

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:

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

Discards McKenney high encourage low encourage

odd/even Other:

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other:

4♣ Gerber when?

Other Conventions

1C & +ve, Alpha, Beta, Gamma, Epsilon

Splinters

Long Suit Trial Bids

Bergen Major Suit Raises

Transfer Overcalls over 1NT



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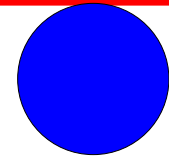
STANDARD SYSTEM CARD

Names:

ABF Nos:

Basic System: Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 16+, 0+

1 NT

2♣ Stayman: simple extended Other:

Transfers 2♦ Hearts

2 NT Other:

2♣

2♦

2♥

2♠

2 NT

3 NT

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

Bergen Major suit raises

Transfer overcalls over (their) 1NT

COMPETITIVE BIDDING

Negative doubles through Responsive doubles through

Jump overcalls Weak Majors or Minors

1NT overcall (immediate) (re-opening)

Immed cue of minor

Immed cue of major

Over opponent's 1NT (weak)

Over opponent's 1NT (strong)

Over weak twos

Over opening threes

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-7, 0+	2NT	14-15, no 5 card suit
	1♥/♠	8+, 5+	3♣	8+, 4-4-1-4
1NT		8-13 or 16+, no 5 card suit	3♦	8+, 4-1-4-4
2♣		8+, 5+	3♥	Solid 6 card Minor
2♦		8+, 5+	3♠	Solid 6 card Major
2♥		8+, 1-4-4-4	3NT	Solid 7 card C
2♠		8+, 4-4-4-1	4 bids	4D = Solid 7 card D, etc

1♦	1♥/♠	6+, 4+	3♣	16+, 5+
1NT		6-9, no Major	3♦	8-11, 4+
2♣		10+, 4+	3♥	Splinter
2♦		5-9, 4+	3♠	Splinter
2♥		16+, 5+	3NT	To play
2♠		16+, 5+	4♦	Pre-emptive
2NT		16+, Gamma	4 Other	4C = RKCB in D

1♥/♠	1NT	6-9	3♣	6-9, 4 card support
	2♣	10+, 4+	3♦	9-11, 4 card support
	2♦	10+, 4+	3♥/♠	Raise = 0-6, 4: 1S - 3H = Bergen
	2♥/♠	Raise = 5-9, 3: 1H - 2S = Bergen	3NT	13-15, flat raise (4 trumps)
	2NT		4♣/♦	Splinters

2♣	2♦	8+, Relay	2♥/♠	Constructive, Non-forcing
other		2NT = invitation: 2C - 4D = RKCB in C		

2♦	2♥	Pass or correct	3♣/♦	Constructive, Non-forcing
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Ogust (3H/S = Maximum)	3NT	To play

2♥/♠	2NT	Inquiry	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Raise = pre=emptive	4♥/♠	Raise = to play

2NT	3♣	To play	4♣	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	One round force	4♥	To play
	3♠	One round force	4♠	To play
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6C/D, 2 of top 3 hon, invite to 3 NT
3♥/3♠	Slam interest
4♣	Gerber (0/3, 1/4)
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other South Australian Michael's Cue Bids

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening Double with strength

Defence to opening Two's: Multi 2♦ 2NT = 15-18, Double for T/O, 2nd Partnership X is

also for T/O, 3rd is for penalties

RCO style 2-s

Other 2-s

Defence to strong ♣ Double = Majors, 1NT = Minors, other overcalls natural

Lebensohl Over NT interference

Other uses

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

4♥ Double 4♠ Double, 4NT = 2 suiter

OTHER NOTES

1H/S - 2NT - 3X - 3NT = No trump loser, cue lowest A/void

1H/S - 2NT - 3X - 3Agreed Major = We are missing one trump honour, but cue anyhow

1H/S - 2NT - 3X - new suit = Epsilon

1NT - 2NT - 3C - 3H = Slam Interest in C, 3S = SI in D, 3NT = SI in both Minors

1NT - they bid - X = values, 2nd partnership X = T/O, 3rd = penalties

1NT - they X - XX = 5 card suit, 2 Suit = lower of 4 card suits

BASIC RESPONSES

Jump raises - minors limit forcing Other: NSW type asking bids
 Jump raises - majors limit forcing Other: NSW type asking bids
 Jump shifts after minor opening NSW type asking bids
 Jump shifts after major opening NSW type asking bids
 Responses to strong 2 suit opening Steps: 2♦=0, 2♥=1... 3♦=5 controls
 Responses to 2NT opening 3♣=mod Baron, 3♦=mod Flint, 3♥, 3♠=natural

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

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? Over 1NT, 2NT openings

Other Conventions

Key card showing bids by opener _____
 DOPI; ROPI _____
 Walsh over non-vul minor pre-empts _____



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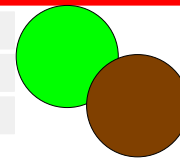


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: David Cherry John Horowitz
 ABF Nos: 195804 138843
 Basic System: Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 10-21pts; 3+♣ 1♦ 10-21pts; 4+♦ 1♥ 10-21pts; 4+♥ 1♠ 10-21pts; 4+♠
 1NT (11)12-14(15); varies with vulnerability may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ ♥ then 2♠=Baron 2♥ ♠ 2♣ ♣
 2NT natural Other: 2♣ then 3♣ transfer to ♦
 2♣ Strong; game force except sequence 2♣-2♦-2NT
 2♦ Two way; Acol2, any suit or 5-5(4) shape, 5-11pts, any 2 suits
 2♥ Weak; 5 or usually 6 card♥; 5-10 pts
 2♠ Weak; 5 or usually 6 card♠; 5-10 pts
 2NT 20-22 pts; can have 5 card suit; flattish
 3NT Gambling; may have 1king outside solid minor

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

All bids after opponent's take-out double _____
 All bids after 1x-X-XX _____
 After 1x- next suit up is a weak relay _____

COMPETITIVE BIDDING

Negative doubles through 2♣ Responsive doubles through 3♠
 Jump overcalls intermediate Unusual NT Minors (or the other minor + major)
 1NT overcall (immediate) 15-19 pts (re-opening) 10-14 pts
 Immed cue of minor 5-5 in both majors
 Immed cue of major 5-5 in other major and a minor
 Over opponent's 1NT (weak) transfers; 2♣-2♦-2♥ shows majors
 Over opponent's 1NT (strong) Same, plus X shows 5-4 in any minor/major comb
 Over weak twos X is takeout
 Over opening threes X is takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4-8pts; any shape without 4♣	2NT	4(5)+♣, 9-11pts
	1♥/♠	natural; usually 8+ pts	3♣	4-8pts, 4+♣
	1NT	8+pts; usually 4+♦	3♦	Subm splinter; 10-14, single♥
	2♣	12-16pts; 4+♣	3♥	Subm splinter; 10-14, single♠
	2♦	NSW asking bid	3♠	Subm splinter; 10-14, single♣
	2♥	NSW asking bid	3NT	12-14, flat, 4♣, can play 3NT
	2♠	NSW asking bid	4 bids	

1♦	1♥/♠	1♥=weak relay, 1♠=8+pts, nat	3♣	NSW asking bid
	1NT	8+pts, 4+♥	3♦	4-8pts, 4+♦
	2♣	9+pts, 4+♣	3♥	Subm splinter; 10-14, single♠
	2♦	12-16pts, 4+♦, flattish	3♠	Subm splinter; 10-14, single♣
	2♥	NSW asking bid	3NT	12-14 flat, 4♦, can play 3NT
	2♠	NSW asking bid	4♦	5+♦, 0-8pts
	2NT	4(5)+♦, 9-11pts	4 Other	♣ Subm splinter, 10-14 single♥

1♥/♠	1NT	After 1♥=8+, 4+♠, after 1♠= 5-9	3♣	NSW asking bid
	2♣	9+pts, 4+♣	3♦	NSW asking bid
	2♦	9+pts, 4+♦	3♥/♠	15-16pts, 4+(♥/♠), flattish
	2♥/♠	5-9, 3+card support	3NT	12-14pts, 4+(♥/♠), flattish
	2NT	9+pts, 4+♥/♠, limit/void/swiss	4♣/♦	Subm s'ter; 10-14, single♦♣/♦♥

2♣	2♦	0 controls	2♥/♠	1,2 controls
other	steps to 3♦; 3♥, 3♠, 4♣, 4♦ = 1 loser			

2♦	2♥	0-16pts, non forcing	3♣/♦	7-12pts, 7 card suit
	2♠	11-14 flattish	3♥/♠	7-12 pts, 7 card suit
	2NT	Game force	3NT	

2♥/♠	2NT	Ogust	3NT	
	3♣/♦		4♣/♦	NSW asking bid (weak resp)
	3♥/♠	strategic - not game try	4♥/♠	

2NT	3♣	Modified Baron	4♣	Gerber
	3♦	Modified Flint	4♦	
	3♥	natural	4♥	
	3♠	natural	4♠	
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	natural, strong
3♥/3♠	natural, strong
4♣	
4♦	
4♥	
4♠	

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♦ X=takeout of weak 2♣

RCO style 2-s

Other 2-s

Defence to strong ♣ 1♦, 1♥, 1♠, 2♣ = nat, X=majors; 1NT=comic with exclusion relay

responder bids lowest unacceptable suit. 2♦-3♦=2 suiters

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

support doubles

Foster echoes

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Splinter _____

Jump shifts after major opening Splinter _____

Responses to strong 2 suit opening _____

Responses to 2NT opening 3C/D to play, 3H/S forcing _____

PLAY CONVENTIONS

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

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

Underlead Other: Roman _____

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: Rev Count _____

Signal on declarer's lead Reverse count _____

Discards McKenney high encourage low encourage

odd/even Other: 1st discard only _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 5NT K ask _____

4♣ Gerber when? _____

Other Conventions

Truscott raises over X + suit	Modified SWINE
Crowhurst	Cue raises with 3 small,
Baron over 1NT (relay)	PODI & PORI
Puppet stayman over any 21+ NT rebid	RKCB - next unbid suit = Q ask
Reverse Ogust (3C/D strong H/S)	



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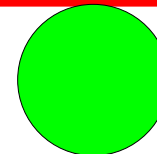
STANDARD SYSTEM CARD

Names: Alison Fallon Gordon Fallon

ABF Nos: 196479 196487

Basic System: ACOL 5 card majors

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 12 - 14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ 2H 2♥ 2S 2♠ Baron

2 NT Trans minor str or wk Other: Super Accept

2♠ 8PT or 20-22 or 25-26 or any 4/5 loser hand

2♦ Wk 6 card major or 23 -24 or 27+

2♥ 5/4 H & another < opening pts

2♠ 5/4 S & minor < opening pts

2 NT 5/5 minors < opening pts

3 NT Gambling 1st or 2nd, 3rd & 4th to play

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

Over prec 1C - X = majors

COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through _____

Jump overcalls Wk Unusual NT 2 lowest suits

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

Immed cue of minor Highest & another

Immed cue of major Highest & another

Over opponent's 1NT (weak) Modified Cappelletti*

Over opponent's 1NT (strong) Modified Cappelletti*

Over weak twos X T/O 16+

Over opening threes X T/O 16+

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	6+, 4	2NT	16+ & fit, no major
	1♥/♠	5+, 4	3♣	9-11 no major
	1NT	8-10 no major	3♦	
	2♣	6-9, 4, no major	3♥	
	2♦	Splinter	3♠	
	2♥	Splinter	3NT	12-15 + fit, no major
	2♠	Splinter	4 bids	4C start cue
1♦	1♥/♠	5+, 4	3♣	Splinter
	1NT	6-9 no major	3♦	9-11, no major
	2♣	9+, 4	3♥	
	2♦	6-9 no major	3♠	
	2♥	Splinter	3NT	12-15 & fit no major
	2♠	Splinter	4♦	Start cue
	2NT	16+ & fit no major	4 Other	4H/S to play
1♥/♠	1NT	6-9 denies 3 card support	3♣	Splinter
	2♣	9+, 4	3♦	Splinter
	2♦	9+, 4	3♥/♠	10-11 or 8 losers
	2♥/♠	6-9, 3	3NT	12-15 agrees suit
	2NT	16+ agrees suit	4♣/♦	
2♣	2♦	Neg (less A & K)	2♥/♠	Nat
	other	2H rebid after 2D resp = game force (2S=2nd neg)		
2♦	2♥	Correctable	3♣/♦	Natural & NON forcing
	2♠	Pass if S, invit if H	3♥/♠	Correctable & preemptive
	2NT	Forcing, Ogust	3NT	To play
2♥/♠	2NT	Forcing, asks for 2nd suit	3NT	To play
	3♣/♦	NON forcing over 2H, correct over 2S	4♣/♦	
	3♥/♠	Pre empt	4♥/♠	To play
2NT	3♣	To play	4♣	Keycard
	3♦	To play	4♦	Keycard
	3♥	Natural & forcing	4♥	To play
	3♠	Natural & forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5-10, 6 card suit + 2 hon, invit to 3NT with fit
3♥/3♠	16+, 6, slam interest
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other 2 lowest unbid suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Lowest feature at approp. level

Defence to 3NT opening X gen values, suit natural

Defence to opening Two's: Multi 2♦ X gen T/O, suit 10-15, 2NT 15-18, majors stopped -

RCO style 2-s systems ON

Other 2-s X gen T/O, 2NT 15-18 - systems ON

Other 2-s X gen T/O, 2NT 15-18 - systems ON, suit natural

Defence to strong ♣ Modified Cappelletti**

Lebensohl Over NT interference

Other uses Over T/O X of wk 2 or multi 2

Take out of 4 level pre-empts 4♣/4♦ X major orientated

4♥ X=4S + values 4♠ X values, 4NT T/O, usually with shape

OTHER NOTES

2C/D followed by 2NT - 3S = Baron, 2C/D followed by 3NT - 4C = stayman, + transfers

1NT rebid = 15-18, 2NT rebid = 19/bad 20

* Mod Capp. over 1NT: 2C majors, 2D single suit major, rest normal Capp

** Mod Capp over strong 1C: X majors, 1D single suit major, rest normal Capp

After 2D (suit) X = T/O 1x (1NT) 2 new suit = non forcing

Systems On after our 1NT o/call; X opp 3rd bid suit = penalties