

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump shifts after minor opening				
Jump shifts after major opening				
Responses to strong 2 suit opening	2 D negative (< 8 HCP) A+K = +ve			
Responses to 2NT opening	Staymen and transfers			

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:	Variable with AK
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: 4th highest
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 type="checkbox"/>
Other:	Count (natural) HL = even; LH = odd	
Signal on declarer's lead	Count (natural) HL = even; LH = odd	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Count (natural) HL = even; LH = odd
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

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

Other Conventions

SHIT (Shape Inquiry Tool)	
2NT response to weak 2 asks shape	
3NT reply is 6-3-2-2; New suit 4+;	
Repeat suit is 6-3-3-1	



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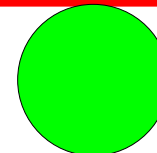


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Chris Depasquale	Lorna MacIntyre
ABF Nos:	856347	83542
Basic System:	SAYC	Brown Sticker <input type="checkbox"/>
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+C	1♦ 11+HCP 3+D
1♥ 11+HCP 5+ H	1♠ 11+HCP 5+S
1 NT	may contain 5 card major <input type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>
	extended <input type="checkbox"/>
Transfers	2♦ transfer to H
	2♥ transfer to S
	2♠
2 NT	Other:
2♣	Game force, generally 23+
2♦	6-10 HCP 6 diamonds
2♥	6-10 HCP 6 hearts
2♠	6-10 HCP 6 spades
2 NT	20-22 Balanced (can include a singleton or more than 1 shortage)
3 NT	to play

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

Doubling immediate overcall is 10+ HCP	
Redoubling immediate double is 10+ HCP	
SHIT system for weak 2s (attached)	

COMPETITIVE BIDDING

Negative doubles through	7 S	Responsive doubles through	
Jump overcalls	Weak	Unusual NT	Minors
1NT overcall (immediate)	= 1 NT opening	(re-opening)	10+
Immed cue of minor	5(+)/5(+) in majors		
Immed cue of major	5(+)/5(+) in other major and a minor		
Over opponent's 1NT (weak)	Natural		
Over opponent's 1NT (strong)	Natural		
Over weak twos	Natural		
Over opening threes	Natural		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	6+ HCP; 4+	2NT	10-12 HCP balanced no 4CM
	1♥/♠	6+ HCP 4+	3♣	10-12 HCP no 4CM; 5+
	1NT	6-9 HCP 3-3-3-4	3♦	
	2♣	6-9 HCP 5+	3♥	
	2♦		3♠	
	2♥		3NT	To play
	2♠		4 bids	4 C invitational to game in clubs
1♦	1♥/♠	6+ HCP; 4+	3♣	
	1NT	6-9 HCP; No 4 Card Major	3♦	10-12 HCP no 4CM; 4+
	2♣	10+ HCP; 4+ No 4 Card Major	3♥	
	2♦	6-9 HCP; 4+ No 4 Card Major	3♠	
	2♥		3NT	To play
	2♠		4♦	Invitational to game in Diamonds
	2NT	10-12 HCP balanced no 4CM	4 Other	
1♥/♠	1NT	6-9 HCP denies support	3♣	
	2♣	10+ HCP; 4+	3♦	
	2♦	10+ HCP; 4+	3♥/♠	10-12 HCP with support
	2♥/♠	6-9 HCP with support	3NT	To play
	2NT	10-12 HCP denies support	4♣/♦	
2♣	2♦	< 8 HCP or less than A + K	2♥/♠	8+ HCP (or A + K); 5+
	other	2NT 8+ balanced; 3 C 8+ HCP, 5+; 3 D 8+ HCP, 5+		
2♦	2♥	Natural, non-forcing	3♣/♦	Natural, non-forcing
	2♠	Natural, non-forcing	3♥/♠	
	2NT	SHIT	3NT	To play
2♥/♠	2NT	SHIT	3NT	To play
	3♣/♦	Natural, non-forcing	4♣/♦	
	3♥/♠	Natural, non-forcing	4♥/♠	Natural, non-forcing
2NT	3♣	Stayman	4♣	Gerber
	3♦	Transfer to hearts	4♦	RKCB in Diamonds
	3♥	Transfer to spades	4♥	
	3♠	RKCB in clubs	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

Natural, slam interest

3♥/3♠

4♣

Gerber

4♦

4♥

4♠

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

Defence to 3NT opening

Take first 5 tricks

Defence to opening Two's:

Multi 2♦

Natural

RCO style 2-s

Natural

Other 2-s

Natural

Defence to strong ♣

Natural

Lebensohl

Over NT interference

☐

Other uses

Take out of 4 level pre-empts

4♣/4♦

Double

4♥

Double

4♠

Double

OTHER NOTES