

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Pre-emptive

Jump raises - majors limit  forcing  Other: Pre-emptive

Jump shifts after minor opening Weak if major, splinter if other minor

Jump shifts after major opening Splinter

Responses to strong 2 suit opening Control responses

Responses to 2NT opening 3♣ = Puppet stayman, transfers, 3♠ = Minor stayman

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both

Sequence leads: Overlead all  All except AK x (x)

Underlead  Other: 2nd highest honour (Roman)

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: Reverse count

Signal on declarer's lead

Discards McKenney  high encourage  low encourage

odd/even  Other: 1st discard (odd=enc, even=Mck), then cnt

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other:

4♣ Gerber  when?

### Other Conventions

Checkback after 1NT rebid

Lebensohl

Cue bidding

Blackout after reverse

4 of agreed minor (known if no suit agreed) in gf auction is keycard in that minor



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PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
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## STANDARD SYSTEM CARD

Names: Russel Harms Jeff Travis

ABF Nos: 197025 199575

Basic System: ACOL Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ hcp, 3+ 1♦ 11+ hcp, 4+ 1♥ 11+ hcp, 4+ 1♠ 11+ hcp, 5+

1 NT 11-14 hcp may contain 5 card major

2♣ Stayman: simple  extended  Other:

Transfers 2♦ to ♥s 2♥ to ♠s 2♠ to ♣s, wk or strg

2 NT to ♦s wk or strong Other: 3 level major bids invitational

2♣ Strong, 23+ bal, game force or acol 2

2♦ ♦s & ♠s, 4/4 or better, less than normal opening, (1st & 2nd), wk 2♦ in 3rd & 4th

2♥ ♥s & ♠s, 4/4 or better, less than normal opening, (1st & 2nd), wk 2♥ in 3rd & 4th

2♠ ♣s & ♠s, 4/4 or better, less than normal opening, (1st & 2nd), wk 2♠ in 3rd & 4th

2 NT 21-22 balanced

3 NT Gambling

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

Jump in new suit is splinter if suit below forcing

2♦, 2♥ & 2♠ may be very weak 2 openings change in 3rd & 4th seat

3♣ overcall = 2 highest suits (exc over 1♦) Preemptive raises

## COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT 2 lowest unbid suits

1NT overcall (immediate) 15-18 bal (re-opening) 11-14 bal

Immed cue of minor Highest & lowest

Immed cue of major Highest & lowest

Over opponent's 1NT (weak) 2♣ = ♥s & any, 2♦ = ♠s & minor

Over opponent's 1NT (strong) As above

Over weak twos X

Over opening threes X

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♦, 5+ hcp	2NT	Limit raise or 16+, 5+♣s, bal
	1♥/♠	4+ suit, 5+ hcp	3♣	Pre-emptive, 5+ ♣s, 0-5
	1NT	8-10 bal, no major	3♦	Splinter, 13+ hcp
	2♣	Limit raise, 6-9, no major	3♥	Splinter, 13+ hcp
	2♦	Splinter, 10-12 hcp or 16+	3♠	Splinter, 13+ hcp
	2♥	6+ suit, 3-5 hcp	3NT	13-15 hcp, support, bal
	2♠	6+ suit, 3-5 hcp	4 bids	To play
1♦	1♥/♠	4+ suit, 5+ hcp	3♣	Splinter, 10-12 hcp or 16+
	1NT	5-9 hcp, no major, no support	3♦	Pre-emptive
	2♣	9+ hcp, 4+ ♣s	3♥	Splinter, 13+ hcp
	2♦	Limit raise, , 6-9, no major	3♠	Splinter, 13+ hcp
	2♥	6+ suit, 3-5 hcp	3NT	13-15 hcp, support, bal
	2♠	6+ suit, 3-5 hcp	4♦	Pre-emptive
	2NT	Limit raise or 16+, support, bal	4 Other	4♣ splinter, 4♥ or ♠ to play
1♥/♠	1NT	5-9, any shape without support	3♣	Splinter, 6-9 hcp or 13+
	2♣	9+, 4+ ♣s forcing	3♦	Splinter, 6-9 hcp or 13+
	2♦	9+, 4+ ♦s forcing	3♥/♠	Pre-emptive, 4 card support
	2♥/♠	Limit raise, usually 3	3NT	13-15 hcp, support, bal
	2NT	Limit raise or 16+, 4 support, bal	4♣/♦	Splinter, 10-12 hcp
2♣	2♦	0-1 Controls	2♥/♠	2, 3 controls & continuing
	other			
2♦	2♥	To play	3♣/♦	To play
	2♠	To play	3♥/♠	Forcing if ♥s, to play if ♠s
	2NT	Enquiry	3NT	To play
2♥/♠	2NT	Enquiry	3NT	To play
	3♣/♦	Natural, non forcing	4♣/♦	Splinter
	3♥/♠	To play	4♥/♠	To play
2NT	3♣	Puppet stayman	4♣	RKCB in ♣s
	3♦	Transfer to ♥s	4♦	RKCB in ♦s
	3♥	Transfer to ♠s	4♥	To play
	3♠	Minor suit stayman	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Game forcing, 4/5 in minors, 3 cards in corresponding major
3♥/3♠	Invitational
4♣	Sets suit, demands cue
4♦	Sets suit, demands cue
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

Cheapest feature - min lower level, max upper

### Defence to 3NT opening

X

### Defence to opening Two's:

Multi 2♦ X & natural

### RCO style 2-s

X & natural

### Other 2-s

X & natural

### Defence to strong ♣

TWERB at all levels, also after negative 1♦ response

### Lebensohl

Over NT interference

### Other uses

In response to double of weak 2s

### Take out of 4 level pre-empts

4♣/4♦ X

4♥ X                      4♠ 4NT

## OTHER NOTES

Splinters, preemptive raises & balanced raises continue to apply in competition

Blackout following reverse

After 2NT enquiry (2♦, 2♥ or 2♠ opening), 3♣ = poor hand (3♦ = further enquiry),

3♦ = lower suit longer, 3♥ = 4/4, 3♠ = ♠s longer, 3NT = 5/5 or better,

4♣ = 5/6, 4♦ = 6/5, 4♥ = 6/6