

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: Preemptive

Jump shifts after minor opening 2♠ = 11-15 bal (no 4card M) otherwise FSJ or Splinter

Jump shifts after major opening 1♥ - 2♠ = 11-15 bal (no 4card M)

Responses to strong 2 suit opening 2♦ = negative or waiting, Kokish

Responses to 2NT opening Stayman and transfers

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: 3rd

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Reverse Count

Signal on declarer's lead Reverse Count - exception attitude at the 5 Level

Discards McKenney high encourage low encourage

odd/even Other: Reverse Count

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

4th suit forcing to game vs 2♦ Multi 2♥ = T/O of ♠ 10-14

Cue bidding = 1st or 2nd vs 2♦ Multi 2♠ = T/O of ♥ 10-14

Change of suit after overcall non-forcing DOPI - ROPI



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Simon HINGE Leigh GOLD

ABF Nos: 138649 656658

Basic System: Acrol (4 Card - suits up the line) Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+, 3+ 1♦ 11+, 4+ 1♥ 11+, 4+ 1♠ 11+, 4+

1 NT 11-14 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ transfer to ♥ 2♥ transfer to ♠ 2♠ transfer to ♣

2 NT transfer to ♦ Other: _____

2♣ GF or strong balanced (23-24)

2♦ Natural 4-10 weak 6+ (occasionally 5)

2♥ Natural 4-10 weak 6+ (occasionally 5)

2♠ Natural 4-10 weak 6+ (occasionally 5)

2 NT 20-22

3 NT Gambling

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

Crowhurst Splinters

Reverse Lebensohl (2NT strong) Fit showing Jumps

Blackout = step

COMPETITIVE BIDDING

Negative doubles through 6♥ Responsive doubles through 6♥

Jump overcalls Weak Unusual NT Lowest unbid

1NT overcall (immediate) 15-19 (re-opening) 10-14

Immed cue of minor Both majors

Immed cue of major Other major + minor

Over opponent's 1NT (weak) ASPRO = 2♣ = ♥ + another, 2♦ = ♠ + minor

Over opponent's 1NT (strong) ASPRO = 2♣ = ♥ + another, 2♦ = ♠ + minor

Over weak twos X = T/O

Over opening threes X = T/O

