

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening weak \_\_\_\_\_  
 Jump shifts after major opening weak \_\_\_\_\_  
 Responses to strong 2 suit opening 2H = 0-4  
 Responses to 2NT opening 2NT via 2C: Puppet Stayman

## PLAY CONVENTIONS

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

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 30/41  
 4♣ Gerber  when? over 1NT

### Other Conventions

Responses to 2C:	Jacoby
2D=8+, any shape; 2H=0-4; 2S=5-8, bal; 2NT=	Checkback
4-7, 5+C; 3C=4-7, 5+D; 3D=4-7, 5+H; 3H=4-7,	cue raises
5+S	Lebensohl
SPLASH over Precision	Blackout Minorwood



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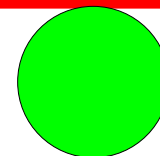


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Carolyn Margaret  
 ABF Nos: 337844 107735  
 Basic System: Standard with 2 over 1 Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 1♦ 3 1♥ 5 1♠ 5  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: 5 card Stayman  
 Transfers 2♦ H 2♥ S 2♠ C  
 2 NT D Other: super accepts  
 2♣ Game force unbal; 23+ bal  
 2♦ 6 card H/S, less than opening hand; 20-22 bal  
 2♥ 5H and 4+ another suit, less than opening hand  
 2♠ 5S and 5 of a minor, less than opening hand  
 2 NT 5/5 in minors, less than opening hand  
 3 NT Ace ask

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

2/1 Game Force support X and XX	1NT over 1H/1S forcing for 1 round and up to bad 12
Jacoby over major and minor	Open 1D and rebid 2C could be 5/4 either way

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	weak	Unusual NT	2 lowest unbid, weak
1NT overcall (immediate)	15-18	(re-opening)	10-14, system on
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	SPLASH		
Over opponent's 1NT (strong)	DONT		
Over weak twos	Lebensohl		
Over opening threes	t/o		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	4+D, 6+	2NT	Jacoby
	1♥/♠	4+H/S, 6+	3♣	5+C, 10-12
	1NT	6-10	3♦	splinter, 5+C
	2♣	4+C, 5-10	3♥	splinter, 5+C
	2♦	6+D, 0-5	3♠	splinter, 5+C
	2♥	6+H, 0-5	3NT	12-15, bal
	2♠	6+S, 0-5	4 bids	splinters, 5+C
1♦	1♥/♠	4+H/S, 6+	3♣	6+C, 0-5
	1NT	6-10	3♦	5+D, 10-12
	2♣	4+C, 11+	3♥	splinter, 5+D
	2♦	4+D, 5-10	3♠	splinter, 5+D
	2♥	6+H, 0-5	3NT	12-15, bal
	2♠	6+S, 0-5	4♦	preempt
	2NT	Jacoby	4 Other	splinters, 5+D
1♥/♠	1NT	up to bad 12	3♣	6+C, 0-5
	2♣	4+C, GF	3♦	6+D, 0-5
	2♦	4+D, GF	3♥/♠	4H/S, 10-12
	2♥/♠	3+H, 8-10	3NT	12-15, bal
	2NT	Jacoby	4♣/♦	splinter, 10+, 4+H/S
2♣	2♦	8+, any shape	2♥/♠	2H=0-4, 2S=5-8, bal
	other	2NT=4-7, 5+C; 3C=4-7, 5+D; 3D=4-7, 5+H; 3H+4-7, 5+S		
2♦	2♥	pass/correct	3♣/♦	play
	2♠	play or 3H/4H	3♥/♠	pass/correct, preempt
	2NT	enquiry	3NT	play
2♥/♠	2NT	enquiry (2S is correctable)	3NT	play
	3♣/♦	play	4♣/♦	preemptive
	3♥/♠	preempt	4♥/♠	play
2NT	3♣	play	4♣	preempt
	3♦	play	4♦	preempt
	3♥	not forcing	4♥	play
	3♠	not forcing	4♠	play
	3NT	play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	5/4 in minors, slam interest
3♥/3♠	singleton/void in suit bid, 5/5 in minors, 8+
4♣	
4♦	
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 3 card support

Defence to 3NT opening X = t/o

Defence to opening Two's: Multi 2♦ X=16+ but not stoppers in both majors;

RCO style 2-s 2NT=15-18, stoppers; 2H/S and 3C/D=good 6 card suit, 13+

X = t/o, including C

Other 2-s 3C = t/o, not including C

Lebensohl & Western Cue over weak 2s; over 2NT (minors), 3C/D

= better H/S; X = 4H + 4S and 16+

Defence to strong ♣ SPLASH

X = Clubs + higher

Lebensohl Over NT interference

Other uses over weak 2 bids

Take out of 4 level pre-empts 4♣/4♦ X = t/o

4♥ X = t/o 4♠ X = penalties 4NT = t/o

## OTHER NOTES

Minorwood - after a fit in a minor, a bid of the minor at the 4 level is

a key card ask