

4. BASIC RESPONSES

Jump raises - minors	Pre-emptive
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	2M = Weak, other minor = 7-9/10 raise
Jump shifts after Major opening	1♥:2♠=Weak otherwise FSJ
Responses to strong 2 suit open.	Control showing over 2♣ opening
Responses to 2NT opening	Puppet stayman and transfers after strong 2NT rebid

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	A-Attitude K-Count Q-Attitude
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Odd=Enc., Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage / Count	
Signal on declarer's lead:	Count	
Notes	Reverse attitude. Wencleslas. Discards above only on 1st discard, then rev count. In discards, peter in odd cards is not encouraging.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	6 Ace KC, Minorwood	
Cue Bids <input checked="" type="checkbox"/>	First round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Blackout, FSJ sometimes, Crowhurst,	Super accepts over transers
Texas transfers, Namyats, 4th suit GF,	Cue raises, Swine
Exclusion x's, Support x's, PODI,	Long and short suit trials
Splinters and mini-splinters	Negative free bids at 2-level
Inverted minor suit raises	Criss cross minor raises (7-9/10)

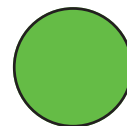
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	245216	Sheila Bird
& Names:	293970	Karen Creet
Basic System:	Acol	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 4 (3 only if 4333 15+)	1♥ 4	
1♦ 4	1♠ 5	
1NT 11-14 balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Lavings		
2♦ T/F to ♥	2♠ T/F to ♣	
2♥ T/F to ♠	2NT T/F to ♦	
other 4♣ T/F to ♥ and 4♦ T/F to 4♠		
2♣	Game force or 21-22 or 25+ balanced or semi-balanced	
2♦	Weak 2♥ or Weak 2♠ or 23-24 balanced or semi-balanced	
2♥	Weak 5+♥ and 4+ minor	
2♠	Weak 5+♠ and 4+ minor	
2NT	Weak both Majors	3NT 4-level minor pre-empt
other	4♣ = ♥ pre-empt, 4♦ = ♠ pre-empt - with some defence	

2. PRE-ALERTS

4♣/4♦ = good ♥/♠ pre-empt	Negative free bids at 2 level

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest 2 suits
1NT overcall - immediate	15-18 (Lavings)	Immediate cue of minor	♠ plus another
1NT overcall - re-opening	10-14 (Stayman)	Immediate cue of Major	Other M plus a minor
Over weak twos	X with Lebensohl	Over opening threes	X is TO
Over opponent's 1NT	TOXIC		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 5+♣, 7-9/10	3♦ Splinter	
1♥ 6+ HCP, 4+♥	2♥ 0-7 HCP, 6+♥	3♥ 5+♥, 4+♣, limit +	
1♠ 6+ HCP, 4+♠	2♠ 0-7 HCP, 6+♠	3♠ 5+♠, 4+♣, limit +	
1NT 6-9 (10) HCP, 4+♣	2NT 10-12 bal not 4M	3NT 13-15 bal not 4M	
2♣ 10+ HCP, 5+♣, not 4M	3♣ pre-emptive (0-6)	4♣ Minorwood	
other			
1♦ 1♥ 6+ HCP, 4+♥	2♥ 0-7 HCP, 6+♥	3♥ 5+♥, 4+♦, limit +	
1♠ 6+ HCP, 4+♠	2♠ 0-7 HCP, 6+♠	3♠ 5+♠, 4+♦, limit +	
1NT 6-9 (10), not 4M	2NT 10-12 bal not 4M	3NT 13-15 bal not 4M	
2♣ 10+ HCP, 4+♣	3♣ 4+♦, 7-9/10	4♣ Splinter	
2♦ 10+ HCP, 4+♦	3♦ pre-emptive (0-6)	4♦ Minorwood	
other			
1♥ 1♠ 6+HCP, 4+♠	2♥ 6-9 (10), 4+♥	3♦ 5+♦, 4+♥, limit +	
1NT 6-9 (10), not 4♣	2♠ 0-7 HCP, 6+♠	3♥ pre-emptive	
2♣ 10+ HCP, 4+♣	2NT 4+♥, limit or 16+ raise	3♠ Splinter	
2♦ 10+ HCP, 4+♦	3♣ 5+♣, 4+♥, limit +	3NT 13-15 bal 4+♥	
other 4♣/♦ = splinter			
1♠ 1NT 6-9 (10) HCP	2♠ 6-9 (10), 3+♠	3♥ Splinter	
2♣ 10+ HCP, 4+♣	2NT 3+♠, limit or 16+ raise	3♠ pre-emptive	
2♦ 10+ HCP, 4+♦	3♣ 5+♣, 3+♠, limit +	3NT 13-15 bal 4+♠	
2♥ 10+ HCP, 4+♥	3♦ 5+♦, 3+♠, limit +	4♣ Splinter	
other 4♦/♥ = splinter			
1NT 3♣ Slam interest	3♠ Slam interest	4♦ T/F to ♠	
3♦ Slam interest	3NT To play	4♥ To play	
3♥ Slam interest	4♣ T/F to ♥	4♠ To play	
other RCK responses to 3 level bids (except responding 3NT which shows doubleton)			
2♣ 2♦ 0-1 or 5+ controls	2NT 4 controls	3♥ 5+♥, 3 controls	
2♥ 2 controls	3♣ 5+♣, 3 controls	3♠ 5+♠, 3 controls	
2♠ 3 controls	3♦ 5+♦, 3 controls	3NT	
other			
2♦ 2♥ Pass or correct	3♣ invite or better in ♥	3♠ Pass or correct	
2♠ Pass or correct	3♦ invite or better in ♠	3NT To play	
2NT Enquiry-invite or more	3♥ Pass or correct	4♣ asks for transfer	
other 4♥/4♠ correctable, 4♦ asks for opener to bid her Major			

Notes

2♥ 2♠ 5+♠, invitational	3♦ invitational with ♥	3NT To play	
2NT Enquiry for minor	3♥ To play	4♣ Splinter	
3♣ invitational w/o ♥	3♠ 5+♠, forcing	4♥ To play	
other 4♦=splinter			
2♠ 2NT Enquiry for minor	3♥ 6+♥, forcing	4♣ Splinter	
3♣ invitational w/o ♠	3♠ To play	4♥ Splinter	
3♦ invitational with ♠	3NT To play	4♠ To play	
other 4♦=splinter			
2NT 3♣ invite or better in ♥	3♠ To play	4♦ asks for better M	
3♦ invite or better in ♠	3NT To play	4♥ To play	
3♥ To play	4♣ asks for transfer	4♠ To play	
other			

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Cheapest unshown feature

Defence to 3NT opening x is penalty

Defence to Opening Twos

Multi 2♦ 2♥=TO of ♥, x=TO of ♠, 2♠=natural, 2NT=16-19 (puppet stayman)

RCO style 2-s x=Good TO (15+), 2NT=16-19, Pass then x=TO with less than 15

Other 2-s Against Myxo, next suit up is TO, x=15+, 2NT=15-19

Defence Wonder bids at 1-level, Toxic from 1NT upwards

to

strong

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over x of Weak 2, (1y) x (2y) Lebenshol applies

Take out of 4 level pre-empts 4♣/4♦ x=TO

4♥ x=TO

4♠ x=penalty, 4NT=TO

10. OTHER NOTES

TOXIC: 2♣=♦ or Majors, 2♦=♥ or Blacks, 2♥=♠ or Minors, 2♠=♠ and ♦ or ♥ and ♣

2NT=♣ or Reds. Over strong NT, X replaces 2NT. Over strong 1♣, 1NT replaces 2NT.

SWINE: where 1NT is doubled, xx shows single suiter and requires 2C. Pass requires xx then show touching suits. Immediate bid shows non-touching suits. 2♥/2♠ = constructive

If 1NT is doubled in PO seat, 2♣=5+♣ and XX=4/4 in Majors.

Where Lavings or puppet 2/3♣ is x'd, Pass shows stop and requires XX