

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: non-forcing based on LTC
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: non-forcing based on LTC
Jump shifts after minor opening	at the 2 level - natural NF, at the 3 level - splinters		
Jump shifts after major opening	at the 2 level - natural NF, at the 3 level - FSJ or splinters		
Responses to strong 2 suit opening	after a 2♣ opening, 2♦ <KKQ, 2NT as 2nd denial		
Responses to 2NT opening	Baron and transfers to ♥/♠, 2♠ transfer to minor(s)		

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: A/Q for attitude, K for count	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input checked="" type="checkbox"/>	Other:	
From 4 small	2nd highest <input type="checkbox"/>	Other: 3rd highest
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/> bottom <input checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	A/Q asks for attitude, K asks for count	
Signal on declarer's lead	normally count in 1st/3rd positions, McKenny in some situations	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: RKCB 3041
4♣	Gerber <input checked="" type="checkbox"/>	when?	after a NT response or opening with no suit agreed.

Other Conventions

Ogust	Bourke relays
Baron after 2NT	DOPI
Baron after 1NT-2♦-2♥-2♠	support X's
Lebensohl after openers reverse and x of weak 2	Unassuming cue bid
Fourth Suit Forcing	negative doubles, Michaels, Unusual 2NT



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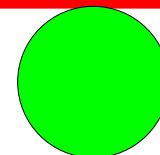


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Alan Hamilton	Billy Moir
ABF Nos:	325937	151841
Basic System:	ACOL	
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 +, 10+ HCP	1♦	4 +, 10 + HCP	1♥	4 +, 10 + HCP	1♠	5 +, 10 + HCP
1 NT	12-14 HCP, 12 - 16 in pass out position				may contain 5 card major		<input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:			
Transfers	2♦	puppet to 2H	2♥	to 2S	2♠	to 3C	
2 NT	to 3D	Other: after 2D-2H, 2S is Baron					
2♣	22+ HCP, or any strong HCP 8.5 playing trick hand, forcing to 2NT						
2♦	weak 2 in ♦, in third position weak/intermediate 5-15HCP						
2♥	weak 2 in ♥, in third position weak/intermediate 5-15HCP						
2♠	weak 2 in ♠, in third position weak/intermediate 5-15HCP						
2 NT	20-21HCP, balanced						
3 NT	good 7+ semi-solid minor in 1st/2nd, solid in 3rd with outside control(s)						

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

3NT opening	

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	weak/intermediate	Unusual NT	at least 5/4 in the 2 lower unbid suits
1NT overcall (immediate)	15-18HCP	(re-opening)	11-16HCP
Immed cue of minor	at least 5/4 in the majors		
Immed cue of major	at least 5/4 in the other major and one of the minors		
Over opponent's 1NT (weak)	Brozel		
Over opponent's 1NT (strong)	Brozel		
Over weak twos	Double with any 15+ HCP, suits natural <15HCP, non-forcing		
Over opening threes	Double for takeout, suits natural non-forcing, cues - two suiters GF		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+ HCP, 4+♦	2NT	10-12 or 15+ HCP. Bal with 5+ C
	1♥/♠	5+ HCP, 4+♥/♠	3♣	7-10 HCP, 5+♣, LTC - 8
1NT		5-9 HCP, bal, not 4♦/♥/♠	3♦	splinter, setting♣ as trumps
2♣		5-9 HCP, 5+♣, not 4♦/♥/♠	3♥	splinter, setting♣ as trumps
2♦		<5 HCP, 6+♦, not forcing	3♠	splinter, setting♣ as trumps
2♥		<5 HCP, 6+♥, not forcing	3NT	13-15 HCP, Bal with 4+♣
2♠		<5HCP, 6+♠, not forcing	4 bids	4♦/♥/♠ controls, 4NT RCKB

1♦	1♥/♠	5+ HCP, 4+ ♥/♠	3♣	FSJ, 5 good ♣ & 4+ ♦
	1NT	5 - 9 HCP, denies 4+ ♥/♠	3♦	7 - 10 HCP, 4+ ♦, LTC - 8
	2♣	9+ HCP, 4+ ♣	3♥	splinter, setting ♦ as trumps
	2♦	9+ HCP, 4+ ♦	3♠	splinter, setting ♦ as trumps
	2♥	<5 HCP, 6+ ♥, not forcing	3NT	13-15 HCP, Bal with 4+ ♦
	2♠	<5 HCP, 6+ ♠, not forcing	4♦	preemptive
	2NT	10-12 or 15+ HCP. Bal with 4+ ♦	4 Other	4♣/♥/♠ controls, 4NT RCKB

1♥/♠	1NT	5-9 HCP, denies 4+ ♥/♠	3♣	FSJ, 5 good ♣ & 4+ ♥ or 3+ ♠
	2♣	9+ HCP, 4+ ♣	3♦	FSJ, 5 good ♦ & 4+ ♥ or 3+ ♠
	2♦	9+ HCP, 4+ ♦	3♥/♠	6-10 HCP, 4+♥/ 3+♠, LTC - 8
	2♥/♠	5-10 HCP, 4+ ♥ or 3+ ♠, LTC-9	3NT	13-15 HCP, balanced with ♥/♠ fit
	2NT	10-12 or 15+ HCP. bal with 4+♥/♠	4♣/♦	splinters setting ♥/♠ as trumps

2♣	2♦	Semi-positive, bal, GF, artificial	2♥/♠	2♥ double negative, artificial
	other	2NT shows 7+ HCP balanced, 3♣ shows 7+ HCP with 5+ suit and controls		

2♦	2♥	pass or correct to 2♠ or 2NT	3♣♦	natural 5+, NF opposite a weak 2
	2♠	pass or correct, shows ♥ values	3♥♠	pass or correct
	2NT	asking bid	3NT	to play opposite a weak 2 ♥ or ♠

2♥/♠	2NT	asking bid	3NT	to play opposite a weak 2 suiter
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct

2NT	3♣	asking bid	4♣	pass or correct to 4♦
	3♦	pass or correct to 3♥	4♦	pass or correct to 4♥
	3♥	pass or correct to 3♠	4♥	pass or correct to 4♠
	3♠	pass or correct to 4♣	4♠	pass or correct to 5♣
	3NT	to play opposite a weak 2 suiter	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	
3♥3♠	
4♣	Gerber
4♦	
4♥	Natural
4♠	Natural

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

other	
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Other slam bidding ☐ Cue Bids ☒ Asking Bids ☐

4th Suit Forcing	One round	in most situations a Game force	Game force
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NT Checkback	<input type="checkbox"/>	One round	NT Checkback	Game force
NT Checkback		Priorities		

Defence to 2NT opening

Defence to opening Two's:

Defence to opening Two S. Multi Z♦ X with any 13+, suits natural, cue or anchor is 10

RCO style 2-s	X with any 15+, suits natural
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Other 2-s	X with any 15+, suits natural , cue of anchor is TO
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Defence to strong ♣ CRASH

Lebensohl Over NT interference

Other uses	after openers reverse
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Take out of 4 level pre-empts $4\clubsuit/4\spadesuit$ x outside values - TO, suits natural 5+

4♥ same as for 4♠ 4♠ x outside values - TO, suits natural 5+

OTHER NOTES

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