

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 6-9 preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: as above
Jump shifts after minor opening	splinter		
Jump shifts after major opening	splinter		
Responses to strong 2 suit opening			
Responses to 2NT opening	3♣/♦=to play; 3♥/♠ = natural and forcing		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: _____
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 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: Reverse count	
Signal on declarer's lead	_____	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Reverse count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: Minorwood; 1430
4♣	Gerber <input type="checkbox"/>	when?	5NT = 2KC + void

Other Conventions

Lebensohl	x of any artificial suit = penalties
4th suit forcing to game	xx = rescue
Long suit trials	
Namyats	
Support x's and xx's	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Rena Kaplan	Eva Caplan	
ABF Nos:	31968	227374	
Basic System:	Acol		
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♣	3+; 11+ HCP
1♦	4+; 11+ HCP
1♥	4+; 11+ HCP
1♠	4+; 11+ HCP
1 NT	11-14/15-17 in 3rd seat
	may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>
	extended <input type="checkbox"/>
	Other: _____
Transfers	2♦ ♥ _____
	2♥ ♠ _____
	2♣ ♣ _____
2 NT	♦ _____
	Other: _____
2♣	Weak major or strong balanced 20-22 or any acol 2
2♦	Game force
2♥	5+ ♥ and 5+ any other; less than an opening hand
2♠	5+♠ and 5+ minor; less than opening hand
2 NT	minors; weak or strong
3 NT	4 of either minor

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

Take out over 1NT doubled: xx = any 5+ suit; 2♣ = lowe	
any subsequent xx = rescue by either hand	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	weak	Unusual NT	minors or lowest unbid suit
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	x=penalties; 2♣ = s/s; 2♦ = majors; 2♥/♠ = ♥/♠ + 4minor		
Over opponent's 1NT (strong)	x=2/2; 2♣ = minors; as above		
Over weak twos	Double		
Over opening threes	Double		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+; 5+ hcp	2NT	10-12 or 16+; 4+ support
	1♥/♠	4+; 5+ hcp	3♣	6-9 preemptive
	1NT	6-9 hcp	3♦	splinter
	2♣	4+; 5+ hcp	3♥	splinter
	2♦	mini splinter; weak or strong	3♠	splinter
	2♥	mini splinter; weak or strong	3NT	13-15 4+ raise
	2♠	mini splinter; weak or strong	4 bids	4♣ = minorwood
1♦	1♥/♠	4+♥/♠; 6+ hcp	3♣	splinter
	1NT	6-9	3♦	6-9 preemptive
	2♣	4+♣; 10+ hcp	3♥	splinter
	2♦	6-9 hhcp; 4+♦	3♠	splinter
	2♥	mini splinter; weak or strong	3NT	13-15; 4+ raise
	2♠	mini splinter; weak or strong	4♦	minorwood
	2NT	10-12 or 16+; 4+ raise	4 Other	
1♥/♠	1NT	6-9 hcp	3♣	mini splinter
	2♣	4+♣; 10+ hcp	3♦	mini splinter
	2♦	4+♦; 10+ hcp	3♥/♠	6-9 4+ raise
	2♥/♠	3+♥/♠; 6-9 hcp	3NT	13-15 4+ ♥/♠ = raise
	2NT	10-12 or 16+; 4+ raise	4♣♦	splinter
2♣	2♦	strong enquiry	2♥/♠	pass or correct
	other	2NT = game invitation in either major then 4♣=acol 2 in ♥; 4♦=acol 2 in ♠		
2♦	2♥	negative or waiting	3♣♦	natural; promises any A + K
	2♠	natural; promises any A + K	3♥/♠	self supporting suit
	2NT		3NT	
2♥/♠	2NT	strong enquiry	3NT	to play
	3♣♦	pass or correct	4♣♦	pass or correct
	3♥/♠	preemptive	4♥/♠	to play
2NT	3♣	to play	4♣	minor keycard
	3♦	to play	4♦	minor keycard
	3♥	natural; forcing	4♥	to play
	3♠	natural; forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	any 4/4/4/1 or 5/5/5 with short ♦ or ♥; GF+ values
3♥/3♠	as above with short ♠ or ♣
4♣	gerber
4♦	transfer to ♥
4♥	transfer to ♠
4♠	minors

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 up the line

Defence to 3NT opening

double and natural

Defence to opening Two's:

Multi 2♦ x = ♦

RCO style 2-s

double of any artificial bid shows the bid suit

Other 2-s

Defence to strong ♣

as over strong NT

Lebensohl

Over NT interference 1st x = responsive; 2nd x = t/o; 3rd x = penalties

Other uses

Take out of 4 level pre-empts

4♣/4♦ double
4♥ double 4♠ 4NT

OTHER NOTES

Over 20-22 2NT rebid - 3♠ = minor slam try

Blackout = lowest available bid