

## BASIC RESPONSES

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

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

Jump shifts after minor opening 2♦/2♥/2♠= 0-5pts, 6+suit

Jump shifts after major opening Mini/Maxi Splinter

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

Responses to 2NT opening 3♣ = Lavings /Transfers/ 3NT= Minors

## PLAY CONVENTIONS

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

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

Underlead  Other: A = attitude, K= 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: Natural Count

Signal on declarer's lead Natural Count

Discards McKenney  high encourage  low encourage

odd/even  Other: \_\_\_\_\_

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: RKCB minors

4♣ Gerber  when? Over 1NT/2NT

### Other Conventions

Long/ Short Suit trials	Exclusion Keycard
Truscot	Minor suit keycard =1st step partner asks
Modified ASTRO over NT	Mini/maxi splinters
Puppet Stayman	Rescue over 1NT =modified swine



©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 ©

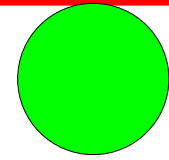
## STANDARD SYSTEM CARD

Names: Annabel Booth Lauren Shiels

ABF Nos: 126365 183539

Basic System: ACOL (modified Multi 2's) Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 11+ 1♦ 4+ 11+ 1♥ 4+ 11+ 1♠ 5+ 11+

1 NT 12-14 may contain 5 card major

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

Transfers 2♦ ♥'s 2♥ ♠'s 2♠ ♣'s

2 NT ♦'s Other: super accepts

2♣ Game Force

2♦ Weak 6 card major 6-10HCP

2♥ 5♥'s and 5 minor 6-10HCP

2♠ 5♠'s and 5 of another 6-10HCP

2 NT 20-22 Flat

3 NT Specific Ace Ask

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

2D weak either major Exclusion Keycard

Puppet Stayman over 2NT

Min/Max/Intermediate Splinters

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♠

Jump overcalls Weak Unusual NT Michaels/ unbid minors

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor Michaels (both Majors)

Immed cue of major Michaels (unbid Major and undisclosed Minor)

Over opponent's 1NT (weak) ASTRO (except 2NT = strong 2 suiter)

Over opponent's 1NT (strong) ASTRO (except 2NT = strong 2 suiter)

Over weak twos X=t/o, Bid=11-15, 2NT= 15-18

Over opening threes X=t/o, Bid=11-15, 3NT= 15-19

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+hcp's	2NT	10-11 hcp
	1♥/♠	6+hcp's	3♣	10-11 hcp
	1NT	6-9hcp's denies major	3♦	splinter
	2♣	6-9hcp's	3♥	splinter
	2♦	6+♦'s less than 5 hcp's	3♠	splinter
	2♥	6+♥'s less than 5 hcp's	3NT	12-15 hcp
	2♠	6+♠'s less than 5 hcp's	4 bids	4♣'s=RKCB

1♦	1♥/♠	6+hcp's	3♣	
	1NT	6-9hcp's denies major	3♦	10-12 hcp
	2♣	10+ hcp's	3♥	splinter
	2♦	6-9	3♠	splinter
	2♥	6+♥'s less than 6 hcp's	3NT	12-15 flat
	2♠	6+♠'s less than 6 hcp's	4♦	RKCB
	2NT	10-11 Flat	4 Other	4♣ = splinter

1♥/♠	1NT	6-9 hcp's	3♣	Mini/ Maxi Splinters
	2♣	4+ ♣'s, 10+	3♦	Mini/ Maxi Splinters
	2♦	4+ ♦'s, 10+	3♥/♠	Mini/ Maxi Splinters
	2♥/♠	6-9hcp's	3NT	13-15 hcp's 3,4,3,3 or 4,3,3,3
	2NT	16-18	4♣/♦	splinter intermediate

2♣	2♦	0-4 hcp's or 8+	2♥/♠	5-7 hcp's
	other	2NT/3♣/3♦ 5-7 hcp's		

2♦	2♥	Correctable	3♣/♦	to play
	2♠	Correctable	3♥/♠	Correctable pre-emptive
	2NT	forcing for 1 round	3NT	to play

2♥/♠	2NT	forcing for 1 round	3NT	To Play
	3♣/♦	Correctable	4♣/♦	Correctable
	3♥/♠	pre-emptive	4♥/♠	To Play

2NT	3♣	Lavings	4♣	RKCB
	3♦	transfer ♥	4♦	RKCB
	3♥	transfer ♠	4♥	To Play
	3♠	5♠/4♥	4♠	To Play
	3NT	5/5 minors	other	4NT Quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	5+ slam invitation
3♥/3♠	5+ slam invitation
4♣	RKCB
4♦	RKCB
4♥	To Play
4♠	To Play

Unusual NT: minors  other suits  lower 2 unbid suits

other

### 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=Penalties 4♣=weak transfer to major, 4♦=strong transfer

### Defence to opening Two's:

Multi 2♦ X = 16+, bids= 11-15, 2NT=15-19

### RCO style 2-s

as above

### Other 2-s

Over weak 2's X=TO  
Over 2NT minors X=16+

### Defence to strong ♣

CRASH

### Lebensohl

Over NT interference  Slow shows

### Other uses

over opponents weak 2's, X and after reverse by partner's opening bid

### Take out of 4 level pre-empts

4♣/4♦ X=T/O  
4♥ X = T/O 4♠ X = penalties, 4NT = 2 suiter

## OTHER NOTES

1NT followed by 2NT response=strong two suiter

1NT X XX =minors, 2♣/2♥/2♠, natural

LEBENSÖHL- Slow shows

3NT Specific Ace ask