

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump shifts after minor opening	16+, 6 card (2 top 3 honours)		
Jump shifts after major opening	16+, 6 card (2 top 3 honours)		
Responses to strong 2 suit opening	relay or +ve		
Responses to 2NT opening	to play		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: <input type="text"/>	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: <input type="text"/>	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input type="text"/>
From 3 cards	(no honour) top <input type="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	can be McKenny	
Signal on declarer's lead	natural count	
Discards	McKenny <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: <input type="text"/>	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 14/30 unless ♠ 30/14
4♣	Gerber <input checked="" type="checkbox"/>	when? over 1NT	

Other Conventions

Truscott Raises	<input type="text"/>
Unassuming Cue	<input type="text"/>
Crowhurst	<input type="text"/>
Puppet Stayman	<input type="text"/>
Jacoby 2NT	<input type="text"/>



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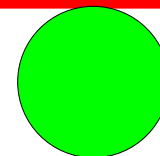


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Prudence Wagner	Felicity Gunner
ABF Nos:	358541	370002
Basic System:	ACOL	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>	



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♠	11+ 4 card	1♦	11+ 4 card	1♥	11+ 4 card	1♣	11+ 4 card
1 NT	12 -- 14				may contain 5 card major <input type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: <input type="text"/>				
Transfers	2♦	2♥	2♥	2♠	2♠	3♣	
2 NT	3♦	Other: <input type="text"/>					
2♣	20 -- 22, 25 -- 26 flat or 8 PTs or game force						
2♦	weak 6 card major or 23 -- 24, 27 -- 28 flat						
2♥	♥ and another, 5/5 <10						
2♠	♠ and a minor 5/5 <10						
2 NT	minors, 5/5 weak or strong						
3 NT	gambling						

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

variable jump overcalls	<input type="text"/>
2♣ -- 2♦ -- 2♥ is game force	<input type="text"/>
<input type="text"/>	<input type="text"/>

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	variable	Unusual NT	1NT -- other suits, 2NT -- other rank
1NT overcall (immediate)	15 -- 18	(re-opening)	10 -- 14
Immed cue of minor	other minor and a major		
Immed cue of major	other major and a minor		
Over opponent's 1NT (weak)	Modified Cappeletti		
Over opponent's 1NT (strong)	Modified Cappeletti		
Over weak twos	natural		
Over opening threes	natural		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4, 5+	2NT	16+ flat or 11 if passed hand
	1♥♠	4, 5+	3♣	4, 10 -- 12
	1NT	4, 8 -- 10 flat	3♦	splinter 12+ TP 5card♣ no major
	2♣	4, 6 -- 7	3♥	splinter 12+ TP 5card♣ no major
	2♦	6, 16+	3♠	splinter 12+ TP 5card♣ no major
	2♥	6, 16+	3NT	12 -- 15 to play
	2♠	6, 16+	4 bids	4♣5/6 13 -- 15 to play, others cue

1♦	1♥♠	4,5+	3♣	6, 16+
	1NT	6 -- 9	3♦	4, 10 -- 12
	2♣	4, 9+	3♥	splinter
	2♦	4, 6 -- 9	3♠	splinter
	2♥	6, 16+	3NT	to play
	2♠	6, 16+	4♦	5/6, 13 -- 15
	2NT	16+ flat or 11 if passed hand	4 Other	4♣ splinter, others cue

1♥/♠	1NT	6 -- 9	3♣	6, 16+
	2♣	4, 9+	3♦	6, 16+
	2♦	4, 9+	3♥/♠	4, 10 -- 11
	2♥/♠	4, 5 -- 9 TP	3NT	to play
	2NT	Jacoby unless passed hand	4♣/♦	splinters

2♣	2♦	relay	2♥/♠	6 card, 7+
	other	6 card, 7+		

2♦	2♥	pass or correct	3♣♦	to play
	2♠	to play if ♠, ? game if ♥	3♥♠	pass or correct
	2NT	describe	3NT	to play

2♥/♠	2NT	describe	3NT	to play
	3♣♦	to play over 2♥, correct over 2♠	4♣♦	agree suit, cue
	3♥/♠	pre-empt	4♥/♠	to play

2NT	3♣	to play	4♣	
	3♦	to play	4♦	
	3♥	to play	4♥	to play
	3♠	to play	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♠/3♦	6 card, slam interest
3♥/3♣	6 card, slam interest
4♣	Gerber, 14/30
4♦	
4♥	to play
4♠	to play

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☐

other	other ranked suits
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Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☒ Game force ☐

NT Checkback	<input checked="" type="checkbox"/>	Priorities	

Defence to 3NT opening X -- 16+, 4♣majors(better ♥), 4♦(♠better) other to play

Defence to opening Two's:	Multi 2♦	Multi 2 X -- 16+, other 6 card
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RCO style 2-s	X
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Other 2-s	natural
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Defence to strong ♣ X -- majors, 1NT -- minors, 1♦ is single suited

Lebensohl	Over NT interference	<input checked="" type="checkbox"/>	
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Other uses	over weak 2 take out double
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Take out of 4 level pre-empts 4♣/4♦ X -- majors

4♥ X -- 4 card ♠ 4♠ X 4card ♥, 4NT is 5/5 any

OTHER NOTES