

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other:	preemptive
Jump shifts after minor opening	splinter or limit raise			
Jump shifts after major opening	splinter or Bergen raise			
Responses to strong 2 suit opening	N/A			
Responses to 2NT opening	3C=puppet stayman, 3D/H=jacoby transfers, 3S = minors			

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both	
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>	
	Underlead <input type="checkbox"/>	Other: K lead against slam or 5 level asks for count	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>	
	3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:	
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>	bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>	
	Other: count		
Signal on declarer's lead	count		
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: 1st discard odd/even = encourage/McKenney	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>	present count

CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: Quantitative
4♣	Gerber <input checked="" type="checkbox"/>	when? Jump over NT	

Other Conventions

Cues (1st or 2nd)	DOPI and ROPI
Baron	CTP (3 doubles for cards-T/O-penalty)
Minors Roman Keycard Ask	splinters (by opener and responder)
Cue raises of openings and overcalls	many T/O doubles in competition
Grand Slam try	unusual defence for double of our 1NT



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	George Smolanko	Philip Markey
ABF Nos:		
Basic System:	Acol	March 2011
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣	11 HCP, 3+
1♦	11 HCP, 4+
1♥	11 HCP, (4)5+
1♠	11 HCP, 5+
1 NT	11-14 HCP, balanced may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/> extended <input type="checkbox"/> Other: then 3m = to play
Transfers	2♦ transfer to ♥ 2♥ transfer to ♠ 2♠ Baron, GF
2 NT	natural, invitational Other: 3 suit = natural, 5+ cards, GF
2♣	23+ HCP, balanced; or GF
2♦	both majors, 4+/4+, < 12 HCP
2♥	natural, 5+ card suit, 6-10 HCP
2♠	natural, 5+ card suit, 6-10 HCP
2 NT	20-22 HCP, balanced
3 NT	To play - no strict rules

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

Opening 2D = both majors, <12 HCP	1H opening = 5+ cards except when 4432
Ghestem Overcalls - 3C (or 3D over 1D)	Support showing doubles
= 5+/5+ , in highest 2 unbid suits	

COMPETITIVE BIDDING

Negative doubles through	4S	Responsive doubles through	4S
Jump overcalls	Intermediate	Unusual NT	2NT jump = 5+/5+ in lowest unbid suits
1NT overcall (immediate)	15-18 HCP, bal	(re-opening)	15-18 HCP, bal
Immed cue of minor	5+/5+, in highest and lowest unbid suits		
Immed cue of major	5+/5+, in highest and lowest unbid suits		
Over opponent's 1NT (weak)	2C = H + another; 2D = S + minor		
Over opponent's 1NT (strong)	2C = H + another; 2D = S + minor		
Over weak twos	X = T/O		
Over opening threes	X = T/O		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ HCP, 4+ cards	2NT 4+ card support, 15+ HCP
	1♥/♠	5+ HCP, 4+ cards	3♣ 4 card support, 9-11 HCP
	1NT	8-10 HCP, nat	3♦ splinter, 12-14 HCP
	2♣	weak limit raise	3♥ splinter, 12-14 HCP
	2♦	5♣s, 9-11 HCP	3♠ splinter, 12-14 HCP
	2♥	splinter, 4♣s, 9-11 HCP	3NT 4+ card support, bal, 12-14 HCP
	2♠	splinter, 4♠s, 9-11 HCP	4 bids 4♣ = keycard enquiry
1♦	1♥/♠	5+ HCP, 4+ cards	3♣ 5♦s, 9-11 HCP
	1NT	6-9 HCP, nat	3♦ 4 card support, 9-11 HCP
	2♣	10+ HCP, 4+ cards	3♥ splinter, 12-14 HCP
	2♦	weak limit raise	3♠ splinter, 12-14 HCP
	2♥	splinter, 4♦s, 9-11 HCP	3NT 4+ card support, 12-14 HCP, bal
	2♠	splinter, 4♦s, 9-11 HCP	4♦ key card enquiry
	2NT	4+ card support, 15+ HCP	4 Other 4♣ = splinter. Other = nat
1♥/♠	1NT	6-9 HCP, nat	3♣ 4 card support, 6-8 HCP
	2♣	10+ HCP, 4+ cards	3♦ 4 card support, 9-11 HCP
	2♦	10+ HCP, 4+ cards	3♥/♠ weak: 2♠/3♥ = 3card supp 11-12
	2♥/♠	weak limit raise	3NT 4+ card support, 12-14 HCP
	2NT	4+ card support, 15+ HCP	4♣/♦ splinter, 11-13 HCP
2♣	2♦	0 or 1 Honour Tricks	2♥/♠ 2/3 Honour Tricks
	other	step responses for Honour Tricks	
2♦	2♥	to play	3♣/♦ nat, NF
	2♠	to play	3♥/♠ to play
	2NT	Enquiry	3NT to play
2♥/♠	2NT	Enquiry, new suit = shortage	3NT to play
	3♣/♦	nat, NF	4♣/♦ nat, GF
	3♥/♠	nat, invitational	4♥/♠ to play
2NT	3♣	Puppet Stayman	4♣ Gerber
	3♦	transfer to ♥	4♦ nat, slamish
	3♥	transfer to ♠	4♥ nat, mildly slamish
	3♠	Minors Stayman	4♠ nat, mildly slamish
	3NT	to play	other 4NT = quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	nat, 5+ cards, GF (slamish)
3♥/3♠	nat, 5+ cards, GF (slamish)
4♣	Gerber
4♦	nat, preemptive
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

GF, (or artificial weak)

Game force

NT Checkback

Priorities

range, suit length

Defence to 3NT opening

4♣ = T/O for majors

Defence to opening Two's:

Multi 2♦ X = 14+ HCP, then next X = T/O

RCO style 2-s

X = 14+HCP, then next X = T/O

Other 2-s

Over natural 2s, X = T/O

Defence to strong ♣

X = majors, 1NT = minors, suit is natural, jump suit is intermediate constructive. Similar approach over strong 2♣/♦ opening

Lebensohl

Over NT interference

Do not play Lebensohl in any situation

Other uses

Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = T/O, 4NT = 2 suiter

OTHER NOTES

Overcalls at the one level are aggressive opposite a non-passed partner but they are sounder opposite a passed partner. Jump overcalls are constructive.

Following support, new suits at the 3 level show stoppers for NT, even after major suit agreed.

Support showing doubles over simple interference to our 1-level suit response.

"To save or not to save" doubles of slams. Artificial step response after our reverse.