BASIC RESPONSES
Jump raises - minors limit
Jump raises - majors limit
Jump shifts after minor opening GF with 6+ card suit
Jump shifts after major opening GF with 6+ card suit
Responses to strong 2 suit opening N/A
Responses to 2NT opening 3♣Puppet; Transfers; 3♠is 5♠4♥
PLAY CONVENTIONS
'NT' Versus Notrump 'S' Versus Suit = Both
Sequence leads: Overlead all All except AK x (x)
Underlead other A=Attitude; K=Count
Four or more with an honour 4th highest NT attitude S
3rd/5th other
From 4 small 2nd highest other
From 3 cards (no honour) top middle bottom 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 \square RKCB \checkmark other
4♠ Gerber □ when?
Other Conventions
Minor Suit Keycard Blue Club Overcalls
DOPI, ROPI Optimal Two Bids
Splinters
TRASH
Long Suit Trials
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Tel: 02 6239 2265 FAX: 02 6239 1816



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	SIA	NDARD	SISIEM	CARD			
Names: Der	nis Yovich		Diedre Green	nfeld			
ABF Nos: 118	184		129127				
Basic System:	Standard A	merican with C	ptimal Two's				
Classification:	Green □	Blue □	Red 🔽	Yellow \square			
		OPEN	ING BIDS				
Describe strength	, minimum le	ngth, or specif	ic meaning		Canape \square		
1♠ 3 11+	1♦	3 11+	1♥ 5	11+ 14	5 11+		
1 NT 15 - 18 b	oal. (5-3-3-2)		ma	y contain 5 card	d major 🔽		
2 ≜ Stayman:	simple \Box] exte	nded \square	other Lavin	gs		
transfers 2◆	=> Hearts	2♥	=> Spades	2♠ =	=> Clubs		
2 NT => D	iamonds	other S	Super Accept in N	Minors			
2♣ Game Force	9						
2♦ Weak 2♥, or	5/5 in ♣ and	or ⊕ and ♠ 6-	10hcp				
2♥ Weak 2♠ or	5/5 in ♥and	♦or ♥and ♣ 6-	10hcp				
2♠ Weak 2♠ or	5/5 in ♠and	or ≜ and ♥ , 6-	10hcp				
2 NT 21 - 22 ho	p, may conta	in 5-card majo	or				
3 NT Gambling	, no outside A	Ace .					
			AT MAY HA				
ME	ANING/S	OR REQ	JIRE SPEC	IAL DEFEN	ICE		
Blue Club overcal	ls		Defence to I	Multi - Two's			
TRASH over oppo	onent's 1NT		Defence to RCO's and CRO's				
Defence to 1Club	opening		Optimal Two Opening Bids				
	CC	OMPETIT	IVE BIDD	ING			
Negative doubles	through	3 ♠	Responsive do	ubles through	4 💙		
Negative doubles Jump overcalls	through Weak/Inter			· ·	4 💙		
•	Weak/Inter			Club	4 ♥		
Jump overcalls	Weak/Internediate)	. Unusu	al NT Blue C	Club	4 🕶		
Jump overcalls 1NT overcall (imm	Weak/Internediate)	. Unusu	al NT Blue C	Club	4 ♥		
Jump overcalls 1NT overcall (imm Immed cue of min	Weak/Internediate) nor Blui	15 - 18 e Club	al NT Blue C (re-openir	Club	4 ♥		
Jump overcalls 1NT overcall (imm Immed cue of min Immed cue of mag	Weak/Internediate) nor Bluinor Bluinor Bluinor Bluinor Bluinor	. Unusu 15 - 18 e Club e Club	al NT Blue C (re-openir	Club	4 ♥		
Jump overcalls 1NT overcall (imm Immed cue of min Immed cue of ma) Over opponent's	Weak/Internediate) nor Bluinor Bluinor Bluinor Bluinor Bluinor	. Unusua 15 - 18 e Club e Club TRASH	al NT Blue C (re-openir	Club	4 ♥		

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		RESPONSES TO (DPEN	IING BIDS
		Describe strength, minimum lengt	h or spe	cific meaning
1 ♣	1•	4 card suit	2NT	16+ hcp, support
	1 ₩ ♠	4 card suit	3♠	Limit raise
	1NT	8 - 10 hcp	3♦	Splinter
	2♠	Simple Raise	3♥	Splinter
	2•	Strong 6 card suit	3♠	Splinter
	2♥	Strong 6 card suit	3NT	12 - 15 hcp and fit (4)
	2♠	Strong 6 card suit	4 bids	4♣ Keycard;
1 ♦	1 ₩ ♠	4 card suit	3♣	16+ natural
	1NT	6 - 9 hcp	3♦	Limit Raise
	2♠	9+ hcp, suit	3♥	Splinter
	2♦	Simple Raise	3♠	Splinter
	2♥	Strong 6 card suit	3NT	12 - 15 hcp and fit (4)
	2♠	Strong 6 card suit	4♦	Keycard in ◆
	2NT	16+ hcp, 3 card fit	4 Othe	Splinter
1 ₩ ♠	1NT	6 - 9 hcp	3♠	16+ hcp, suit
	2♣	9+ hcp, suit	3♦	16+ hcp, suit
	2♦	9+ hcp, suit	3 ♥ ♠	Limit raise, 8 losers
	2 ₩ ♠	6 - 9 hcp, 8/9 losers	3NT	13 - 15 hcp, fit (4)
	2NT	16+ hcp, 3+ card fit	4 ♣♦	Splinter
2 ♣	2♦	Weak, 0 - 7 hcp, not A and K	2 ∜ ♠	5 card suit, 7+ hcp
	other	2NT = 8+ hcp, balanced		
2•	2♥	Correctable	3 ≇ ♦	Correctable
	2♠	Correctable	3♥♠	Correctable
	2NT	Relay	3NT	To Play
2 ∀ ♠	2NT	Relay	3NT	To Play
	3♣♦	Correctable	4♣♦	Correctable
	3 ♥ ♠	Correctable	4 ♥ ♠	Correctable
2NT	3♣	Puppet Stayman	4♣	Slam Try
	3♦	Transfer to ♥	4	Slam Try
	3♥	Transfer to ◆	4♥	To play
	3♠	5♠and 4♥	4♠	To play
	3NT	To play	other	4NT = Quantitative

		CO	NVENTI	ONS							
Additional res	sponses to	1NT									
3 ⊈ 3♦											
3 ♥ 3♠	Forcing,	Forcing, slam invitation (clubs/diamonds) Forcing, slam invitation (hearts/spades)									
4♣	Transfer	r to hearts, r	no slam								
4•	Transfer	r to spades,	no slam								
4♥	To play										
4♠	To play										
Unusual NT:	mino	ors \square	other suits		lower 2	unbid suits	\square				
other											
			_								
Other slam bi	dding	Cue Bid	s 🔽	Asking Bio	ds \square		,				
4th Suit Forci	ing	One round				Game force	\square				
NT Checkbac	k ☑	Prioriti	es Streng	gth							
Defence to 3N			enalties; 4	= Takeout							
Defence to op	ening 2-s:	Multi	X = Show	s Hearts; 2	?♥= Sho\	vs Spades					
RCO st	yle 2-s		o suits with								
.			wo suits with	nout clubs							
Other 2	-S	X - Takeou	t								
Defense to at		1NT OLL		l hida ana T	DACII						
Defence to st	rong •		suit, 2 leve		KASH						
Lebensohl	0	ver NT interfe	are natural								
Other u		er takeout d									
Take out of 4			4 ∉ 4♦	X = takeo	ut						
runo out or r	•	Double	4 ♠ 4N		ut						
		ОТ	HER NO	TES							
Blue Club: 2N	NT = Two I	Lowest; Cue	= Two Extr	emes;							
Mi	nor (2 √ 3 ♣)	= Two Othe	ers								

		BAS	C RE	SPO	DNSE	S		
Jump raises	- minors limit	\square	forcing		other			
Jump raises	- majors limit	\square	forcing		other			
Jump shifts	after minor oper	ing	Forc	ing				
Jump shifts	after major oper	ing	Forc	ing				
Responses	to strong 2 suit o	pening	N/A					
Responses	to 2NT opening	La	avings					
		PLAY	CON	IVEI	NTION	IS		
'NT'	Versus Notrump		'S' \	/ersus	Suit		√ _{= B0}	th
Sequence le	eads:	Ove	erlead all	S	Z	All except	AK x (x)	
	Underlead	othe	r					
Four or more	e with an honou	-	4th high	est	✓ at	titude [
3	3rd/5th	other						
From 4 sma	II 2nd hig	hest 🖸	Z othe	r				
From 3 card	s (no honou	-) to	ор 🗀] mid	ldle 🔽	botton	n 🔲	
Signal on	partner's lead:	high er	ncourage			w encour	age 🗆	
	other							
Signal on	declarer's lead							
Discards	McKenney		nigh enco	ourage		low en	courage	
	odd/even		other					
Count	natural		everse					
		CC	NVE	NTI	ONS			
4NT:	Blackwood	\square	RKCE	3 🗆	l 0	ther		
4♣	Gerber 🔽	when?	over 2	2NT op	ening			
		Othe	Conver	ntions				
Splinters								
Michaels								
Ogust								
A		0.455						
	KU		Marketii ox 397	ng				
77		Fyshv	ick ACT					
		Tel: 0	2 6239 2	265				





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ABF Nos: 127401 127418 Basic System: Classification: Green			S	TAND	ARD	SYS	TEM	CAR	D		
Basic System: Classification: Green Blue Red Yellow COPENING BIDS Describe strength, minimum length, or specific meaning Canape 1 1 1 1 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Names:	C. Lim				L. Lin	n				
Classification: Green	ABF Nos:	127401				12741	8				
OPENING BIDS Describe strength, minimum length, or specific meaning 1	Basic Syste	m:									
Describe strength, minimum length, or specific meaning 1	Classificatio	n: Gr	reen	✓ в	ue \square	Red		Yellov	v 🗆		
1				C	PENI	NG	BIDS	;			
1 NT 12 - 14 2♠Stayman: simple extended other transfers 2♠ => 2♥ 2♠ => 3♠ 2 NT => 3♠ other 2♠ 8 P.T. or 23 - 24 hcp balanced 2♠ 6 card suit, 6 - 10 hcp 2♠ 6 card suit, 6 - 10 hcp 2 NT 20 - 22 hcp, balanced 3 NT Gambling (minor) PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE COMPETITIVE BIDDING Negative doubles through 2♠ Responsive doubles through 2♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18	Describe str	ength, m	inimur	m length,	or specifi	c mean	ing			Canap	oe 🗆
2 Stayman: simple	1♣ 11+	4+	1	11+	4+	1	11+	4+	1♠	11+	4+
transfers 2 → => 2 ▼	1 NT 12	- 14		_			ma	ay contai	n 5 card	major	abla
2 NT => 3 ◆ other 2 ♣ 8 P.T. or 23 - 24 hcp balanced 2 ◆ G.F. or 25 - 26 hcp balanced 2 ◆ 6 card suit, 6 - 10 hcp 2 ♠ 6 card suit, 6 - 10 hcp 2 NT 20 - 22 hcp, balanced 3 NT Gambling (minor) PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE COMPETITIVE BIDDING Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP	2 ♣ Stayma	n: si	mple	\square	exter	nded		other			
2 8 P.T. or 23 - 24 hcp balanced 2 G.F. or 25 - 26 hcp balanced 2 6 card suit, 6 - 10 hcp 2 6 card suit, 6 - 10 hcp 2 1	transfers	2• =:	> 2♥		2♥	=> 2 4			2 ♠ =	> 3♣	
G.F. or 25 - 26 hcp balanced of card suit, 6 - 10 hcp of card suit,	2 NT	=> 3 ♦		(other						
6 card suit, 6 - 10 hcp 2 NT 20 - 22 hcp, balanced 3 NT Gambling (minor) PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE COMPETITIVE BIDDING Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP	2 ♣ 8 P.T.	or 23 - 2	4 hcp	balanced							
2	2 ♦ G.F. o	r 25 - 26	hcp ba	alanced							
2 NT 20 - 22 hcp, balanced 3 NT Gambling (minor) PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE COMPETITIVE BIDDING Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP	2♥ 6 card	suit, 6 -	10 hcp)							
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE COMPETITIVE BIDDING Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP	2 ♠ 6 card	suit, 6 -	10 hcp)							
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE COMPETITIVE BIDDING	2 NT 20 -	22 hcp, I	balanc	ed							
COMPETITIVE BIDDING Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong)	3 NT Gan	nbling (m	inor)								
COMPETITIVE BIDDING Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP	PR										D
Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong)		MEA	NINC	S/S OR	REQU	JIRE	SPEC	IAL D	EFEN	CE	
Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong)											
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Negative doubles through 2 ♠ Responsive doubles through 2 ♠ Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong)			(СОМІ	PETIT	IVE	BIDE	DING			
Jump overcalls Weak Unusual NT 2 Lowest Unbid Suits 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP	Negative do	ubles thr							rouah	2 ♠	
1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14 Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP	Ü				Unusua	•			Ŭ		
Immed cue of minor Michaels (5 - 5 majors) Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP	•		iate)	15	- 18	(r	e-openi	na)	10 - 14		
Immed cue of major Michaels (5 - 5 other major plus minor) Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP		•	,	Michaels	(5 - 5 ma			37			
Over opponent's 1NT (weak) SOAP Over opponent's 1NT (strong) SOAP					•	•	or plus r	ninor)			
Over opponent's 1NT (strong) SOAP		•						,			
			(50.01	·3/		= takeo	ut				
Over opening threes Double = takeout											

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		RESPONSES TO	CONVENTIONS									
		Describe strength, minimum le	ngth or spe	cific meaning	Additional res	ponses to	1NT					
1 ♣	1•	4 card suit, 6+ hcp	2NT	15+ hcp	3 ⊈ 3◆	6 card s	uit, mild sla	ım try				
	1 ₩ ♠	4 card suit, 6+ hcp	3♠	Limit raise	3 ♥ 3♠	Slam try						
	1NT	8 - 10 hcp	3♦	-	4♣	Gerber						
	2♣	Weak	3♥	-	4♦	-						
	2♦	Strong hand, 16+ hcp	3♠	-	4♥	To play						
	2♥	Strong hand, 16+ hcp	3NT	-	4♠	To play						
	2♠	Strong hand, 16+ hcp	4 bids	-	Unusual NT:	mino	rs 🗆	other suits		lower 2 i	unbid suits	V
1•	1 ∜ ♠	4 card suit, 6+ hcp	3♣	Strong	other							
	1NT	6 - 8 hcp	3♦	Limit raise				,				
	2♠	4 card suit, 9+ hcp	3♥	-	Other slam bid	dding	Cue Bi	,	Asking Bio	ds \square		
	2♦	Weak	3♠	-	4th Suit Forcii	•	One round	\square			Game force	
	2♥	Strong hand, 16+ hcp	3NT	-	NT Checkback		Priori	ties				
	2♠	Strong hand, 16+ hcp	4♦	-	Defence to 3N	T opening						
	2NT	16+ hcp	4 Othe	-	Defence to op	ening 2-s:	Multi	Double =	= Takeout			
1 ₩ ♠	1NT	6 - 8 hcp	3♠	Strong	DCO at	do O o	Davible	Taleand				
	2♣	4 card suit, 9+ hcp	3♦	Strong	RCO sty	ne 2-S	Double = 7	Takeout				
	2♦	4 card suit, 9+ hcp	3 ♥ ♠	Limit raise	Other 2		Davible	Taleaaut				
	2 ∜ ♠	5 card suit, 9+ hcp	3NT	-	Other 2-	S	Double = 7	Takeout				
	2NT	16+ hcp	4 ♣♦	-	Defence to str	ona 📤						
2♣	2•	0 - 7 hcp	2 ∀ ♠	5 card suit, 8+ hcp	Defende to su	ong ±						
	other	2NT = 8+ hcp			Lebensohl	0\	er NT interf	erence S	Z			
2•	2♥	0 - 7 hcp	3 ∉ ♦	5 card suit, 8+ hcp	Other us	ses Ove	er double o	f weak two				
	2♠	8+ hcp	3 ♥ ♠	-	Take out of 4 l	evel pre-e	mpts	4 ∉ 4♦	Double =	takeout		
	2NT	8+ hcp	3NT	-		4♥		4 ♠ D	ouble = pen	alty		
2 ∜ ♠	2NT	Enquiry	3NT	To play			ОТ	HER NO	OTES			
	3♣♦	5 card suit, 9+ hcp	4♣♦									
	3 ∜ ♠	9+ hcp	4 ♥ ♠	-								
2NT	3♣	Enquiry	4♣	Gerber								
	3♦	Transfer to ♥	4♦									
	3♥	Transfer to ♠	4♥									
	3♠	5♠and 4♥	4♠	-								
	3NT	To play	other	-								

BASIC RE	ESPONSES
Jump raises - minors limit $\ \square$ forcing	other
Jump raises - majors limit ☐ forcing	other
Jump shifts after minor opening Gan	ne force, semi solid suit
Jump shifts after major opening Gan	ne force, semi solid suit
Responses to strong 2 suit opening Nex	t ranking suit=weak, others = positive
Responses to 2NT opening All bids =	LAVINGS
PLAY CON	IVENTIONS
'NT' Versus Notrump 'S'	Versus Suit = Both
Sequence leads: Overlead al	I ✓ All except AK x (x) □
Underlead other	
Four or more with an honour 4th high	est 🗹 attitude 🖂
3rd/5th other	
From 4 small 2nd highest othe	er .
From 3 cards (no honour) top	middle bottom
Signal on partner's lead: high encourage	e 🗹 low encourage 🔲
other McKenny if obvious	
Signal on declarer's lead	_
Discards McKenney high ence	ourage low encourage
odd/even other	
Count natural reverse	
CONVE	NTIONS
4NT: Blackwood RKCI	B 🔽 other
4♣ Gerber ✓ when? Imme	ediately after all NT openings
Other Conve	ntions
Blue Club overcalls	Stayman
Lebensohl (a/NT & X of weak 2's)	Texas
LANDY	Truscott
McNeil Rescue	Trail bids, cue bids and cue raises
OGUST	Occasional psyche
©ABF Marketi	ng



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Fyshwick ACT 2609
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FAX: 02 6239 1816



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STANDARD SYSTEM CARD
Names: Toby Manford Susan Clements
ABF Nos: 127558 128546
Basic System: Acol
Classification: Green □ Blue □ Red ☑ Yellow □
OPENING BIDS
Describe strength, minimum length, or specific meaning Canape
1 ♠ 4 (3) 11+ 1 ♦ 4 11+ 1 ♥ 4 11+ 1 ♠ 4 11+
1 NT 12 - 14 may contain 5 card major
2 . Stayman: simple ☑ extended ☑ other
transfers 2♦ => ♥ 2♥ => ≜
2 NT => ♦ other 3 of a suit = slam try
2. 8/9 playing tricks or 23 - 24
2 Game Force
2♥ 6 - 10, 6 (5) card suit
2. 6 - 10, 6 (5) card suit
2 NT 21 - 22
3 NT Acol Gambling NT, no outside Ace
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
MEANING/S OR REQUIRE SPECIAL DEFENCE
COMPETITIVE BIDDING
Negative doubles through 3♠ Responsive doubles through 4♠
Jump overcalls 2♥♣-var Unusual NT 2-lowest unbid suits
1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14
Immed cue of minor Blue Club overcall
Immed cue of major Blue Club overcall
Over opponent's 1NT (weak) LANDY
Over opponent's 1NT (strong) LANDY
Over opponents TVT (strong)
Over weak twos Double = 15+ (Lebensohl responses)

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		RESPONSES TO C	PEN	ING BIDS
		Describe strength, minimum length	h or spec	cific meaning
1 ♣	1♦	4-card suit, 5+	2NT	4-card fit, 11-12 or 18+
	1 ∜ ♠	ditto	3♠	4-card fit, 16-17
	1NT	4-card fit, 8-10	3♦	
	2♣	4 card fit, less than 8	3♥	
	2♦	Game force, good suit	3♠	
	2♥	ditto	3NT	4-card fit, 13-14
	2♠	ditto	4 bids	4♣RKCB, 4♥♠to play
1•	1 ♥ ♠	4-card suit, 5+	3♠	Game force, good suit
	1NT	6-9, no 4-card major	3♦	4-card fit, 16-17
	2♠	4-card suit, 9+	3♥	
	2♦	4-card suit, weak	3♠	
	2♥	Game force, good suit	3NT	4-card fit, 12-14
	2♠	ditto	4♦	RKCB
	2NT	4-card fit, 10-11 or 18+	4 Other	4 ∜ ≜to play
1 ₩ ♠	1NT	6-9, denier higher major	3 ♠	Game force,good suit
	2♣	4-card suit, 9+	3♦	ditto
	2♦	ditto	3 ♥ ♠	4-card fit, 15-17
	2 ∜ ♠	4-card fit, weak	3NT	4-card fit, 12-14
	2NT	4-card fit,10-11 or 18+	4♣♦	Splinter
2♣	2•	Weak	2 ∜ ♠	Natural and forcing
	other	Natural and Forcing		
2•	2♥	Weak	3 ♣ ♦	Natural and forcing
	2♠	Natural and forcing	3 ♥ ♠	
_	2NT	Forcing, no 5 card suit	3NT	
2 ∜ ♠	2NT	OGUST	3NT	To play
	3♣♦	Suit, forcing for 1 round	4 ♣ ♦	
	3 ♥ ♠	weak (preemptive)	4 ♥ ♠	To play
2NT	3♣	LAVINGS	4 ♣	GERBER
	3♦	Transfer to 💙	4♦	Solid Suit
	3♥	Transfer to ◆	4♥	
	3♠	5 ♦ and 4 ♥	4♠	
	3NT	To Play	other	

		CO	NVENTI	ONS							
Additional res	ponses to	1NT									
3 ⊈ 3♦	3 ♣ 3♦ Slam Try										
3♥3♠	ditto										
4♣	GERBE	R									
4◆											
4♥	To Play										
4♠	To Play										
Unusual NT:	mino	rs \square	other suits		lower 2	unbid suits	\square				
other											
Other slam bid	dding	Cue Bio	ds 🔽	Asking Bio	ds 🗆						
4th Suit Forcin	ng (One round	\square			Game force					
NT Checkback	k 🗹	Priorit	ties								
Defence to 3N	IT opening	Doul	ble=penalty, o	others natu	ıral						
Defence to op	ening 2-s:	Multi	Double =	15+							
RCO sty	yle 2-s	Double = 15+									
Other 2-	-S	Double = 1	15+								
Defence to str	ong 🕭	DISCO									
				,							
Lebensohl		er NT interf									
Other us			ts weak two,		rs double	9					
Take out of 4 I	•	-	4 4 4♦	Double							
	4♥	Double	4 ♠ 4N	I							
		ОТ	HER NO	TES							