BASIC RESPONSES

Jump raises - minors	limit	☒	forcing	☐	Other:
Jump raises - majors	limit	☒	forcing	☐	Other:

Jump shifts after minor opening — to a major : 13+hcp with 6+suit

Jump shifts after major opening — to a minor : pre-emptive

Responses to strong 2 suit opening

Responses to 2NT opening — 3C/3D to play, 3NT 16+

PLAY CONVENTIONS

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

Sequence leads: Overload all ☐   All except AK x (x) ☐

Underlead ✓   Other: Ace from AK bare

Four or more with an honour   4th highest ✓   attitude ☐

3rd/5th ☐   Other:

From 4 small   2nd highest ✓   Other:

From 3 cards   (no honour)   top **NT**   middle **S**   bottom ☐

Signal   on partner's lead: high encourage ☐   low encourage ✓

Other:

Signal   on declarer's lead   Count when appropriate

Discards   McKenney ☐   high encourage ☐   low encourage ☐

odd/even ✓   Other:

Count   natural ✓   reverse ☐

CONVENTIONS

4NT: Blackwood ☐   RKCB ☒   Other: 1430

4♣   Gerber ☒   when? over NT or when implied contract is NT

Other Conventions

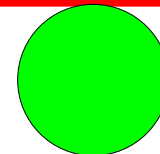|	
Cue Bids	Dopi/Ropi
Splinters	5 card Stayman over 2NT rebid
Namyats	4th suit forcing
Unassuming cue	

AUSTRALIAN BRIDGE FEDERATION
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STANDARD SYSTEM CARD

Names:	Margaret Glasson	Ken Glasson (TAS-Seniors)
ABF Nos:	161748	234664

Basic System: Power Acol (partial)   Brown Sticker ☐

Classification: Green ☒   Blue ☐   Red ☐   Yellow ☐

OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣	11-20 / 4	1♦	11-20 / 4	1♥	11-20 / 4	1♠	11-20 / 4

1 NT   12-14   may contain 5 card major ☐

2♣ Stayman: simple ☒   extended ☐   Other: Non-forcing

Transfers   2♦ hearts   2♥ spades   2♠

2 NT   Other:

2♣	Game Force or 23-24 bal
2♦	Multi: 6-10 major or 21-22 bal
2♥	6-10hcp, ♥+minor 5/4+
2♠	6-10hcp, ♠+minor 5/4+
2 NT	6-12, minors
3 NT	Pre-emptive minor at 4-level

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

2C response = 10-12hcp	4C/4D Namyats
2D response = 13+	

COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S

Jump overcalls   Weak   Unusual NT   Minors

1NT overcall (immediate)   15-18   (re-opening)   10-12

Immed cue of minor   Michaels

Immed cue of major   Michaels

Over opponent's 1NT (weak)   Cappelletti

Over opponent's 1NT (strong)   Cappelletti

Over weak twos   X = T/O,   Suit overcall natural

Over opening threes   X optional, mainly for T/O

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5-12 4+suit	2NT	
	1♥/♠	5-12 4+suit	3♣	pre-emptive
	1NT	6-9	3♦	pre-emptive
	2♣	10-12, no major ... Artificial	3♥	pre-emptive
	2♦	13+ ... Artificial	3♠	pre-emptive
	2♥	13+ 6+suit	3NT	
	2♠	13+ 6+suit	4 bids	

1♦	1♥/♠	5-12 4+suit	3♣	pre-emptive
	1NT	6-9	3♦	pre-emptive
	2♣	10-12, no major ... Artificial	3♥	pre-emptive
	2♦	13+ ... Artificial	3♠	pre-emptive
	2♥	13+ 6+suit	3NT	
	2♠	13+ 6+suit	4♦	
	2NT		4 Other	

1♥/♠	1NT	6-9	3♣	pre-emptive
	2♣	10-12 ... Artificial	3♦	pre-emptive
	2♦	13+ ... Artificial	3♥/♠	
	2♥/♠	support (9losers)	3NT	
	2NT	6-12 5+ in each suit	4♣/♦	

2♣	2♦	Negative or relay	2♥/♠	Positive, 5+suit
	other			

2♦	2♥	Forced response	3♣/♦	
	2♠		3♥/♠	
	2NT	15+ inquiry of suit & quality	3NT	

2♥/♠	2NT	Inquiry	3NT	
	3♣/♦	Invitational	4♣/♦	
	3♥/♠	Pre-emptive	4♥/♠	Pre-emptive

2NT	3♣	simple preference	4♣	
	3♦	simple preference	4♦	
	3♥	natural 6+suit, invitational	4♥	
	3♠	natural 6+suit, invitational	4♠	
	3NT	16+, To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Strong, good suit
3♥/3♠	
4♣	Gerber
4♦	
4♥	
4♠	

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   values

Defence to 3NT opening

Defence to opening Two's: Multi 2♦   Dbl = 16+,   2NT 15-18, Suit natural

RCO style 2-s   Dbl 16+,   Suit natural

Other 2-s   generally as above

Defence to strong ♣   X = strong,   Suit natural

Lebensohl   Over NT interference ☐

Other uses

Take out of 4 level pre-empts   4♣/4♦   optional Dbl

4♥ optional Dbl   4♠ optional Dbl

OTHER NOTES

SPECIAL RESPONSES BY PASSED HAND

2C = maximum pass - no good support

2D = maximum pass - with support

2H/2S = maximum pass - 5 in this suit + 4card support