

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening splinter \_\_\_\_\_  
 Jump shifts after major opening splinter \_\_\_\_\_  
 Responses to strong 2 suit opening 2C-2D=less than 3 controls \_\_\_\_\_  
 Responses to 2NT opening 2C-2D, 2NT(incl 5card M) 3C puppet stayman \_\_\_\_\_

## 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 Reverse count \_\_\_\_\_  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: \_\_\_\_\_  
 Count natural  reverse  \_\_\_\_\_

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? After clear NT hand \_\_\_\_\_

### Other Conventions

Minorwood \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



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## STANDARD SYSTEM CARD

Names: Chris Lorimer Peter Colmer  
 ABF Nos: \_\_\_\_\_  
 Basic System: ACOL 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 (15-17vul) may contain 5 card major   
 2♣ Stayman: simple  extended  Other: \_\_\_\_\_  
 Transfers 2♦ >H 2♥ >S 2♠ Baron  
 2 NT >C/D Other: \_\_\_\_\_  
 2♣ Acol 2 (8 to 9.5 tricks) any suit or 20-22/25-26 flat  
 2♦ Weak (5)6 major or Game force any suit or 23-24/27-28+ flat  
 2♥ 5+H/(4)5+any weak  
 2♠ 5+S/(4)5+any weak (if H probably 6/5)  
 2 NT 5+/5+ minors weak  
 3 NT Gambling

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

Jump shift by responder is a splinter \_\_\_\_\_  
 Negative free bids after any competitive bid \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4S Responsive doubles through 4S  
 Jump overcalls Weak Unusual NT over HS=Minors over CD=Majors  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor Other minor + major 5/5  
 Immed cue of major Other major + minor 5/5  
 Over opponent's 1NT (weak) Trs overcalls  
 Over opponent's 1NT (strong) Trs overcalls  
 Over weak twos X for takeout  
 Over opening threes X for takeout

