

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Barrage 0-7 hcp
Jump shifts after minor opening	2♦/♥/♠ weak 6 card suit		
Jump shifts after major opening	S'ton 10-11 hcp 3/4 trumps invites cues		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	puppet S'man, 3♦/♥ trans; 3♠=5♠/4♥; 3NT=5/5 minors		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/> Or	vs NT:A=att.;K=count: both unblock	
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:	Natural count; McKenney if obvious	
Signal on declarer's lead	Natural 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 checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: MSKC - 0-3, 1-4
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

Cappelletti	Cue raise after opp overcall GF
Truscott over X of suit	Exclusion RKCB (0-3, 1-4)
Long & short suit trials	CRASH
Inv. minor raises except over overcalls	Modified Swine of penalty X of 1NT
Cue raises after overcall 10+	



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PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Noelene Law	Annabel Booth
ABF Nos:	111678	126365
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+hcp	1♦ 3+ 11+hcp
1♥ 5+ 10+hcp	1♠ 5+ 10+hcp
1 NT 15-17	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/> extended <input type="checkbox"/> Other: Lavings
Transfers	2♦ 2♥ 2♥ 2♠ 2♠ 3♣
2 NT 3♦	Other: super accepts in all
2♣	GF or 23-24 flat
2♦	Weak 6 card major
2♥	♥ and a minor 5/5 less than opening hand
2♠	♠ and another 5/5 less than opening hand
2 NT	20-22 flat
3 NT	Specific Ace ask

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

Jump responses 2♦/♥/♠ = < 6hcp	
Inverted minor response, barrage over	
1 M & forcing NT off if passed hand	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	Weak	Unusual NT	Modified Michaels
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	At least 5/5 majors		
Immed cue of major	5/5 other major and a minor		
Over opponent's 1NT (weak)	Cappelletti		
Over opponent's 1NT (strong)	Cappelletti		
Over weak twos	2NT = 15-18; X = TO; suit natural		
Over opening threes	3NT to play; X = TO		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ suit 6 + hcp	2NT	10-12 hcp bal hand
	1♥/♠	4+ suit 5+ hcp	3♣	Inverted < 10 hcp 5+ ♣
1NT		6-9 hcp no 4 card major	3♦	Splinter
2♣		Inverted 5+ ♣ 10+ hcp no maj	3♥	Splinter
2♦		Weak 6 card suit	3♠	Splinter
2♥		Weak 6 card suit	3NT	To play no 4 cd maj 13-15 bal
2♠		Weak 6 card suit	4 bids	4♣ = MSKC

1♦	1♥/♠	4+ suit 5+ hcp	3♣	Splinter
1NT		6-9 hcp, no 4 card major	3♦	Inverted < 10 hcp 5+ ♦
2♣		4+ suit 11+ hcp	3♥	Splinter
2♦		Inverted 5+ ♦, 10+ hcp no maj	3♠	Splinter
2♥		Weak 6 card suit	3NT	To play no 4 cd maj 13-15 hcp
2♠		Weak 6 card suit	4♦	MSKC
2NT		10-12 hcp bal hand	4 Other	

1♥/♠	1NT	5+ hcp forcing for 1 round	3♣	S'ton 10-11 hcp 3/4 trumps
	2♣	4+ suit GF	3♦	S'ton 10-11 hcp 3/4 trumps
	2♦	4+ suit GF	3♥/♠	Barrage 3/4 trumps 0-6 hcp
	2♥/♠	8-9 hcp 3+ trumps	3NT	12-15 hcp bal 3 card support
	2NT	16+ hcp fit, cue at 3 level	4♣/♦	Splinter GF

2♣	2♦	0-4 or 8+ hcp	2♥/♠	5-7 hcp 5+ suit
other		2NT= 5-7 hcp no 5 card suit	3♣/♦	5-7 hcp 5+ suit

2♦	2♥	Correctable	3♣/♦	my suit NF
	2♠	Correctable can play 3♥	3♥/♠	Correctable - barrage
	2NT	Forcing	3NT	To play

2♥/♠	2NT	Forcing	3NT	To play
	3♣/♦	Correctable	4♣/♦	Splinter
	3♥/♠	Pre-emptive	4♥/♠	To play

2NT	3♣	Puppet Stayman	4♣	MSKC
	3♦	Transfer to ♥	4♦	MSKC
	3♥	Transfer to ♠	4♥	To play
	3♠	5♠/4♥	4♠	To play
	3NT	Shows 5/5 minors	other	5♣/♦ to play; 4NT quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam seeking, cues follow
3♥/3♠	Slam seeking, cues follow
4♣	MSKC
4♦	MSKC
4♥	
4♠	

Unusual NT:	minors <input type="checkbox"/>	other suits <input type="checkbox"/>	lower 2 unbid suits <input type="checkbox"/>
other	Modified Michaels: over minor, cue=majors, 2NT=other minor & a major		
	Over major: cue=other major & a minor, 2NT= minors		

Other slam bidding	Cue Bids <input checked="" type="checkbox"/>	Asking Bids <input type="checkbox"/>
4th Suit Forcing	One round <input type="checkbox"/>	at 1 level NF <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities	3 of part's maj or 4 of other: 2♦ min, 2NT max
Defence to 3NT opening	X = TO major oriented	
Defence to opening Two's:	Multi 2♦	X = 16+; 2NT = 15-18; suit natural;
	3NT to play	
RCO style 2-s	X = TO, suit natural	
Other 2-s	2 suits known, lower cue weak TO, higher cue strong TO	
Defence to strong ♣	CRASH - 1NT = colour, 2♣ = rank: 2♦ = shape - all 2 suited	
Lebensohl	Over NT interference <input checked="" type="checkbox"/>	Slow shows
Other uses	In response to X of weak 2 & partner's reverse at 2 level	
Take out of 4 level pre-empts	4♣/4♦	X = TO major oriented
	4♥	X=♠ & others
	4♠	X = penalties, 4NT; = TO

OTHER NOTES

Resp to 1NT overcall are as if partner opened;

Resp to 1NT X (artificial), system on

Resp to 1NT - 2♣ o'call; X = 10+ hcp, 2NT Lebensohl; pass then X = TO

Resp to 1NT - 2 suited overcall - 2NT = Lebensohl; 3 level bid GF

Resp to 1NT X (penalties) - modified Swine: 3 level bid GF

2NT over opponents opening 1NT = strong 2 suiter