

## 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 3♣ = game interest enquiry otherwise correctable

## 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 first discard then reverse count  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? Never  
 Other Conventions

Blackout, Fit showing jumps (sometimes), Long and short suit 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, 21+ NT can have singleton honour



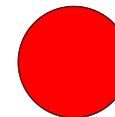
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## STANDARD SYSTEM CARD

Names: Sheila Bird Karen Creet  
 ABF Nos: 245216 293970  
 Basic System: Acol ('ish) with mini no-trump  
 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: Lavings style  
 Transfers 2♦ ♥ 2♥ ♠ 2♠ ♣  
 2 NT ♦ Other: 4♣ = ♥ and 4♦ = ♠  
 2♣ Game force or 21-22 balanced or semi-bal  
 2♦ weak 2♥ OR weak ♣ and ♠ OR Acol 2♦ OR 23-24 bal/semi bal  
 2♥ weak 2♠ OR weak ♣ and ♦ OR Acol 2♥ OR 25-26 bal/semi bal  
 2♠ weak ♠ and ♦ OR weak ♥ and ♣ or Acol 2♠ or 27-28 bal/semi bal  
 2 NT weak ♥ and ♦ OR weak ♥ and ♠  
 3 NT 4-level minor suit pre-empt

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

2-level openings have multi options (brown) 1♠ in 1/2 seats not vul can be 2 cards and  
 Mini NT can have 5major, 6minor, singleton can have 5♦  
 (no voids, not 5/5 can be 6m/4M) SWINE 2-suiter can be 4/3

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls Weak Unusual NT lower 2 unbid suits - weak or very strong  
 1NT overcall (immediate) 15-18 Lavings (re-opening) 10-14 Stayman  
 Immed cue of minor Spades plus another - weak or very strong  
 Immed cue of major Other major 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 4Major
	2♠	6+, 0-7'ish points	4 bids ♥,♠ to play, ♣ pre-emptive
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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 4Major
	2♠	6+, 0-7'ish points	4♦ pre-emptive
	2NT	10-12 points, not 4Major	4 Other ♥,♠ to play
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1♥/♠	1NT	5-9 (10) points, not 4Major	3♣ 5+♣, Msupport, limit or better
	2♣	4+, 10+ points	3♦ 5+♦, Msupport, 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
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2♣	2♦	0-1 or 5+ controls	2♥/♠ ♥=2 controls, ♠=3 controls
	other	2NT = 4 controls, 3-level bids = natural (5+) with 3 controls	
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2♦	2♥	Pass or correct	3♣/♦ Pass or correct
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	Enquiry (at least game interest)	3NT To play
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2♥/♠	2NT	Enquiry (at least game interest)	3NT To play
	3♣/♦	Pass or correct	4♣/♦ Pass or correct
	3♥/♠	Pass or correct	4♥/♠ Pass or correct
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2NT	3♣	Enquiry (at least game interest)	4♣ Natural - slam interest
	3♦	Pass or correct	4♦ Pass or correct
	3♥	To play	4♥ To play
	3♠	Pass or correct	4♠ Pass or correct
	3NT	To play	other

## 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♥ is TO of ♥, X is TO of ♠, 2♣ natural

2NT = 16-19, 3-level = natural

RCO style 2-s 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 Following our X of weak 2's

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+ Majors.

Where Lavings 2♣ is X'd, Pass shows stop and requires XX