

## BASIC RESPONSES

Jump raises - minors      limit       forcing       Other: 4-8 hcp, 8 losers

Jump raises - majors      limit       forcing       Other: 4-8 hcp, 8 losers

Jump shifts after minor opening      Fit-showing F1

Jump shifts after major opening      Fit-showing F1

Responses to strong 2 suit opening      2♦ negative or waiting, 3♣ = second negative

Responses to 2NT opening      4/5 Stayman, 3♦/3♥ = transfers

## PLAY CONVENTIONS

'NT' Versus Notrump      'S' Versus Suit      ✓ = Both

Sequence leads:      Overlead all  S      All except AK x (x)

Underlead       Other: vs NT Ace/Q = attitude      K = count or unblock

Four or more with an honour      4th highest       attitude

3rd/5th       Other: \_\_\_\_\_

From 4 small      2nd highest       Other: \_\_\_\_\_

From 3 cards (no honour)      top  S      middle  NT      bottom  S

Signal on partner's lead:      high encourage       low encourage

Other: Natural count

Signal on declarer's lead      Natural count

Discards      McKenney       high encourage       low encourage

odd/even       Other: Natural count

Count      natural       reverse

## CONVENTIONS

4NT:      Blackwood       RKCB       Other: Minorwood

4♣      Gerber  when?      after 1NT opening

### Other Conventions

4th suit forcing      Blackout after opener's reverse

3rd suit forcing after weak rebid by opener      1-2-3 Doubles

Lebensohl

DOPI and ROPI



©ABF Marketing  
PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

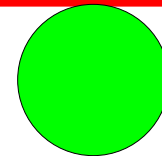
## STANDARD SYSTEM CARD

Names: Margaret Bourke      Sue Lusk

ABF Nos: 131792      197912

Basic System: ACOL      Brown Sticker

Classification: Green       Blue       Red       Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 3+ 11-19      1♦ 4+ 11-19      1♥ 4+ 11-19      1♠ 5+ 11-19

1 NT (11+) 12-14      may contain 5 card major

2♣ Stayman: simple       extended       Other: \_\_\_\_\_

Transfers      2♦ ♥      2♥ ♠      2♣ ♣

2 NT ♦      Other: \_\_\_\_\_

2♣ Game Force or 23-24 bal

2♦ Weak Major 6 card suit 5-9 hcp

2♥ 5♥ and 4+ minor, less than opening values (usually 5-5 when vul)

2♠ 5♠ and 4+ minor, less than opening values (usually 5-5 when vul)

2 NT 20-22 bal, may have 5 card Major

3 NT Gambling

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

Most competitive cues = limit raise or better      3rd suit Forcing after opener's weak rebid

2NT = limit raise after t/o X of opener's suit

Fit showing jumps

## COMPETITIVE BIDDING

Negative doubles through 3♣      Responsive doubles through 3♠

Jump overcalls      weak (Int 4th)      Unusual NT      Lower suits

1NT overcall (immediate)      15 - 18      (re-opening)      11+ - 14

Immed cue of minor      Both Majors

Immed cue of major      Other Major + minor

Over opponent's 1NT (weak)      X = pen, 2♣ = Majors, 2♦ = M, 2♥/♠ suit + minor

Over opponent's 1NT (strong)      X = ♣, as for weak NT

Over weak twos      X = t/o, 2NT = natural, strong

Over opening threes      X = t/o

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ hcp 4+ ♦	2NT	15+ 4+♣, denies Major
	1♥/♠	5+ hcp 4+ ♥/♠	3♣	4-8 hcp, 4+ ♣, 8 losers
	1NT	5-9 hcp bal	3♦	splinter 9-13 or 18+
	2♣	inverted 9-11 bal, 9-14 unbal	3♥	splinter 9-13 or 18+
	2♦	9+hcp fit-showing	3♠	splinter 9-13 or 18+
	2♥	9+ hcp fit-showing	3NT	12-14 hcp bal 4+ ♣, denies M
	2♠	9+ hcp fit-showing	4 bids	
1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	9+ hcp, fit-showing
	1NT	5-9 hcp	3♦	4-8 hcp, 4+♦, 8 losers
	2♣	9+ hcp, 4+ ♣	3♥	splinter 9-13 or 18+
	2♦	inverted 9-11 bal, 9-14 unbal	3♠	splinter 9-13 or 18+
	2♥	9+ hcp, fit-showing	3NT	12-14 hcp bal 4+♦, denies M
	2♠	9+ hcp, fit-showing	4♦	
	2NT	15+, 4+♦, denies Major	4 Other	
1♥/♠	1NT	5-9 hcp	3♣	9+ hcp, fit-showing
	2♣	9+ hcp, 4+ ♣	3♦	9+ hcp, fit-showing
	2♦	9+ hcp, 4+♦	3♥/♠	4-8 hcp, 4+♥/♠, 8 losers
	2♥/♠	6-9 hcp 3+♥/♠	3NT	12-14 hcp bal 4♥/♠
	2NT	limit or 15+ raise of spl 14-17	4♣/♦	splinter 9-13 or 18+ hcp
2♣	2♦	negative or waiting	2♥/♠	natural, positive, 3+ controls
	other	3♣ = second negative after suit rebid by opener		
2♦	2♥	pass/correct	3♣/♦	F1
	2♠	inv ♥ values	3♥/♠	pass/correct
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	3♣ = pass/correct, 3♦ = F1	4♣/♦	Minorwood
	3♥/♠	Non-f raise or F1 if change of suit	4♥/♠	To play
2NT	3♣	4/5 Stayman	4♣	
	3♦	Transfer to ♥	4♦	
	3♥	Transfer to ♠	4♥	
	3♠	minors	4♠	
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Natural - slam try - invites cue
3♥/3♠	Natural - slam try - invites cue
4♣	Ace ask
4♦	
4♥	To play
4♠	To play

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                      Major fit

### Defence to 3NT opening

Natural bidding

### Defence to opening Two's:

Multi 2♦                      X = 15+, overcalls natural, 2NT = strong

### RCO style 2-s

X = 15+, overcalls natural, 2NT = strong

### Other 2-s

X = t/o

### Defence to strong ♣

X = Majors, 1NT = minors

### Lebensohl

Over NT interference

### Other uses

Over t/o X of opponents weak 2

### Take out of 4 level pre-empts

4♣/4♦                      X  
4♥                      X                      4♠                      X = values

## OTHER NOTES

Cue-bids = 1st or 2nd round control