

BASIC RESPONSES

Jump raises - minors limit forcing Other: pre-emptive

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Jump shifts after minor opening Jump to 2M = weak (0-7'ish) otherwise fit showing

Jump shifts after major opening 1♥ - 2♠ = weak (0-7'ish) otherwise fit showing

Responses to strong 2 suit opening Control showing over 2♣

Responses to 2NT opening puppet stayman and transfers over strong 2NT rebid

PLAY CONVENTIONS

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

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

Underlead Other: Against NT A asks for rev count, K for rev attitude

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: low encourage on honour lead, reverse count, Wenceslas

Signal on declarer's lead reverse count

Discards McKenney high encourage low encourage

odd/even Other: only on 1st discard then reverse count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKC Other: 6aceKC sometimes

4♣ Gerber when? Never

Other Conventions

Blackout, Fit showing jumps (sometimes), Long and short suits trials

Crowhurst, Super accepts over transfers, Splinters and mini splinters

Texas transfers, Namyats, 4th suit GF, Negative free bids at 2-level

Cue raises, Swine (modified over mini NT), Inverted minor suit raises

Exclusion X's, Support showing X's, PODI,



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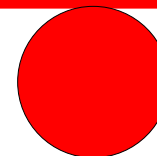
STANDARD SYSTEM CARD

Names: Sheila Bird Karen Creet

ABF Nos: 245216 293970

Basic System: Acol'ish with mini NT Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 (2) 1♦ 4 1♥ 4 1♠ 5

1 NT 9-11 [in 1st/2nd not vul] else 11-14 (15) may contain 5 card major

2♣ Stayman: simple extended Other: Lavings style

Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣

2 NT ♦ Other: 4♣ to ♥ and 4♦ to ♠

2♣ Game force or 21-22 or 25+ balanced or semi balanced

2♦ Weak 2♥ or Weak 2♠ or 23-24 balanced or semi balanced

2♥ Weak 5+♥ and 4+ minor

2♠ Weak 5+♠ and 4+ minor

2 NT Weak both Majors

3 NT 4-level minor pre-empt

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

Mini NT can have 5M, 6m, singleton 1C in 1st/2nd not vul can be 2 cards and (no voids, not 5/5 can be 6m/4M) can have 5D

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT lower 2 unbid suits - weak / v strong

1NT overcall (immediate) 15-18 Lavings (re-opening) 10-14 Stayman

Immed cue of minor ♠ plus another - weak or very strong

Immed cue of major Other M plus a minor - weak or very strong

Over opponent's 1NT (weak) x = penalty 2♣ - 2NT = TOXIC

Over opponent's 1NT (strong) TOXIC

Over weak twos X with Lebensohl

Over opening threes X is take out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+, 5+ points	2NT	10-12 bal, not 4Major
	1♥/♠	4+, 5+ points	3♣	pre-emptive'ish
	1NT	5-9(10) points, not 4Major	3♦	splinter
	2♣	4+, 10+ points, not 4Major	3♥	5+♥, 4+♣, limit or better
	2♦	5+♦, 4+♣, limit or better	3♠	5+♠, 4+♣, limit or better
	2♥	6+, 0-7'ish points	3NT	13-15 bal not 4 Major
	2♠	6+, 0-7'ish points	4 bids	♥,♠ to play, ♣ pre-emptive
1♦	1♥/♠	4+, 5+ points	3♣	5+♣, 4+♦, limit or better
	1NT	5-9(10) points, not 4Major	3♦	pre-emptive'ish
	2♣	4+, 10+ points	3♥	5+♥, 4+♦, limit or better
	2♦	4+, 10+ points, not 4Major	3♠	5+♠, 4+♦, limit or better
	2♥	6+, 0-7'ish points	3NT	13-15 bal not 4 Major
	2♠	6+, 0-7'ish points	4♦	pre-emptive
	2NT	10-12 bal, not 4Major	4 Other	♥,♠ to play. ♣ splinter
1♥/♠	1NT	5-9(10) points, not 4M	3♣	5+♣, Major support, limit or better
	2♣	4+, 10+ points	3♦	5+♦, Major support, limit or better
	2♦	4+, 10+ points	3♥/♠	pre-emptive
	2♥/♠	4+♥/3+♠ 5-9 (10) points	3NT	13-15 bal raise
	2NT	Limit or 16+ raise	4♣/♦	splinter
2♣	2♦	0-1 or 5+ controls	2♥/♠	♥=2 controls, ♠=3 controls
other	2NT=4 controls, 3-level bids= natural (5+) with 3 controls			
2♦	2♥	Pass or correct	3♣/♦	5+♥ / 5+♠ forcing
	2♠	Pass or correct	3♥/♠	Pass or correct
	2NT	invitational or better enquiry	3NT	To play
2♥/♠	2NT	Enquiry (GF or to play not invite)	3NT	To play
	3♣/♦	Enquiry - invitational (15-17)	4♣/♦	Splinter agreeing Major
	3♥/♠	To play or Natural and GF	4♥/♠	To play
2NT	3♣	Invitational or better with ♥	4♣	Splinter
	3♦	Invitation or better with ♠	4♦	Splinter
	3♥	To play	4♥	To play
	3♠	To play	4♠	To play
	3NT	To play	other	4NT = 6ace KC

CONVENTIONS

Additional responses to 1NT

3♣/3♦	6+ slam interest (opener bids 3NT with no interest)
3♥/3♠	6+ slam interest (opener bids 3NT with no interest)
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Jump NT is weak or very strong - lower suits

When 2 suits bid by opponents any NT is take-out for remaining 2-suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities Best description of hand

Defence to 3NT opening X is penalty

Defence to opening Two's: Multi 2♦ 2♥ = TO of ♥, X = TO of ♠, 2♠ = natural

2NT = 16-19 (puppet stayman), 3-level = natural

RCO style 2-s X = Good TO (15+), 2NT = 16-19, Pass then X = TO with <15

Suit bid = natural

Other 2-s Against Myxo, next suit up is TO, X=15+, 2NT=16-19

Suit bid = natural

Defence to strong ♣ Wonder bids at 1-level, TOXIC from 1NT upwards

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

TOXIC: 2♣ = or Majors; 2♦ = ♥ or blacks; 2♥ = ♠ or minors; 2♠ = odd suits

2NT = ♣ or reds. Over strong NT, X replaces 2NT. Over strong 1♣, 1NT replaces 2NT

SWINE: modified over mini NT - XX=13+ and looks to penalise. 2♣/♦ = wonder bid

2♥/♠ = natural, Pass = forcing and requires XX - after XX, suit = scrambling for best spot

If NT is doubled in pass-out seat 2♣ = 5+♣ and XX=4+/4+ in Majors

Where Lavings (or puppet) 2♣ is X'd, Pass shows stop and requires XX