

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Strong solid/near solid 1 suiter, GF
 Jump shifts after major opening Strong solid/near solid 1 suiter, GF
 Responses to strong 2 suit opening next suit = neg/waiting, 2NT = artfic,
 Responses to 2NT opening _____

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: 4th highest agst NT too
 From 4 small 2nd highest Other: 2nd highest NT too
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: natural count; foster echoes by 3rd hand against NT when honour
 Signal on declarer's lead naturak count
 Discards McKenney high encourage low encourage
 odd/even Other: natural count, rarely natural attitude
 Count natural reverse nat count agst NT too

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? over 1NT
 Other Conventions
 4C/4D opening = transfer to 4H/4S rare psyches
 4th suit F 1 rnd most direct X = pen
 cuebid raises of overcalls 3NT rebid = 7+ pl tricks, may be unbal
 splinters & mini splinters long suit trial bids
 wide range 1NT rebid 1st, 2nd, 4th SNAP 1NT response to 3rd seat opening



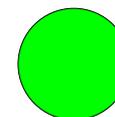
©ABF Marketing
 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION
 INCORPORATED ©

STANDARD SYSTEM CARD

Names: felicity beale diana smart
 ABF Nos: _____
 Basic System: acol; 4 card suits bid upwards Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4 1♦ 4 1♥ 4 1♠ 4
 1NT 12-14 1st/2nd/4th; 15-18 3rd may contain 5 card major
 2♣ Stayman: simple extended Other: puppet
 Transfers 2♦ H 2♥ S 2♠ C
 2NT invit Other: 3 level = slam try
 2♠ 1 round F; either 21-22/25-26 HCP bal or 8-9 playing tricks in undisclosed suit/s
 2♦ GF except 23-24 HCP bal
 2♥ 6 card suit, weak, 6-bad 10 HCP; may be weaker/stronger, shorter in 3rd/4th seat
 2♠ as for 2H
 2NT minors, 5-5+, weak
 3NT transfer to 4 of minor

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

2NT opening michaels cuebids
 puppet stayman (asks 5M) NAMYATS 4C/4D opening bids
 very few negative Xs wide range 1NT rebid 1sr/2nd/4th

COMPETITIVE BIDDING

Negative doubles through 1m - 1/2M responsive doubles through 2S
 Jump overcalls WK, except V vs usual NT michaels, either weak or strong
 1NT overcall (immediate) 15-18 (re-opening) 11-14, usually stopper
 Immed cue of minor michaels, 5/5+, weak or strong
 Immed cue of major michaels, 5/5+, weak or strong
 Over opponent's 1NT (weak) 2C = majors
 Over opponent's 1NT (strong) 2C = both M direct; X = both M 4th/5th seat
 Over weak twos X
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ suit, 5+ HCP	2NT	16+ HCP, fit
	1♥/♠	as for 1D	3♣	limit raise
	1NT	8-10 bal, 4 card support	3♦	splinter
	2♣	4+ support, 5-9 HCP	3♥	splinter
	2♦	GF strong 1 suiter	3♠	splinter
	2♥	as for 2D	3NT	12-15 HCP bal, fit, no 4 card maj
	2♠	as for 2D	4 bids	

1♦	1♥/♠	as fo 1C except see 1NT below	3♣	
	1NT	6-9, < 4 card support	3♦	
	2♣		3♥	
	2♦		3♠	
	2♥		3NT	
	2♠		4♦	
	2NT		4 Other	

1♥/♠	1NT	as for 1D except 2NT/3NT below	3♣	
	2♣		3♦	
	2♦		3♥/♠	
	2♥/♠		3NT	12-14 HCP, bal raise
	2NT	16+ bal, does not promise fit	4♣/♦	

2♣	2♦	negative/waiting	2♥/♠	5+ suit, 8+ HCP
other		2NT = both minors (4/4+), 10+ HCP; 3C/3D as for 2H/2S		

2♦	2♥	negative/waiting	3♣/♦	5+ suit, 6+ HCP
	2♠	artifical, 6-8 HCP bal	3♥/♠	7+ suit, 4-6 HCP
	2NT	5 card major, 6+ HCP	3NT	

2♥/♠	2NT	enquiry for suit quality/HCP	3NT	to play
	3♣/♦	nat, F, except after X	4♣/♦	
	3♥/♠	raise = no game interest	4♥/♠	

2NT	3♣	to play	4♣	to play
	3♦	to play	4♦	to play
	3♥	nat, F, except after X	4♥	to play
	3♠	nat, F, except after X	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	slam try
3♥/3♠	slam try
4♣	gerber
4♦	
4♥	to play
4♠	to play

Unusual NT: minors other suits lower 2 unbid suits

other michaels cuebid (over maj = both minors; over min = other minor & major) 5-5+, either weak or strong

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities own suit at 2 level; up the line at 3 level

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = strong NT+, may be unbal, next X by either

= TO, subsequent Xs = pen; 2NT = 15=18 botjh majors stopped

RCO style 2-s if anchored, X = TO; if not anchored X = as for multi 2D

Other 2-s as for 1 openings

Defence to strong ♣ X and 1 level overcalls = Wonder bid (either nat or TO for other

3 suits); 1NT = maj; 2C/2D = that suit + a maj; 2NT = minors

Lebensohl Over NT interference

Other uses in response to TO X of 2 openings

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ card showing

OTHER NOTES

foster echoes by 3rd seat when an honour is led to NT

4NT opening = specific Ace ask

McCance NT cuebids in cuebidding sequence