

4. BASIC RESPONSES

Jump raises - minors	Nat.
Jump raises - Majors	Nat.
Jump shifts after minor opening	Nat.
Jump shifts after Major opening	Nat.
Responses to strong 2 suit open.	
Responses to 2NT opening	Same as 1nt

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit		
Discards	McKenney	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? After NT bid or rebid
Slam Notes			
Cue Bids <input type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Ogust	
Jacoby 2NT + 3nt	
4th suit forcing	
splinters	
Support x's xx's	

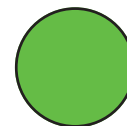
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	882313	George Bartley
& Names:	1024132	Jarvis Dunsford
Basic System:	Standard American	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 3+11+	1♥ 5+11+	
1♦ 3+11+	1♠ 5+11+	
1NT (14)15-17 Bal	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ simple stayman		
2♦ H	2♠ C	
2♥ S	2NT D	
other		
2♣ 19+		
2♦ Weak 2		
2♥ Weak 2		
2♠ Weak 2		
2NT 20-22	3NT 23-24	
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	weak
Responsive doubles through	3S	Unusual NT	1x-2nt overcall= LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	5/5 majors
1NT overcall - re-opening	11-14	Immediate cue of Major	other major and minor
Over weak twos		Over opening threes	
Over opponent's 1NT	vs weak NT x = penalties and for both 2c=5-4 majors.		
Everything else natural.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ 6+	2♦ weak	3♦ splinter
1♥ 4+6+	2♥ weak	3♥ splinter
1♠ 4+6+	2♠ weak	3♠ splinter
1NT 6-10 bal	2NT 10-12 bal	3NT 13-16 bal
2♣ 4+ 6-10	3♣ 5+ 10-12	4♣ N/A
other		
1♦ 1♥ 4+ 6+	2♥ weak	3♥ splinter
1♠ 4+ 6+	2♠ weak	3♠ splinter
1NT 6-10 bal	2NT 10-12	3NT 13-16
2♣ 4+ 6+	3♣ weak	4♣ splinter
2♦ 4+ 6+	3♦ 5+ 10-12	4♦ N/A
other		
1♥ 1♠ 4+6+	2♥ 3+ 6-10	3♦ weak
1NT 6-10 bal	2♠ weak	3♥ limit raise
2♣ 4+ 6+	2NT Jacoby 2nt	3♠ splinter
2♦ 4+ 6+	3♣ weak	3NT 13-16 bal
other		
1♠ 1NT 6-10 bal	2♠ 3+ 6-10	3♥ splinter
2♣ 4+ 6-10	2NT Jacoby 2NT	3♠ limit raise
2♦ 4+ 6-10	3♣ weak	3NT 13-16 bal
2♥ 5+ 10+	3♦ weak	4♣ splinter
other		
1NT 3♣ strong with C	3♠ strong with S	4♦ nat.
3♦ strong with D	3NT 8-12	4♥ nat.
3♥ strong with H	4♣ gerber	4♠ nat.
other		
2♣ 2♦ 0-7 negative	2NT 8-10	3♥
2♥ 5+ 8+	3♣ 5+ 8+	3♠
2♠ 5+ 8+	3♦ 5+ 8+	3NT 11/13 bal
other		
2♦ 2♥ Nat.	3♣ Nat.	3♠ Nat.
2♠ Nat.	3♦ Nat.	3NT Nat.
2NT Ogust	3♥ Nat.	4♣ Nat.
other		

Notes

2♥ 2♠	3♦	3NT
2NT Ogust	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT Ogust	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ ALL SAME AS 1NT	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round Game Force _____ Game force

NT Checkback Priorities: _____

Defence to 3NT opening _____

Defence to Opening Twos _____

Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to _____

strong (2♣): _____

1♣ / 2♣ _____

Over 1NT Interference _____

Lebensohl - other uses _____

Take out of 4 level pre-empts 4♣/4♦ _____

4♥ _____ 4♠ _____

10. OTHER NOTES
