

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Jordan _____

Jump shifts after major opening Splinter _____

Responses to strong 2 suit opening 2D = waiting _____

Responses to 2NT opening 4C/D = preemptive _____

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

Underlead Other: A and Q for attitude, K for count in suit only

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top NT middle S bottom

Signal on partner's lead: high encourage low encourage

Other: Suit preference where switch anticipated

Signal on declarer's lead Reverse count where appropriate, suit preference in trumps

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 3041

4♣ Gerber when? Over NTs & NT rebid after 1 major opening

Other Conventions

4th suit forcing to game	New Minor Forcing
Good/Bad NT	Puppet Stayman
Jacoby	Reverse Smith's Echo
Lebensohl	Reverse Drury, Rosenkrantz X & XX
Minorwood	Smolen, Unassuming Cuebid



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Peter Evans Rosemary Green

ABF Nos: 213527 89745

Basic System: 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, Rule of 20 1♦ 3+, Rule of 20 1♥ 5+, Rule of 20 1♠ 5+, Rule of 20

1 NT 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: Pseudo

Transfers 2♦ to ♥s 2♥ to ♠s 2♣ to ♣s

2 NT to ♦s Other: Superaccepts

2♣ 8 1/2 Playing tricks or better, or 23-24

2♦ Weak 2 in either major, or (20)21-22 flat, or 8 1/2-9 PT in a minor

2♥ 6-9 5+ hearts and 5+(4) another

2♠ 6-9 5+ spades and 5+(4) in a minor

2 NT 5+/5+ in the minors, weak or strong

3 NT Gambling

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

Support Xs and XXs	Modified Michaels
Game Try Xs	
Coded 9's and 10's	

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak Unusual NT 5+/5+ in opposite ranked suits

1NT overcall (immediate) 16-18 (re-opening) 10-14

Immed cue of minor 5+ other minor, 5+ a major, weak or strong

Immed cue of major 5+ other major, 5+ minor, weak or strong

Over opponent's 1NT (weak) Cappaletti

Over opponent's 1NT (strong) Cappaletti, X is penalty

Over weak twos X = 12+, Lebensohl by responder

Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ suit, 6+pts	2NT	Jacoby
	1♥/♠	4+ suit, 6+ pts	3♣	Limit Raise
	1NT	6-9(10) pts	3♦	Splinter
	2♣	6-9(10) pts	3♥	Splinter
	2♦	6+ suit, 0-3pts	3♠	Splinter
	2♥	6+ suit, 0-3pts	3NT	12-15 pts
	2♠	6+ suit, 0-3pts	4 bids	4♦ = RKCB, 4♥/♠ = void splinter
1♦	1♥/♠	4+ suit, 6+ pts	3♣	Splinter
	1NT	6-9(10) pts	3♦	Limit Raise
	2♣	4+ suit, 10+ pts	3♥	Splinter
	2♦	6-9(10) pts	3♠	Splinter
	2♥	6+ suit, 0-3 pts	3NT	12-15 pts
	2♠	6+ suit, 0-3 pts	4♦	Game Force, slam interest
	2NT	Jacoby	4 Other	4♣=RKCB, 4♥/♠= void splinter
1♥/♠	1NT	1st/2nd=1 round force, else 6-9	3♣	Singleton splinter (8)9+ pts
	2♣	4+ suit, GF	3♦	Singleton splinter (8)9+ pts
	2♦	4+ suit GF	3♥/♠	4+ support, limit raise
	2♥/♠	1S 2H = 4+ suit GF	3NT	-
	2NT	Jacoby	4♣/♦	Void splinter (8)9+ pts
2♣	2♦	Waiting	2♥/♠	5+ suit, 8+ pts or an A and a K
	other			
2♦	2♥	Weak relay	3♣/♦	
	2♠	Invite if suit hearts	3♥/♠	Preemptive
	2NT	Strong relay	3NT	To play
2♥/♠	2NT	Relay	3NT	To play
	3♣/♦	Pass or correct	4♣/♦	pass or correct
	3♥/♠	Preemptive	4♥/♠	To play
2NT	3♣	To play	4♣	Preemptive
	3♦	To play	4♦	Preemptive
	3♥	6+ suit, GF	4♥	-
	3♠	6+ suit	4♠	-
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣=5+/5+ minors 0-6pts, 3♦=5+/5+ minors 7+pts
3♥/3♠	Slam try
4♣	Gerber
4♦	Texas transfer to ♥s
4♥	Texas transfer to ♠s
4♠	-

Unusual NT: minors other suits lower 2 unbid suits

other Other ranked suits

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

Priorities

Other major

Defence to 3NT opening

-

Defence to opening Two's:

Multi 2♦ X = 16+ Lebensohl style responses, suit is natural

RCO style 2-s

-

Other 2-s

X = T/O Lebensohl style responses

Defence to strong ♣

Disco (X = clubs, 1D/H/S = natural, 1NT = majors, 2C = black suits)

2D = red suits, 2H/S = weak 2, 2NT minors)

Lebensohl

Over NT interference

Other uses

Over takeout of weak 2s

Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = 16+pts

OTHER NOTES