

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Soloway Game Force
 Jump shifts after major opening Soloway Game Force
 Responses to strong 2 suit opening 2♣ to 2♦ -ve, 2♥/2♠ to 2NT -ve, All others +ve
 Responses to 2NT opening Transfers = Baron, 3♠ = 5♠ & 4♥

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead Other: _____
 Four or more with an honour 4th highest attitude
 3rd/5th Other: _____
 From 4 small 2nd highest Other: _____
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: or natural count
 Signal on declarer's lead natural count
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB 41/30 responses
 4♣ Gerber when? never
 Other Conventions

DOPI & DEPO ASPRO Over Opponents' 1NT Opening
 Exclusion Blackwood 2♣ = Hearts and another suit (5-4 either way)
 Good/Bad 2NT 2♦ = Spades and a minor (5-4 either way)
 2♥ = 6+ card heart suit
 2♠ = 6+ card spade suit
 X = Penalty

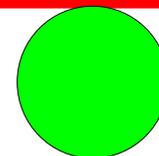


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Cecily Critchley Lynley Jenkins
 ABF Nos: 285 821 285 889
 Basic System: Standard American Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3, 12+ 1♦ 4, 12+ 1♥ 4, 12+ 1♠ 4, 12+
 1 NT 15-17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ to 2♥ 2♥ to 2♠ 2♣ to 3♣ | 2NT super
 2 NT to 3♦ | 3♣ super 4♣ to ♥, 4♦ to ♠
 3♥/3♠ Singleton w 3/4 in other major
 2♣ STRONG, Natural or 2/3 suits with max 9 cards in 2 suits or 23+ Balanced
 2♦ EITHER Weak in a Major or Strong in Diamonds
 2♥ STRONG Natural, can be 2 suited
 2♠ STRONG Natural, can be 2 suited
 2 NT 20-22 Hcp
 3 NT Gambling with solid minor, no outside A or K

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

X of a splinter asks for suit below

COMPETITIVE BIDDING

Negative doubles through Unlimited Responsive doubles through Unlimited
 Jump overcalls 2 level 11-14 Hcp Unusual NT Any 2 suits except ♠, any strength
 3 level weak
 1NT overcall (immediate) 15-18 Hcp (re-opening) 11-14 Hcp
 Immed cue of minor STRONG (= strong 2 opening)
 Immed cue of major STRONG (= strong 2 opening)
 Over opponent's 1NT (weak) ASPRO (opening hand), X in pass out seat = 10/11+ Hcp
 Over opponent's 1NT (strong) ASPRO (any strength), X in pass out seat = 10/11+ Hcp
 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♦	6+ (4)	2NT Game Force 12+ (4)
	1♥/♠	6+ (4)	3♣ 10-11 (4)
	1NT	8-10	3♦ 9-12 (1 or 0)
	2♣	6-9	3♥ 9-12 (1 or 0)
	2♦	12+ (5)	3♠ 9-12 (1 or 0)
	2♥	12+ (5)	3NT 13-15 (specifically 3343)
	2♠	12+ (5)	4♣ preempt, 4♦/4♥/4♠ Excln Blackwood
1♦	1♥/♠	6+ (4)	3♣ 12+ (5)
	1NT	6+	3♦ 10-11 (4)
	2♣	10+ (5)	3♥ 9-12 (1 or 0)
	2♦	6-9	3♠ 9-12 (1 or 0)
	2♥	12+ (5)	3NT 13-15 (specifically 3334)
	2♠	12+ (5)	4♣ 9-12 (1 or 0), 4♦ preemptive
	2NT	Game Force 12+ (4)	4♥/4♠ Excln Blackwood
1♥/♠	1NT	6-10	3♣ 12+ (5)
	2♣	10+ (4/5+)	3♦ 12+ (5)
	2♦	10+ (4/5+)	3♥/♠ 10-11 (4)
	2♥/♠	6-9 (3)	3NT 13-15 (3334 or 3343)
	2NT	Game Force 12+ (4)	4♣♦ 9-12 (1 or 0)
2♣	2♦	-ve less than 8 Hcp or Waiting	2♥/♠ 8+ natural
other		3♣ +ve natural	2NT +ve Balanced
2♦	2♥	Pass or Correct	3♣♦ Natural
	2♠	Pass or Correct (prefers ♥)	3/4 ♥/♠ Preemptive, pass or correct
	2NT	15+ asks for Major	3NT To Play
2♥/♠	2NT	-ve less than 8 Hcp or Waiting	3NT To Play
	3♣♦	+ve (5)	4♣♦ 0/1, promises Key Card
	3♥/♠	+ve (4)	4♥/♠ To Play
2NT	3♣	Baron	4♣ Transfer to ♥
	3♦	Transfer to ♥	4♦ Transfer to ♠
	3♥	Transfer to ♠	4♥ To Play
	3♠	5♠ & 4♥	4♠ To Play
	3NT	To Play	other 4NT quantitative

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam Try
3♥/3♠	3♥ singleton ♥ and 3♣♠ or 4♣♠, 3♠ singleton ♠ and 4♣♥
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	Natural, to play
4♠	Natural, 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 TOM 3 cards of the bid Major then 4 of the Other Major

Defence to 3NT opening _____

Defence to opening Two's: **Defence to all Multi Two's**

- 1st X=T/O
- 2nd X=T/O
- 3rd X and all subsequent X=Penalties

?-s

Defence to strong ♣ X - Both Majors (equal length or longer ♠) | 1♦ - unspecified Major

1♥ - Both Majors longer ♥ | 1♠ - 4+♠ & longer unspecified minor

1NT - 4+♥ & longer unspecified minor | 2♣/2♦/2♥/2♠ 11-14 6c suit

Lebensohl Over NT interference _____

Other uses after a Take Out Double of opponent's weak two's

Take out of 4 level pre-empts 4♣/4♦/4♥ Double OR 4NT OR Cue

4♠ X=Penalty, T/O = 4NT OR Cue

OTHER NOTES