

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Strong (self supporting suit or 19+ with five+ suit)
 Jump shifts after major opening As above
 Responses to strong 2 suit opening 2D positive or negative; Other suits semi-positive
 Responses to 2NT opening Puppet Stayman

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: fourth if partner has suit and count better
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: natural count (rarely suit preference)
 Signal on declarer's lead count when needed Hi-lo trumps suggests ruff poss.
 Discards McKenney high encourage low encourage
 odd/even Other: count or unwanted card/safe discard
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: Minor RKCB as well
 4♣ Gerber when? _____
 Other Conventions

Checkback over 15-17 NT rebid; also over -2NT (GF)
 Splinters Landy over 1NT
 Two over ones forcing to two no trumps Modified Swine over 1NTX.
 Truscott over 1suit double Feature ask over wk twos
 Cuebids (1st poss. 2nd) Minor RKCB



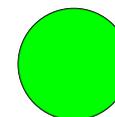
©ABF Marketing
 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION
 INCORPORATED ©

STANDARD SYSTEM CARD

Names: Denise Sharbarnee Jill Courtney
 ABF Nos: 129372 155764
 Basic System: Modified Acol
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 4+ cards opener 1♦ 4+cards opener 1♥ 4+card opener 1♠ 4+ dards opener
 1 NT 12-14 pts may contain 5 card major
 2♣ Stayman: simple extended Other: could be limit raise NT
 Transfers 2♦ to 2H 2♥ to 2S 2♠ 3C S/A common
 2 NT 3D S/A common Other: Jumps to three level six card suit slam try
 2♣ Game Force
 2♦ 8 Playing tricks or 23-24 bal.
 2♥ Weak two
 2♠ Weak two
 2 NT 20-22 bal.
 3 NT Four level pre-empt in either minor

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

Strong Jump shifts Variable jump and Blueclub overcalls
 Namyats and 3NT minor pre-empt Multi Two diamonds inc 23-24 bal or 8PT
 Truscott raises. Long suit trials 2/1 forcing to 2NT. In comp. unassuming cbids

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Variable/B-Club Unusual NT Lower Two suits
 1NT overcall (immediate) 15-18 (re-opening) 10-14 (not nec.stopper)
 Immed cue of minor Blueclub (tend to be weak or strong)
 Immed cue of major Blueclub "
 Over opponent's 1NT (weak) Landy
 Over opponent's 1NT (strong) Landy
 Over weak twos X
 Over opening threes X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	natural	2NT	13+ game force with support
	1♥/♠	natural	3♣	limit
	1NT	6-10	3♦	mini splinter
	2♣	natural strong or 19+ balanced	3♥	"
	2♦	strong	3♠	"
	2♥	strong	3NT	to play
	2♠	strong	4 bids	rkcb or splinters

1♦	1♥/♠	same principles as one club	3♣	
	1NT		3♦	
	2♣		3♥	
	2♦		3♠	
	2♥		3NT	
	2♠		4♦	
	2NT		4 Other	

1♥/♠	1NT	6-10	3♣	strong
	2♣	limit	3♦	strong
	2♦	forcing to 2NT (nat)	3♥/♠	limit
	2♥/♠	limit	3NT	tp
	2NT	gf usually with 3 or 4 of suit	4♣/♦	splinter

2♣	2♦	waiting may have three control	2♥/♠	semi positive
	other	natural		

2♦	2♥	2NT enquiry	3♣/♦	semi positives
	2♠	semi positive	3♥/♠	"
	2NT	enquiry forcing	3NT	to play

2♥/♠	2NT	feature ask	3NT	to play
	3♣/♦	raise or forcing nat	4♣/♦	splinter
	3♥/♠	to play or forcing	4♥/♠	to play

2NT	3♣	puppet	4♣	strong natural
	3♦	transfer	4♦	"
	3♥	"	4♥	"
	3♠	5S-4H+	4♠	"
	3NT	to play	other	4NT quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦ natural slam try

3♥/3♠ "

4♣ transfer to hearts

4♦ transfer to spades

4♥ to play

4♠ to play

Unusual NT: minors other suits lower 2 unbid suits

other blue club overcalls

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities up the line

Defence to 3NT opening cuebid of minor shows interest in majors

Defence to opening Two's: Multi 2♦ natural

RCO style 2-s as above

Other 2-s X with lebensohl

Defence to strong ♣ wonderbids at one level and weak to intermediate jumps

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ x takeout

4♥ takeout 4♠ values but 4NT is t/O

OTHER NOTES

Overcall 1NT is treated as NT opening. Fourth suit transfers. Specific Ace asks. Unassuming cuebids. 2D 8PT or 23-24. Long suit game tries. Fit showing jumps by passed hands. Truscott jumps only after interference double.