

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: ♣8-9long♣♦5-9,4+
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak Bergen style
Jump shifts after minor opening	♣=weak (2-5); ♦=Mini/Mega Splinter		
Jump shifts after major opening	1step=anySplinter;2step=15+fit;3+4step=Bergen		
Responses to strong 2 suit opening	2♦=0-1control;2♥=2controls;2♠=3controls...		
Responses to 2NT opening	3♣=Puppet Stayman;3♦/♥=TF,3♠=Minor Stayman		

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 checked="" 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 type="checkbox"/>
Other:	Reverse Present Count	
Signal on declarer's lead	Reverse Present Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other:	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

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

Other Conventions

Minor Suit Keycard	frequent 1-2-3 doubles (eg 1st X = Values,
Mixed Cue Bids	2nd X = T/O, 3rd X = Penalties)
Splinter Bids	
forcing 2NT	
4 suit forcing	



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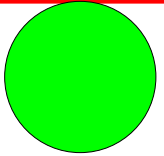


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Paul Hudson	Joe Haffer
ABF Nos:		
Basic System:	Restra	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♣	2	1♦	4	1♥	5	1♠	5
1 NT	11-13 (1&2) 14-16 (3&4)			may contain 5 card major			<input checked="" type="checkbox"/>
2♣ Stayman:		simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>		Other:		
Transfers	2♦	TF	2♥	TF	2♠	Range Probe/Baron	
2 NT	TF		Other:	3♣♦ invite to 3NT			
2♣	GF						
2♦	5 card weak two - less than opening						
2♥	4+4+ majors - less than opening						
2♠	5 card weak two - less than opening						
2 NT	(20)21-22						
3 NT	To Play						

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

1♣ contains balanced hands (no5♦) not included	in variable NT
2♥ weak with both majors (less than opening)	5 card weak twos (less than opening)
lots of transfers over opening bids	1♦ 1major 1NT = 3+ support

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	lower unbid
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	highest unbid		
Immed cue of major	highest unbid		
Over opponent's 1NT (weak)	2♣ = Majors		
Over opponent's 1NT (strong)	2♣ = Majors		
Over weak twos	T/Ox & Lebensohl		
Over opening threes	T/Ox		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♥	2NT	10-12, no suit outside ♦
	1♥/♠	1♥=4+♠; 1♠=4+♣	3♣	8-9, 6+ ♣
	1NT	5-9, no suit outside ♦	3♦	N/A
	2♣	GF in ♦	3♥	N/A
	2♦	2-6, 6+ ♦	3♠	N/A
	2♥	2-6, 6+ ♥	3NT	13-15, 3343
	2♠	2-6, 6+ ♠	4 bids	N/A

1♦	1♥/♠	6+ HCP, 4+ suit	3♣	Mini/Mega Splinter
	1NT	5-9 HCP	3♦	6-9, 4+ ♦
	2♣	10+ HCP, 5+♣	3♥	Maxi Splinter
	2♦	inverted	3♠	Maxi Splinter
	2♥	Mini/Mega Splinter	3NT	13-15, 3334
	2♠	Mini/Mega Splinter	4♦	KCB
	2NT	10-12, no suit outside ♣	4 Other	4♣=MaxiSplinter; 4Major=to play

1♥/♠	1NT	6-12 forcing	3♣	see notes
	2♣	TF or 3 card limit	3♦	see notes
	2♦	TF	3♥/♠	see notes
	2♥/♠	TF => see notes	3NT	flat 13-15
	2NT	see notes	4♣/♦	Maxi Splinter

2♣	2♦	0-1 king based controls	2♥/♠	2/3 king based controls
other		2NT/3♣♦ = 4/5/6 controls; 3♥/♠ = semi solid suit no outside controls		

2♦	2♥	natural, non-forcing	3♣/♦	natural, non-forcing
	2♠	natural, non-forcing	3♥/♠	natural & forcing
	2NT	asking for strength & shape	3NT	to play

2♥/♠	2NT	asking for strength & shape	3NT	to play
	3♣/♦	natural, non-forcing	4♣/♦	natural & forcing
	3♥/♠	natural, non-forcing	4♥/♠	to play

2NT	3♣	Puppet Stayment	4♣	natural slam try
	3♦	TF to ♥	4♦	natural slam try
	3♥	TF to ♥	4♥	to play
	3♠	Minor Suit Stayman	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Opener to bid 3NT with top honour in partner's suit
3♥/3♠	natural slam try
4♣	N/A
4♦	N/A
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

up the line

Defence to 3NT opening

X = T/Oish

Defence to opening Two's:

Multi 2♦ x=15+, bids natural, 2NT=~15-18 HCP

RCO style 2-s

x=T/O, bids natural, 2NT=~15-18 HCP

Other 2-s

if known anchor suit: x=T/O, bids natural, 2NT=~15-18 HCP

no anchor suit: x=15+, bids natural, 2NT=~15-18 HCP

Defence to strong ♣

Twerb (to 2NT, also after 1♣ pass 1♦), 1/2NT is ♣/♥ or ♦/♠

bid shows either single suiter next step or two suiter next 2 steps

Lebensohl

Over NT interference ☒

Other uses

3NT does not promise stopper

Take out of 4 level pre-empts

4♣/4♦ T/Ox

4♥ T/Ox

4♠ T/Ox

OTHER NOTES

over 1♥: 2♣=TF to ♦ (10+HCP, 6+♦; GF, 4+♦ or 3+♥limit raise); 2♦=3♥, 8-9 or 13+; 2♥= (10+ HCP, 6+♣; GF, 5+♣); 2S=any Splinter (now 2NT=ask); 2NT=(15+HCP, 4+♥);

(~6-9HCP, 4+♥), 3♦=Bergen Style (~10-12HCP, 4+♥); 3♥= 0-5HCP, 4+♥, 3♠=Maxi Splinter

over 1♠: 2♣=TF to ♦ (10+HCP, 6+♦; GF, 4+♦ or 3+♠limit raise); 2♦= 10+HCP, 6+♥ or GF, 4+♥

2♥=3♠, 8-9 or 13+; 2♠= 10+HCP, 6+♣; GF, 5+♣; 2S=any Splinter (now 3♣=ask); 2NT=(15+ HCP, 4+♥); 3♦=Bergen Style(~6-9, 4+♠), 3♥=Bergen Style (~10-12, 4+♠); 3♠= weak, 4+♠