

BASIC RESPONSES

Jump raises - minors	limit ☐	forcing ☐	Other: pre-emptive
Jump raises - majors	limit ☐	forcing ☐	Other: pre-emptive
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 ☐	RKCB ☒	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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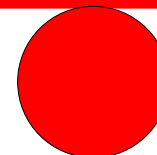


AUSTRALIAN BRIDGE FEDERATION

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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: Laving's 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

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

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