

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	splinter or fit showing		
Jump shifts after major opening	splinter or fit showing		
Responses to strong 2 suit opening	conventional		
Responses to 2NT opening	3♣=Pup Stayman; ♦ to ♥; ♥ to ♠; 3♠=♣/♦ 5+/4+; 5♣=♣/♦ weak		

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 - K asks for unblock or count	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="text" value="NT"/>
3rd/5th <input checked="" type="checkbox"/>	Other: attitude overtones against NT so may be 4th	
From 4 small	2nd highest <input type="checkbox"/>	Other: third
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input type="text" value="S"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	rev. attitude, count or suit pref; whichever is appropriate	
Signal on declarer's lead	reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input 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: 3041
4♣	Gerber <input checked="" type="checkbox"/>	when? 1NT opening	

Other Conventions

DOPI/ROPI X(XX)=0/3, P=1/4,	
Step 2=2 w/o Q, Step 3=2 with Q	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Pele Rankin	Paula McLeish
ABF Nos:	264997	541540
Basic System:	ACOL - 15-17 No Trump	
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+, 11-19 HCP	1♦	4+, 11-19 HCP	1♥	4+, 11-19 HCP	1♠	4+, 11-19 HCP
1 NT	15-17 HCP			may contain 5 card major			<input checked="" type="checkbox"/>
2♣ Stayman:		simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:		1NT-2♣-2♦-3♦=5♥/5♠	
Transfers		2♦ to ♥	2♥ to ♠	2♠ to ♣			
2 NT		to ♦	Other: Reverse minor superaccepts				
2♣	GF						
2♦	4+♥/4+♠ 5-9 (Vul 5/4 either way)						
2♥	Weak 6 card suit						
2♠	Weak 6 card suit						
2 NT	20-22 HCP Flat						
3 NT	AKQxxxx any suit; no outside A or K						

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

2♦ opening	
Support X/XX	
Roman Jump Overcalls	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Suit/suit above weak	Unusual NT	Strong touching 2 suiter
1NT overcall (immediate)	15-18 HCP	(re-opening)	9-14 maybe no stopper
Immed cue of minor	Surrounding suits - weak or strong		
Immed cue of major	Surrounding suits - weak or strong		
Over opponent's 1NT (weak)	X=Penalty. Canape Transfers		
Over opponent's 1NT (strong)	As above		
Over weak twos	X = T/O. Lebensol 2NT response <9hcp		
Over opening threes	X = T/O		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ HCP, 4+	2NT	4 card supp; 10-12 HCP flat
	1♥/♠	5+ HCP, 4+	3♣	pre-emptive usually 5+
1NT		8-10 HCP no 4 card major	3♦	splinter
2♣		5-7 HCP, 4+	3♥	splinter
2♦		splinter; fit jump by passed hand	3♠	splinter
2♥		splinter; fit jump by passed hand	3NT	4 card supp; 13-15 HCP flat
2♠		splinter; fit jump by passed hand	4 bids	4♣ = pre-emptive; 4M/♦ = splinter
1♦	1♥/♠	5+ HCP, 4+	3♣	splinter; fit jump by passed hand
1NT		6-10 HCP	3♦	pre-emptive
2♣		10+ HCP, 5+	3♥	splinter
2♦		5-9 HCP, 4+	3♠	splinter
2♥		splinter; fit jump by passed hand	3NT	4 card supp; 13-15 HCP flat
2♠		splinter; fit jump by passed hand	4♦	4♣ = splinter; 4♦ = pre-emptive
2NT		4 card supp; 10-12 HCP flat	4 Other	4M = to play
1♥/♠	1NT	6-10 HCP	3♣	splinter; fit jump by passed hand
	2♣	10+ HCP, 5+; Drury - passed hand	3♦	splinter; fit jump by passed hand
	2♦	10+ HCP, 5+	3♥/♠	pre-emptive; OM=splinter or FJ
	2♥/♠	1♥-2♥ 5-9 HCP 4+; 1♥-2♠ = splinter	3NT	4 card supp; 13-15 HCP flat
	2NT	4 card supp; 10-12 HCP flat	4♣/♦	splinter
2♣	2♦	negative or waiting	2♥/♠	3♣/3♦ = HHxxx(x) 8+
other		2NT=flat 8-11 no 4CM; 3♥+ 1 loser suit opp. sgltion; 3NT=AKQxxx		
2♦	2♥	to play	3♣/♦	natural and non forcing
	2♠	to play	3♥/♠	to play
	2NT	Enquiry	3NT	to play
2♥/♠	2NT	Enquiry - Bid A or K or 4 card suit	3NT	to play
	3♣/♦	natural and forcing unless interference	4♣/♦	splinter
	3♥/♠	to play. 2♠ natural and forcing	4♥/♠	to play
2NT	3♣	Puppet stayman	4♣	Sets suit and asks for cues
	3♦	transfer to ♥	4♦	Sets suit and asks for cues
	3♥	transfer to ♠	4♥	Transfer to ♣
	3♠	Minor suit stayman 5+/4+ ♣ & ♦	4♠	Transfer to ♦
	3NT	to play	other	5♣ = 5+♣/5+♦, weak

CONVENTIONS

Additional responses to 1NT

3♣/3♦	sets suit & asks for cue. 3NT = xx
3♥/3♠	sets suit & asks for cue. 3NT = xx
4♣	Ace Ask - 4♦=0; 4♥=1; 4♠=2; 4NT=3
4♦	
4♥	to play
4♠	to play

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

other Strong 2 suiter

Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities suits up the line

Defence to 3NT opening 4♣=correctable; 4♦=forcing - bid your suit.

Defence to opening Two's: Multi 2♦ X=Major T/O, o/call=nat, 2NT=15-18,

Pass then X=T/O, Pass then 2NT=♣/♦ T/O

RCO style 2-s 2NT for minors: X=good bal hand, 3♣=♥/♠ longer ♥

3♦ = ♥/♠ longer ♠, 3♥/♠ = nat, Pass then X = T/O

Other 2-s X=T/O, 2NT=15-18, O/call=nat, Pass then X = T/O

Cue = Surrounding suits, strong or stopper ask

Defence to strong ♣ X=♥/♠, suit=nat, 1NT=♣/♦, 2NT=♣/♦ 5+/5+

2♣=♥&another 4+/5+ (if ♠ 5/5), 2♦=♠/minor 5+/4+

Lebensohl Over NT interference ☒

Other uses X of weak 2 - 2NT=<9hcp; 3♣ by X'r may be passed

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Roman jumps:

Jump overcall = suit and suit above; weak

Jump to suit below bid suit = normal pre-empt

2NT = Strong touching 2 suiter

Over 2 and 3 level openings, cue is surrounding suits, usually strong

Cue of the bid suit = surrounding suits, weak or strong