

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: preemptive
Jump shifts after minor opening	Jump to 2M= weak (0-7'ish) otherwise fit showing		
Jump shifts after major opening	1♥ - 2♠ = weak (0-7'ish) otherwise fit showing		
Responses to strong 2 suit opening	Control showing over 2♣		
Responses to 2NT opening	3♣ = game interest enquiry otherwise correctable		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: Against NT A asks for rev count, K for rev attitude	
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:	low encourage on honour lead, reverse count, Wenceslas	
Signal on declarer's lead	reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other:	only on 1st discard then reverse count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 14 - 30
4♣	Gerber <input type="checkbox"/>	when?	Never

### Other Conventions

Blackout, Fit showing jumps (sometimes),	Long and short suit trials
Crowhurst, Super accepts over transfers,	Splinters and mini splinters
Texas transfers, Namyats, 4th suit GF,	Negative free bids at 2-level
Cue raises, Swine (modified over mini NT),	Inverted minor suit raises
Exclusion X's, Support showing X's, PODI,	



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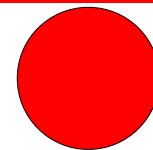


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Sheila Bird	Karen Creet
ABF Nos:	245216	293970
Basic System:	Acol'ish with mini NT	Brown Sticker <input checked="" type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape	<input type="checkbox"/>		
1♣	3 (2)	1♦	4	1♥	4	1♠	5
1 NT		9-11[1st/2nd not vul]else 11-14 (15 - 3rd nv)		may contain 5 card major		<input checked="" type="checkbox"/>	
2♣ Stayman:		simple	<input type="checkbox"/>	extended	<input type="checkbox"/>	Other: Lavings style	
Transfers		2♦	♥	2♥	♠	2♣	♣
2 NT		♦	Other:		4♣ = ♥ and 4♦ = ♠		
2♣	Game force or 21-22 balanced or semi balanced						
2♦	Weak 2♥ OR Weak ♠ and ♣ OR Acol 2♦ or 23-24 bal/semi bal						
2♥	Weak 2♠ OR Weak ♣ and ♦ OR Acol 2♥ or 23-24 bal/semi bal						
2♠	Weak ♠ and ♦ OR Weak ♥ and ♣ or 27-28 bal/semi bal						
2 NT	Weak ♥ and ♦ or Weak ♥ and ♠						
3 NT	4-level minor preempt						

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

2-level openings have multi options (brown)	1♣ in 1/2 seats NV can be cards and can
Mini NT can have 5Major, 6Minor, singleton	have 5♦ (brown)
(no voids, not 5/5 can be 6m/4M)	SWINE 2-suiter can be 4333 (brown)

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	lower 2 unbid suits - weak or very strong
1NT overcall (immediate)	15-18 Lavings	(re-opening)	10-14 Stayman
Immed cue of minor	Spades plus another - weak or very strong		
Immed cue of major	Other major plus a minor - weak or very strong		
Over opponent's 1NT (weak)	X=penalty, 2♣ to 2NT = TOXIC		
Over opponent's 1NT (strong)	TOXIC		
Over weak twos	X with Lebensohl		
Over opening threes	X is take-out		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 5+ points	2NT	10 - 12 bal not 4Major
	1♥/♠	4+, 5+ points	3♣	preemptive'ish
	1NT	5-9 (10) points, not 4Major	3♦	splinter
	2♣	4+, 10+ points, not 4Major	3♥	5+♥, 4+♣, limit or better
	2♦	5+♦, 4+♣, limit or better	3♠	5+♠, 4+♣, limit or better
	2♥	6+♥, 0-7'ish points	3NT	13 - 15 bal, not 4Major
	2♠	6+♠, 0-7'ish points	4 bids	♥, ♠ to play ♣ preemptive

1♦	1♥/♠	4+, 5+ points	3♣	5+♣, 4+♦, limit or better
	1NT	5-9 (10) points, not 4Major	3♦	4+, 10+ points, not 4Major
	2♣	4+, 10+ points	3♥	5+♥, 4+♦, limit or better
	2♦	4+, 10+ points, not 4Major	3♠	5+♠, 4+♦, limit or better
	2♥	6+♥, 0-7'ish points	3NT	13 - 15 bal, not 4Major
	2♠	6+♠, 0-7'ish points	4♦	preemptive
	2NT	10 - 12 bal not 4Major	4 Other	♥, ♠ to play

1♥/♠	1NT	5-9 (10) points, not 4Major	3♣	5+♣, Msupport, limit or better
	2♣	4+, 10+ points	3♦	5+♦, Msupport, limit or better
	2♦	4+, 10+ points	3♥/♠	preemptive
	2♥/♠	4+♥/3+♠ 5-9 (10) points	3NT	13-15 bal raise
	2NT	Limit or 16+ raise	4♣/♦	Splinter

2♣	2♦	0-1 or 5+ controls	2♥/♠	♥=2 controls, ♠=3 controls
other		2NT=4 controls, 3-level bids=natural (5+) with 3 controls		

2♦	2♥	Pass or correct	3♣/♦	Pass or correct
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	Enquiry (at least game interest)	3NT	To play

2♥/♠	2NT	Enquiry (at least game interest)	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	Pass or correct
	3♥/♠	Pass or correct	4♥/♠	Pass or correct

2NT	3♣	Enquiry (at least game interest)	4♣	Natural slam interest
	3♦	Pass or correct	4♦	Pass or correct
	3♥	To play	4♥	To play
	3♠	Pass or correct	4♠	Pass or correct
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6+ slam interest (opener bids 3NT with no interest)
3♥/3♠	6+ slam interest (opener bids 3NT with no interest)
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	To play
4♠	To play

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

other Jump NT is weak or very strong - lower suits

When 2-suits bid by opponents any NT is take-out for remaining 2-suits

Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities Best/cheapest feature of hand

Defence to 3NT opening X is penalty

Defence to opening Two's: Multi 2♦ 2♥ is TO of ♥, X is TO of ♠, 2♠ natural

2NT 16-19 (with puppet stayman), 3-level = natural

RCO style 2-s X=Good TO (15+), 2NT= 16-19, Pass then X=TO with < 15+

Suit bid = natural

Other 2-s Against Myxo, next suit up is TO, X=15+, 2NT=16-19

Suit bid = natural

Defence to strong ♣ Wonder bids at 1-level, TOXIC from 1NT upwards

Lebensohl Over NT interference ☒

Other uses Following our X of Weak 2's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

## OTHER NOTES

TOXIC: 2♣ = ♦ or majors; 2♦ = ♥ or blacks; 2♥ = ♠ or minors; 2♠ = odd suits;

2NT = ♣ or reds. Over strong NT, X replaces 2NT. Over strong 1♣, 1NT replaces 2NT.

SWINE: modified over mini NT - XX=13+ and looks to penalise. 2♣/♦ = wonder bid

2♥/♠ = natural, Pass = forcing and requires XX - after XX, suit = scrambling for best spot

If NT is doubled in pass out seat 2♣=5+♣ and XX=4+/4+Majors

Where Lavings 2♣ is X'd, Pass shows stop and requires XX