BASIC RESPONSES	A B AUSTRALIAN BRIDGE FEDERATION							
Jump raises - minors limit ✓ forcing □ Other:	INCORPORATED ©							
Jump raises - majors limit ✓ forcing Other:	STANDARD SYSTEM CARD							
Jump shifts after minor opening Splinter	Names: Phil Markey Justin Williams							
Jump shifts after major opening Minor = Splinter, Major = 3 card limit raise	ABF Nos:							
Responses to strong 2 suit opening 2♦ 0/1 controls, 2♥ 2, 2♠3	Basic System: Weak NT Brown Sticker							
Responses to 2NT opening Puppet stayman, Transfers	Classification: Green Blue Red Yellow							
PLAY CONVENTIONS	OPENING BIDS							
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning Canape							
Sequence leads: Overlead all All except AK x (x)	1♣ 3+♣, ~9+HCP 1♦ 4+♦, ~9+HCP 1♥ 4+♥, ~9+HCP 1♠ 5+♠, ~9+HCP							
Underlead Other: 1st & 3rd	1 NT (9/10)11-14 (9-10 more likely in 1st/2nd) may contain 5 card major							
Four or more with an honour 4th highest attitude	2♣ Stayman: simple 🗹 extended 🗆 Other:							
3rd/5th Other:	Transfers 2♦ ♥ 2♥ ♠ 2♠ Baron							
From 4 small 2nd highest	2 NT Transfer to Minor Other:							
From 3 cards (no honour) top middle bottom	2♣ Game Force							
Signal on partner's lead: high encourage low encourage	4+♦, 4+♠ (♦ sometimes 3), less than opening (weak 2 in ♦ in 3rd/4th)							
Other: Count	4+♥, 4+♠ (♥ sometimes 3), less than opening (weak 2 in ♥ in 3rd/4th)							
Signal on declarer's lead Count	2♠ 4+♠, 4+♠ (♣ sometimes 3), less than opening (weak 2 in ♠ in 3rd/4th)							
Discards McKenney high encourage low encourage	2 NT 20 (+) - 22							
odd/even Other:	3 NT To Play							
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED							
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE							
4NT: Blackwood RKCB Other: 3041	1NT Rebid 14(+) - 18(-); 2NT 18(+) - 20(-) Shorter minor is sometimes opened							
4♣ Gerber □ when?	2♦/♥/♠ Openings 1♥ only 4 when exactly 4432							
Other Conventions	Most hands with 4+♠ are opened 1NT opening can be off-shape							
2♣ Checkback	COMPETITIVE BIDDING							
Ghestem	Negative doubles through 4♠ Responsive doubles through 4♠							
	Jump overcalls Intermediate Unusual NT LUBS							
	1NT overcall (immediate) 15-18 (re-opening) 10-14							
	Immed cue of minor Ghestem (cue = highest & lowest, 3OM = 2 highest)							
A D C CARSILLE	Immed cue of major Ghestem (cue = highest & lowest, 3♣ = 2 highest)							
©ABF Marketing PO Box 397	Over opponent's 1NT (weak)							
Fyshwick ACT 2609	Over opponent's 1NT (strong)							
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos X takeout							
Copyright © BCC 6.3.20.1	Over opening threes X takeout							



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		STAND	ARD S	YSTEM	CARD						
ames: BF Nos:	Phil Markey	J									
asic System:	Weak N	IT _			Brown Stic	ker \square					
lassification:	Green	Ы ВІ	ue \square	Red \square] Y	ellow \square					
		C	PENIN	IG BIDS	5						
3 + ♣ , ~9+	0)11-14 (9-10	4+♦ , ~9	+HCP		♥, ~9+HC may Othe	contain 5 c	5+♠, ~9+	HCP			
Transfers	2♦ ♥		2♥ ₫	.		2 ♠ E	Baron				
2 NT	Transfer to Mi	nor Ot	her:								
♣ Game F	orce										
 4+♦, 4+♠ (♦ sometimes 3), less than opening (weak 2 in ♦ in 3rd/4th) 											
 4+♥, 4+♠ (♥ sometimes 3), less than opening (weak 2 in ♥ in 3rd/4th) 											
	♣ (♣ sometim										
NT 20 (+)	•	,,		5 (,					
NT To Pla											
	•	RTS: CAL	I S THA	T MAY H	AVE IIN	EXPECT	TED				
		IING/S OF					יבט				
NT Rebid 14	(+) - 18(-); 2N	[-)	Shorter minor is sometimes opened								
•/ y / ≜ Openings				1♥ only 4 when exactly 4432							
lost hands with 4+♠ are opened				1NT opening can be off-shape							
		COM	PETITI	/E BIDI	DING						
egative double	es through	4♠	Re	esponsive do	oubles throu	ıgh	4 ♠				
ump overcalls	Interm	ediate	Unusual NT	LUI	BS						
NT overcall (im		15-1	8	(re-open	ning)	10-14					
nmed cue of m	ninor	Ghestem (d		est & lowes	t, 3OM = 2	highest)					
nmed cue of m	najor	Ghestem (d	•			,					
ver opponent's	s 1NT (weak)	,	Natural		,	,					
ver opponent's											
ver weak twos											
			X takeout								

	RESPONSES TO OPENING BIDS				CONVENTIONS							
		Describe strength, minimum length or specific meaning			Additional respo	nses to 1	NT					
1♣	1♦	Natural, 5+HCP		16+ HCP, support, no major	3 ≜ /3♦ Slam Try							
	1♥/♠ Natural, 5+ HCP		3♣	Natural 9-11 HCP	3 ♥ /3♠	Slam Tı	ry					
	1NT	6-9 HCP, no major	3♦	Splinter	4♣							
	2♣	Natural 5-8 HCP	3♥	Splinter	4◆							
	2♦	Splinter	3♠	Splinter	4♥	To Play	1					
	2♥	Splinter Splinter	3NT	12-15 HCP, no major	4♠	To Play						
	2♠		4 bids		Unusual NT:		minors \square	other suits		lower 2 unbid suits		\square'
1.	1♥/♠	Natural, 5+ HCP	3♣	Splinter	other							
	1NT	6-9 HCP, no major	3♦	Natural 9-11 HCP				,				
	2♣	Natural, ~9+ HCP	3♥	Splinter	Other slam bidd	Other slam bidding Cue Bids		Asking Bids			,	
	2♦	Natural 5-8 HCP	3♠	Splinter	4th Suit Forcing	4th Suit Forcing One round				Game force	\square	
	2♥	Splinter	3NT	12-15 HCP, no major	NT Checkback	\square	Priorities	Lowest	feature			
	2♠	Splinter	4♦		Defence to 3NT	Defence to 3NT opening						
	2NT	16+ HCP, support, no major	4 Other		Defence to open	ing Two's	: Multi 2◆	1, 2, 3 Xs				
1♥/♠	1NT	6-9 HCP, no major	3♣	Splinter	DCC atul	. 0 .	1, 2, 3 Xs					
	2♣	Natural, ~9+ HCP	3♦	Splinter	HOO SIVI	RCO style 2-s Other 2-s						
	2♦	Natural, ~9+ HCP	3♥/♠	Natural, 9-11 HCP/3 card limit	Other 2-s							
	2♥/♠	Natural/1♥-2♠ 3 card limit	3NT	12-15 HCP, support								
	2NT	16+ HCP, support	4♣/♦	Splinter			Natural					
2♣	2•	0/1 Controls	2♥/♠	2♥ 2 Controls/2♠ 3 Controls	Lebensohl		ratara					
	other						Over NT inter	ference 🔽	'			
2•	2♥	To Play	3♣/♦	To Play	Other use	es						
	2♠	To Play	3♥/♠	To Play	Take out of 4 level pre-empts		pts	4♣/4♦				
	2NT	Enquiry	3NT	To Play		4	•	4♠				
2 ♥ /♠	2NT	Enquiry	3NT	To Play	1		ОТ	HER NOT	TES			
	3♣/♦	To Play	4♣/♦									
	3♥/♠	To Play	4♥/♠	To Play								
2NT	3♣	Puppet Stayman	4♣		1							
	3♦	Transfer to ♥	4◆									
	3♥	Transfer to ♠	4♥									
	3♠	Minor Suit Stayman	4♠									
	3NT	To Play	other									