

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening 16+

Jump shifts after major opening 16+

Responses to strong 2 suit opening 2♦ = < 8

Responses to 2NT opening 3♣/♦: to play, 3♥/♠: forcing

PLAY CONVENTIONS

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

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

Underlead Other: Ace asks attitude, King asks count

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? King card Gerber after 1NT, 2NT rebid

Other Conventions

Puppet Stayman over NT rebids _____

1NTx: xx=5+ suit, or bid lower 4 card suit _____

Minorwood _____

Reverse bids = 15-17, Jump shift = 18+ _____



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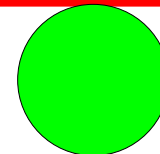
STANDARD SYSTEM CARD

Names: Angela NORRIS Carmel KAIN

ABF Nos: 292354 197701

Basic System: ACOL, 5♠, Multi 2 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-19, 3 1♦ 11-19, 4 1♥ 11-19, 4 1♠ 11-19, 5

1 NT 12-14 may contain 5 card major

2♣ Stayman: simple extended Other: may not have major

Transfers 2♦ hearts 2♥ spades 2♠ Baron

2 NT minor Other: _____

2♣ 23-24 / 27-28, balanced, or 8+ tricks in a suit

2♦ Weak 2 in a major, or 20-22 / 25-26 balanced

2♥ Weak, hearts and another

2♠ Weak, spades and a minor

2 NT Weak, minors, 5+/5+

3 NT Gambling

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

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 3♠

Jump overcalls weak Unusual NT opposite rank suits

1NT overcall (immediate) 15-18 (re-opening) 8-12

Immed cue of minor other minor and a major

Immed cue of major other major and a minor

Over opponent's 1NT (weak) modified Cappelletti

Over opponent's 1NT (strong) modified Cappelletti

Over weak twos Dbl = take out

Over opening threes Dbl = take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4	2NT	16+, balanced
	1♥/♠	6+, 4	3♣	10 - 11, 4
	1NT	8 - 10	3♦	splinter
	2♣	6 - 9, 4	3♥	splinter
	2♦	16+, 5	3♠	splinter
	2♥	16+, 5	3NT	12 - 15, to play
	2♠	16+, 5	4 bids	4♣=RKCB, 4♦=cue, 4♥/♠: to play
1♦	1♥/♠	6+, 4	3♣	16+, 5
	1NT	6 - 9	3♦	10 - 11, 4
	2♣	10+, 4	3♥	splinter
	2♦	6 - 9, 4	3♠	splinter
	2♥	16+, 5	3NT	12 - 15, to play
	2♠	16+, 5	4♦	minorwood
	2NT	16+, balanced	4 Other	4♦ = splinter, 4♥/♠ : to play
1♥/♠	1NT	6 - 9	3♣	16+, 5
	2♣	9+, (4) 5	3♦	16+, 5
	2♦	9+, (4) 5	3♥/♠	10 - 11, 4
	2♥/♠	6 - 9, 3	3NT	12 - 15, fit
	2NT	16+, BAL (may have 3♥/♠)	4♣/♦	splinter
2♣	2♦	0 - 7	2♥/♠	8+, 5
	other	2NT: 8+ balanced		
2♦	2♥	pass / correct	3♣/♦	natural, non-forcing
	2♠	pass / correct	3♥/♠	pass / correct
	2NT	asks	3NT	to play, 4♥: pass/correct
2♥/♠	2NT	asks	3NT	to play
	3♣/♦	natural, invitational	4♣/♦	cue agreeing major
	3♥/♠	extends pre-empt	4♥/♠	to play
2NT	3♣	to play	4♣	minorwood
	3♦	to play	4♦	minorwood
	3♥	natural, forcing	4♥	to play
	3♠	natural, forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	8 - 10, 6 card suit with 2 of AKQ, invite to game
3♥/3♠	strong, 6 card suit, slam interest
4♣	King card Gerber (03/14, 2, 2+1 king, 2+2 kings etc)
4♦	Minorwood
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits
 other opposite-ranking suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities

Defence to 3NT opening 4♣ majors (better ♥), 4♦: majors (better ♠)

Defence to opening Two's: Multi 2♦ X = 16+, overcall = 10-15, 2NT = 15-18 bal,

jump overcall = 16+

RCO style 2-s X = 16+

Other 2-s X = opening hand, 2NT = 15-18, BAL, jump overcall = 16+

Defence to strong ♣ Modified Cappelletti: X=both majors, 1♦=single suit,

1♥/♠ = ♥/♠+minor, 1NT = both minors

Lebensohl Over NT interference

Other uses after double of weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X = take out

4♥ X = take out 4♠ X = penalties, 4NT = take out

OTHER NOTES

1♣: P: 1♦: 1NT = other suits, unbalanced