

## BASIC RESPONSES

Jump raises - minors    limit     forcing     Other: \_\_\_\_\_

Jump raises - majors    limit     forcing     Other: \_\_\_\_\_

Jump shifts after minor opening    Weak \_\_\_\_\_

Jump shifts after major opening    Weak \_\_\_\_\_

Responses to strong 2 suit opening    N/A \_\_\_\_\_

Responses to 2NT opening    3C = Baron, Others = transfers \_\_\_\_\_

## 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: \_\_\_\_\_

From 3 cards    (no honour)    top     middle     bottom

**Signal** on partner's lead:    high encourage     low encourage

                                 Other: natural count \_\_\_\_\_

**Signal** on declarer's lead    natural count \_\_\_\_\_

**Discards**    McKenney     high encourage     low encourage

                                 odd/even     Other: \_\_\_\_\_

**Count**    natural     reverse  \_\_\_\_\_

## CONVENTIONS

4NT:    Blackwood     RKCB     Other: 30-41

4♣    Gerber  when?    Over 1NT and 2NT openings only

### Other Conventions

No-trump raises	Weak Jump Shift Responses
Super accepts over transfers	Splinters
Crowhurst enquiry after 1NT and 2NT rebids	Lebensohl
	Baron



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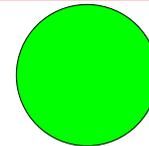
## STANDARD SYSTEM CARD

Names:    Cathie Lachman    Helen Snashall

ABF Nos:    140856    132055

Basic System:    Acol

Classification:    Green     Blue     Red     Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning    Canape

1♣ 4, 11-19    1♦ 4, 11-19    1♥ 4, 11-19    1♠ 4, 11-19

1 NT 12-14    may contain 5 card major

2♣ Stayman:    simple     extended     Other: \_\_\_\_\_

Transfers    2♦ Hearts    2♥ Spades    2♣ C (3C likes)

2 NT D (3D likes)    Other: \_\_\_\_\_

2♠ Game Force

2♦ Weak 6-10

2♥ Weak 6-10

2♠ Weak 6-10

2 NT 20-22 Balanced

3 NT Gambling, any long suit, no outside card

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


## COMPETITIVE BIDDING

Negative doubles through    4H    Responsive doubles through    4H

Jump overcalls    Weak    Unusual NT    Lowest unbid suits

1NT overcall (immediate)    15-18 + System (re-opening)    10-14 + system on

Immed cue of minor    Michaels cue bid

Immed cue of major    Michaels cue bid

Over opponent's 1NT (weak)    Landy = 2C = Majors

Over opponent's 1NT (strong)    Landy = 2C = Majors

Over weak twos    X + Lebensohl

Over opening threes    X = take out

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+	2NT	10-12 or 16+ club raise
	1♥/♠	4+, 6+	3♣	Limit raise
	1NT	6-9	3♦	splinter
	2♣	4, 6-9	3♥	splinter
	2♦	WJS	3♠	splinter
	2♥	WJS	3NT	13-15 balanced club raise
	2♠	WJS	4 bids	4C = raise 4D to 4S splinter
1♦	1♥/♠	4+, 6+	3♣	WJS
	1NT	6-9	3♦	Limit raise
	2♣	10+ F1	3♥	splinter
	2♦	4+, 6-9	3♠	splinter
	2♥	WJS	3NT	13-15 balanced diamond raise
	2♠	WJS	4♦	D raise
	2NT	10-12 or 16+ diamond raise	4 Other	splinter
1♥/♠	1NT	6-9	3♣	WJS
	2♣	10+, F1	3♦	WJS
	2♦	10+, F1	3♥/♠	Limit raise
	2♥/♠	6-9	3NT	13-15 balanced H/S raise
	2NT	10-12 or 16+ H/S raise	4♣/♦	splinter
2♣	2♦	Less than A&K	2♥/♠	1.5 controls, 5+
	other	Natural with 1.5 controls		
2♦	2♥	F1	3♣/♦	3C = F, 3D preemptive
	2♠	F1	3♥/♠	splinter
	2NT	Feature ask	3NT	To play
2♥/♠	2NT	Feature ask	3NT	To play
	3♣/♦	F1	4♣/♦	Splinter
	3♥/♠	preemptive	4♥/♠	To play
2NT	3♣	Baron	4♣	Gerber
	3♦	Tfx to H	4♦	Slam invite
	3♥	Tfx to S	4♥	To play
	3♠	Tfx to C or D	4♠	To play
	3NT	To play	other	4NT = invitational

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ Slam Invite

3♥/3♠ Slam Invite

4♣ Gerber

4♦ Sets suit, invites q bidding

4♥ To play

4♠ To play

Unusual NT:

minors

other suits

lower 2 unbid suits

other

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities

Shape and strength

Defence to 3NT opening

All suits natural

Defence to opening Two's:

Multi 2♦ X = take out of 1 of the majors

RCO style 2-s

2NT = 15-19 with system on

2NT = 15-19 with system on, natural bidding

Other 2-s

2NT = 15-19 with system on, natural bidding

Defence to strong ♣

1D = Majors, 1NT = Minors, natural bidding

Lebensohl

Over NT interference  and elsewhere

Other uses

Take out of 4 level pre-empts

4♣/4♦ x = takeout

4♥ x = takeout

4♠ X = values; 4NT = 2 suited takeout

## OTHER NOTES