

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Bergen

Jump shifts after minor opening Weak jump responses in majors.

Jump shifts after major opening Mini splinters

Responses to strong 2 suit opening ---

Responses to 2NT opening (Equiv) Stayman, transfers

PLAY CONVENTIONS

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

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

Underlead Other: Aces for Att, King for count

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead Reverse Count

Discards McKenney high encourage low encourage

odd/even Other: First discard only

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 3014

4♣ Gerber when? _____

Other Conventions



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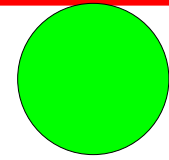
STANDARD SYSTEM CARD

Names: Peter Chan David Lusk

ABF Nos: _____

Basic System: ACOL

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 11-20 1♦ 4 11-20 1♥ 5 11-20 1♠ 5 11-20

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

2♣ Stayman: simple extended Other: _____

Transfers 2♦ --> H 2♥ --> S 2♠ Baron

2 NT --> Minor Other: 3<minor> 6 cards and invitational

2♣ Strong 21-22 Bal or GF Step responses (Controls)

2♦ Multi: 23-24 Balanced or undisclosed (5)6 card major, 6-9 HCP.

2♥ Multi: Hearts and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.

2♠ Multi: Spades and a minor 5-5+ (may be 5-4 if not vul), 6-9 HCP.

2 NT Weak 5-5+ in minors, 6-9 HCP

3 NT Gambling. running minor, little outside.

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

Mega splinters over major op'ngs 3m rebids over 1M responses are splinters

TWERB over strong 1C Inverted minors

BERGEN Raises

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak style Unusual NT Lower unbid suits

1NT overcall (immediate) 15-18 sys'm on (re-opening) 11-14 system on

Immed cue of minor Majors <opening or 17+

Immed cue of major Major/Minor <opening or 17+

Over opponent's 1NT (weak) Cappelletti

Over opponent's 1NT (strong) Cappelletti

Over weak twos X

Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural, 5+ HCP	2NT	16+, 3+ clubs
	1♥/♠	Natural. 5+ HCP	3♣	Weak Raise 6-9, 5+
	1NT	8-10 Bal, no four card Major	3♦	GF Splinter
	2♣	Inverted, 11+	3♥	GF Splinter
	2♦	WJS	3♠	GF Splinter
	2♥	WJS	3NT	To play, natural
	2♠	WJS	4 bids	4C = strong raise

1♦	1♥/♠	Natural, 5+ HCP	3♣	GF Splinter
	1NT	5-8 no four card Major	3♦	Weak Raise 6-9, 5+
	2♣	Natural, 9+	3♥	GF Splinter
	2♦	Inverted 11+	3♠	GF Splinter
	2♥	WJS	3NT	To play, natural
	2♠	WJS	4♦	Strong raise
	2NT	16+, 3+ diamonds	4 Other	4C = Maxi, 4H, S to play

1♥/♠	1NT	5-8 No major	3♣	Bergen 6-9
	2♣	Natural, 9+	3♦	Bergen 10-12
	2♦	Natural, 9+	3♥/♠	1S: 3H = Limit raise (3)
	2♥/♠	Limit, 6-9, 1H: 2S = WJS	3NT	Balanced raise to game, 13-15
	2NT	Jacoby, GF raise, 16+	4♣/♦	Splinter

2♣	2♦	Maximum of one cont (A = 2, K=1)	2♥/♠	Controls
other		Steps		

2♦	2♥	P/C	3♣/♦	Natural, forcing
	2♠	P/C, normally better hearts	3♥/♠	3 card raises
	2NT	Modified Ogust	3NT	To play

2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	PC	4♣/♦	P/C
	3♥/♠	4 card support, not inv.	4♥/♠	To play

2NT	3♣	Preference	4♣	Natural, pre-emptive
	3♦	Preference	4♦	Natural, pre-emptive
	3♥	Forcing, Natural	4♥	To play
	3♠	Forcing, Natural	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Invitations with broken 6 card suit
3♥/3♠	Slam interest, forcing
4♣	Gerber
4♦	Strong, natural
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/other major

Defence to 3NT opening

X = cards

Defence to opening Two's:

Multi 2♦ 1, 2, 3 doubles

RCO style 2-s

1, 2, 3 doubles

Other 2-s

1, 2, 3 doubles

Defence to strong ♣

Twerb (up to 3NT)

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ X = major t/o
4♥ X = T/o 4♠ X = cards

OTHER NOTES