

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other:	Preemptive
Jump shifts after minor opening	2♠ = 11-15 bal (no 4card M) otherwise FSJ or Splinter			
Jump shifts after major opening	1♥ - 2♠ = 11-15 bal (no 4card M)			
Responses to strong 2 suit opening	2♦ = negative or waiting, Kokish			
Responses to 2NT opening	Stayman and transfers			

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" 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 checked="" type="checkbox"/>	Other:	
From 4 small	2nd highest <input type="checkbox"/>	Other: 3rd
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Reverse Count	
Signal on declarer's lead	Reverse Count - exception attitude at the 5 Level	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Reverse Count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	1430
4♣	Gerber <input type="checkbox"/>	when?		

Other Conventions

4th suit forcing to game	vs 2♦ Multi 2♥ = T/O of ♠ 10-14
Cue bidding = 1st or 2nd	vs 2♦ Multi 2♠ = T/O of ♥ 10-14
Change of suit after overcall non-forcing	DOPI - ROPI



©ABF Marketing
PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

STANDARD SYSTEM CARD

Names:	Simon HINGE	Leigh GOLD
ABF Nos:	138649	656658
Basic System:	Acol (4 Card - suits up the line)	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+, 4+	1♥	11+, 4+	1♠	11+, 4+	
1 NT	11-14			may contain 5 card major			<input checked="" type="checkbox"/>	
2♣ Stayman:		simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other: <input type="text"/>		
Transfers	2♦	transfer to ♥		2♥	transfer to ♠		2♠	transfer to ♣
2 NT	transfer to ♦		Other: <input type="text"/>					
2♣	GF or strong balanced (23-24)							
2♦	Natural 4-10 weak 6 + (occasionally 5)							
2♥	Natural 4-10 weak 6 + (occasionally 5)							
2♠	Natural 4-10 weak 6 + (occasionally 5)							
2 NT	20-22							
3 NT	Gambling							

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

Crowhurst	Splinters
Reverse Lebensohl (2NT strong)	Fit showing Jumps
Blackout = step	

COMPETITIVE BIDDING

Negative doubles through	6♥	Responsive doubles through	6♥
Jump overcalls	Weak	Unusual NT	Lowest unbid
1NT overcall (immediate)	15-19	(re-opening)	10-14
Immed cue of minor	Both majors		
Immed cue of major	Other major + minor		
Over opponent's 1NT (weak)	ASPRO = 2♣ = ♥ + another, 2♦ = ♠ + minor		
Over opponent's 1NT (strong)	ASPRO = 2♣ = ♥ + another, 2♦ = ♠ + minor		
Over weak twos	X = T/O		
Over opening threes	X = T/O		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	nat usually 6+, 5+ HCP's	2NT	game force raise in ♣'s
	1♥♠	nat 4+, 5+ HCP's	3♣	preemptive
1NT		6-9 HCP's (denies a quality 4cM)	3♦	splinter - game force
2♣		nat 5-8 (no sensible other bid)	3♥	splinter - game force
2♦		fit showing jump - limit or better	3♠	fit showing jump - limit or better
2♥		fit showing jump - limit or better	3NT	16-18 Bal - No 4cM
2♠		11-15 bal (no 4cM)	4 bids	♣'s preemptive

1♦	1♥♠	nat usually 4+, 5+ HCP's	3♣	fit showing jump - limit or better
1NT		6-9 HCP's (denies a quality 4cM)	3♦	preemptive
2♣		nat and forcing	3♥	splinter - game force
2♦		nat 5-8 (no sensible other bid)	3♠	fit showing jump - limit or better
2♥		fit showing jump - limit or better	3NT	16-18 Bal - No 4cM
2♠		11-15 bal (no 4cM)	4♦	preemptive
2NT		GF raise in ♦'s	4 Other	4♥ & 4♠ natural to play

1♥/♠	1NT	6-9 HCP's (denies a quality 4cM)	3♣	fsj over ♥, gf over ♠ not nat
	2♣	nat and forcing	3♦	fsj
	2♦	nat and forcing	3♥/♠	weak or fsj
	2♥/♠	simple raise 5-9	3NT	16-18 without 4♣
	2NT	over ♥'s gf, over ♠'s = 11-15 bal	4♣/♦	splinter

2♣	2♦	neg or waiting - Kokish	2♥/♠	natural +ve
	other			

2♦	2♥	nat - forcing	3♣♦	nat & forcing, 3♦ = MYOB
	2♠	nat - forcing	3♥♠	fsj & forcing
	2NT	forcing and feature ask	3NT	to play

2♥/♠	2NT	forcing and feature ask	3NT	to play
	3♣♦	nat - forcing	4♣♦	
	3♥/♠	nat - forcing	4♥/♠	to play

2NT	3♣	stayman	4♣	
	3♦	transfer	4♦	
	3♥	transfer	4♥	to play
	3♠	minor suit stayman	4♠	to play
	3NT	to play	other	

CONVENTIONS


Additional responses to 1NT

3♣/3♦	3♣ = game values short ♦, 3♦ = game values short ♣ no 5 card M
3♥/3♠	3♥ = 1, 3, (5-4m), 3♠ = 3, 1, (5-4m) - game values only - no singleton M honour
4♣	Gerber
4♦	5-5 majors weak - choice only
4♥	
4♠	

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

Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☐ Game force ☒

NT Checkback		Priorities	suits etc up the line
--------------	---	------------	-----------------------

Defence to 3NT opening	4♣ = t/o any two suits
------------------------	------------------------

Defence to opening Two's: Multi 2♦ 2♥ = t/o of ♠'s, 2♠ = t/o of ♥'s 10-14

RCO style 2-s 2NT = 15-19 other = t/o and may include pass

Other 2-s	X = t/o of anchor or known suit
-----------	---------------------------------

Defence to strong ♣ Over 1♣ and 2♣ strong, ASPRO X = ♥ and another, 1♦ = ♠ and a minor

Over 1♣ strong 1NT = minors

Lebensohl Over NT interference ☒ reverse lebensohl

Other uses	all strong hands via 2NT
------------	--------------------------

Take out of 4 level pre-empt 4♣/4♦ X= t/o of implied or other

$$4\heartsuit \quad X = t/o \qquad 4\spadesuit \quad X = t/o$$

OTHER NOTES