: Keri
 Transfers 2♦ INV no major 2♥ To play 2♠ To play
 2 NT GF enquiry Other: _____
 2♣ In 1st/2nd/4th: Artificial and STRONG; In 3rd: good 5+♣, <16
 2♦ In 1st/2nd: 5+♦, weak; In 3rd: good 5+♦, <16; In 4th: 12-15 single suited ♦
 2♥ In 1st/2nd: 4+♥ and 4+♠, weak; In 3rd: good 5+♥, <16; In 4th: 12-15 single suited ♥
 2♠ In 1st/2nd: 5+♠, weak; In 3rd: good 5+♠, <16; In 4th: 12-15 single suited ♠
 2 NT In 1st/2nd: 19-21 (semi)bal; In 3rd: 5/5 minors; In 4th: 21-22 (semi)bal
 3 NT Kable Ace Ask

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

*See accompanying notes for 3rd seat operand responses. Interior is 1st/2nd system.
 In 1/2/4 all bal hand btwn 1&2N ranges ope Transfer Responses to 1st/2nd/4th seat 1♣
 Over 1m openings: aggressive 4+-card ove; X=15+, 1NT=t/o with 4+om --- see notes.

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Roman / Weak Unusual NT Strong 5/5 over 1m, else LUBS, any
 1NT overcall (immediate) 15-18 (re-opening) 11-14/1m; 12-16/1M
 Immed cue of minor 5+ other minor, 4 touching major, 6+ HCP
 Immed cue of major Strong hand. If passed hand: other major + another.
 Over opponent's 1NT (weak) Landy
 Over opponent's 1NT (strong) Landy
 Over weak twos X = t/o, with Leb.
 Over opening threes X = t/o

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥	2NT	14-16 pts balanced
	1♥/♠	1♥ = 4+♠, 1♠ = **	3♣	preemptive
	1NT	7-11 pts, no M, bal or ♦	3♦	splinter
	2♣	7-11 pts, no M, 5+♣	3♥	splinter
	2♦	(11)12-16 pts, 4+♣	3♠	splinter
	2♥	weak	3NT	non systemic
	2♠	weak	4 bids	RCKB/ exclusion RCKB
1♦	1♥/♠	natural, 5+pts	3♣	7-10 pts, 4+♦
	1NT	natural, 5-9 pts	3♦	preemptive
	2♣	natural, 10+pts	3♥	splinter
	2♦	Inverted raise	3♠	splinter
	2♥	Fit showing, 10+	3NT	13-15 bal no 4M
	2♠	Fit showing, 10+	4♦	preemptive
	2NT	10-12 bal no 4M	4	Other splinter / exclusion RCKB
1♥/♠	1NT	5-9 pts, no support	3♣	various raises
	2♣	natural, 10+pts	3♦	various raises
	2♦	natural, 10+pts	3♥/♠	preemptive
	2♥/♠	natural; 1♥-2♠ = misc splinter	3NT	various raises
	2NT	various raises	4♠/♦	voids, min GF
2♣	2♦	waiting	2♥/♠	6+M, no A, no outside K
	other	2NT = 7-10 loser, 3 suited		
2♦	2♥	Natural Invite	3♠/♦	Natural, non-forcing
	2♠	Natural Invite	3♥/♠	Natural, game forcing
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Strong Enquiry	3NT	To play
	3♠/♦	Natural, non-forcing	4♠/♦	
	3♥/♠	Natural, non-forcing	4♥/♠	To play
2NT	3♣	Modified Puppet Stayman	4♣	
	3♦	Transfer to ♥	4♦	
	3♥	Transfer to ♠	4♥	
	3♠	Minor suit stayman	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ To Play

3♥/3♠ To Play

4♣ Transfer to ♥

4♦ Transfer to ♠

4♥ To Play

4♠ To Play

Unusual NT: minors other suits lower 2 unbid suits

other (1m) - 2NT = strong 2-suiter anchored in the non-touching suit

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 2♣ puppet to 2♦; 2♦ through 2NT = xfer

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X= 5+ in a M or 19+ any; 2♥=15-18 bal

2♣/NT = good overcalls in ♣/♦

RCO style 2-s XXX principle

Other 2-s XXX principle

Defence to strong ♣

Lebensohl Over NT interference Rubensohl

Other uses Lebensohl over t/o dbls of weak 2s

Take out of 4 level pre-empts 4♠/4♦ X

4♥ X 4♣ X

OTHER NOTES

** 1♠ - 1♠ = 4-6/12-13/17+ no M OR 12+ primary ♦

The responses to the left do not apply after 3rd seat openings.

See accompanying notes.

ANC 2008 Bec Thornberry and James Higgins Supplementary System Notes

1st/2nd and 4th seat openings and responses are described by the system card and its interior. Note that in 1st/2nd seat we play a mini NT opening and that in response to 1st/2nd/4th seat 1C openings we play transfers at the 1-level. See below for a summary of our 3rd seat system and overleaf for a description of our overall structure when the opponents open 1-minor.

3rd Seat Openings

- 1C = 16+ any.
- 1D/H/S = 4 (normally exactly 4) card good holding, lead directing, promises a 5(+) card side suit.
- 1NT = Wide ranging 9-15 HCP, choice of whether to open is highly vul dependant, may be significantly off shape (but generally no void, no 6-card major, not 10-cards between two suits)
NB: hands with 4 clubs of any quality and (weak) 5 card side suits are constrained by system to open 1NT if they wish to open and aren't good enough to open 2 of their side suit. Other 5/4 hands in which both suits are weak are similarly required to open 1NT, if anything.
- 2-suit = Reasonable quality 5+-card suits, unbalanced, 8-15, vul dependant.
- 2NT = 5+/5+ minors.

Responses to 3rd seat 1C:

- 1D = 0-6
- 1H/S = other major, 7-9
- 1NT = clubs, 7-9
- 2C = diamonds, 7-9
- 2D = weak 2 in hearts
- 2H = very weak 2 in hearts
- 2S = very weak 2 in spades

Responses to 3rd seat 1D/1H/1S bids:

1NT shows a good hand, 7-9, without support for the suit opened. 2NT shows a good hand with support for the suit opened. Diamond raises are preemptive. Other bids are correctable to opener's five card suit.

Responses to 3rd seat 2C/2D/2H/2S bids:

2NT shows a good raise. New suits are natural and nonforcing. Raises are preemptive.

Over an Opponent's natural 1-minor opening

In this situation we play a very aggressive 4-card overcalling style that has no suit-quality requirements. Additionally, we use 1NT as a take out bid that can also be very weak. X is used to show 15+ HCP, and does not promise a take out shape. The cuebid and first two jump shifts show specific 2-suiters; other jumps are natural and weak. The full structure is:

(m = minor opened by the opponents, om = other minor)

After 1m by an opponent:

X = 15+ HCP.

1-suit = 4+ cards, 6-14 HCP, might be a bad suit, will never be a 4333 shape.

Overcalls also deny the ability to make a 1NT for take out bid.

1NT = 6-14 HCP, take out of m, promising at least 4 cards in om, 3 cards in each major and at most 2 cards in m.

(1D)-2C = 'Normal' overcall: reasonable 5-card suit, 10-14 HCP.

2m = 5+ om, 4+ in the touching major, 0-2 in other major, 6+ HCP.

(1C)-2D = 5+D, 4+H, 0-2S, 6-14 HCP.

2H = 5+H, 4+S, 6-14 HCP.

(1D)-2S = 4+S, 5+C, 0-2H, 6-14 HCP.

2NT = Strong 2-suiter with 5+ in non-touching suit to m and 5+ in another suit.

Other jumps: Weak/preemptive.

After our 1-suit overcall over 1m by an opponent:

If the next opponent passes, we use 1NT through to 2 of the suit below ours as transfers, where a transfer to m shows a good hand without support and a transfer to om shows either 5+om or a medium strength 3-card raise. A transfer to our suit shows a good 4-card raise, bidding our suit shows a bad 4-card raise, 2NT shows a really good 4-card raise. Jumps are 6/3 fit showing jumps. If the next opponent bids or Xs, we play support Xs and XXs, 2NT shows a good 4-card raise and jumps are 6/3 fit showing jumps.

NB over 1-major openings by the opponents our overcalling style is fairly standard.