BASIC RESPONSES

Jump raises - minors	limit ☐	forcing ☐	Other:	pre-emptive	
Jump raises - majors	limit ☐	forcing ☐	Other:	pre-emptive	
Jump shifts after minor opening		weak, natural			
Jump shifts after major opening		weak, natural			
Responses to strong 2 suit opening					
Responses to 2NT opening		3♣=puppet; 3♦/♥=trf; 3♠=minors			

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:	
From 3 cards (no honour)	top ✓	middle ✓	bottom ☐
Signal on partner's lead:	high encourage ☐	low encourage ✓	
Other:	reverse count		
Signal on declarer's lead	reverse count (some reverse Smith in NT)		
Discards McKenney ☐	high encourage ☐	low encourage ☐	
odd/even ☐	Other:	reverse count	
Count natural ☐	reverse ✓		

CONVENTIONS

4NT:	Blackwood ☐	RKCB ✓	Other:	0314
4♣	Gerber ✓	when?	straight after 1NT/2NT opening	

Other Conventions

AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD SYSTEM CARD

Names:	Ben Thompson	Bill Jacobs
ABF Nos:	Feb 09	
Basic System:	Standard	Brown Sticker ☐
Classification:	Green ✓ Blue ☐ Red ☐ Yellow ☐	
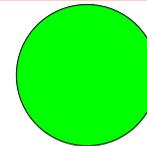
OPENING BIDS

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:	Puppet to 2♦	
Transfers	2♦ ♥		2♥ ♠	2♠	range ask / 3 suits
2 NT	♣	Other:	3x = slam try; Super accepts		

2♣	GF
2♦	weak 54+ both majors
2♥	weak with (5)6 ♥
2♠	weak with (5)6 ♠
2 NT	20-22 BAL
3 NT	any solid suit

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

Weak jump responses	Inverted minor suit raises
4♣/♦ opening = Namyats	Cue 1st and 2nd round controls
Transfers after 1M-1NT	

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	Weak	Unusual NT	2 lowest unbid
1NT overcall (immediate)	15-18 (sys on)	(re-opening)	11-14
Immed cue of minor	weak or strong, both majors		
Immed cue of major	weak or strong, other major + a minor		
Over opponent's 1NT (weak)	2♣=♥+other; 2♦=♠+other; 2NT = minors		
Over opponent's 1NT (strong)			
Over weak twos	T/O X + Lebensohl		
Over opening threes	T/O X		

Describe strength, minimum length or specific meaning

1♣	1♦	NAT 5+	2NT	GF raise (limit by PH)
	1♥/♠	NAT 5+	3♣	NAT, weak
	1NT	NAT 5-9	3♦	NAT, weak (FSJ by PH)
	2♣	10+ raise	3♥	NAT, weak (FSJ by PH)
	2♦	NAT, weak	3♠	NAT, weak (FSJ by PH)
	2♥	NAT, weak	3NT	8-11, 5+♣, stops outside, no spl
	2♠	NAT, weak	4 bids	NAT, weak (4♦ spl)

1♦	1♥/♠	NAT 5+	3♣	NAT, weak (FSJ by PH)
	1NT	NAT 5-9	3♦	NAT, weak
	2♣	NAT, INV+	3♥	NAT, weak (FSJ by PH)
	2♦	10+ riase	3♠	NAT, weak (FSJ by PH)
	2♥	NAT, weak	3NT	8-11, 5+♦, stops outside, no spl
	2♠	NAT, weak	4♦	NAT, weak
	2NT	GF raise (limit by PH)	4 Other	NAT, weak (4♣ spl)

1♥/♠	1NT	NAT 5-9	3♣	NAT, weak (FSJ by PH)
	2♣	Drury (♣ or 3 card limit raise)	3♦	NAT, weak (FSJ by PH)
	2♦	NAT, INV+	3♥/♠	NAT, weak (FSJ by PH)
	2♥/♠	Raise=6-9	3NT	13-15 BAL raise, weak trumps
	2NT	4+ card INV+ raise	4♣/♦	9-11 splinter

2♣	2♦	9+ any or 5-8 BAL	2♥/♠	2♥=0-4 any; 2♠= 5-8, 5+♥
	other	2NT=5+♣, 5-8; 3♥+=3-5, good 6+suit; 3NT=AKQxxx+ nothing else		

2♦	2♥	to play	3♣/♦	NAT, NF
	2♠	to play	3♥/♠	to play
	2NT	ask, INV+	3NT	to play

2♥/♠	2NT	ask, INV+	3NT	to play
	3♣/♦	NAT, NF	4♣/♦	splinter
	3♥/♠	raise=NF; JS=splinter	4♥/♠	raise=to play

2NT	3♣	puppet stayman	4♣	gerber
	3♦	♥	4♦	both majors, mild slam try
	3♥	♠	4♥	NAT, NF
	3♠	44+ minors, slammish	4♠	NAT, NF
	3NT	to play	other	4NT=quant

Additional responses to 1NT

3♣/3♦	slam try (cue except with xx)
3♥/3♠	slam try (cue except with xx)
4♣	gerber
4♦	both majors, mild 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 ☑　after 1-over-1 else GF　　Game force ☐

NT Checkback ☐　　　Priorities　2♣=inv; 2♦=gf

Defence to 3NT opening　　　X=values

Defence to opening Two's:　　Multi 2♦　X=values then T/O X

RCO style 2-s　　X=values then T/O X

Other 2-s

Defence to strong ♣　　X=♥+other; 1♦=♠+other; 1NT=minors

After 1♣-P-1♦: X=♠+other; 1NT=minors

Lebensohl　　Over NT interference ☑　Rubensohl

Other uses　　In weak2-X equivalent auctions

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

4♥　X; 4NT=minors　　4♠　X; 4NT=2-suiters

After 1-over-1 then reverse, step=minimum

Cue raises, Fit-showing jumps (FSJ)

4NT opening = specific ace ask (5NT=2, 6♣=♣A)

PODI/PORI

Support double & redouble

Good 2NT (eg 1X-1Y-bid-2 something .. 2NT=competing with near GF+)