

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_

Jump raises - majors limit  forcing  Other: \_\_\_\_\_

Jump shifts after minor opening natural strong \_\_\_\_\_

Jump shifts after major opening natural strong \_\_\_\_\_

Responses to strong 2 suit opening control showing \_\_\_\_\_

Responses to 2NT opening 3 club Baron, 3D or 3H transfers, 3 spade minors \_\_\_\_\_

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both

Sequence leads: Overlead all  All except AK x (x)   
Underlead  Other: A or Q att, K Count, J,10,9 zero or 2 higher \_\_\_\_\_

Four or more with an honour 4th highest  attitude   
3rd/5th  Other: \_\_\_\_\_

From 4 small 2nd highest  Other: \_\_\_\_\_

From 3 cards (no honour) top  middle  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  RKCB  Other: \_\_\_\_\_

4♣ Gerber  when? after 1NT opening \_\_\_\_\_

Other Conventions




©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
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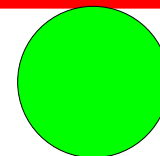
## STANDARD SYSTEM CARD

Names: Peter Colmer Andrew Eddie

ABF Nos: 195952 196312

Basic System: Acol Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4 11+ Hcp 1♦ 4 11+ Hcp 1♥ 4 11+ Hcp 1♠ 4 11+ Hcp

1 NT 11-14 (13-14 3rd pos Vul) may contain 5 card major

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ hearts 2♥ spades 2♠ Baron

2 NT minors Other: \_\_\_\_\_

2♣ Strong (25+ hcp if bal)

2♦ weak two major or 23/24 bal

2♥ Weak 5/5 hearts and another

2♠ Weak 5/5 spades and minor

2 NT 21/22 bal

3 NT Gambling

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


## COMPETITIVE BIDDING

Negative doubles through 3 spades Responsive doubles through 3 spades

Jump overcalls weak Unusual NT majors or minors

1NT overcall (immediate) 15-18 (re-opening) 12-15

Immed cue of minor other minor + major

Immed cue of major other major + minor

Over opponent's 1NT (weak) Modified Cappelletti

Over opponent's 1NT (strong) Modified Cappelletti

Over weak twos Double

Over opening threes Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ suit 6+ points	2NT	4+ card support 16 + points
	1♥/♠	4+ suit 6+ points	3♣	limit raise
	1NT	6-9 HCP	3♦	Splinter
	2♣	4+ suit 6-9 points	3♥	Splinter
	2♦	5 + suit 16+points	3♠	Splinter
	2♥	5 + suit 16+points	3NT	4+ card support 13-15 points
	2♠	5 + suit 16+points	4 bids	RKB in clubs

1♦	1♥/♠	4+ suit 6+ points	3♣	5 + suit 16+points
	1NT	6-9 HCP	3♦	Limit raise
	2♣	4 + clubs 10 + points	3♥	Splinter
	2♦	4+ suit 6-9 points	3♠	Splinter
	2♥	5 + suit 16+points	3NT	4+ card support 13-15 points
	2♠	5 + suit 16+points	4♦	RKB in diamonds
	2NT	4+ card support 16 + points	4 Other	

1♥/♠	1NT	6-9 HCP	3♣	5 + suit 16+points
	2♣	4 + clubs 10 + points	3♦	5 + suit 16+points
	2♦	4 + diamonds 10 + points	3♥/♠	limit raise
	2♥/♠	3+ suit 6-9 points	3NT	4+ card support 13-15 points
	2NT	4+ card support 16 + points	4♣/♦	Splinter

2♣	2♦	0-1 control (king based)	2♥/♠	2,3 controls
	other			

2♦	2♥	Correctable	3♣/♦	natural forcing
	2♠	Correctable	3♥/♠	Correctable
	2NT	Enquiry	3NT	to play

2♥/♠	2NT	Enquiry	3NT	to play
	3♣/♦	Next suit cble, New suit nat/force	4♣/♦	
	3♥/♠	Support, obstructive	4♥/♠	

2NT	3♣	Baron	4♣	Natural slam interest
	3♦	Transfer to hearts	4♦	Natural slam interest
	3♥	Transfer to spades	4♥	to play
	3♠	Minors slam interest	4♠	to play
	3NT	to play	other	5 minor to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural slam interest
3♥/3♠	Natural slam interest
4♣	Gerber
4♦	
4♥	
4♠	

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other    Minors or majors

### Other slam bidding

Cue Bids                       Asking Bids

### 4th Suit Forcing

One round                       Game force

### NT Checkback

                     Priorities                      lowest feature

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦    1,2,3 doubles

### RCO style 2-s

### Other 2-s

### Defence to strong ♣

Double Hearts +minor, 1D spades and minor, 1NT minors or majors. all 4/4 plus

### Lebensohl

Over NT interference

### Other uses

### Take out of 4 level pre-empts

4♣/4♦    double  
4♥    double                      4♠    double

## OTHER NOTES

1NT rebid 15-18

all splinters game forcing, do not splinter with singleton A or K