

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: \_\_\_\_\_

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    16+, 6 card (2 top 3 honours)

Jump shifts after major opening    16+, 6 card (2 top 3 honours)

Responses to strong 2 suit opening    relay or +ve

Responses to 2NT opening    to play

## PLAY CONVENTIONS

✓ = Both

'NT' Versus Notrump    'S' Versus Suit

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

Signal on partner's lead:    high encourage     low encourage

Other: can be McKenny

Signal on declarer's lead    natural count

Discards    McKenney     high encourage     low encourage

odd/even     Other: \_\_\_\_\_

Count    natural     reverse     \_\_\_\_\_

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 14/30 unless ♠ 30/14

4♣    Gerber     when?    over 1NT

### Other Conventions

Truscott Raises	
Unassuming Cue	
Crowhurst	
Puppet Stayman	
Jacoby 2NT	



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:    Prudence Wagner    Felicity Gunner

ABF Nos:    358541    370002

Basic System:    ACOL    Brown Sticker

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 11+ 4 card    1♦ 11+ 4 card    1♥ 11+ 4 card    1♠ 11+ 4 card

1 NT    12 -- 14    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦ 2♥    2♥ 2♠    2♣ 3♣

2 NT    3♦    Other: \_\_\_\_\_

2♣ 20 -- 22, 25 -- 26 flat or 8 PTs or game force

2♦ weak 6 card major or 23 -- 24, 27 -- 28 flat

2♥ ♥ and another, 5/5 <10

2♠ ♠ and a minor 5/5 <10

2 NT minors, 5/5 weak or strong

3 NT gambling

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

variable jump overcalls

2♣ -- 2♦ -- 2♥ is game force

## COMPETITIVE BIDDING

Negative doubles through    3♣    Responsive doubles through    3♣

Jump overcalls    variable    Unusual NT    1NT -- other suits, 2NT -- other rank

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

Immed cue of minor    other minor and a major

Immed cue of major    other major and a minor

Over opponent's 1NT (weak)    Modified Cappeletti

Over opponent's 1NT (strong)    Modified Cappeletti

Over weak twos    natural

Over opening threes    natural

