

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump shifts after minor opening	Jump to 2M=weak (0-7'ish) else fit-showing		
Jump shifts after major opening	1♥ - 2♠=weak (0-7'ish) else fit-showing		
Responses to strong 2 suit opening	Control showing over 2♣		
Responses to 2NT opening	3♣=game interest enquiry else 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 leads, rev count, Wenceslas	
Signal on declarer's lead	rev 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 rev 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, minorwood,
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	6-Ace blackwood at times



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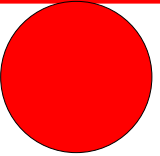


AUSTRALIAN BRIDGE FEDERATION

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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 [in 1st/2nd not vul] else 11-14 (15)					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 bal or semi-bal							
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 25-26 bal/semi-bal							
2♠	Weak ♠ and ♦ OR weak ♥ and ♣ or Acol 2♠ OR 27-28 bal/semi-bal							
2 NT	Weak ♥ and ♦ or weak ♥ and ♠							
3 NT	4-level minor pre-empt							

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 2 cards and can
Mini NT can have 5M, 6m, singleton	have 5♦ (brown)
(no voids, not 5/5, can be 6m/4M)	SWINE 2-suiter includes 4333 shapes

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♠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 4M
	1♥/♠	4+, 5+ points	3♣	pre-emptive'ish
1NT		5-9 (10) points, not 4M	3♦	splinter
2♣		4+, 10+ points not 4M	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 4M
2♠		6+, 0-7'ish points	4 bids	♥/♠ to play, ♣ pre-emptive

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

1♥/♠	1NT	5-9 (10) points, not 4M	3♣	5+♣, Msupport, limit or better
	2♣	4+, 10+ points	3♦	5+♦, Msupport, limit or better
	2♦	4+, 10+ points	3♥/♠	pre-emptive
	2♥/♠	4+♥/4+♠ 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 (good 5+ suit) 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 Cheapest description of the hand

Defence to 3NT opening X is penalty

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

RCO style 2-s 2NT=16-19 bal (puppet stayman), 3-level natural

X=Good TO(15+), 2NT=16-19 bal (puppet stayman), Pass then X

is TO with 15 or less, Suit bids=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,

X=wonder bid of ♣

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 then 2♣=5+♣ and XX=4+/4+ in Majors

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