

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 3♣ PRE, 3♦ INV
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: PRE
Jump shifts after minor opening	2♦ ART GF raise, 1♣ 2M SPL, 1♦ 2M wk, 3♣ INV		
Jump shifts after major opening	3♣ GF 4+M, modified Bergen raises, 2NT NAT		
Responses to strong 2 suit opening	2♦ denies KQxxx+ (M) or good 6 card suit		
Responses to 2NT opening	3♣ maj enquiry, 3♦/♥/NT/4♣♦/♥ xfrs, 3♠ pup to 3NT		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/> S	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/> NT	Other: A vs NT asks for unblock or reverse count	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input checked="" type="checkbox"/>	Other:	
From 4 small	2nd highest <input type="checkbox"/>	Other: 3rd
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/> bottom <input checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	suit preference when singleton in dummy; reverse Smith	
Signal on declarer's lead	reverse count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other: odd encourage, even suit preference	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

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

Other Conventions

good/bad 2NT in competition	minorwood-1st step=minimum
many low level takeout doubles	transfers at 3 level after 1♦ (2♦/2M)
fit showing jumps in competition	
fit showing jumps by passed hand	
splinters	



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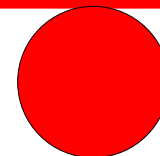


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Pauline GUMBY	Warren LAZER
ABF Nos:	24732	35238
Basic System:	Standard (2/1 GF)	Brown Sticker <input type="checkbox"/>
Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>	



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape	<input type="checkbox"/>			
1♣	11+, 2+♣	1♦	11+, 2+♦	1♥	11+, 5+♥	1♠	11+, 5+♠	
1 NT	14-16				may contain 5 card major		<input checked="" type="checkbox"/>	
2♣ Stayman:		simple	<input type="checkbox"/>	extended	<input type="checkbox"/>	Other: game force relay		
Transfers	2♦	artificial, invite+		2♥	5+♥, NF		2♠	5+♠, NF
2 NT	puppet to 3♣		Other:		3M=3M, shortage in other major			
2♣	game force							
2♦	6-10, both majors, 4+ ♥ and 4+ ♠							
2♥	8-11, 6+ ♥							
2♠	8-11, 6+ ♠							
2 NT	21-23 balanced							
3 NT	gambling							

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

1♣ = 17-20 bal 2+ ♣ or 11+ and 4+ ♣	2♦ weak both majors
1♦ = 11-13 bal 2+ ♦ or 11+ and 4+ ♦	optimal 2's over strong 1♣

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	see inside	Unusual NT	lower unbid suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	2♣=Natural, 2♦=Michaels 5♥ & 5♠		
Immed cue of major	5 other major & 5+ ♣ (3♣ = 5 other major & 5♦)		
Over opponent's 1NT (weak)	canape transfers, DONT by passed hand		
Over opponent's 1NT (strong)	canape transfers, DONT by passed hand		
Over weak twos	X for takeout, Michaels, leaping Michaels		
Over opening threes	X for takeout, Michaels		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0+ hcp, 4+♦	2NT	12-15 or 18+ balanced
	1♥/♠	0+ hcp, 4+ ♥/♠	3♣	preemptive
	1NT	9-11 hcp, denies major	3♦	splinter
	2♣	6-9, 4+♣	3♥	splinter
	2♦	ART GF raise in ♣	3♠	splinter
	2♥	splinter, 5+ ♣, 6-9 hcp	3NT	16-17 flat
	2♠	splinter, 5+ ♣, 6-9 hcp	4 bids	preemptive
1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	natural NF, constructive
	1NT	5-12 hcp, denies major	3♦	natural NF, constructive
	2♣	game forcing 5+(4) ♣	3♥	preemptive
	2♦	5+♦, game forcing	3♠	preemptive
	2♥	very weak, 0-5 hcp, 6+♥	3NT	16-17 flat
	2♠	very weak, 0-5 hcp, 6+♠	4♦	preemptive
	2NT	13-15 or 18+ balanced	4 Other	♣ splinter, ♥/♠ preempt
1♥/♠	1NT	5-12 hcp, semi forcing	3♣	ART GF raise in ♥/♠
	2♣	game forcing, 4+♣	3♦	4+ raise, 8 losers
	2♦	game forcing, 4+♦	3♥/♠	preemptive raise
	2♥/♠	6-9, 3+ ♥/♠	3NT	16-17 flat, <4 card support
	2NT	13-15 or 18+ balanced (<4M)	4♣/♦	splinter (1♠ 4♥ splinter)
2♣	2♦	denies KQxxx or better in ♥/♠	2♥/♠	KQxxx or better
	other	2NT=minors, 3 suit=one loser suit, 3NT= solid suit		
2♦	2♥	to play	3♣/♦	natural, non forcing
	2♠	to play	3♥/♠	invitational
	2NT	game interest relay	3NT	to play
2♥/♠	2NT	enquiry	3NT	
	3♣/♦	natural, forcing	4♣/♦	
	3♥/♠	raise is inviting	4♥/♠	
2NT	3♣	major enquiry	4♣	transfer to ♦
	3♦	transfer to ♥	4♦	transfer to ♥
	3♥	transfer to ♠	4♥	transfer to ♠
	3♠	puppet to 3NT	4♠	10-11, balanced
	3NT	transfer to ♣	other	4NT 12+ hcp, bal, forcing

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ puppet Stayman, 3♦ to play
3♥/3♠	3♥/♠, shortage in other major
4♣	transfer to ♥
4♦	transfer to ♠
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

2♣ forces 2♦, 2♦ GF, 2NT puppet to 3♣

Defence to 3NT opening

double for takeout

Defence to opening Two's:

Multi 2♦

double=13-15 balanced or good hand

RCO style 2-s

2NT = 16-18 balanced with 5 card Stayman

double=13-15 balanced or good hand

Other 2-s

2NT = 16-18 balanced with 5 card Stayman

double for takeout if suit bid is natural otherwise

double=13-15 balanced or good hand, 2NT=16-18 BAL

Defence to strong ♣

double=good hand, 1NT = ♣, optimal 2's

1 level bids natural, obstructive

Lebensohl

Over NT interference

☒

reverse

Other uses

over weak 2's (or equivalent); after (1M) P (2M) X

Take out of 4 level pre-empts

4♣/4♦

double

4♥

double

4♠

double, 4NT = 2 suited

OTHER NOTES

1♦ can be 2 cards when 11-13 balanced

1♥ 2♠, 1♠ 3♥ 4+ card support, 13-15 balanced

rarely pass 1♣ opening - responses can be less than 6 hcp when short(ish) in ♣

weak jump overcalls at 2 level not vulnerable and 3 level except 3♣ over 1M

intermediate jump overcalls at 2 level vulnerable