

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Bergen
Jump shifts after minor opening	M = weak. Other m = invitational raise		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2♦ is forced response to 2♣ opening		
Responses to 2NT opening	m bids are pass or correct. M stopper ask		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: Ace for attitude, King for count	
Four or more with an honour	4th highest <input type="checkbox"/> NT	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/> S	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/> NT	middle <input type="checkbox"/> bottom <input type="checkbox"/> S
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	reverse attitude on ace, reverse count on king	
Signal on declarer's lead		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" 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:
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

2 way checkback	Namyats
2 way Drury	Journalist leads
Blackout over 4th suit	(J denies higher honour. 10 or 9 shows
Minorwood	0 or 2 higher)
Gazilli by opener over 1NT response to M	Kokish relays over 2C opening



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Lynn Kalmin	Lorna Ichilcik
ABF Nos:	289957	769590
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+)	1♦	4(11+)	1♥	4(11+)	1♠	5(11+)
1 NT	11 - 14 (15 - 17 in 3rd seat)			may contain 5 card major		<input checked="" type="checkbox"/>	
2♣ Stayman:		simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:	
Transfers	2♦	Forcing Stayman		2♥	Natural n.f.	2♠	Natural n.f.
2 NT	Lebensohl		Other:				
2♣	Game force except if balanced						
2♦	6 card ♥/♠ (6 - 10)						
2♥	♥ and another (6 - 10) 5/5 vul, can be 5/4 not vul. If ♠ will be 5/4 (9 - 11)						
2♠	♠ and minor (6 - 10) 5/5 vul, can be 5/4 not vul.						
2 NT	5/5 minors (6 - 10)						
3 NT	6♥ and 5♠ (6 - 12)						

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

No transfers to majors over weak NT	
Responses to strong NT differ to above	See notes
Jump overcall of 3♣ = other 2 suits	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Lower unbid
1NT overcall (immediate)	15 - 18	(re-opening)	10 - 14
Immed cue of minor	Ghestem: Other minor and ♠		
Immed cue of major	Ghestem: Other major and ♠		
Over opponent's 1NT (weak)	Modified DONT (x = penalties, 2♣ and single suit		
Over opponent's 1NT (strong)	DONT		
Over weak twos	x take out		
Over opening threes	x take out		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♦, 6 + points	2NT	10 - 12 balanced, no major
	1♥/♠	4+ ♥/♠, 6 + points	3♣	pre-emptive
	1NT	6 - 9	3♦	splinter
	2♣	5+ ♣, 12+ points	3♥	splinter
	2♦	5+ ♣, 8 - 11 points	3♠	splinter
	2♥	6+ ♥, < 6 points	3NT	12 - 15 balanced, no major
	2♠	6+ ♠ < 6 points	4 bids	4♣ pre-emptive, M to play

1♦	1♥/♠	4+ ♥/♠, 6 + points	3♣	4+ ♦, 8 - 11 points
	1NT	6 - 9	3♦	pre-emptive
	2♣	4+ ♣, 10+ points	3♥	splinter
	2♦	4+ ♦, 12 + points	3♠	splinter
	2♥	6+ ♥, < 6 points	3NT	12 - 15 balanced, no major
	2♠	6+ ♠ < 6 points	4♦	pre-emptive
	2NT	10 - 12 balanced, no major	4 Other	4♦ pre-emptive, M to play

1♥/♠	1NT	6 - 9	3♣	4 card support, 6 - 9 points
	2♣	4+ ♣, 10+ points	3♦	4 card support, 10 - 13 points
	2♦	4+ ♦, 12 + points	3♥/♠	4 card support, < 6 points
	2♥/♠	3 card support, 6 - 9 points	3NT	3 card support, 12 - 15 points
	2NT	4 card support, 14+ points	4♣/♦	splinter

2♣	2♦	Negative or waiting	2♥/♠	
other		2NT, 5/5 m < king or 2 queens		

2♦	2♥	pass or correct	3♣/♦	natural and non forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	forcing relay	3NT	to play

2♥/♠	2NT	forcing relay	3NT	to play
	3♣/♦	Over 2♥, 2♠, 3♣ p/c	4♣/♦	pass or correct
	3♥/♠	pre-emptive	4♥/♠	to play

2NT	3♣	puppet (does not guarantee M)	4♣	natural, slam interest
	3♦	transfer to ♥	4♦	natural, slam interest
	3♥	transfer to ♠	4♥	At least 5/5 in m, weak
	3♠	5♠, 4♥, or weak long m	4♠	At least 5/5 in m, slam interest
	3NT	5/4 in m, slam interest	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Wk: natural and invitational. Str: 3♣ 5/5 m weak. 3♦ 5/5 m strong
3♥/3♠	Wk: natural and forcing. Str: shortage, 5/4 m, 3 in other M
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	Natural
4♠	Natural

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

other

Other slam bidding

Cue Bids ☒

Asking Bids ☒

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

☒

Priorities

Features up the line

Defence to 3NT opening

x = values. 4♣ both M better ♥, 4♦ both M better ♠

Defence to opening Two's:

Multi 2♦ x 15+, 2NT Bal 15 - 18, 2♥ good hand with ♣

2♣ good hand with ♦, 3♣/♦ natural and weak

RCO style 2-s

x opening hand with suit bid, 2nd x t.o., 3rd x penalties

Other 2-s

If 2♣/2♦ wk with both majors, then x 15+, 2NT 15 - 18 with

both majors, 2♥/2♠ stopper show

Defence to strong ♣

x = ♣+♥, ♦ = ♦ + ♥, ♥ = ♥ + ♠, 1NT = ♦ + ♠

Lebensohl

Over NT interference ☒

Other uses

Over weak 2's. Used by opener over 2 level bid by opponents

Take out of 4 level pre-empts

4♣/4♦ x = t.o.

4♥ x = t.o.

4♠ x = penalties. 4NT 2 suited t.o.

OTHER NOTES

Over strong NT in 3rd seat, 2♣ is stayman. Transfers to all suits.

Jump to 3♥/3♠ is a splinter. At least 5/4 in minors and shortage in major