

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:
Jump shifts after minor opening	Weak		
Jump shifts after major opening	Splinters		
Responses to strong 2 suit opening	2♦ = negative, all else natural		
Responses to 2NT opening	Puppet stayman 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:	
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 checked="" type="checkbox"/>
Other:		
Signal on declarer's lead	Reverse count	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input 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 checked="" type="checkbox"/>	when? 1NT/2NT openings	

### Other Conventions

4th suit Game Force	
Long suit game tries	
Splinters	
Jacoby 2NT	
1st/2nd cues	



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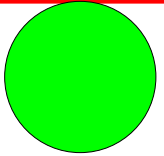


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Alex Dunbar	Jarrad Dunbar
ABF Nos:	557048	601161
Basic System:	Standard 2/1	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♣	3+♣, 11+	1♦ 3+♦, 11+
1♥	5+♥, 11+	1♠ 5+♠, 11+
1 NT	(14) 15-17	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/> extended <input type="checkbox"/>	Other:
Transfers	2♦ ♥'s	2♥ ♠'s
2 NT	♦'s	Other: Super-accepts
2♣	Game Force	
2♦	5+♦, 6-10	
2♥	5+♥, 6-10	
2♠	5+♠, 6-10	
2 NT	20-22	
3 NT	1st/2nd Gambling, 3rd/4th to play	

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


## COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	LUBS
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	Majors		
Immed cue of major	Other major and a minor		
Over opponent's 1NT (weak)	2♣ = majors		
Over opponent's 1NT (strong)	2♣ = majors		
Over weak twos	X = take out		
Over opening threes	X = take out		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Suit, 6+	2NT	11-12, no major
	1♥/♠	Suit, 6+	3♣	5+♣, weak
	1NT	No major, 6-10	3♦	Splinter
	2♣	5+♣, 11+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4 bids	

1♦	1♥/♠	Suit, 6-10	3♣	Weak
	1NT	No major, 6-10	3♦	5+♦, weak
	2♣	Suit	3♥	Splinter
	2♦	5+♦, 11+	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4♦	
	2NT	No major, 11-12	4 Other	

1♥/♠	1NT	Forcing, 6-11	3♣	Splinter
	2♣	Suit, Game Force	3♦	Splinter
	2♦	Suit, Game Force	3♥/♠	4+ support, 10-12
	2♥/♠	3+ support, 6-9	3NT	4+ support, 13-15
	2NT	4+ support, Game Force	4♣♦	Splinter

2♣	2♦	0-6	2♥/♠	5+ card suit, 7+
	other			

2♦	2♥	Natural, forcing	3♣♦	Natural, forcing / Natural
	2♠	Natural, forcing	3♥/♠	Natural, non-forcing
	2NT	Ogust	3NT	To play

2♥/♠	2NT	Opust	3NT	To play
	3♣♦	Natural, forcing	4♣♦	Splinter
	3♥/♠	Natural	4♥/♠	Natural

2NT	3♣	Puppet stayman	4♣	Gerber
	3♦	5+♥ transfer	4♦	5+♣/5+♦
	3♥	5+♠ transfer	4♥	To play
	3♠	Minor suit slam try	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	Gerber
4♦	5+♣/5+♦
4♥	To play
4♠	To play

Unusual NT:                      minors   ☐                      other suits   ☐                      lower 2 unbid suits   ☒

Other slam bidding                      Cue Bids   ☒                      Asking Bids   ☐

4th Suit Forcing	One round	<input type="checkbox"/>	Game force	<input checked="" type="checkbox"/>
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NT Checkback	<input checked="" type="checkbox"/>	Priorities	Up the line
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Defence to 3NT opening

Defence to opening Two's: Multi 2♦ X = 16+

RCO style 2-s

Other 2-s	
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Defence to strong ♣ X = Majors; 1NT = minors

Lebensohl      Over NT interference      ☐

Other uses	
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Take out of 4 level pre-empts      4♣/4♦      X

4♥ X      4♠ 4NT (2/3 suits)

## OTHER NOTES