

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12
Jump raises - Majors	Limit 10-12
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Weak
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Better minor or 4NT - equal length in minor

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th Highest	4th Highest
From 4 small	2nd Highest	2nd Highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Reverse Count	Reverse Count
Discards	Odds & Evens	McKenney
Count	High - Low = Even	High - Low = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Natural Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Minor Suit Keycard		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

CUE RAISES to ptners o/call bid opp suit	CAPELLETTI over opp 1NT opening
agrees o/call with 10+ HCP	X=penalties, 2C=single suit, 2D=majors
MODIFIED SWINE (over own 1NTX)	2H/S=4 card major and longer minor
2C/2H/2S=natural, XX=minors, 2D=majors	STAYMAN & TRANSFERS (in majors only)
	apply to own NT overcall

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BLUE CLUB Cue = extremes, 2NT=lower, 3C=upper

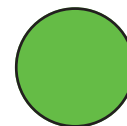
Over 1C (weak) 2D=5/5 majors

DOPI/ROPI SPLINTERS TRUSCOTT

LONG SUIT TRIAL BIDS



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	233552	127256
& Names:	Cathy Hood	Doreen Jones
Basic System:	ACOL	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ 3/4 card	1♥ 11+ 4 card
1♦ 11+ 4 card	1♠ 11+ 5 card
1NT 11-14 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer to 2H	2♠ Transfer to 3C
2♥ Transfer to 2S	2NT Transfer to 3D
other	Super accepts in minors only

2♣ GF	
2♦ Multi - Weak major or 20-22 HCP balanced	
2♥ 5/5 hearts and a minor < than an opening	
2♠ 5/5 spades and another < than an opening	
2NT 5/5 minors < than an opening	3NT Specific ace ask
other	4C no ace; 4D/H/S that ace; 4NT AC; 5C two aces

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak or Blue Club
Responsive doubles through	3S	Unusual NT	Lower two suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Blue Club
1NT overcall - re-opening	11-14 HCP	Immediate cue of Major	Blue Club
Over weak twos	for takeout	Over opening threes	X for takeout
Over opponent's 1NT	(Weak or Strong) Capelletti		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4 card	2♦ Weak 6+ suit	3♦ Splinter
1♥ 6+ HCP 4 card	2♥ Weak 6+ suit	3♥ Splinter
1♠ 6+ HCP 4 card	2♠ Weak 6+ suit	3♠ Splinter
1NT 6-9 HCP no 4 card M	2NT 11 HCP with C	3NT To play
2♣ 5-8 HCP 4 card	3♣ Limit 10-12 HCP w C	4♣ Minor suit keycard
other		
1♦ 1♥ 6+ HCP 4 card	2♥ Weak 6+ suit	3♥ Splinter
1♠ 6+ HCP 4 card	2♠ Weak 6+ suit	3♠ Splinter
1NT 6-9 HCP no 4 card M	2NT 11 HCP with D no M	3NT To play
2♣ 10+HCP 4 card	3♣ Splinter	4♣ Minor suit keycard
2♦ 5-8 HCP 4 card	3♦ Limit 10-12 HCP w D	4♦ Minor suit keycard
other		
1♥ 1♠ 6+ HCP 4 card	2♥ 6-9 HCP 4 card	3♦ Weak 6+ suit
1NT 6-9 HCP	2♠ Weak 6+ suit	3♥ Limit
2♣ 10+ HCP 4 card	2NT Jacoby 4H 12+HCP	3♠ Splinter
2♦ 10+ HCP 4 card	3♣ Weak 6+ suit	3NT To play
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3 card	3♥ Splinter
2♣ 10+ HCP 4 card	2NT Jacoby 4S 12+HCP	3♠ Limit
2♦ 10+ HCP 4 card	3♣ Weak 6+ suit	3NT To play
2♥ 10+ HCP 4 card	3♦ Weak 6+ suit	4♣ Splinter
other		
1NT 3♣ Slam interest bid aces	3♠ Slam interest bid aces	4♦ Minor suit keycard D
3♦ Slam interest bid aces	3NT To play	4♥ To play
3♥ Slam interest bid aces	4♣ Minor suit keycard C	4♠ To play
other		
2♣ 2♦ 8+ HCP	2NT 4-7 HCP balanced	3♥ 4-7 HCP 5 card
2♥ 0-3 HCP	3♣ 4-7 HCP 5 card	3♠ N/A
2♠ 4-7 HCP 5 card	3♦ 4-7 HCP 5 card	3NT N/A
other		
2♦ 2♥ Weak relay	3♣ Long weak suit to play	3♠ Pass or correct
2♠ Weak relay has hearts	3♦ Long weak suit to play	3NT To play
2NT Strong relay	3♥ Pass or correct	4♣ Minor suit keycard
other		

Notes

2♥ 2♠ Spades	3♦ To play, long weak suit	3NT To play
2NT Relay	3♥ 3+ 10-12 HCP	4♣ Minor suit keycard
3♣ To play, long weak suit	3♠ To play, long weak suit	4♥ To play
other 4D= Minor suit keycard, 4S to play		
2♠ 2NT Relay	3♥ To play, long weak suit	4♣ Minor suit keycard
3♣ To play, long weak suit	3♠ Pass or correct	4♥ To play
3♦ To play, long weak suit	3NT To play	4♠ To play
other 4D=Minor suit keycard		
2NT 3♣ Better minor	3♠ Long suit to play	4♦ Minor suit keycard
3♦ Better minor	3NT To play	4♥ To play
3♥ Long suit to play	4♣ Minor suit keycard	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round 1C-1D-1H-1S any other seq is GF Game force

NT Checkback Priorities: 15-18 HCP/2C asking range 2D=min all other 17/18 HCP

Defence to 3NT opening X= Takeout

Defence to Opening Twos X = 13+ HCP 2NT = 15-18 HCP Suit Natural

Multi 2♦ X = 13+ HCP 2NT = 15-18 HCP Suit Natural

RCO style 2-s X = 13+ HCP 2NT = 15-18 HCP Suit Natural

Other 2-s X = 13+ HCP 2NT = 15-18 HCP Suit Natural

Defence 1C: X=Majors, 1NT=Minors, 1D=single suit, 1H=H&C, 1S=S&D, 2C=Blacks

to 2D=Reds

strong

1♣ / 2♣ 2C: any bid is natural

Over 1NT Interference X=negative: Natural bids

Lebensohl - other uses No

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

4♥ X=Takeout 4♠ 4NT=Takeout X=Penalties

10. OTHER NOTES

JACOBY

PUPPET STAYMAN over 2NT (Multi)

OPENING BID X then XX=9+ HCP no fit

CROWHURST: 2C over partner's 1NT rebid (15-18 HCP) asks for range

2D=15/16HCP any other bid is 17/18 HCP