

## 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) to (  ) 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

Discard McKenney cash  NT out 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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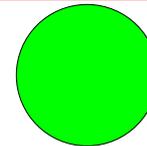
## STANDARD SYSTEM CARD

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 specific meaning 10+ HCP if shaped Canape

1♣ 4 (very occ 3) 1♦ 4 1♥ 4 1♠ 4

1 NT 12-14 May contain a poor 5 card major

2♣ Stayman: simple  extende

Transfers 2♦ = ♥ 2♥ = ♠ 2♠ = ♣

2 NT = ♦ Other: 3x = Slam try

2♣ Near GAME FORCE: 21+ Unbal, 23+ Bal. Repeat of opener's maj 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 After 2C-2D-2H mandatory to bid 2S

Weak twos usually 5 cards suits nonvul, before opener describes hand further

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
<hr/>			
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
<hr/>			
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
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2♣	2♦	Negative 0-7, Denies A + K	2♥/♠ Positive, 5+ ♥/♠
	other	2NT: Positive, no 5 cd suit	
<hr/>			
2♦	2♥	} Natural Invitational NF	3♦ To play
	♠/3♠	}	3♥/♠ SPL
	2NT	Enquiry, Invitational+ (15+), F1	NT Natural
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2♥/♠	2NT	Enquiry, Invitational+ (15+), F1	3NT Natural
	3♣♦	Natural Invitational NF	4♣♦ SPL
	3♥/♠	To play	4♥/♠ To play
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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, sing/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