

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Fit showing jumps, Splinters
 Jump shifts after major opening Fit showing jumps, Splinters
 Responses to strong 2 suit opening 2♦=relay, Suit bid natural forcing
 Responses to 2NT opening 3C=puppet stayman, 3D/H=Trf, 3S minor suit stayman

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: A=asks for rev.attitude, K=asks for rev.count
 Four or more with an honour 4th highest attitude
 3rd/5th Other: _____
 From 4 small 2nd highest Other: 4th highest
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: A=rev.attitude, K=rev.count
 Signal on declarer's lead Reverse Count
 Discards McKenney high encourage low encourage
 odd/even Other: Reverse Count
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430
 4♣ Gerber when? _____

Other Conventions

Fourth Suit GF	Fit showing jumps/Help suit trial bids
Lebensohl	NAMYATS
Jacoby 2NT	2C Checkback
Grand Slam Force, Exclusion Key Card	R1P0/D1P0
Puppet Stayman over big NT's	SWINE



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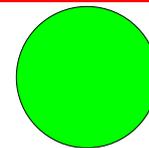


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Kim Neale Linda King
 ABF Nos: 233765 278017
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+♣, 11+ HCP 1♦ 4+♦, 11+ HCP 1♥ 4+♥, 11+ HCP 1♠ 5+♠, 11+ HCP
 1 NT 12-14 (11+HCP with 5 card suit) may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ ->♥ 2♥ ->♠ 2♣ ->♠
 2 NT ->♦ Other: _____
 2♣ GF suit(s) or strong and bal. 23+ HCP
 2♦ Weak 2♥ -OR- Weak 2♠
 2♥ 5-10 HCP, 5♥ and 4+ in another suit
 2♠ 5-10 HCP, 5♠ and 4+ in a minor
 2 NT 20-22 HCP balanced
 3 NT Minor suit Pre-empt

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

Fit Showing Jumps Splinters
 Opening 4♣/4♦ transfers to 4♥/4♠

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls Weak Unusual NT Lower Unbid Suits
 1NT overcall (immediate) 15-18 HCP (re-opening) 11-14 HCP
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) X=Penalty, 2C=♥+another, 2D=♠+minor, 2H/S nat.
 Over opponent's 1NT (strong) X=Single Suit, 2C=♥+another, 2D=♠+minor, 2H/S nat.
 Over weak twos X=T/O, Suit Bid non-forcing, Lebensohl
 Over opening threes X=T/O, Suit Bid non-forcing

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+ ♦, 5+ HCP	2NT	Jacoby
	1♥/♠	4+ suit, 5+ HCP	3♣	Limit, 5+♣, 10-12 HCP
	1NT	6-9 HCP	3♦	Splinter
	2♣	6-9 HCP, 5+♣, no major	3♥	Splinter
	2♦	Fit showing, 5+ ♣, good ♦	3♠	Splinter
	2♥	Fit showing, 5+ ♣, good ♥	3NT	12-14 HCP, balanced raise
	2♠	Fit showing, 5+ ♣, good ♠	4 bids	4♣=RKCB
1♦	1♥/♠	4+ suit, 5+ HCP	3♣	Fit showing, 4+ ♦, good ♣
	1NT	6-9 HCP	3♦	Limit, 4+ ♦, 10-12 HCP
	2♣	4+ ♣, 10+ HCP	3♥	Splinter
	2♦	6-9 HCP, 4+♦, no major	3♠	Splinter
	2♥	Fit showing, 4+ ♦, good ♥	3NT	12-14 HCP, balanced raise
	2♠	Fit showing, 4+ ♦, good ♠	4♦	RKCB
	2NT	Jacoby	4 Other	Splinter
1♥/♠	1NT	5-9 HCP	3♣	Fit showing, 4 card support
	2♣	4+ ♣, 10+ HCP	3♦	Fit showing, 4 card support
	2♦	4+ ♦, 10+ HCP	3♥/♠	Limit, 4 card support
	2♥/♠	6-9 HCP, 3 card support	3NT	12-14 HCP, balanced raise
	2NT	4+ card support, GF, slam try	4♣/♦	Splinter
2♣	2♦	relay	2♥/♠	natural, good suit, 8+ HCP
	other			
2♦	2♥	pass or correct	3♣/♦	Natural 6 card suits - forcing
	2♠	3 card ♥ raise, short spade	3♥/♠	3+/3+ Majors, correctable, NF
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To Play
	3♣/♦	Correctable	4♣/♦	Correctable
	3♥/♠	competitive raise, NF	4♥/♠	To Play
2NT	3♣	Puppet Stayman	4♣	Natural, 6+♣, slam interest
	3♦	Transfer to ♥	4♦	Natural, 6+♦, slam interest
	3♥	Transfer to ♠	4♥	To Play
	3♠	Minor suit stayman	4♠	To Play
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	slam interest, good suit
3♥/3♠	slam interest, good suit
4♣	GERBER
4♦	non-systemic
4♥	To Play
4♠	To Play

Unusual NT: minors other suits lower 2 unbid suits

other If opponents have bid 2 suits, then 2NT is T/O for other 2 suits

Other slam bidding

Cue Bids Asking Bids

4th Suit Forcing

One round By passed hand Game force

NT Checkback

 Priorities To show 3 card major suit fit

Defence to 3NT opening

X=values, 4♣/♦=both majors, 4♥/♠=natural, 4NT=Maj+min

Defence to opening Two's:

Multi 2♦ X=16+

RCO style 2-s

X=16+

Other 2-s

X=good opening hand

Defence to strong ♣

X=clubs, 1 level natural, 2 level DONT (5/4 either way)

Lebensohl

Over NT interference

Other uses

as response to X of opponents weak 2 openings

Take out of 4 level pre-empts

4♣/4♦ X=T/O
4♥ X=T/O 4♠ X=Penalty, 4NT=2 suited T/O

OTHER NOTES

Doubles: 1st X = values, 2nd X = T/O, 3rd X = Penalty