BASIC RESPONSES	A B A AUSTRALIAN BRIDGE FEDERATION							
Jump raises - minors limit □ forcing □ Other: 4-8 hcp, 8 losers	INCORPORATED ©							
Jump raises - majors limit □ forcing □ Other: 4-8 hcp, 8 losers	STANDARD SYSTEM CARD							
Jump shifts after minor opening Fit showing F1								
Jump shifts after major opening Fit showing F1	3							
Responses to strong 2 suit opening 2♦ 0-3 or 10+, 2♥ 4-6, 2♠ 7-9, transfer	ABF Nos: 131792 157351							
Responses to 2NT opening 4/5 stayman, 3♦/3♥= transfers, 3♠ = minor suit stayman	Basic System: ACOL  Classification: Green  Blue  Red  Yellow							
PLAY CONVENTIONS	OPENING BIDS							
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning  Canape							
Sequence leads: Overlead all All except AK x (x)	1							
Underlead Other: vs NT Ace /Q = attitude, K = count or unblock	1 NT (11+)12-14 - 15-17 in 3rd seat (5 card M) may contain 5 card major							
Four or more with an honour 4th highest attitude	2♣ Stayman: simple ✓ extended ✓ Other: extended over 15-17NT							
3rd/5th Other:	Transfers 2♦ ♥ 2♥ ♠ 2♠							
From 4 small 2nd highest Other:	2 NT ♦ Other: 3 level bid = singleton							
From 3 cards (no honour) top middle bottom	2♣ Game Force or 23-24 bal or (8+)/9 PT hands							
Signal on partner's lead: high encourage low encourage	2♦ weak Major 5-9							
Other: Natural count with some natural attitude	2♥ weak - 5♥ and 4+ minor							
Signal on declarer's lead Natural count	2♠ weak - 5♠ and 4+ minor							
Discards McKenney high encourage low encourage	2 NT 20-22 bal - may have 5 card Major							
odd/even Other:	3 NT Gambling							
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED							
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE							
4NT: Blackwood RKCB Other:	Most competitive cues = limit raise or better 15-17NT in 3rd seat may have any 5 card suit							
4♣ Gerber ☑ when? over 1NT opening	2NT = limit raise after T/O X of M opening 3 level bid over our 1NT = singleton							
Other Conventions	Fit showing jumps							
4th suit forcing Blackout	COMPETITIVE BIDDING							
3rd suit forcing after weak rebid by opener 1-2-3 Doubles	Negative doubles through 4♥ Responsive doubles through 4♥							
Lebensohl	Jump overcalls weak/(Int 4th) Unusual NT Lower suits							
DOPI and ROPI	1NT overcall (immediate) 15-18 (re-opening) 11+-14							
	Immed cue of minor Both Majors							
©ADE Marketing	Immed cue of major Other Major + minor							
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) 2♣ = Ms, 2♦ = ss Major, 2♥/♠ = suit + minor							
Fyshwick ACT 2609	Over opponent's 1NT (strong) X = ♠, then as for weak NT							
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos X = t/out, 2NT = natural, strong							
Copyright © BCC 6.3.20.1	Over opening threes X = t/out							



STAI	NDARD :	SYSTEM	CARD				
lames: Margaret Bourke - ACT	-	Elizabeth Ha	ıvas - ACT				
BF Nos: 131792		157351					
asic System: ACOL							
Classification: Green	Blue $\square$	Red	Yellow				
	OPENI	NG BIDS					
escribe strength, minimum length, or specif	fic meaning			Canape $\square$			
<b>★</b> 3 1 <b>♦</b> 4		1♥ 4		1♠ 5			
NT (11+)12-14 - 15-17 in 3rd sea	at (5 card M)		may contain 5	card major $\Box$			
2♠ Stayman: simple □	exten	ded 🗹	Other: exte	nded over 15-17NT			
Transfers 2♦ ♥	2♥	<b>•</b>	2♠	<b>.</b>			
2 NT ◆	Other: 3 le	evel bid = singl	leton				
● Game Force or 23-24 bal or (8+)/	9 PT hands						
♦ weak Major 5-9							
weak - 5♥ and 4+ minor							
weak - 5♠ and 4+ minor							
NT 20-22 bal - may have 5 card N	Major						
NT Gambling							
PRE-ALERTS: C	ALLS TH	AT MAY HA	VE UNEXPEC	TED			
MEANING/S	OR REQU	IRE SPECI	AL DEFENCE				
Most competitive cues = limit raise or be	etter	15-17NT in	3rd seat may hav	e any 5 card suit			
NT = limit raise after T/O X of M openir	ng	3 level bid over our 1NT = singleton					
it showing jumps							
	MPETIT	IVE BIDD	ING				
		Responsive dou		4 00			
			<u> </u>	<b>4?</b>			
ump overcalls weak/(Int 4th)	Unusual N		er suits				
	5-18	(re-openir	ng) 11+-14				
mmed cue of minor Both Maj							
	ajor + minor	0.4	0				
Over opponent's 1NT (weak)		•	2♥/♠ = suit + min	or			
opponent's 1NT (strong) X = ♠, then as for weak NT weak twos X = t/out, 2NT = natural, strong							
Over weak twos		2NT = natural,	strong				
Over opening threes	X = t/out						

		RESPONSES TO	OPENII	NG BIDS			C	ONVENTI	ONS			
		Describe strength, minimum length or sp	pecific meani	ng	Additional respon	nses to 1NT						
1♣	1♦	5+ hcp, 4+ ◆	2NT	15+, 4+ ♠, denies Major	3♣/3♦	singleton	in suit bid					
	1 <b>♥</b> /♠	5+ hcp, 4+ ♥/♠	3♣	4-8 hcp, 4+ ♠, 8 losers	3♥/3♠	v/3♠ singleton in suit bid						
	1NT	5-9 hcp	3♦	Splinter 9-13 or 18+	4♣	Gerber						
	2♣	inverted 9-14, 4+ ♣	3♥	Splinter 9-13 or 18+	4♦							
	2♦	9+ hcp, fit-showing	3♠	Splinter 9-13 or 18+	4♥	To play						
	2♥	9+ hcp fit-showing	3NT	12-14 hcp 4+ ♠, denies Major	4♠	To play						
	2♠	9+ hcp fit-showing	4 bids		Unusual NT:	r	minors	other suit	$\Box$	lower	2 unbid suits	
1•	1 <b>♥</b> /♠	5+ hcp, 4+ <b>♥</b> /♠	3♣	9+ hcp, fit-showing	other							
	1NT	5-9 hcp	3♦	4-8 hcp 8 losers				,				
	2♣	9+ hcp, 4+ ♣	3♥	Splinter 9-13 or 18+	Other slam biddir	ng	Cue E	Bids 🗹	Asking Bids			
	2♦	inverted 9-14 hcp, 4+ ◆	3♠	Splinter 9-13 or 18+	4th Suit Forcing	,	One round				Game force	
	2♥	9+ hcp, fit-showing	3NT	12-14 hcp 4+ ◆, denies Major	NT Checkback		Prioritie	s Major t	it			
	2♠	9+ hcp, fit-showing	4♦		Defence to 3NT o	Defence to 3NT opening		Natural bidding				
	2NT	15+, 4+ ♦, denies Major	4 Other		Defence to openi	ng Two's:	Multi 2◆	X = 15+, ov	ercalls natural			
1 <b>♥</b> /♠	1NT	5-9 hcp	3♠	9+ hcp, fit-showing	RCO style 2-s		V 15	alla matumal				
	2♣	9+ hcp, 4+ cards	3♦	9+ hcp, fit-showing	RCO Style	e 2-S	X = 15 + overo	calls natural				
	2♦	9+ hcp, 4+ cards	3♥/♠	4-8 hcp 8 losers	Other 2-s		X = t/out					
	2♥/♠	6-9 hcp, 3+ <b>♥/</b> ♠	3NT	12-14 hcp 4 ♥/♠	Other 2-S		X = 1/0ut					
	2NT	limit or 15+ bal raise or spl 14-17	4♣/♦	splinter 9-13 or 18+	Defence to strong	<b>1</b> ♠	TWFRR (since	ale suiter in ne	kt suit, or 2 suited in	the next	2 suits	
2♣	2♦	0-3 or 10+	2♥/♠	4-6 any, 2♠= 7-9 bal		<i>5</i> –		n-touching suits		aro noxe	2 Julio,	
	other	2NT, 3♠,3♦,3♥ = 7-9 and transfer to	-9 and transfer to next suit **		Lebensohl		Over NT interference					
2•	2♥	Pass/correct	3♣/♦	Nat F1	Other use	es ove	er t/out X of opp	onents weak 2s	3			
	2♠	Pass/correct	3♥/♠	Pass/correct	Take out of 4 leve	el pre-empts		4♣/4♦	Χ			
	2NT	Enquiry	3NT	To play		4♥	Χ	4 <b>♠</b> X	= values			
2♥/♠	2NT	Enquiry	3NT	To play			0	THER NO	TES			
	3♣/♦	F1	4♣/♦	Splinters				THER NO	120			
	3 <b>♥/</b> ♠	F1 (change of suit)	4♥/♠	To play	Cue bids = 1st or							
2NT	3♣	4/5 Stayman	4♣	Slam try in ♣	TWERB over opponents strong 2♣ opening 2♣ checkback over strong NT							
	3♦	Transfer to ♥	4♦	Slam try in ◆		ŭ	I					
	3♥	Transfer to <b>★</b>	4♥	Transfer to ♣	Mini/maxi splinte	15						
	3♠	both minors	4♠	Transfer to ◆	** 2♣ contd 3♣	7 () with	<b>▲/</b> 2NIT 70.	with Al				
	3NT	To play	other		∠ <del>⊈</del> COHU 3¶	e = 1-9 Willi¶	<b>P</b> /♥ 3141 = 1-9 \	VIUI 📆 💎				