

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening 16+, 5+ card suit natural  
 Jump shifts after major opening 16+, 5+ card suit natural  
 Responses to strong 2 suit opening 2♦ = 0-7; 2♥, 2♠, 3♣, 3♦ +ve 5 card suit  
 Responses to 2NT opening 3♣ = Puppet Stay; 3♦ = ♥; 3♥ = ♠; 3♠ = m ask

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: A=attitude; K=count against suits  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  Other: \_\_\_\_\_  
 From 4 small 2nd highest  Other: \_\_\_\_\_  
 From 3 cards (no honour) (  ) middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 Other: CT, Occasional Suit Preference on second CT card  
 Signal on declarer's lead Count if necessary  
 Dis McKenn cash  NT  high encourage  low encourage   
 odd/even  Other: Standard Count, usually unwanted suits first  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_  
 4♣ Gerber  when? \_\_\_\_\_  
 Other Conventions

SPLINTERS	CUES (Over 1x - int - 3x - suit is cue)
LONG SUIT TRIALS by opener	POR1, POD1 over int after 4NT enquiry
1x - 2m - 3m by opener FG or 4m	Over DONTx, their xx: pass is NF, 2♣ is p/c
Over our NTx, xx: No 5 card suit	Resp to pard's o'call: new suit 8+, 5 cd suit;
CUE RAISES	1NT: 8-12; FORCED 2NT: 11-12; JUMP 2NT: Opening Hand



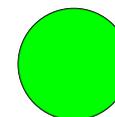
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 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
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## STANDARD SYSTEM CARD

Names: Kate SMITH Jill DEL PICCOLO  
 ABF Nos: 122874 214078  
 Basic System: ACOL  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or spec 10+ HCP if shaped Canape   
 1♣ 4 (very occ 3) 1♦ 4 1♥ 4 1♠ 4  
 1 NT 12-14 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: Invitational +  
 Transfers 2♦ = ♥ 2♥ = ♠ 2♠ = ♣  
 2 NT = ♦ Other: 3x = Slam try  
 2♣ Near GAME FORCE: 21+ Unbal, 23+ Bal. Repeat of opener's suit NF  
 2♦ }  
 2♥ } WEAK 4 -10, 5-7 CARD SUIT (may contain another suit )  
 2♠ }  
 2 NT (20) 21-22  
 3 NT 6-5 in minors, weak

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

3NT: 6-5 in minors, weak  
 Weak twos usually 5 cards suits nonvul,  
 and may contain another suit

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥  
 Jump overcalls As for WEAK 2 Unusual NT Lowest 2, 11-15  
 1NT overcall (immediate) 15-18 (re-opening) 15-18  
 Immed cue of minor MICHAELS: ♠/♥, 11-15  
 Immed cue of major MICHAELS: OM/m, 11-15  
 Over opponent's 1NT (weak) DONT: { Dbl = 1 suit (not ♠) or 16+; 2♣ = ♣+x; 2♦ = ♦+M  
 Over opponent's 1NT (strong) { 2♥ = ♥/♠; 2♠ = ♠  
 Over weak twos Dbl = T/O. 2NT = 15-18 (14-16). CUE = MICHAELS  
 Over opening threes Dbl = T/O. 3NT = Natural. CUE = Strong 2 suiter

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦ } (5) 6+ HCP, 4+ suit	2NT	FG 13+ Balanced raise, < 4M
	1♥/♠ }	3♣	10-12, 4 card raise
1NT	8-10, 4 cd raise, no other suit	3♦	}
2♣	6-7, 4 cd raise	3♥	} SPL FG
2♦	}	3♠	}
2♥	} FG 16+ 5+ solid ♥	3NT	To play
2♠	}	4 bids	4♦ = SPL (void); 4M = Natural
1♦	1♥/♠ (5) 6+ HCP, 4+ suit	3♣	6+ cards ♣, 16+
1NT	6-10, < 4M	3♦	10-12, 4 card raise, < 4M
2♣	10+, 4+ ♣ rebid after new suit	3♥	} SPL FG
2♦	6-9, 4+ support	3♠	}
2♥	FG 16 + 5+ solid ♥	3NT	To play
2♠	FG 16 + 5+ solid ♠	4♦	PRE
2NT	13+ Balanced raise, < 4M	4 Other	4♣ = SPL; 4M = Natural
1♥/♠	1NT 6-10, NF	3♣	FG 16 + 5+ solid ♣
	2♣ } 10+ Natural	3♦	FG 16 + 5+ solid ♦
	2♦ }	3♥/♠	10-12, 4 card fit
	2♥/♠ 6-9, 4 (occ 3) card fit	3NT	To play
	2NT FG M raise Balanced, 13+	4♣/♦	SPL FG M raise
2♣	2♦ Negative 0-7, Denies A + K	2♥/♠	Positive, 5+ ♥/♠
	other 2NT: Positive, no 5 cd suit		
♦	2♥ } Natural Invitational NF	3♦	To play
	2♣/3♣ }	3♥/♠	SPL
2NT	Enquiry, Invitational+ (15+), F1	3NT	Natural
2♥/♠	2NT Enquiry, Invitational+ (15+), F1	3NT	Natural
	3♣/♦ Natural Invitational NF	4♣/♦	SPL
	3♥/♠ To play	4♥/♠	To play
2NT	3♣ Puppet Stay 5M ask	4♣	} Natural, RKCB response if fit
	3♦ ♥	4♦	}
	3♥ ♠	4♥	} Natural
	3♠ minor suit enquiry, FG	4♠	}
3NT	Natural	other	4NT quantitative

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ } Natural Slam Try, Cue if can if not min misfit

3♥/3♠ }

4♣ Gerber

4♦

4♥ } To play

4♠ }

Unusual NT: minors  other suits  lower 2 unbid suits

other 11-15

### Other slam bidding

Cue Bids

Asking Bids

### 4th Suit Forcing

One round

At one level

Game force

### NT Checkback

Priorities

2♦ = Min; Other = Max FG & shape up line

### Defence to 3NT opening

4♣ = ♥/♠; 4♦ = ♠/♥

### Defence to opening Two's:

Multi 2♦ Dbl = 16+ Bal; 2x, 3x = Natural; 2NT: 15-18

3NT = To play

RCO style 2-s

As for Multi

Other 2-s

Dbl = Take-out of anchor suit; 2NT 15-18

### Defence to strong ♣

1x = NAT; Dbl = Weak Majors, 4+/4+; 1NT = Weak Minors 4+/4+

2x and up = PRE 5+ cards

### Lebensohl

Over NT interference

Other uses

Over Weak 2

### Take out of 4 level pre-empts

4♣/4♦ Dbl (4NT = Natural)

4♥ Dbl; 4NT = ♣/♦ 4♠ 4NT, Dbl: penalties/flat

## OTHER NOTES

Over 1NT superaccept in M's with 4 card fit: raise suit - min; 2NT - max, no doubleton;

new suit - max, doubleton in suit bid

1m-2NT: 3m=min; 3 else=16+, singleton/void; 3NT = 16+, flat

1M-2NT: 3M=min, flat; 3 else=min, singleton/void; 3NT = 16+, flat; 4 else= 16+, sing/void

1♥ - 2NT - 4♥ = 16+, sing. ♠

1NT rebid after no resp: 17-20; Reopening 2NT (4th seat): 19-21; Jump in 4th seat: Inter