

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: Weak, inverted minor raises

Jump raises - majors limit ☐ forcing ☒ Other:

Jump shifts after minor opening weak in major, fit showing in minor

Jump shifts after major opening weak in major (1S-3H=splinter), fit showing in minor

Responses to strong 2 suit opening 2C: CAB, 3H,3S = good 6+ suit, 3NT = v good suit

Responses to 2NT opening (equiv) 3C=4/5 Stayman, 3D,H transf, 3S 5S+4H, 3NT to play

PLAY CONVENTIONS

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

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

Underlead ☒ Other: J from KJ10 Overlead against slams

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:

Signal on declarer's lead count if thought appropriate

Discards McKenney ☐ high encourage ☐ low encourage ☒

odd/even ☐ Other:

Count natural ☒ reverse ☐

CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other:

4♣ Gerber ☐ when?

Other Conventions

Splinters	POD1 and POR1
Support x and xx	
Fit showing jumps after passing	
Fit showing jumps of overcalls	
Cue raises of overcalls	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Marcia Scudder Inez Glander

ABF Nos: 55141 16721

Basic System: Standard with 2-over-1 game force Brown Sticker ☒

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 3 (12+) 1♦ 3 (12+) 1♥ 5 (12+) 1♠ 5 (12+)

1 NT 14-17 may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☐ Other: Lavings enquiry

Transfers 2♦ ~> 2H 2♥ ~> 2S 2♠ ~> 3C

2 NT ~> 3D Other: 4C/D ~> 4H/S

2♣ Game force (control responses)

2♦ Weak 2H or 2S or 20-22 bal or Acoll 2 in any suit

2♥ 5+/5+ in H/S or C/D < opening or ~ 8 playing tricks

2♠ 5+/5+ in C/S or H/D < opening or ~ 8 playing tricks

2 NT 5+/5+ in D/S or C/H < opening or ~ 8 playing tricks

3 NT Gambling = long set up minor, no more than K outside

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

Opening 2's

1NT may contain 5 card major or 6 card minor

Two suited jump overcalls and cues

COMPETITIVE BIDDING

Negative doubles through 3S Responsive doubles through 3S

Jump overcalls Weak in major Unusual NT Lower unbid suits

1NT overcall (immediate) 14-18 (re-opening) 10-12

Immed cue of minor 1C 2D (when C at least 3) = D + S, 1D 2D = C + S

Immed cue of major 1H 2H = C + S, 1S 2S = C + H

Over opponent's 1NT (weak) Mod DONT x = pen, 2C = single suiter, others 2 suiters

Over opponent's 1NT (strong) DONT x = single suiter, others 2 suiters

Over weak twos x

Over opening threes x

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ D forcing	2NT	12-15 bal forcing
	1♥/♠	4+ H/S forcing	3♣	5-8 unless passed or in comp
	1NT	6-10 bal no 4 card major	3♦	splinter
	2♣	10+ unless passed or in comp	3♥	splinter
	2♦	fit showing jump with D	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4 bids	natural

1♦	1♥/♠	4+ H/S forcing	3♣	fit showing jump with C
	1NT	6-10 bal no 4 card major	3♦	5-8 unless passed or in comp
	2♣	natural and game force	3♥	splinter
	2♦	10+ unless passed or in comp	3♠	splinter
	2♥	weak with H	3NT	16-17 any 4-3-3-3
	2♠	weak with S	4♦	weak with D
	2NT	12 -15 bal forcing	4 Other	natural

1♥/♠	1NT	0-11 forcing	3♣	fit showing jump
	2♣	natural and game force	3♦	fit showing jump
	2♦	natural and game force	3♥/♠	forcing raise, asks for cue
	2♥/♠	7-9 with support	3NT	16- 17 bal
	2NT	12 -15 bal forcing	4♣/♦	splinters

2♣	2♦	0-1 controls (K=1 A=2)	2♥/♠	2/3 cont. etc (incl 2NT)
other		3any = solid suit, 3NT = very solid suit		

2♦	2♥	P/C opp weak 2H, 2S	3♣/♦	
	2♠	P/C opp weak 2H, 2S, pref H	3♥/♠	
	2NT	enquiry	3NT	

2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct

2NT	3♣	enquiry	4♣	pass or correct
	3♦	pass or correct	4♦	pass or correct
	3♥	pass or correct	4♥	pass or correct
	3♠	pass or correct	4♠	pass or correct
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	game force, asks for RKCB responses with Qxx or better
3♥/3♠	game force, asks for RKCB responses with Qxx or better
4♣	~> 4H (SA Texas)
4♦	~> 4S (SA Texas)
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 ☒ one level two level Game force ☒

NT Checkback

Priorities 3 card support, 4 other major

Defence to 3NT opening

natural

Defence to opening Two's:

Multi 2♦ 2NT= 15-18 x = any other strong hand

RCO style 2-s

as above

Other 2-s

x = take out

Defence to strong ♣

CRASH (2C =colour; 2D=rank, 1NT=shape)

Lebensohl

Over NT interference ☒

Other uses

Take out of 4 level pre-empts

4♣/4♦ X
4♥ X 4♠ 4NT

OTHER NOTES

Over strong 1C x = 16+

Over 1H or 1S overcall of strong 1C, 1NT is forcing