	BASIC	RESPON	SES				
Jump raises - minors	limit 🗵 for	ing $\Box$	Other:	1C - 3C is 4-4-4-1			
Jump raises - majors	limit 🖂 for	ing $\square$	Other:	8 losers			
Jump shifts after minor opening	weak ove	1D					
Jump shifts after major opening	Jump shifts after major opening 1st round controls & splinters						
	PLAY C	ONVENT	IONS				
'NT' Versus Notrump		' Versus Suit		= Both			
Sequence leads:	Overl			All except AK x (x)			
Underlead	Othelead	of an Ace see	- ks attitud	le, King seeks count			
Four or more with an honour		highest [		attitude			
3rd/5th	Other:	-					
From 4 small 2nd	nighest	Other:					
From 3 cards (no honour	top [	mic	ldle 🔽	bottom			
Signal on partner's lead:	high encou	rage 🔽		low encourage			
Other:							
Signal on declarer's lead	Count where	appropriate,	some su	it preference			
<b>Discards</b> McKenne	hig	n encourage		low encourage	]		
odd/even	Othe	r:					
Count natur	I rever	se					
	CON	/ENTION	IS				
4NT: Blackwoo		RKCB ⊠		ther:			
4 <b>♣</b> Gerber ∑	when? Ov	er 1NT & 2D-	2NT rebi	d			
	Other Conve						
Support Doubles & Redoubles	Truscott						
Unassuming Cue Bid							
Modified Swiss over 1H & 1S							
Checkback Stayman							
Cue Raises							
ARC	©ABF Marketi	ng					
	PO Box 397 Fyshwick ACT Tel: 02 6239 2 FAX: 02 6239	265					



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## AUSTRALIAN BRIDGE FEDERATION INCORPORA INCORPORATED ©

	STANDARD SYSTEM CARD								
Names: Margaret W									
ABF Nos: 450545	190632								
Basic System: Precis	ion								
Classification: Green	n 🗆 Blue 🗵 Red 🗆 Yellow 🗆								
	OPENING BIDS								
Describe strength, minimum length, or specific meaning  Canape									
1 <b>♠</b> 0 (16+HCP)	1 ★ 1 (11-15HCP) 1 ★ 5 (11-15HCP) 1 ★ 5 (11-15HCP)								
1 NT 14-16HCP	may contain 5 card major								
2♣ Stayman: sim	ple   extended   Other: 5 card major ask								
Transfers 2♦ transf	er to 2H 2♥ transfer to 2S 2♠ transfer to 3C								
2 NT transfer to 3E	Other: super-accepts available								
2♣ 11-15 hcp, either 6+ 0	clubs or 5 clubs and another suit								
2♦ 6-10 hcp, six card ma	ojor or 22-23 balanced								
2♥ 6-10 hcp, 5 cards hea	arts, 4+ cards other								
2 <b>♠</b> 6-10 hcp, 5 cards spa	ades, 4+ cards minor								
2 NT 5-5 minors, 6-10 he	СР								
3 NT Gambling									
PRE-A	LERTS: CALLS THAT MAY HAVE UNEXPECTED								
ME	ANING/S OR REQUIRE SPECIAL DEFENCE								
	COMPETITIVE BIDDING								
Negative doubles through	3♠ Responsive doubles through 2♠								
Jump overcalls Weak									
1NT overcall (immediate)	15 - 18 HCP (re-opening) 8 - 11 HCP								
,	Other Minor & a Major								
	Other Major & a Minor								
Over opponent's 1NT (weak)  Modified Cappelletti									
Over opponent's 1NT (strong)	Modified Cappelletti								
Over weak twos	X = takeout; 2NT is 15-18; 3NT is 19-20								
Over opening threes	X = takeout; 3NT is 19-20								

		RESPONSES TO	OPENIN	NG BIDS
		Describe strength, minimum length or s	pecific meanir	ng
1 <b>♠</b> 1 <b>♦</b>		0-7, any	2NT	11-13 HCP, flat
	1 <b>♥</b> /♠	8+ HCP, 5+ suit	3♣	8+ HCP, 4-4-4-1
	1NT	8-10 or 16+ flat	3♦	8+ HCP, 4-4-1-4
	2♣	8+ HCP, 5+ suit	3♥	8+ HCP, 4-1-4-4
	2♦	8+ HCP, 5+ suit	3♠	8+ HCP, 1-4-4-4
	2♥	0-5+ HCP, 6 card suit	3NT	
	2♠	0-5 HCP, 6 card suit	4 bids	N/A
1 <b>♦</b>	1♥/♠	6+, 4+ suit	3♣	Weak 0-6
	1NT	6-10, no 4 card major	3♦	Invitational
	2♠	10+, 4+ suit	3♥	Splinter
	2♦	6-9	3♠	Splinter
	2♥	Weak 0-6	3NT	To play
	2♠	Weak 0-6	4♦	Pre-emptive
	2NT	11-12	4 Other	Splinter
1 <b>♥</b> /♠	1NT	6-9 HCP, not necessarily flat	3♠	1st round control
	2♣	10+, 4+ suit	3♦	1st round control
	2♦	10+, 4+ suit	3♥/♠	10-12, 3+ support
	2 <b>♥</b> /♠	6-9 HCP, 3+suit	3NT	14-15, flat raise
	2NT	Jacoby	4♣/♦	Splinter
2♣	2•	"Relay"	2 <b>♥</b> /♠	8-10, not forcing
	other			
2•	2♥	Correctable to 2S	3♣/♦	Natural, not forcing
	2♠	Correctable to 3H	3 <b>♥</b> /♠	Correctable
	2NT	Enquiry	3NT	To play
2 <b>♥</b> /♠	2NT	Relay, one round force	3NT	To play
	3♣/♦	Correctable	4 <b>♣</b> /♦	Correctable
	3 <b>♥</b> /♠	To Play	4 <b>♥</b> /♠	To play
2NT	3♣	To Play	4♣	Pr-emptive
	3♦	To Play	4♦	Pre-emptive
	3♥	Forcing	4♥	To Play
	3♠	Forcing	4♠	To Play
	3NT	To play	other	

CONVENTIONS								
Additional resp	onses to 1NT							
3♣/3♦	Game Try	Game Try						
3♥/3♠	Splinter							
4♣	Gerber							
4♦	N/A							
4♥	To play							
4♠	To play	To play						
Unusual NT:	m	nors $\square$ o	ther suits		lower 2	unbid suits		
other	after 2 suits =	other 2 suits						
Other slam bidd	ding	Cue Bids		Asking Bids				
4th Suit Forcing	)	One round				Game force	$\boxtimes$	
NT Checkback		Priorities	Up the lin	е				
Defence to 3NT	Defence to 3NT opening Double with strength 4C-longer H's 3D-longer S's							
Defence to oper	ning Two's:	Multi 2♦ Double = 16+, 2NT = 16-19						
RCO style 2-s								
Other 2	-S							
Defence to strong <b>♣</b>		X = Majors, 1NT = Minors, 1H = H & a minor, 1S = S & a minor						
		1D = Single Suited M	,					
Lebensohl		Over NT interference						
Other u	,	partner X's over opp						
Take out of 4 le				Double				
	4♥	Double	4 <b>♠</b> 4NT					
		OTHE	R NOT	ES				
Transfers over	our 1NT when	opps X - XX = Clubs (						
Hallsleis over	oui iivi wiicii	opps x - xx - ciubs (	-ic					