

4. BASIC RESPONSES

Jump raises - minors	Limit - 4 card support
Jump raises - Majors	Limit - 4 card support
Jump shifts after minor opening	Splinter - 4 card support
Jump shifts after Major opening	Splinter - 4 card support
Responses to strong 2 suit open.	2♦ = Negative or waiting
Responses to 2NT opening	3♣/3♦ to play, 3♥/3♠ forcing for 1 round - specific responses

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage (occ McKenny)	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 14/30	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Minorwood - 14/30	
Cue Bids <input type="checkbox"/>	1st	
Asking Bids <input type="checkbox"/>	Long suit trials	

7. OTHER CONVENTIONS

Truscott (over X and suit)	DOPI / ROPI over Ace Ask seq only
Swine	Reverse Ogust
Crowhurst	Cue raises
Baron (suit got)	
Puppet Stayman (suit not got)	

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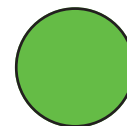
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	563064	Pam Morgan-King
& Names:	252190	Barbara Marrett
Basic System:	Acol - 5 card Majors	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 3+ 11-20	1♥ 5+ 11-20	
1♦ 3+ 11-20	1♠ 5+ 11-20	
1NT (11) 12-14	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ Transfer ♥	2♠ Baron	
2♥ TRF ♠	2NT Transfer to a minor - unlimited	
other Super accepts over the Major Transfer with 4 card support and Maximum		
2♣ Strong, 4 Losers or better any suit(s) or 20-22 Balanced or semi-balanced		
2♦ Multi : weak Major, 5-9 OR 23-24 Balanced or semi-balanced		
2♥ Multi : 5-9 5+♥ & 4+ of any other suit		
2♠ Multi : 5-9 5+♠ & 4+ in either minor		
2NT minors: 5+♣&5+♦ 5-9 HCP	3NT Gambling - Solid minor, no outside A/K	
other		

2. PRE-ALERTS

4NT=S[pecific Ace ask - 5♣=0, 5NT=♣	
Texas Transfer Openings	
Over Strong Club - X = Majors	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	5/5 Lowest 2 unbid suits
1NT overcall - immediate	15-18 (system on)	Immediate cue of minor	Highest unbid and another
1NT overcall - re-opening	11-14 (system on)	Immediate cue of Major	Highest unbid and another
Over weak twos	X=T/O NT=15-18 (stops)	Over opening threes	X=T/O, NT= stops
Over opponent's 1NT	Modified Cap - 2♣=Majors, 2D=Single suit Major, 2♥=♥ and a minor 2♠=♠ and a minor, 2NT=minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+ cards	2♦ Splinter mini/mega	3♦ Splinter maxi
1♥ 6+, 4+ cards	2♥ Splinter mini/mega	3♥ Splinter maxi
1♠ 6+, 4+ cards	2♠ Splinter mini/mega	3♠ Splinter maxi
1NT 8-10	2NT 16+ with a fit	3NT 13-15, No Major
2♣ 5-9, 4+♣	3♣ 10-11, 4+♣	4♣ minorwood
other		
1♦ 1♥ 6+, 4+ cards	2♥ Splinter mini/mega	3♥ Splinter maxi
1♠ 6+, 4+ cards	2♠ Splinter mini/mega	3♠ Splinter maxi
1NT 6-10	2NT 16+ with a fit	3NT 13-15, No Major
2♣ 9+, 3+♣	3♣ Splinter mini/mega	4♣ Splinter maxi
2♦ 5-9, 4+♦	3♦ 10-11, 4+♦	4♦ minorwood
other		
1♥ 1♠ 5+, 4+♠	2♥ 6-9, 3+♥	3♦ Splinter mini/mega
1NT 6-9, not 4♠	2♠ Splinter mini/mega	3♥ 10-11, 4+♥
2♣ 9+, 3+♣	2NT Jacoby 13+, 4+♥	3♠ Splinter maxi
2♦ 9+, 3+♦	3♣ Splinter mini/mega	3NT 13-15, 3♥
other 4♣ or 4♦ - Splinter maxi		
1♠ 1NT 6-9	2♠ 6-9, 3+♠	3♥ Splinter mini/mega
2♣ 9+, 3+♣	2NT Jacoby 13+, 4+♠	3♠ 10-11, 4+♠
2♦ 9+, 3+♦	3♣ Splinter mini/mega	3NT 13-15, 3♠
2♥ 9+, 5+♥	3♦ Splinter mini/mega	4♣ Splinter maxi
other 4♦ or 4♥ - Splinter maxi		
1NT 3♣ 5-10, 6♣ with 2 Honors	3♠ 16+, 6♠	4♦ Minorweeo
3♦ 5-10, 6♦ with 2 Honors	3NT To play	4♥ To Play
3♥ 16+, 6♥	4♣ Minorwood	4♠ To Play
other		
2♣ 2♦ Negative or waiting	2NT	3♥
2♥ 7+, 5+♥ (A&K min)	3♣ 7+, 5+♣ (A&K min)	3♠
2♠ 7+, 5+♠ (A&K min)	3♦ 7+, 5+♦ (A&K min)	3NT
other 2♣:2♦:2♥ is GF and then 2♠ is 2nd negative (King or less)		
2♦ 2♥ Pass or Correct	3♣ Natural Forcing	3♠ Pass or Correct
2♠ Pass or Correct	3♦ Natural Forcing	3NT To Play
2NT Ogust enquiry	3♥ Pass or Correct	4♣
other		

Notes

2♥ 2♠ Pass or Correct	3♦ Natural Forcing	3NT To Play
2NT Ogust enquiry	3♥ Pre-emptive	4♣
3♣ Natural Forcing	3♠ Pass or Correct	4♥ To Play
other		
2♠ 2NT Ogust enquiry	3♥ Natural Forcing	4♣
3♣ Pass or Correct	3♠ Pre-emptive	4♥
3♦ Natural Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ To Play	3♠ Natural Forcing	4♦ minorwood
3♦ To Play	3NT To Play	4♥ To Play
3♥ Natural Forcing	4♣ minorwood	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Crowhurst - lowest feature at appropriate level

Defence to 3NT opening X=values, Suit=natural

Defence to Opening Twos 2NT=15-18 (Stopper), X=TO

Multi 2♦ 2NT=15-18 (Stopper), X=TO

RCO style 2-s As Before

Other 2-s As Before. Over weak 4/4 Openings NT=15-18

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣):

1♣/2♣ X=Majors, 1NT=Minors, all else Natural

Over 1NT Interference Part Lebensohl, 123 Doubles

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=General TO, 4NT=2 suiter

4♥ X=General TO, 4NT=2 suiter 4♠ X=General TO, 4NT=2 suiter

10. OTHER NOTES

Support X and XX, Cue Raises, Long suit try over 1M:2M

1NT:(X) - Transfer bids to 5card suit; XX=♣, 2♣=♦, 2♦=♥, 2♥=♠

1NT rebid = 15-18, 2♣ checkback, show lowest feature

2NT rebid = 19-20. Over 1X:2Y, 2NT=15-19

Over 2♣ opening, a positive response will have at least 1 Ace and 1 King