

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: Weak in Competition
 Jump shifts after minor opening VERY WEAK 4-6 single suiter 6+
 Jump shifts after major opening WEAK 6+ suit about 7-9 HCP
 Responses to strong 2 suit opening 2♦ NEGATIVE
 Responses to 2NT opening TFRS to M, 3♣ is 5 card Stayman, 3♠ has 5S +4H

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: If Dummy has Singleton we now play ODDS enc and EVENS Mck
 Signal on declarer's lead _____
 Discards McKenney high encourage low encourage
 odd/even Other: can often be just a spare or neutral card
 Count natural reverse

CONVENTIONS

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

Other Conventions

SPLINTER & MINI SPLINTERS _____ HELP SUIT TRIAL BIDS (can be Db1tn)
 MANDATORY SUPERCEPTS 1NT auct _____ MAXIMAL GAME TRY DBLES IN OUR...
 CUE RAISES IN COMPETITIVE Bidding _____ ..MAJOR SUIT AUCTIONS
 TRUSCOTT 2NT over your TOX of 1suit _____
 2♣ Checkback after 1NT rebid _____



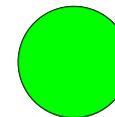
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STANDARD SYSTEM CARD

Names: RUTH JAMIESON PETER JAMIESON
 ABF Nos: 44687 30600
 Basic System: ACOL (modified) ----at Jan 2008 Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11+hcp, 3+♣ 1♦ 11+hcp, 4+♦ 1♥ 11+hcp, 4+♥ 1♠ 11+hcp, 5+♠
 1 NT 12-14 (good 11 allowed) may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ to Hearts 2♥ to Spades 2♠ to Clubs
 2 NT to Diamonds Other: _____
 2♣ GAME FORCE (if bal can be 25-26 or 29-30)
 2♦ MULTI 6-10 hcp weak two in ♥ or ♠ OR BIG BAL 23-24 or 27-28
 2♥ MULTI 5+♥ with 5+minor 6-10 hcp
 2♠ MULTI 5+♠ with 5+ minor 6-10 hcp
 2 NT 21-22 BALANCED (may contain 5 card major)
 3 NT GAMBLING a solid 7 card minor (no outside A or K in 1st or 2nd seats)

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

MODIFIED SWINE RUN OUT IF YOU > > DBLE OUR 1NT OPENING
 SUPPORT X and XX up to 2♣
 OUR 1NT REBID SHOWS 15-18 HCP

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♠
 Jump overcalls WEAK Unusual NT LOWEST TWO OTHER SUITS
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor MODIFIED MICHAELS - Highest O/S Suit + another weak or strong
 Immed cue of major MICHAELS -Other Major + minor 5+ 5+ Weak or Strong
 Over opponent's 1NT (weak) POTTAGE see details bottom page 3
 Over opponent's 1NT (strong) POTTAGE " " " " " "
 Over weak twos DOUBLE
 Over opening threes DOUBLE

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ HCP, 4+♦	2NT GF Club Fit, slamish
	1♥/♠	6+ HCP, 4+ Major	3♣ LIMIT RAISE say 10-11 HCP
	1NT	6-9 HCP, non forcing	3♦ GF SPLINTER
	2♣	WEAK RAISE	3♥ GF SPLINTER
	2♦	WEAK 4-6 HCP, 6+♦ no fit	3♠ GF SPLINTER
	2♥	WEAK 4-6 HCP, 6+♥ no fit	3NT 13-15 HCP FLAT, to play
	2♠	WEAK 4-6 HCP, 6+♠ no fit	4 bids
1♦	1♥/♠	6+ HCP, 4+ Major	3♣ WEAK 6+♣, 7-9 HCP no fit
	1NT	6-9 (bad 10) HCP, non forcing	3♦ LIMIT RAISE say 10-11 HCP
	2♣	10+ HCP, 4+ suit	3♥ GF SPLINTER
	2♦	WEAK RAISE	3♠ GF SPLINTER
	2♥	WEAK 4-6 HCP, 6+♥ no fit	3NT 13-15 HCP FLAT, to play
	2♠	WEAK 4-6 HCP, 6+♠ no fit	4♦ weak
	2NT	GF ♦ fit, slamish	4 Other
1♥/♠	1NT	6-9 HCP, non forcing	3♣ WEAK 6+♣, 7-9 HCP no fit
	2♣	10+ HCP, 4+ suit	3♦ WEAK 6+♦, 7-9 HCP no fit
	2♦	10+ HCP, 4+ suit	3♥/♠ LIMIT RAISE say 10-11 HCP
	2♥/♠	weak raise, 6-9) HCP	3NT 13-15 FLAT, to play
	2NT	GF FIT JACOBY STYLE	4♣/♦ SPLINTER, FIT, 10-13 HCP
2♣	2♦	misc 5-8 OR any 9+	2♥/♠ 2S = 5-8& 5+S (2NT same on H)
	other	2H= 0-4 HCP, 3C/D= 5-8 and 5+ suit headed by honour, jump suit=nat 1 loser	
2♦	2♥	PASS OR CORRECT	3♣/♦ NATURAL, NON FORCING
	2♠	P or C is Interested in H game	3♥/♠ PASS or CORRECT
	2NT	RELAY usually 15+ HCP	3NT natural, to play
2♥/♠	2NT	RELAY usually 15+HCP	3NT TO PLAY
	3♣/♦	PASS or CORRECT	4♣/♦ PASS or CORRECT
	3♥/♠	NON FORCING pre-empt ish	4♥/♠ TO PLAY
2NT	3♣	5 CARD STAYMAN	4♣ GF Natural 6+ suit
	3♦	TRANSFER to ♥	4♦ GF Natural 6+ suit
	3♥	TRANSFER to ♠	4♥ to play
	3♠	SHOWS 5♠ and 4♥	4♠ to play
	3NT	to play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	INVITATIONAL, shows 2 of top 3 honours, 6+ suit
3♥/3♠	GF, Slamish, 6+ suit
4♣	GF NATURAL SLAMMISH
4♦	GF NATURAL SLAMMISH
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

range - then 3 card fit or not

Defence to 3NT opening

4♣ = TAKEOUT & longer or better ♥, 4♦ = ditto on ♠

Defence to opening Two's: Multi 2♦ 2H= T/O of ♥, 2S=T/O of ♠, X=some 15+ type

3M= strongish 8PTricks, 2NT=15-18 bal stopps both M

RCO style 2-s

1-2-3 Doubles (First X=15+), 2NT=15-18 bal

Other 2-s

To MYXO --double=T/O of weak two option, 2NT=15-18 Bal

Defence to strong ♣

X= minors, 1Suit= that suit and next higher suit, 1NT= 2 non touching

suits, In 4th seat after (1C) - P - (1D) - 2D here is both majors

Lebensohl

Over NT interference in our 1NT open or overcall auction

Other uses

in response to our X of your simple weak 2 or multi 2D or RCO two

Take out of 4 level pre-empts

4♣/4♦ DOUBLE

4♥ DOUBLE

4♠ 4NT

OTHER NOTES

NOTES ON POTTAGE: is similar to Hamilton and Cappelletti - thus

2♣ = unknown single suiter (should have 11+ HCP and 6+ suit),

2M = 5+ this major and 5+ of a minor and 11+ HCP or compensating shape

2♦ = BOTH MAJORS and 11+ HCP (if VUL will be 5+ 5+ shape)

DBLE = penalties

BASIC RESPONSES

Jump raises - minors limit forcing Other: 2NT=12+ forcing
 Jump raises - majors limit forcing Other: weak, 4 -7 pts
 Jump shifts after minor opening Om = 14+ 5 card supp. 2♥ = both M 8-11. 2♣ weak
 Jump shifts after major opening Bergen + (1 point)
 Responses to strong 2 suit opening 2♣:2♦ neg or waiting, 2NT= 7-10 bal no aces
 Responses to 2NT opening Puppet, transfers 3♠ = minor suit Stayman

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: Lead of K for count, Lead of Q = unblock J
 Four or more with an honour 4th highest attitude
 3rd/5th Other: _____
 From 4 small 2nd highest Other: Top if touching
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: Odd encourage even suit preference. Count on King Vs >Game
 Signal on declarer's lead Smith Peters
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse HiLo = even

CONVENTIONS

4NT: Blackwood RKCB Other: 3041
 4♣ Gerber when? 5NT specific Kings, bid K we haven't got with 2

Other Conventions

LHO bids 1♣,pass,1♠. 2♣=nat, 2♠Michaels SA Texas applies after interpose & Stayman
 Opp wk 2, our 2NT sys on as per 2NT. Change of suit by advancer not forcing
 Opps bid 1♠2♠, 2NT with sys on.
 Neg X over our NT for majors only
 Drury, Smolen, 2♣ Checkback



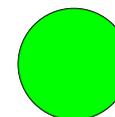
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STANDARD SYSTEM CARD

Names: Tom Kiss Egon Auerbach
 ABF Nos: 33502 1988
 Basic System: Standard American Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+ card 12-20 1♦ 3+ card 12-20 1♥ 5+ card 12-20 1♠ 5+ card 12-20
 1 NT 15 -17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ ♥ 2♥ ♠ 2♠ Range or ♣
 2 NT ♦ Other: After range 3♦ = Stayman
 2♣ Strong Artificial or 23+ bal
 2♦ weak 2 in a major 6-10 pts 2NT? 3♥/♠ stronger
 2♥ 4/4+ ♥ & ♠ 7-11 pts 2NT? 3♠ = 4441, 3♦ = 4432
 2♠ 5♠ + minor 6-10 pts 3♣/♦ to play
 2 NT 20-22 bal
 3 NT Solid major 4♣ by responder = transfer your major.

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

2♥ opening = 2 suiter majors weak
 3NT opening = solid major
 O/E on opening lead only

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠
 Jump overcalls wk ♥/♠ st ♣/♦ Unusual NT minors or lower unbid suits
 1NT overcall (immediate) 15 - 18 (re-opening) 10 -12
 Immed cue of minor Michaels, natural over big club.
 Immed cue of major Michaels
 Over opponent's 1NT (weak) 2♣ majors, 2♦ a major, 2♥ = ♥+minor, 2♠ = ♠+ minor
 Over opponent's 1NT (strong) " as above
 Over weak twos X over 2♦ = takeout of ♠, 2♥ = takeout of ♥
 Over opening threes X to 5♦ takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ ♦ 6+ pts	2NT 12+ pts no 4 card major
	1♥/♠	4+ ♥/♠ 6+ pts	3♣ 5♣ 10-11 pts
	1NT	6-10 pts no 4 card major	3♦ preempt in ♦
	2♣	4+ ♣ 6-10 pts	3♥ preempt in ♥
	2♦	5+ ♣ 14+ pts	3♠ preempt in ♠
	2♥	4+ ♥ & 4+ ♠ 9-11 pts	3NT 12-14 pts something to protect
	2♠	6+ ♠ 3-6 pts	4 bids ♣♦ preemptive ♥/♠ to play
1♦	1♥/♠	4+ ♥/♠ 6+ pts	3♣ 5+ ♦ 14+ pts
	1NT	6-10 pts no 4 card major	3♦ 5♦ 10-11 pts
	2♣	4+ ♣ 10+ pts	3♥ preempt in ♥
	2♦	4+ ♦ 10 pts	3♠ preempt in ♠
	2♥	4+ ♥ & 4+ ♠ 9-11 pts	3NT 12-14 pts something to protect
	2♠	6+ ♠ 3-6 pts	4♦ preempt
	2NT	12+ pts no 4 card major	4 Other ♥/♠ to play
1♥/♠	1NT	6-10 pts	3♣ Bergen 4+ ♥/♠ 7-10 pts
	2♣	4+ ♣ 10+ pts	3♦ Bergen 4+ ♥/♠ 11 pts
	2♦	4+ ♦ 6-10 pts	3♥/♠ 4+ ♥/♠ 0-6 pts
	2♥/♠	3+ ♥/♠ 6-10 pts	3NT 12-14 pts cards to protect
	2NT	Jacoby (opener bids new suit)	4♣/♦ splinter
2♣	2♦	Neg or waiting	2♥/♠ 5+ cards A&K
	other	2NT 7-10 pts no Ace	
2♦	2♥	Pass or correct	3♣/♦ preemptive natural
	2♠	3+ ♥ can have no points	3♥/♠ 4+ ♥ preemptive
	2NT	? opener bids ♥/♠ good hand	3NT To play
2♥/♠	2NT	Relay	3NT To play
	3♣/♦	Nat not forcing	4♣/♦ splinter
	3♥/♠	weak over 2♥	4♥/♠ Tp play
2NT	3♣	5 card puppet	4♣ Slam try in ♣ (Qx or better)
	3♦	Trans to ♥	4♦ Slam try in ♦ (Qx or better)
	3♥	Trans to ♠	4♥ Has cards to protect
	3♠	minor suit Stayman	4♠ Has cards to protect
	3NT	To play	other

CONVENTIONS

Additional responses to 1NT

- 3♣/3♦ Slam try natural
- 3♥/3♠ Slam try natural
- 4♣ Trs to ♥ applies after interpose and after Stayman (6/4M)
- 4♦ Trs to ♠ applies after interpose and after Stayman (6/4M)
- 4♥ Cards to protect, a reason to play contract
- 4♠ Cards to protect, a reason to play contract

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♦ = minimum opening

Defence to 3NT opening

X = 13+ pts

Defence to opening Two's:

Multi 2♦ X = takeout of ♠, 2♥ = takeout of ♥

The X of the pass or correct 2♥ = takeout or penalty

RCO style 2-s

X = 13+ pts

Other 2-s

2NT = 15-18 system on as per 2NT opening

4♣ = minors weak, 4♦ = minors GF.

Defence to strong ♣

X = majors, 1NT = minors, 2♣ is natural

Lebensohl

Over NT interference 2NT = 8-9 pts Bal

Other uses

Instead of Lebensohl X = takeout of major interposed

Take out of 4 level pre-empts

4♣/4♦ X, 4NT lower of unbid suits.

4♥ X, 4NT minors 4♠ X, 4NT minors

OTHER NOTES

1♠ : 2♥, 2♠ is forcing. 1♣ : 1♠, 3♦ = cue agreeing ♠. 1♠ : 2♣, 3♥ = cue agreeing ♣.

Therefore 1♣ : 1♠, 4♦ splinter denies Ace ♥ and the Ace ♦.

1♦ : 1♥, 1♠ : 2NT = 10-11, the only time jumps by responder not forcing (4th suit available)

BASIC RESPONSES

Jump raises - minors limit forcing Other: 5+ hcp pre-emptive
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Strong _____
 Jump shifts after major opening Strong _____
 Responses to strong 2 suit opening 2D negative _____
 Responses to 2NT opening via 2C,2D Puppet Stayman,Tfr to Majors,3S=Minors

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: 10 or 9 shows 0 or 2 higher
 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 Reverse count
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 03-14
 4♣ Gerber when? _____

Other Conventions

2 way checkback	Splinters
Support doubles and redoubles	2C Drury after 3rd seat opening
Jacoby 2NT (after 1 Major)	FSJ after passing or in competition
Lebensohl (our 1NT and X of their weak 2)	SOS XX of 1NTX
DOPI Trustcott	Minorwood



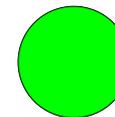
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STANDARD SYSTEM CARD

Names: Dennis Zines Ross Stuart
 ABF Nos: 68489 71511
 Basic System: Two over one game force Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11+ 3 1♦ 11+ 3 1♥ 11+ 5 1♠ 11+ 5
 1 NT 14-17 may contain 5 card major
 2♣ Stayman: simple extended Other: Lavings
 Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs
 2 NT Diamonds Other: Super Accepts
 2♣ 23+ or 3 Loser Miles/Kokish
 2♦ Weak 2 in either Major or 20-22 Balanced
 2♥ 6-10 HCP, 5-5 2-suiter, RANK
 2♠ 6-10 HCP, 5-5 2-suiter, COLOUR
 2 NT 6-10 HCP, 5-5 2-suiter, ODD
 3 NT Gambling

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

RCOs
 Hamilton over 1C
 Inverted Minor raises

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT 2 lowest unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Michaels Weak or 16+
 Immed cue of major Michaels Weak or 16+
 Over opponent's 1NT (weak) HELLO
 Over opponent's 1NT (strong) HELLO
 Over weak twos X
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+hcp 4+ cards	2NT	10-12 hcp no major
	1♥/♠	6+hcp 4+ cards	3♣	5+hcp 5+ cards, pre-emptive
	1NT	6-10 hcp no major	3♦	splinter
	2♣	Inverted 10+ 5(4)♣	3♥	splinter
	2♦	Strong	3♠	splinter
	2♥	Strong	3NT	13-15 hcp no major
	2♠	Strong	4 bids	4♣, 4♦ RKC 4♥, 4♠ to play
1♦	1♥/♠	6+hcp 4+ cards	3♣	Strong
	1NT	6-10 hcp no major	3♦	5+hcp 5+ cards, pre-emptive
	2♣	nat g-f unless rebid	3♥	splinter
	2♦	Inverted 10+ 5(4)♣	3♠	splinter
	2♥	Strong	3NT	13-15 hcp no major
	2♠	Strong	4♦	RKC
	2NT	10-12 hcp no major	4 Other	4♣ RKC 4♥, 4♠ to play
1♥/♠	1NT	5-11 forcing	3♣	Strong
	2♣	nat g-f unless rebid	3♦	Strong
	2♦	nat g-f unless rebid	3♥/♠	limit raise 4 cards, 10-12 hcp
	2♥/♠	3card support 6-9 hcp	3NT	5+ cards some defence
	2NT	Jacoby	4♣/♦	splinter incl 4♥ over 1♠
2♣	2♦	negative	2♥/♠	2♥ bal positive; 2NT ♥ positive
	other	2♠, 3♣, 3♦ all positive		
2♦	2♥	pass or correct	3♣/♦	natural n-f
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	invitational inquiry	3NT	to play
2♥/♠	2NT	invitational inquiry	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♦	invitational inquiry	4♦	pass or correct
	3♥	pass or correct	4♥	pass or correct
	3♠	pass or correct	4♠	pass or correct
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ good suit, slam interest

3♥/3♠ good suit, slam interest

4♣ Minorwood

4♦ Minorwood

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 2C invit; 2D g-f

Defence to 3NT opening

X = penalty, 4C=T/O pref H, 4D T/O pref S

Defence to opening Two's:

Multi 2♦ X= T/O of S, pass then X = S

RCO style 2-s

X = T/O suit-oriented contract (i.e. some shortage)

Other 2-s

X = T/O

Defence to strong ♣

Hamilton

Lebensohl

Over NT interference

Other uses

after X of weak 2s

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

OTHER NOTES

Over opp's unusual 2NT for minors after our 1M opening, 3♣ = ♥, 3♦ = ♠

A raise of partner or bidding the other major is just competitive

Over opp's 2NT opening for minors, 3♣ = T/O preferring ♥, 3♦ = T/O preferring ♠

Over opp's multi 2♦ immediate Leaping Michaels = ♥ + the minor; delayed = ♠ + the minor