

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 6-9 preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: as above
Jump shifts after minor opening	splinter		
Jump shifts after major opening	splinter		
Responses to strong 2 suit opening			
Responses to 2NT opening	3♣/♦ to play; 3♥/♠=natural and forcing		

## 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:	
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 checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	Reverse count	
Signal on declarer's lead	Reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Reverse count	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when? 5NT = 2KC + void	

### Other Conventions

Lebensohl	X of any artificial suit = penalties
4th suit forcing to game	XX = rescue
Long suit trials	
Namyats	
Support x's and xx's	



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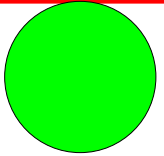


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Eva Caplan	Rena Kaplan
ABF Nos:	227374	31968
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"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	3, 11+ HCP	1♦	4+, 11+ HCP	1♥	4, 11+ HCP	1♠	4+, 11+HCP
1 NT	11-14/15-17 in 3rd seat				may contain 5 card major <input type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:				
Transfers	2♦ ♥	2♥ ♠	2♠ ♣				
2 NT	♦	Other:					
2♣	Weak major or strong balanced 20-22 or any Acol 2						
2♦	Game force						
2♥	5+ ♥ + 5+ any other; less than an opening hand						
2♠	5+ ♠ + 5+ minor; less than an opening hand						
2 NT	minors; weak or strong						
3 NT	4 of either minor						

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

Take out over 1NT doubled:	any subsequent xx = rescue by either hand
xx = any 5+ card suit	
2♣=lowest of 4 card suit	

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Minors
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	x = penalties; 2♣=s/s; 2♦=majors; 2♥/♠=♥ or ♠ + minor		
Over opponent's 1NT (strong)	x=s/s; 2♣=minors; as above		
Over weak twos	Double		
Over opening threes	Double		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+ ♦; 6+ hcp	2NT	10-12 hcp - 4+ support
	1♥/♠	4+ ♥/♠; 6+ hcp	3♣	6-9 preemptive
	1NT	6-9 hcp	3♦	Splinter
	2♣	4+ ♣ 6-9 hcp;	3♥	Splinter
	2♦	mini splinter weak or strong	3♠	Splinter
	2♥	mini splinter weak or strong	3NT	13-15 4+ raise
	2♠	mini splinter weak or strong	4 bids	
1♦	1♥/♠	4+ ♥/♠; 6+ hcp	3♣	Splinter
	1NT	6-9 hcp	3♦	6-9 preemptive
	2♣	4+ ♣; 10+ hcp	3♥	Splinter
	2♦	6-9 hcp; 4+ ♦	3♠	Splinter
	2♥	mini splinter weak or strong	3NT	13-15 4+ raise
	2♠	mini splinter weak or strong	4♦	Minorwood
	2NT	10-12 hcp 4+ raise	4 Other	
1♥/♠	1NT	6-9 hcp	3♣	Mini splinter
	2♣	4+ ♣; 10+ hcp	3♦	Mini splinter
	2♦	4+ ♦; 10+ hcp	3♥/♠	6-9 4+ raise
	2♥/♠	3+ ♥/♠; 6-9 hcp	3NT	13-15 4+ raise
	2NT	10-12 4+ raise	4♣/♦	splinter
2♣	2♦	Strong enquiry	2♥/♠	Pass or correct
	other	2NT = game invitation in either major; 4♣=Acol 2 in ♥;4♦= Acol 2 in ♠		
2♦	2♥	negative or waiting	3♣/♦	natural; promises A + K
	2♠	natural; promises A + K	3♥/♠	
	2NT		3NT	
2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	Pre-emptive	4♥/♠	To play
2NT	3♣	To play	4♣	Minor keycard
	3♦	To play	4♦	Minor keycard
	3♥	Natural; forcing	4♥	To play
	3♠	Natural; forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	any 4/4/4/1 or 5/4/4 with short 3♦ or ♥; GF + values
3♥/3♠	as above with short <h♠ or ♣; GF+ values
4♣	Gerber
4♦	transfer to ♥
4♥	transfer to ♠
4♠	Minors
Unusual NT:	<div> minors <input checked="" type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/> </div> <div> other </div>
Other slam bidding	<div> Cue Bids <input checked="" type="checkbox"/> Asking Bids <input checked="" type="checkbox"/> </div>
4th Suit Forcing	<div> One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/> </div>
NT Checkback <input checked="" type="checkbox"/>	<div> Priorities 2NT = GF checkback </div>
Defence to 3NT opening	
Defence to opening Two's:	<div> Multi 2♦ x = ♦ </div>
	Double of any artificial bid shows the suit bid
RCO style 2-s	
Other 2-s	
Defence to strong ♣	
Lebensohl	<div> Over NT interference <input checked="" type="checkbox"/> 1st x = t/o;2nd x = responsive;3rd x = penalites </div>
Other uses	
Take out of 4 level pre-empts	<div> 4♣/4♦ 4♥ 4♠ </div>

OTHER NOTES	
Over 20-22 2NT rebid - 3♠=minor slam try	
Blackout = lowest available bid	