

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak 4-6
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak 4-6
Jump shifts after minor opening	in other minor=Lim+raise, in major=weak 0-4		
Jump shifts after major opening	in other major=Lim raise, in minor=Bergen raise		
Responses to strong 2 suit opening	2D = Neg or relay, 2H/2S strong 6card 8+		
Responses to 2NT opening	3C/3D preference, 3H artificial inquiry		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other:	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	Pd leads Ace .. McKenny signal, Pd leads K .. Attitude	
Signal on declarer's lead	Reverse count(original count) when helpful	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	low encourage <input type="checkbox"/>
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 4-minor RKCB
4♣	Gerber <input type="checkbox"/>	when?	1st response after 1NT opening

### Other Conventions

CHECKBACK(Crowhurst)	LEBENSOHL - Overcalls of our 1NT
4th SUIT FORCING	- Response to X of Wk2
SWINE ... (Pass includes a Weak 4333)	
BLACKOUT - To Pd's reverse bids	



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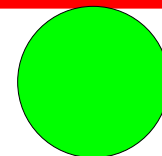


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Roger Watts (TAS-Seniors)	Pat Beattie
ABF Nos:	163376	435430
Basic System:	Acol Wk NT / 5card majors	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+, 3	1♦	11+, 3	1♥	11+, 5	1♠	11+, 5	
1 NT	12-14				may contain 5 card major		<input checked="" type="checkbox"/>	
2♣ Stayman:	simple		<input checked="" type="checkbox"/>	extended		<input type="checkbox"/>	Other: NT invitation	
Transfers	2♦	hearts		2♥	spades		2♠	clubs
2 NT	diamonds		Other: 3C/3D minors, 3H/3S slam invitation					
2♣	strong unbal GF / strong bal 23+ / strong major (8+ Play Tricks)							
2♦	weak-2 major / strong bal 21-22 / strong minor (8+ Play Tricks)							
2♥	weak ♥+ minor ~ 5/5 5-10, or 5/4 8-10 nv							
2♠	weak ♠+ minor ~ 5/5 5-10, or 5/4 8-10 nv							
2 NT	weak minors ~ 5/5+							
3 NT	long solid minor, no outside entry (1st, 2nd seat only)							

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

1NT rebid 15-18, 2NT jump rebid 19-20	Jump in other major = Lim raise
2NT non-jump rebid 14-17	Jump in other minor = Lim+ raise
3NT jump rebid 18-20	Lebensohl X = T/O (inv. values balanced)

## COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	3S
Jump overcalls	Weak	Unusual NT	Lower 2 unbid - weak or 17+
1NT overcall (immediate)	15-18 Syst on	(re-opening)	11-14
Immed cue of minor	majors 5/5 - weak or strong 17+		
Immed cue of major	major-minor 5/5, weak or strong 17+		
Over opponent's 1NT (weak)	X=Pen, 2♣=M+M, 2♦=one M, 2♥/♠=M+m, 2N m+m		
Over opponent's 1NT (strong)	X=T/O(4cd M + 5cd m), < other bids as above >		
Over weak twos	X=T/O, Suit non-forcing, Jump suit=strong, 2NT 15-18		
Over opening threes	X=T/O, Suit non-forcing, Jump in suit=strong		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 3+ diam (may be 6-7 bal)	2NT	10-12, 4/5 clubs bal
	1♥/♠	5+, 4+ suit	3♣	4-6, 5+ clubs unbal
1NT		8-9, 4 clubs bal	3♦	n/a
2♣		7-9, 5+clubs	3♥	n/a
2♦		10+, 5+clubs unbal	3♠	n/a
2♥		0-4, natural 6card	3NT	13-15 bal, no major
2♠		0-4, natural 6card	4 bids	

1♦	1♥/♠	5+, 4+ suit	3♣	10+, 5+ diam unbal
1NT		6-9, bal	3♦	4-6, 5+ diam unbal
2♣		10+, natural usually unbal	3♥	n/a
2♦		7-9, 5+ diam	3♠	n/a
2♥		0-4, natural 6card	3NT	13-15 bal, no major
2♠		0-4, natural 6card	4♦	RKCB
2NT		10-12, balanced	4 Other	

1♥/♠	1NT	6-9/10, 0-2 trumps	3♣	7-9, 4card support
	2♣	10+, natural usually unbal	3♦	10-12, 4card support
	2♦	10+, natural usually unbal	3♥/♠	4-6, 4card support
	2♥/♠	7-9 (9 losers), 3 trumps	3NT	13-15, flat with 2 or 3 trumps
	2NT	12+(7 losers), 4 trumps	4♣/♦	Splinter

2♣	2♦	0-7 Neg, or relay 8+	2♥/♠	8+, strong 6card suit
	other			

2♦	2♥	relay ... 'Pass or Correct'	3♣/♦	Strong suit, forcing.
	2♠	♥ suit ... 'Pass or C'	3♥/♠	Pre-empt ... 'Pass or C'
	2NT	Artificial ... inquiry	3NT	To Play

2♥/♠	2NT	Artificial ... inquiry	3NT	???
	3♣/♦	prefer minor ... 'Pass or C'	4♣/♦	???
	3♥/♠	Pre-emptive	4♥/♠	Possibly pre-emptive

2NT	3♣	To play	4♣	RKCB for ♣s
	3♦	To play	4♦	RKCB for ♦s
	3♥	Artificial ... inquiry	4♥	Natural to play
	3♠	Natural	4♠	Natural to play
	3NT	To play	other	5C/5D to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	5/5 minors ... 3C invitational, 3D gameforce
3♥/3♠	Natural slam interest. Opener cues lowest Ace if interested, else 3NT
4♣	Gerber ... replies 4D=0 or 4, 4H=1, etc
4♦	RKCB for ♦
4♥	Natural, to play
4♠	Natural, to play

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒  
 other may be weak 5-10, or strong 17+ GF

Other slam bidding Cue Bids ☒ Asking Bids ☐  
 4th Suit Forcing One round ☒ Game force ☐

NT Checkback ☒ Priorities 3 card support for responder

Defence to 3NT opening ???

Defence to opening Two's: Multi 2♦ 1st X values, 2nd X T/O, 3rd X Pen, 2NT16-18

RCO style 2-s Suit 11-15, Jump suit 16-18, X then NT or suit 19+  
 X 12-15 bal, 2NT 16-18 bal, X then NT or suit 19+  
 Other 2-s Suit 11-15, Jump suit 16-18 .. 6 or strong 5card  
 Natural wk 2D/H/S : X=T/O 12+ if 4441, 15+ if 4432  
 Suit 11-15, Jump 16-18 .. 6 or strong 5card

Defence to strong ♣ TWERB .. X=values, Suit = 1-suit above or 2-suiter 2/3 above  
 1NT=non-tch 2-suits .. responder bids lower of her 2 best suits

Lebensohl Over NT interference ☒ lebensohl. X=T/O 11-12 bal

Other uses

Take out of 4 level pre-empts 4♣/4♦ X=T/O  
 4♥ X=T/O 4♠ X=T/O

## OTHER NOTES

RESPONSE TO 2NT 21+ : 3C Puppet, 3D/H Trfs, 3S minors 5/5, 4C/D RKCB

INTERFERENCE (if they overcall our 1-Suit) .. Cue=10+ raise, Suit=5card, X=Neg

PASS AFTER INTERFERENCE eg 1S -(2C) - / - / ... opener must bid again or X

PEN X : 4-level .. if we forced to game we must X(good trumps) or bid 1 more.

3-level .. only X atimps if 4 decent trumps and it is 'our hand'.

5-level .. always X or bid on if 'our hand' 2 LEVEL X=T/O, never Pen