

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text"/>
Jump shifts after minor opening	splinter <input type="text"/>		
Jump shifts after major opening	splinter <input type="text"/>		
Responses to strong 2 suit opening	2♦ negative or 8-10 balanced <input type="text"/>		
Responses to 2NT opening	natural <input type="text"/>		

## 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: <input type="text"/>	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: <input type="text"/>	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input type="text"/>
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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	<input type="text"/>	
Signal on declarer's lead	count (rarely) <input type="text"/>	
Discards	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: <input type="text"/>	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/> <input type="text"/>

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: <input type="text"/>
4♣	Gerber <input checked="" type="checkbox"/>	when? <input type="text"/>	over 1NT <input type="text"/>

### Other Conventions

After 4NT-5♣/♦, next suit asks for QT	2♣-2♦-2nt:3♣ puppet stayman
Dopi, Ropi	(reverse responses). Same 2♦-2♥/♠-2nt
1x-(1y)-3x preemptive, 2y good raise,	Jump raise of minor to 4♣/♦ is RKCB
3y splinter. (Same 1x-(2y) if non jump)	After 1/1 & reverse, 3 level bids forcing.
	3♣-4♦, 3♦-4♣ minorwood.



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Felicity Smyth	Leonie Clarke
ABF Nos:	160474	195863
Basic System:	Acol with 5 card spades	
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♣	11-20, 3+	1♦	11-20, 4+	1♥	11-20, 4+	1♠	11-20, 5+
1 NT	(11)12-14				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: <input type="text"/>				
Transfers	2♦ ♥	2♥ ♠	2♠ baron				
2 NT	minor		Other: <input type="text"/>				
2♣	23+ or game force or 8 playing trick major						
2♦	weak 6 cd major or 20-22 semi balanced or 9 playing trick minor						
2♥	weak 5♥ + 5(4) other						
2♠	weak 5♠ + 5(4) minor						
2 NT	weak or strong 5-5 minors						
3 NT	gambling						

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

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

## COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	weak	Unusual NT	major or minors
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	other minor + major		
Immed cue of major	other major + minor		
Over opponent's 1NT (weak)	2♣ majors (partner shows 4 cd major, 2♦ denies)		
Over opponent's 1NT (strong)	as above		
Over weak twos	double take out		
Over opening threes	double take out		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ pts, 4+♦	2NT	16+ support
	1♥/♠	6+, 4+♥/♠	3♣	10-12, 4+♣
	1NT	8-10	3♦	splinter
	2♣	6-9, 4+♣	3♥	splinter
	2♦	splinter	3♠	splinter
	2♥	splinter	3NT	13-15 flat
	2♠	splinter	4 bids	4♣ RKCB

  

1♦	1♥/♠	6+ pts, 4+♥/♠	3♣	splinter
	1NT	6-9	3♦	10-12, 4+♦
	2♣	10+, 4+♣	3♥	splinter
	2♦	6-9, 4+♦	3♠	splinter
	2♥	splinter	3NT	13-15 flat
	2♠	splinter	4♦	RKCB
	2NT	16+ support	4 Other	4♣ splinter

  

1♥/♠	1NT	6-9	3♣	splinter
	2♣	10+, 4+♣	3♦	splinter
	2♦	10+, 4+♦	3♥/♠	10-12, 4+♥/♠
	2♥/♠	6-9, 4+♥/♠	3NT	13-15 flat
	2NT	16+ support	4♣/♦	splinter

  

2♣	2♦	0-7 or 8-10 balanced	2♥/♠	8+, 5♥/♠
other		2nt 11+ balanced		

  

2♦	2♥	correctible	3♣/♦	to play
	2♠	correctible	3♥/♠	correctible
	2NT	asking	3NT	to play

  

2♥/♠	2NT	asking	3NT	to play
	3♣/♦	2♣-3♣ correctible	4♣/♦	
	3♥/♠	to play	4♥/♠	to play

  

2NT	3♣	to play	4♣	keycard in ♣
	3♦	to play	4♦	keycard in ♦
	3♥	forcing, natural	4♥	to play
	3♠	forcing, natural	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ invitational

3♥/3♠ natural slam try

4♣ key card in clubs

4♦ key card in diamonds

4♥ to play

4♠ to play

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

other minors or majors

### Other slam bidding

Cue Bids ☒

Asking Bids ☐

### 4th Suit Forcing

One round ☒

almost game force

Game force ☐

### NT Checkback

☒

Priorities

strength, major suit length (1nt rebid 15-17)

### Defence to 3NT opening

double is take out

### Defence to opening Two's:

Multi 2♦

double take out, 2NT strong balanced

RCO style 2-s

as above

Other 2-s

as above

### Defence to strong ♣

double majors, 1nt minors

### Lebensohl

Over NT interference

☒

Other uses

### Take out of 4 level pre-empts

4♣/4♦

double

4♥

double

4♠

4nt

## OTHER NOTES

(1x)-1nt: systems on. (2x)-2nt: strong balanced, stayman and transfers.

Intervention over our 2♦/♥/♠: double is pass or correct if appropriate.

1nt-(2any)-double is values if artificial, t.o. if natural. 1x-(X)-2y non forcing.

2♣(any)-Dopi/Ropi. 1x & 2nt rebid, 3♣ is checkback. 1maj-1nt-2♣ is checkback

After 2♣/♦ and 2nt rebid, 3♣ is puppet stayman, 3♦/♥ transfers, 3♠ minors. If 3nt rebid, stayman & transfers. 1nt-2nt-3♣-3♦ to play, 3♥/♠ strong ♣/♦, 3nt strong minors