

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
Jump shifts after minor opening	splinter <input style="width: 50px;" type="text"/>		
Jump shifts after major opening	splinter <input style="width: 50px;" type="text"/>		
Responses to strong 2 suit opening	1st step negative, thereafter natural <input style="width: 50px;" type="text"/>		
Responses to 2NT opening	same as over 1NT <input style="width: 50px;" type="text"/>		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" 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 style="width: 50px;" type="text"/>
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" 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 type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: <input style="width: 50px;" type="text"/>	
Signal on declarer's lead	Reverse count when deemed appropriate <input style="width: 50px;" type="text"/>	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: <input style="width: 50px;" type="text"/>	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>
	<input style="width: 50px;" type="text"/>	

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input style="width: 50px;" type="text"/>
4♣	Gerber <input type="checkbox"/>	when? <input style="width: 50px;" type="text"/>	0314 <input style="width: 50px;" type="text"/>

Other Conventions

When ♣♦ agreed suit 4♣♦=RKCB (except	in a clearly contested auction)
<input style="width: 95%; height: 20px;" type="text"/>	<input style="width: 95%; height: 20px;" type="text"/>
<input style="width: 95%; height: 20px;" type="text"/>	<input style="width: 95%; height: 20px;" type="text"/>
<input style="width: 95%; height: 20px;" type="text"/>	<input style="width: 95%; height: 20px;" type="text"/>



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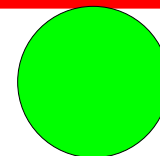


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Chris Lorimer <input style="width: 50px;" type="text"/>	Ann Clarke <input style="width: 50px;" type="text"/>
ABF Nos:	197858 <input style="width: 50px;" type="text"/>	188999 <input style="width: 50px;" type="text"/>
Basic System:	ACOL <input style="width: 50px;" type="text"/>	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♣	3+ 11+	1♦	4+ 11+	1♥	4+ 11+	1♠	5+ 11+
1 NT	12-14				may contain 5 card major <input type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: extended when vul <input type="checkbox"/>				
Transfers	2♦ trs to H	2♥ trs to S	2♠ Baron				
2 NT	trs to a minor	Other: 3C/D invitational to 3NT		3H/S slam try			
2♣	Acol 2 (8-9.5tricks) any or 20- 22 or 25-26 flat						
2♦	weak (5)6♥ or (5)6♠ or ACOL g/f any or 23-24 or 27-28 flat						
2♥	weak 5♥+5(4)any						
2♠	5♠/5minor weak						
2 NT	5/5minors weak						
3 NT	Any long suit but not 8 tricks						

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

Negative free bid after competitive bid including	<input style="width: 200px;" type="text"/>
<input style="width: 95%; height: 20px;" type="text"/>	<input style="width: 200px;" type="text"/>
<input style="width: 95%; height: 20px;" type="text"/>	<input style="width: 200px;" type="text"/>

COMPETITIVE BIDDING

Negative doubles through	4♦	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	Majors or Minors
1NT overcall (immediate)	15-19	(re-opening)	15-19
Immed cue of minor	major + minor		
Immed cue of major	major + minor		
Over opponent's 1NT (weak)	Transfer overcalls		
Over opponent's 1NT (strong)	Transfer overcalls		
Over weak twos	X for takeout		
Over opening threes	X for takeout		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural 4+ 6+hcp	2NT	flat 16+
	1♥/♠	natural 4+ 6+hcp	3♣	5+ 10-12
1NT		6-9 no 4card DHS	3♦	splinter with void 11+
2♣		5+ 6-9	3♥	splinter with void 11+
2♦		splinter forcing to 3C	3♠	splinter with void 11+
2♥		splinter forcing to 3C	3NT	to play 13-15
2♠		splinter forcing to 3C	4 bids	4C RKCB

1♦	1♥/♠	natural 4+ 6+hcp	3♣	splinter forcing to 3D
1NT		6-9 no 4card DHS	3♦	4+ 10-12
2♣		4+ 10+	3♥	splinter with void 11+
2♦		4+ 6-9	3♠	splinter with void 11+
2♥		splinter forcing to 3D	3NT	to play 13-15
2♠		splinter forcing to 3D	4♦	RKCB
2NT		flat 16+	4 Other	4C splinter with void 11+

1♥/♠	1NT	6-9	3♣	splinter
	2♣	4+ 10+	3♦	splinter
	2♦	4+ 10+	3♥/♠	limit, splinter, splinter with void
	2♥/♠	3+ 6-9, 5+ 10+, 1H-2S=splinter	3NT	flat raise 13-15
	2NT	flat 16+	4♣/♦	splinter with void 11+

2♣	2♦	negative <3 controls	2♥/♠	natural and GF
	other	natural and GF		

2♦	2♥	play or correct	3♣/♦	natural not forcing
	2♠	play or correct	3♥/♠	correctable
	2NT	Ogust 3C/D=H/Sweak 3H/Sgood	3NT	natural

2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	correctable	4♣/♦	correctable
	3♥/♠	correctable	4♥/♠	to play

2NT	3♣	to play	4♣	to play
	3♦	to play	4♦	to play
	3♥	natural not forcing but raise if pos	4♥	to play
	3♠	natural not forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	invitational to 3NT
3♥/3♠	slam try
4♣	slam try
4♦	slam try
4♥	to play
4♠	to play

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

Defence to 3NT opening

X

Defence to opening Two's:

Multi 2♦ X

RCO style 2-s

Other 2-s

Defence to strong ♣

X = H+minor 1D = S+minor 1&2NT both minors or majors

1H/S normal opening hands any other bid pre-emptive

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X co-operative

4♠ X co-operative

OTHER NOTES