

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump shifts after minor opening	Strong, solid or near solid single suiter, GF			
Jump shifts after major opening	Strong, solid or near solid single suiter, GF			
Responses to strong 2 suit opening	Next suit = neg/waiting; 2NT = artificial			
Responses to 2NT opening				

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/> <b>S</b>	All except AK x (x) <input type="checkbox"/> <b>NT</b>
Underlead <input type="checkbox"/>	Other:	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Natural count; Foster echoes by 3rd hand against NT when honour led	
Signal on declarer's lead	Natural count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Natural count, rarely natural attitude	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	
4♣	Gerber <input checked="" type="checkbox"/>	when?	Over 1NT	

### Other Conventions

4C/D Opening = Transfer to H/S	Rare psyches
4th Suit forcing for one round (2 level)	Many direct penalty doubles
Cuebid raises of overcalls	3NT rebid - 7+ tricks, may be unbalanced
Splinters and mini-splinters	Long suit trial bids
Wide range 1NT rebid, 1st/2nd/4th	SNAP 1NT response to 3rd seat opening



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1

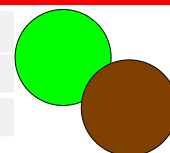


AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names:	Felicity Beale	Diana Smart
ABF Nos:	130966	147631
Basic System:	Acol - 4-card suits bid upwards (Brown sticker)	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>
1♣ 4	1♦ 4	1♥ 4	1♠ 4	
1 NT	12-14 1st/2nd/4th; 15-18 3rd		may contain 5 card major <input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Puppet	
Transfers	2♦ Hearts	2♥ Spades	2♣ Clubs	
2 NT	Invitational	Other: 3 level = Slam try		
2♣	1 round force; either 21-22/25-26 HCP bal OR 8-9 playing tricks in undisclosed suit(s)			
2♦	Game force except 23-24 HCP balanced			
2♥	6 card suit, weak, 6-(bad)10 HCP; may be weaker/stronger/shorter in 3rd or 4th seat			
2♠	As for 2♥			
2 NT	2 suits excluding Clubs, 5-5+, weak			
3 NT	Transfer to 4 of a minor			

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

2NT Opening	Michaels Cuebids
Puppet Stayman (looking for 5 Major)	NAMYATS 4♣/♦ Opening Bid
Very few negative Xs	Wide range NT rebid (1st/2nd/4th)

## COMPETITIVE BIDDING

Negative doubles through	1m-1/2/3M	Responsive doubles through	2S
Jump overcalls	Weak exc VvNV	Unusual NT	Michaels, either weak or strong
1NT overcall (immediate)	15-18	(re-opening)	11-14, usually stopper
Immed cue of minor	Michaels, 5/5+, weak or strong		
Immed cue of major	Michaels, 5/5+, weak or strong		
Over opponent's 1NT (weak)	2♣ = Majors		
Over opponent's 1NT (strong)	2♣= both M direct; X=both M 4th/5th seat		
Over weak twos	X		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ suit, 5+ HCP	2NT	16+ HCP, fit
	1♥/♠	4+ suit, 5+ HCP	3♣	Limit raise
	1NT	8-10 HCP bal, 4 card support	3♦	Splinter
	2♣	5-9 HCP, 4 card support	3♥	Splinter
	2♦	GF Strong single suiter	3♠	Splinter
	2♥	GF Strong single suiter	3NT	12-15 HCP bal, no 4 card major
	2♠	GF Strong single suiter	4 bids	

1♦	1♥/♠	As for 1♣ except see 1NT below	3♣	
	1NT	6-9, < 4 card support	3♦	
	2♣		3♥	
	2♦		3♠	
	2♥		3NT	
	2♠		4♦	
	2NT		4 Other	

1♥/♠	1NT	As for 1♦ except 2/3NT below	3♣	
	2♣		3♦	
	2♦		3♥/♠	
	2♥/♠		3NT	12-14 HCP, balanced 4+ raise
	2NT	16+ bal, does not promise fit	4♣♦	

2♣	2♦	Negative or waiting	2♥/♠	5+ suit, 8+ HCP
other		2NT = both minors 4/4+ 10+ HCP; 3♣♦ 5+ suit, 8+ HCP		

2♦	2♥	Negative or waiting	3♣♦	5+ suit, 6+ HCP
	2♠	Artificial, 6-8 HCP balanced	3♥/♠	7+ suit, 4-6 HCP
	2NT	5 card major, 6+ HCP	3NT	

2♥/♠	2NT	Enquiry as to suit quality/HCP	3NT	To play
	3♣♦	Natural, Forcing except after X	4♣♦	
	3♥/♠	Raise, no interest in game	4♥/♠	

2NT	3♣	Enquiry	4♣	Forcing to 4♦ or 4♥
	3♦	Correctible	4♦	To play 4♦ or 4♠
	3♥	Correctible	4♥	Correctible
	3♠	Forcing to 3NT or 4♥	4♠	Correctible
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	Gerber
4♦	
4♥	To play
4♠	To play

Unusual NT:                      minors ☐                      other suits ☒                      lower 2 unbid suits ☐

other                      Michaels cuebid (over Major = both minors; over minor = other minor+Major)

5/5+, either weak or strong

Other slam bidding                      Cue Bids ☒                      Asking Bids ☐

4th Suit Forcing                      One round ☒ at 2-level                      Game force ☐

NT Checkback ☒                      Priorities                      Own suit at 2-level; up the line at 3-level

Defence to 3NT opening                     

Defence to opening Two's:                      Multi 2♦                      X=Strong NT+, may be unbalanced; next X by either

hand=TO; subsequent Xs penalty; 2NT=15-18 both majors stopped

RCO style 2-s                      If anchored, X=TO; else as for multi-2D

Other 2-s                      As for 1-level openings

Defence to strong ♣                      X and 1-level overcalls = Wonderbid - either natural or TO for other

3 suits; 1NT = both majors; 2C/D = bid suit + major; 2NT=minors

Lebensohl                      Over NT interference ☒

Other uses                      In response to X of 2-level openings

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

4♥                      X                      4♠                      Card showing

## OTHER NOTES

Foster echoes by 3rd seat when an honour is led against NT

4NT opening = specific Ace ask

McCance NT cuebids in cue-bidding sequence