

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening 16+, 6 card suit, 2 top honours

Jump shifts after major opening 16+, 6 card suit, 2 top honours

Responses to strong 2 suit opening relay or +ve

Responses to 2NT opening to play

PLAY CONVENTIONS

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

Sequence leads: Overlead all All except AK x (x)

Underlead Other: _____

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 Nat count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430 except Clubs 3014

4♣ Gerber when? NT

Other Conventions

Truscott Raises	Puppet Stayman
Unassuming Cue	Jacobi 2NT
Crowhurst	



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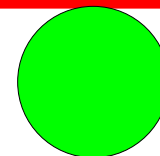
STANDARD SYSTEM CARD

Names: Felicity Gunner Prudie Wagner

ABF Nos: 370002 358541

Basic System: ACOL Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1 NT (11) 12-14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ 2H 2♥ 2S 2♠ 3C (6 card suit)

2 NT 3D (6card suit) Other: _____

2♣ 20-22 flat, 25-26 flat or 8 pt & 16+pts, or GF

2♦ <10pts & 6card major, or 23-24pts or 27+pts

2♥ <10pts 5 H and 5 another suit

2♠ <10pts 5S and 5 minor

2 NT 2 x 5 card minors, weak or strong

3 NT gambling

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

variable jump overcalls

2C--2D--2H, = GF

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls variable Unusual NT SA Michaels

1NT overcall (immediate) 15 - 17 (re-opening) 12 - 14

Immed cue of minor Other minor and a major 5:5

Immed cue of major Other major and a minor 5:5

Over opponent's 1NT (weak) Mod capeletti

Over opponent's 1NT (strong) Mod capeletti

Over weak twos X - 2d = 16+pts X 2h/s = 12 - 14, other bids nat.

Over opening threes X takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4card, 5+pts	2NT	16+flat or 11 if passed hand
	1♥/♠	4c, 5+	3♣	4c, 10-12 pts
1NT		4Clubs, 8-10 pts flat	3♦	splinter 12+pts, 5 Clubs, no major
2♣		4C, 5-7pts	3♥	splinter 12+pts, 5 Clubs, no major
2♦		6, 16+	3♠	splinter 12+pts, 5 Clubs no major
2♥		6, 16+	3NT	12 - 15, to play
2♠		6, 16+	4 bids	4 C stronger than 5C
1♦	1♥/♠	4, 5+pts	3♣	6 clubs, 16+pts
1NT		6-9pts, no major	3♦	4 D, 10-12 pts
2♣		4,9+pts	3♥	splinter
2♦		4D, 6-9pts	3♠	splinter
2♥		6, 16+pts	3NT	to play, no major
2♠		6, 16+pts	4♦	stronger than 5D
2NT		16+flat, or 11+ if passed hand	4 Other	splinters
1♥/♠	1NT	6-9pts	3♣	6+C, 16pts
	2♣	4+C, 9+pts	3♦	6+D, 16pts
	2♦	4+D, 9+ pts	3♥/♠	4+H, 10-12 pts
	2♥/♠	4, 5-9 pts	3NT	to play
	2NT	Jacoby, unless passed hand	4♣/♦	splinter
2♣	2♦	relay	2♥/♠	6 cards, 7+pts
	other			
2♦	2♥	pass or correct	3♣/♦	to play
	2♠	to play if Spades, GF if Hearts	3♥/♠	pass or correct
	2NT	Describe	3NT	to play
2♥/♠	2NT	Describe	3NT	to play
	3♣/♦	to play, or correct	4♣/♦	agree suit, cue
	3♥/♠	pre-emptive	4♥/♠	to play
2NT	3♣	to play	4♣	invitational
	3♦	to play	4♦	invitational
	3♥	to play	4♥	to play
	3♠	to play	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	16+ and 6 c suit slam interest
3♥/3♠	16+ and 6c suit slam interest
4♣	Gerber 1430
4♦	
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other other rank suits

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities up the line

Defence to 3NT opening

x= 16+ 4C=majors H better, 4D=S better, or to play

Defence to opening Two's:

Multi 2♦ X = 16=, other bids = 6c suit

RCO style 2-s

X

Other 2-s

natural

Defence to strong ♣

X= majors, 1NT = minors, 1D single suited

Lebensohl

Over NT interference

Other uses

over weak 2's after x

Take out of 4 level pre-empts

4♣/4♦ x = majors

4♥ x = 4c spades

4♠ x = 4c hearts 4NT = 5/5 any suits

OTHER NOTES