

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Splinter _____

Jump shifts after major opening Minor = Splinter, Major = 3 card limit raise _____

Responses to strong 2 suit opening 2♦ 0/1 controls, 2♥ 2, 2♠ 3 _____

Responses to 2NT opening Puppet stayman, Transfers _____

PLAY CONVENTIONS

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

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

Underlead Other: 1st & 3rd _____

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: Count _____

Signal on declarer's lead Count _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 3041 _____

4♣ Gerber when? _____

Other Conventions

2♣ Checkback _____

Ghstem _____



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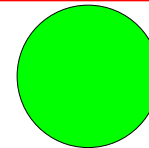
STANDARD SYSTEM CARD

Names: Phil Markey _____ Justin Williams _____

ABF Nos: _____

Basic System: Weak NT _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+♣, ~9+HCP 1♦ 4+♦, ~9+HCP 1♥ 4+♥, ~9+HCP 1♠ 5+♠, ~9+HCP

1 NT (9/10)11-14 (9-10 more likely in 1st/2nd) _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥ _____ 2♥ ♠ _____ 2♣ Baron _____

2 NT Transfer to Minor _____ Other: _____

2♣ Game Force _____

2♦ 4+♦, 4+♠ (♦ sometimes 3), less than opening (weak 2 in ♦ in 3rd/4th)

2♥ 4+♥, 4+♠ (♥ sometimes 3), less than opening (weak 2 in ♥ in 3rd/4th)

2♠ 4+♠, 4+♣ (♠ sometimes 3), less than opening (weak 2 in ♠ in 3rd/4th)

2 NT 20 (+) - 22 _____

3 NT To Play _____

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

1NT Rebid 14(+) - 18(-); 2NT 18(+) - 20(-) _____ Shorter minor is sometimes opened

2♦/♥/♠ Openings _____ 1♥ only 4 when exactly 4432

Most hands with 4+♠ are opened _____ 1NT opening can be off-shape

COMPETITIVE BIDDING

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 Ghstem (cue = highest & lowest, 3OM = 2 highest)

Immed cue of major Ghstem (cue = highest & lowest, 3♣ = 2 highest)

Over opponent's 1NT (weak) Natural _____

Over opponent's 1NT (strong) Natural _____

Over weak twos X takeout _____

Over opening threes X takeout _____

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural, 5+HCP	2NT	16+ HCP, support, no major
	1♥/♠	Natural, 5+ HCP	3♣	Natural 9-11 HCP
	1NT	6-9 HCP, no major	3♦	Splinter
	2♣	Natural 5-8 HCP	3♥	Splinter
	2♦	Splinter	3♠	Splinter
	2♥	Splinter	3NT	12-15 HCP, no major
	2♠	Splinter	4 bids	
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1♦	1♥/♠	Natural, 5+ HCP	3♣	Splinter
	1NT	6-9 HCP, no major	3♦	Natural 9-11 HCP
	2♣	Natural, ~9+ HCP	3♥	Splinter
	2♦	Natural 5-8 HCP	3♠	Splinter
	2♥	Splinter	3NT	12-15 HCP, no major
	2♠	Splinter	4♦	
	2NT	16+ HCP, support, no major	4 Other	
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1♥/♠	1NT	6-9 HCP, no major	3♣	Splinter
	2♣	Natural, ~9+ HCP	3♦	Splinter
	2♦	Natural, ~9+ HCP	3♥/♠	Natural, 9-11 HCP/3 card limit
	2♥/♠	Natural/1♥-2♠ 3 card limit	3NT	12-15 HCP, support
	2NT	16+ HCP, support	4♣/♦	Splinter
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2♣	2♦	0/1 Controls	2♥/♠	2♥ 2 Controls/2♠ 3 Controls
	other			
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2♦	2♥	To Play	3♣/♦	To Play
	2♠	To Play	3♥/♠	To Play
	2NT	Enquiry	3NT	To Play
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2♥/♠	2NT	Enquiry	3NT	To Play
	3♣/♦	To Play	4♣/♦	
	3♥/♠	To Play	4♥/♠	To Play
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2NT	3♣	Puppet Stayman	4♣	
	3♦	Transfer to ♥	4♦	
	3♥	Transfer to ♠	4♥	
	3♠	Minor Suit Stayman	4♠	
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam Try

3♥/3♠ Slam Try

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

Lowest feature

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ 1, 2, 3 Xs

RCO style 2-s

1, 2, 3 Xs

Other 2-s

Defence to strong ♣

Natural

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♥

4♣/4♦

4♠

OTHER NOTES