

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 6-9 preemptive  
 Jump raises - majors limit  forcing  Other: as above  
 Jump shifts after minor opening splinter  
 Jump shifts after major opening splinter  
 Responses to strong 2 suit opening  
 Responses to 2NT opening 3♣/♦=to play; 3♥/♠ = natural and forcing

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other:  
 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  S  
 Signal on partner's lead: high encourage  low encourage   
 Other: Reverse count  
 Signal on declarer's lead  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: Reverse count  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: Minorwood; 1430  
 4♣ Gerber  when? 5NT = 2KC + void

### Other Conventions

Lebensohl x of any artificial suit = penalties  
 4th suit forcing to game xx = rescue  
 Long suit trials  
 Namyats  
 Support x's and xx's



©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION

INCORPORATED ©

## STANDARD SYSTEM CARD

Names: Rena Kaplan Eva Caplan  
 ABF Nos: 31968 227374  
 Basic System: Acol Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3+; 11+ HCP 1♦ 4+; 11+ HCP 1♥ 4+; 11+ HCP 1♠ 4+; 11+ HCP  
 1 NT 11-14/15-17 in 3rd seat may contain 5 card major   
 2♣ Stayman: simple  extended  Other:  
 Transfers 2♦ ♥ 2♥ ♠ 2♣ ♣  
 2 NT ♦ Other:  
 2♣ Weak major or strong balanced 20-22 or any acol 2  
 2♦ Game force  
 2♥ 5+ ♥ and 5+ any other; less than an opening hand  
 2♠ 5+♠ and 5+ minor; less than opening hand  
 2 NT minors; weak or strong  
 3 NT 4 of either minor

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

Take out over 1NT doubled: xx = any 5+ suit; 2♣ = lowe  
 any subsequent xx = rescue by either hand

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls weak Unusual NT minors or lowest unbid suit after a minor opening  
 1NT overcall (immediate) 15-18 (re-opening) 10-14  
 Immed cue of minor 5+/5+ majors - weak or strong  
 Immed cue of major 5+ other major + 5+ either minor - weak or strong  
 Over opponent's 1NT (weak) x=penalties; 2♣ = s/s; 2♦ = majors; 2♥/♠ = ♥/♠ + 4minor  
 Over opponent's 1NT (strong) x=s/s; 2♣ = minors; as above  
 Over weak twos Double  
 Over opening threes Double

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+; 5+ hcp	2NT	10-12 or 16+; 4+ support
	1♥/♠	4+; 5+ hcp	3♣	6-9 preemptive
	1NT	6-9 hcp	3♦	splinter
	2♣	4+; 5+ hcp	3♥	splinter
	2♦	mini splinter; weak or strong	3♠	splinter
	2♥	mini splinter; weak or strong	3NT	13-15 4+ raise
	2♠	mini splinter; weak or strong	4 bids	4♣ = minorwood
1♦	1♥/♠	4+♥/♠; 6+ hcp	3♣	splinter
	1NT	6-9	3♦	6-9 preemptive
	2♣	4+♣; 10+ hcp	3♥	splinter
	2♦	6-9 hhcp; 4+♦	3♠	splinter
	2♥	mini splinter; weak or strong	3NT	13-15; 4+ raise
	2♠	mini splinter; weak or strong	4♦	minorwood
	2NT	10-12 or 16+; 4+ raise	4 Other	
1♥/♠	1NT	6-9 hcp	3♣	mini splinter
	2♣	4+♣; 10+ hcp	3♦	mini splinter
	2♦	4+♦; 10+ hcp	3♥/♠	6-9 4+ raise
	2♥/♠	3+♥/♠; 6-9 hcp	3NT	13-15 4+ ♥/♠ = raise
	2NT	10-12 or 16+; 4+ raise	4♣/♦	splinter
2♣	2♦	strong enquiry	2♥/♠	pass or correct
	other	2NT = game invitation in either major then 4♣=acol 2 in ♥; 4♦=acol 2 in ♠		
2♦	2♥	negative or waiting	3♣/♦	natural; promises any A + K
	2♠	natural; promises any A + K	3♥/♠	self supporting suit
	2NT		3NT	
2♥/♠	2NT	strong enquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	preemptive	4♥/♠	to play
2NT	3♣	to play	4♣	minor keycard
	3♦	to play	4♦	minor keycard
	3♥	natural; forcing	4♥	to play
	3♠	natural; forcing	4♠	to play
	3NT	to play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	any 4/4/4/1 or 5/5/5 with short ♦ or ♥; GF+ values
3♥/3♠	as above with short ♠ or ♣
4♣	gerber
4♦	transfer to ♥
4♥	transfer to ♠
4♠	minors

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                      up the line

### Defence to 3NT opening

double and natural

### Defence to opening Two's:

Multi 2♦                      x = ♦; all other bids are natural in all seats

### RCO style 2-s

double of any artificial bid shows the bid suit; all other bids are natural

### Other 2-s

### Defence to strong ♣

x=majors; 1NT=minors; 2♣=blacks; 2♦=reds

### Lebensohl

Over NT interference                       1st x = responsive; 2nd x = t/o; 3rd x = penalties

### Other uses

over our t/o x of a weak 2

### Take out of 4 level pre-empts

4♣/4♦                      double  
4♥                      double                      4♠                      4NT

## OTHER NOTES

Over 20-22 2NT rebid - 3♠ = minor slam try

Blackout = lowest available bid