	BAS	SIC RESPO	NSES				
Jump raises - minors	limit 🗹	forcing \square	Other:				
Jump raises - majors	limit 🗹	forcing \Box	Other:				
Jump shifts after minor op	ening	splinter				Names:	Chris Lorimo
Jump shifts after major op	ening	splinter				ABF Nos:	Chris Lorime
Responses to strong 2 sui	it opening	2C-2D=less	than 3 controls				A C O I
Responses to 2NT openin	ng 2C	-2D, 2NT(incl 5ca	ard M) 3C pup	pet stayman		Basic System: Classification:	ACOL
	PLA	Y CONVEN	TIONS			Classification:	Green
'NT' Versus Not	rump	'S' Versus Si	uit	= Both		Describe strengt	th, minimum leng
Sequence leads:		Overlead all		All except AK x (x)		1♠ 3+ 11+	1
Und	derlead	er:				1 NT 12-1	4 (15-17vul)
Four or more with an hono	our	4th highest	att	tude		2 ♣ Stayman:	simp
3rd/5th	Other:					Transfers	2 ♦ >H
From 4 small	2nd highest	Other:				2 NT	>C/D
From 3 cards (no	_	top r	niddle 🔽	bottom		2 ♣ Acol 2 (8	8 to 9.5 tricks)
Signal on partner's le	ad: high	encourage		low encourage	Ó		5)6 major or G
Other:		_		<u> </u>			5+any weak
Signal on declarer's le	ead Revers	se count					5+any weak (if
· ·	cKenney	high encourage		low encourage			minors weak
	dd/even	Other:		, and the second		3 NT Gamb	
Count	natural	reverse					PRE-AL
		ONVENTIO	NIC				MEA
4NT: Bla	ackwood \square	RKCB 🖂	Other			Jump shift by r	responder is a
	/					Negative free k	bids after any o
4♣ Gerb		After clear NT Conventions	Hallu				
Minorwood	Other C	conventions					
Minorwood						Negative double	es through
						Jump overcalls	
						1NT overcall (im	
						Immed cue of mi	,
						Immed cue of ma	
		Marketing				Over opponent's	•
	PO Box Evshwic	397 k ACT 2609				Over opponent's	
	Tel: 02	5239 2265				Over weak twos	
		8 6239 1816 BCC 6.3.20.1				Over opening the	
	oop, igit -					Over opening (III	1003



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STANDARD STSTEM CARD										
Names:	Chris Lorimer			Peter Colmer						
ABF Nos:	los:									
Basic System:	ACOL	,			Brow	n Sticker				
Classification:	Green	☐ Blu	е 🗆	R	ed \square	Yellow				
OPENING BIDS										
Describe strength	h, minimum lengt	h, or specific m	eaning					Canap	ре 🗆	
1♣ 3+ 11+	14	4+ 11+		1	4+ 11+		1♠	5+ 11+		
	4 (15-17vul)					may cont	ain 5 card	l major		
2 ♣ Stayman:	simple	: <u>\</u>	exte			Other:				
Transfers	2 ♦ >H		2♥	>S			2 ♠ Bai	ron		
	>C/D	Oth								
	3 to 9.5 tricks) a	•								
2♦ Weak (5)6 major or Ga	ame force any	suit or	23-24/	27-28+ flat					
. ,	2▼ 5+H/(4)5+any weak									
, ,	+any weak (if H	H probably 6/5)							
2 NT 5+/5+	minors weak									
3 NT Gamb	oling									
		ERTS: CAL)		
1 110 1			IL Q		I LOIAL	DEI EIN	<u>-</u>			
Jump shift by re		•								
Negative free b	olds after any co	impetitive bid								
		COMI	PETIT	IVE	BIDDING	G				
Negative doubles	s through	4S		Respon	Responsive doubles through			4S		
Jump overcalls	Weak	l	Jnusual N	NT	over HS:	=Minors o	ver CD=I	Majors		
1NT overcall (immediate) 15		15-18	}	(r	e-opening)	15	-18			
Immed cue of minor Other		Other minor	minor + major 5/5							
Immed cue of major Other		Other major	ajor + minor 5/5							
Over opponent's 1NT (weak)		T	Trs overcalls							
Over opponent's 1NT (strong)		T	Trs overcalls							
Over weak twos		X	X for takeout							
Over opening threes			(for take	eout						

		Describe strength, minimum length or sp	ecific meanir	ng	
1♠ 1♦		4+ 6+	2NT	16+ flat no 4 card major	
	1 ♥/ ♠	4+ 6+	3♠	6-9 5+	
	1NT	6-9 No 4card DHS	3♦	splinter with void	
	2♣	5+ 10+ inverted minor	3♥	splinter with void	
	2♦	mini or better splinter	3♠	splinter with void	
	2♥	mini or better splinter	3NT	13-15 flat no majors	
	2♠	mini or better splinter	4 bids	4Cminorwood DHS cues	
1 🔷	1 ♥ /♠	4+ 6+	3♣	mini or better splinter	
	1NT	6-9 No 4card HS	3♦	4+ 6-9	
	2♣	4+ 10+	3♥	splinter with void	
	2♦	4+ 10+ inverted minor	3♠	splinter with void	
	2♥	mini or better splinter	3NT	13-15 flat no majors	
	2♠	mini or better splinter	4♦	minorwood	
	2NT	16+ flat no 4 card major	4 Other	cues	
1 ♥ / ♠ 1NT	6-9	3♠	mini or better splinter		
	2♣	4+ 10+	3♦	mini or better splinter	
2 ♦ 2 ♥ / ♠	4+ 10+	3 ♥ /♠	limit raise/(mini or better splinter)		
	4+/3+ 6-9/(mini or better splinter)	3NT	12+ flat raise		
	2NT	16+ flat	4♣/♦	splinter with void	
2♠ 2♦	less than 3 controls	2 ♥ /♠	3+ controls natural		
	other	2NT 3+ controls flat			
*	2♥	to play if partners suit	3 ♣/ ♦	Natural	
2♠	2♠	to play if partners suit	3♥/♠	to play if partners suit	
	2NT	Ogust	3NT	Natural	
2♥/♠	2NT	What is your other suit	3NT	Natural	
3♣/♦	3♣/♦	pass or correct	4♣/♦	pass or correct	
	3♥/♠	to play	4♥/♠	to play	
2NT	3♣	to play	4♣	to play	
	3♦	to play	4♦	to play	
	3♥	natural and strong	4♥	natural	
	3♠	natural and strong	4♠	natural	
	3NT	natural	other		

		CONVENTIONS						
Additional respons	ses to 1NT							
3♣/3♦	Natural and invitational							
3♥/3♠	Slam interest							
4♣	Gerber							
4♦								
4♥	To play							
4♠	To play	To play						
Unusual NT:	mi	nors						
other Ov	ver 1H/S=M	inors Over 1C/D=Majors						
Other slam bidding	I	Cue Bids ☐ Asking Bids ☐						
4th Suit Forcing		One round Game force	\supset					
NT Checkback		Priorities						
Defence to 3NT ope	ening	X shows values						
Defence to opening	g Two's:	Multi 2♦ X shows values						
RCO style 2	2-s							
Other 2-s		X for T/O						
Defence to strong	£	X=H+minor 1D=S+minor 1H/S normal opening hand						
		1&2NT minors or majors 2-4 of a suit pre-emptive						
Lebensohl		Over NT interference						
Other uses								
Take out of 4 level		4 ♣ /4♦ X						
	4♥	X 4♠ X						
		OTHER NOTES						