

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: weak with 4 card support

Jump shifts after minor opening 2♦ = 8+ ; 2♥/♠ = weak with 6 card o' 1♣

Jump shifts after major opening Forcing

Responses to strong 2 suit opening -

Responses to 2NT opening to play

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: Odd encourage

Signal on declarer's lead natural count

Discards McKenney high encourage low encourage

odd/even Other: Odd enc.

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? _____

Other Conventions

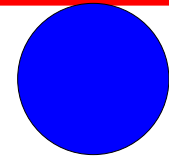


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STANDARD SYSTEM CARD

Names: Norma Smith Gavin Bailey

ABF Nos: 152145 120227

Basic System: Precision Brown Sticker

Classification: Green Blue Red Yellow

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 0+♣ & 16+ 1♦ 1+♦ & 11-15 1♥ 5+♥ & 11-15 1♠ 5+♠ & 11-15

1 NT 13-15 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ to ♥ 2♥ to ♠ 2♠ to minor

2 NT Invitational Other: _____

2♠ 11-15 & 5+♣; may contain 4 card Major

2♦ Multi; weak 6-9 with either ♥ or ♠; OR 22+

2♥ 6-10 with ♥ & minor

2♠ 6-10 with ♠ & another

2 NT 6-10 with both minors

3 NT Long Minor

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

X of 3 level preempts = Penalty

1M - 2♣ = 3way bid

COMPETITIVE BIDDING

Negative doubles through 2♣ Responsive doubles through 2♠

Jump overcalls Roman Unusual NT minors

1NT overcall (immediate) 15-18 (re-opening) 10-14

Immed cue of minor Force

Immed cue of major Force

Over opponent's 1NT (weak) DONT

Over opponent's 1NT (strong) DONT

Over weak twos X = Majors ; & Leaping Michaels

Over opening threes X = Penalty ; T/O see notes

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	< 8	2NT	14+ flat
	1♥/♠	>8 with 5♥ / 5♠	3♣	> 8 with black singleton
1NT		9-12 flat	3♦	>8 with red singleton
2♣		>8 with 5+♣	3♥	weak with 7♥
2♦		> 8 with 5+♦	3♠	weak with 7♠
2♥		weak with 6♥	3NT	-
2♠		weak with 6♠	4 bids	slam try solid suit

1♦	1♥/♠	> 5 with 4♥ / 4♠	3♣	strong - slam try
1NT		6-10 & no 4 card Major	3♦	strong - slam try
2♣		11-13 with no 4 card Major	3♥	strong - slam try
2♦		11-13 with 5♦	3♠	strong - slam try
2♥		Strong with 5♥	3NT	to play - < 16
2♠		Strong with 5♠	4♦	long♦
2NT		16+ flat	4 Other	-To Play

1♥/♠	1NT	6-9 flat	3♣	Natural GF
	2♣	3 way = 10+ &♣, 12+flat, limit fit	3♦	Natural GF
	2♦	10+ with♦	3♥/♠	weak 3-5 with 4 card support
	2♥/♠	6-9 with support	3NT	To play
	2NT	16= flat	4♣/♦	Splinter

2♣	2♦	Relay enquiry	2♥/♠	to play
	other	2NT Game enquiry		

2♦	2♥	Pass or Correct	3♣/♦	to play
	2♠	Pass or Correct	3♥/♠	Pass or Correct
	2NT	Forcing Enquiry	3NT	To play

2♥/♠	2NT	GF Enquiry	3NT	To play
	3♣/♦	Pass or Correct	4♣/♦	Invitational
	3♥/♠	To play	4♥/♠	Pass or Correct

2NT	3♣	To play	4♣	To play
	3♦	To play	4♦	To play
	3♥	To play	4♥	To play
	3♠	To play	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Solid suit - GF
3♥/3♠	Solid Suit - GF
4♣	SlamTry
4♦	Slam Try
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 _____

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X = 12-15

_____ : 2NT 15-18

RCO style 2-s 2NT = 15-18

_____ X = 12 -15

Other 2-s _____

Defence to strong♣ X = Majors

NT for minors _____

Lebensohl Over NT interference _____

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ 4NT = T/O

4♥ 4NT = T/O 4♠ 4NT = T/O

OTHER NOTES

Over 3 level Pre-empts : X = Penalty

Over 3♣ : 3♦ = T/O : 3♥ / 3♠ = to play : 3NT = to play : 4♣ = GF T/O : & leapin Michaels

Over 3♦ : 3♥ / 3♠ = to play : 3NT = T/O : & non leaping Michaels

Over 3♥ : 3♠ = to play : 3NT = T/O : & non-leaping Michaels

Over 3♠ : 3NT = T/O : & non-leaping Michaels : 4♥ / 5♣ / 5♦ = to play