

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Bergen (on over X)
Jump shifts after minor opening	Major= weak 6-card, < 6HCP		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2♣ - 2♦ = negative or waiting		
Responses to 2NT opening	Puppet Stayman, transfers		

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

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 14/30; Minorwood
4♣	Gerber <input type="checkbox"/>	when?	

### Other Conventions

4th suit forcing to Game	2-way Checkbacks
Cue Raises	
Asking Bids	
Splinters, Mini-splinters	
Support Doubles, Redoubles	



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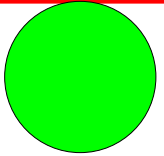


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Helen Lowry	Berri Folkard
ABF Nos:	162795	20303
Basic System:	Modified 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♣	2, 11+HCP	1♦	4, 11+HCP	1♥	5, 11+HCP	1♠	5, 11+HCP
1 NT	12-14				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:		
Transfers	2♦	<input checked="" type="checkbox"/>	2♥	<input checked="" type="checkbox"/>	2♠	<input checked="" type="checkbox"/>	
2 NT	<input checked="" type="checkbox"/>	Other:					
2♣	Game force OR 23+ Balanced, OR 8.5-9.5 Playing tricks						
2♦	Weak, 6+♦						
2♥	Weak, 6+♥						
2♠	Weak, 6+♠						
2 NT	20-22 HCP, balanced						
3 NT	Gambling						

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

Bergen raises	Modified Hamilton over opp NT
Inverted minors	
Minorwood	

## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Minors/lower unbid suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Majors		
Immed cue of major	Other Major + Minor		
Over opponent's 1NT (weak)	X=Penalty: 2♣=Majors; 2♦=ssMajor: 2♥/♠=M+m		
Over opponent's 1NT (strong)	X=ssMinor: 2♣=Majors; 2♦=ssMajor: 2♥/♠=M+m		
Over weak twos	X, then Lebensohl		
Over opening threes	X		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	6+ HCP, 4+♦	2NT	10-12 balanced
	1♥/♠	6+ HCP, 4+♥/♠	3♣	< 6HCP, 5+♣
	1NT	6-9 HCP, denies 4♦,♥,♠	3♦	Splinter
	2♣	10+ HCP, 5+♣	3♥	Splinter
	2♦	< 6 HCP, 6♦	3♠	Splinter
	2♥	< 6 HCP, 6♥	3NT	To Play
	2♠	< 6 HCP, 6♠	4 bids	4♣=Minorwood, 4♥/♠ to play
1♦	1♥/♠	6+ HCP, 4+♥/♠	3♣	Splinter
	1NT	6-9 HCP, denies 4,♥,♠	3♦	< 6 HCP, 5+♦
	2♣	10+ HCP, 4+♣	3♥	Splinter
	2♦	10+ HCP, 4+♦	3♠	Splinter
	2♥	< 6 HCP, 6♥	3NT	To Play
	2♠	< 6 HCP, 6♠	4♦	Minorwood
	2NT	10-12 balanced	4 Other	4♥/♠ to play
1♥/♠	1NT	6-9 HCP	3♣	6-9 HCP, 4♥/♠
	2♣	10+ HCP, 4+♣	3♦	10 - 12 HCP, 4♥/♠
	2♦	10+ HCP, 4+♦	3♥/♠	<6 HCP, 4♥/♠
	2♥/♠	6-9 HCP, 3♥/♠	3NT	12-15 balanced raise
	2NT	12+ HCP, 4♥/♠	4♣/♦	Splinter
2♣	2♦	<7 HCP, or waiting	2♥/♠	& 3♣/♦= 8+ HCP, 5-card suit, GF
	other	after 2♦, 2♥ =GF, 23+unbal or 10+ pl tricks suit; then 2♠ = 2nd negative		
2♦	2♥	Not forcing	3♣/♦	3♣= Forcing; 3♦ = To play
	2♠	Not forcing	3♥/♠	Forcing
	2NT	enquiry: then show feature	3NT	To play
2♥/♠	2NT	enquiry: then show feature	3NT	To play
	3♣/♦	Forcing	4♣/♦	Splinter
	3♥/♠	Not forcing	4♥/♠	Play/correct
2NT	3♣	Puppet Stayman	4♣	Minorwood
	3♦	Transfer ♥	4♦	Minorwood
	3♥	Transfer ♠	4♥	To play
	3♠	Transfer minor (then 4m-4♥= KC	4♠	To play
	3NT	To play	other	4NT/5NT = quantitative

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	Slam interest (asks cue: then 3NT no cue)
3♥/3♠	Slam interest
4♣	Minorwood
4♦	Minorwood
4♥	To Play
4♠	To Play
Unusual NT:	<div> <div>minors</div> <div>other suits</div> <div>lower 2 unbid suits</div> </div> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
other	
Other slam bidding	
<div> <div>Cue Bids</div> <div>Asking Bids</div> </div> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	
4th Suit Forcing	<div> <div>One round</div> <div>Game force</div> </div> <input type="checkbox"/> <input checked="" type="checkbox"/>
NT Checkback	<div> <div>Priorities</div> <div>2♣ = invitational, 2♥ = natural, 2NT = GF</div> </div> <input checked="" type="checkbox"/>
Defence to 3NT opening	X = take-out; 4♣ = ♥ + ♠; 4♦ = ♠ + ♥
Defence to opening Two's:	<div> <div>Multi 2♦</div> <div>X = Take out; 2NT = 15-18 balanced, then</div> </div>
RCO style 2-s	Puppet Stayman, transfers
	X = Take out; 2NT = 15-18 balanced, then
	Puppet Stayman, transfers
Other 2-s	X = Take out; 2NT = 15-18 balanced, then
	Puppet Stayman, transfers
	RCOs: X = rank, 1♦ = colour, 1♥/♠ = nat, 1NT = odds
Defence to strong ♣	
Lebensohl	<div> <div>Over NT interference</div> </div> <input checked="" type="checkbox"/>
Other uses	After X of opp weak 2 opening
Take out of 4 level pre-empts	<div> <div>4♣/4♦</div> <div>X</div> </div>
	<div> <div>4♥</div> <div>X</div> <div>4♠</div> <div>4NT</div> </div>

OTHER NOTES	
All systems on after X, off over interference: over X our NT, system on	
After interference, use splinter, cue raise, not Bergen	
Interference over our 2♣ opening: P = 0-4, X = 5+ HCP	
Superaccept transfer via poor suit; 2NT = maximum, 3/4 card support	
Double of artificial bid shows that suit	