

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other:	Game raise
Jump shifts after minor opening	Weak-to play			
Jump shifts after major opening	Weak-to play			
Responses to strong 2 suit opening	2♦=relay			
Responses to 2NT opening	Puppet stayman and red suit transfers			

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other:	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
bottom <input type="checkbox"/>		
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:	suit preference where obvious	
Signal on declarer's lead	Reverse count and attitude	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	
4♣	Gerber <input checked="" type="checkbox"/>	when?	CRO over NT-4♦=3/0.4♥=4/1,4♠=2same colour	

Other Conventions

4th suit forcing.DOPI & ROPI	Lebensohl (after weak2-X-2NT,partner must
Truscott Raises	bid 3♣ & responder will pass or correct.)
Limit raise after interference	DISCO over precisions:X=♣,2♠=blksuits,
Jump unassuming cue is forcing	2♦=red suits,1NT=Majors,2NT=Minors
CRO overcalls	2♥/♠=weak, 1bids natural.



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Maureen Jakes	Rosemary Green
ABF Nos:	631590	89745
Basic System:	Standard American	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>	
1♣	3 - Rule of 20	1♦	3	1♥	5
1♠	5	1♠	5		
1 NT	15-17			may contain 5 card major	<input checked="" type="checkbox"/>
2♣	Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:	Non promissary
Transfers	2♦	♥	2♥	♠	2♣
2 NT	♦			Other:	
2♠	23+ or 81/2 P.T. Game Force				
2♦	Multi - weak major or 20-22 Balanced or strong minor				
2♥	6-9 ♥+ another suit (may be 4 card suit)				
2♠	6-9 ♠+ minor (may be 4 card suit)				
2 NT	6-9 5/5 minor suits				
3 NT	Gambling				

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

Non frcg free bid over intfrnce at 2 lvl	Smith Peters
Puppet stayman	4NT=specific ace ask
Unassuming cue bids	

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	weak	Unusual NT	CRO
1NT overcall (immediate)	16-18	(re-opening)	10-13
Immed cue of minor	CRO		
Immed cue of major	CRO		
Over opponent's 1NT (weak)	X=penalty. Pottage		
Over opponent's 1NT (strong)	DONT: X=Single Suit Bid=Suit+Higher suit		
Over weak twos	Optional T/O double.2NT=natural 16-18 HCP		
Over opening threes	"	"	3NT=To play 19+ HCP

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4	2NT	13-15 no major suit
	1♥/♠	"	3♣	limit raise - 10/11 hcp
	1NT	6-9 No major	3♦	forcing
	2♣	6-8, 5	3♥	"
	2♦	weak (less than 6hcp), 6 card suit	3♠	"
	2♥	"	3NT	16+ No major
	2♠	"	4 bids	To play - long suit

1♦	1♥/♠	6+,4	3♣	weak - up to 6hcp, 6 card suit
	1NT	6-9 No major	3♦	limit raise -10/11 hcp
	2♣	10+, 4	3♥	forcing
	2♦	6-8, 5	3♠	"
	2♥	weak (less than 6hcp), 6 card suit	3NT	16+ No major
	2♠	"	4♦	forcing - long suit
	2NT	13-15, No major	4 Other	to play if major suit

1♥/♠	1NT	6-9	3♣	weak - up to 6hcp, 6 card suit
	2♣	10+,4	3♦	"
	2♦	"	3♥/♠	13-15,3/4 card support
	2♥/♠	6-9, 3	3NT	16+ No major
	2NT	13-15, No major	4♣/♦	forcing - long suit

2♣	2♦	Relay	2♥/♠	5+ forcing
	other			

2♦	2♥	Relay	3♣/♦	
	2♠	Forcing to 3♥	3♥/♠	Invitational
	2NT	Forcing, 14+	3NT	To play

2♥/♠	2NT	Forcing, 14+	3NT	To play
	3♣/♦	Pass or correct over 2♣	4♣/♦	Forcing
	3♥/♠	Preemptive	4♥/♠	To play

2NT	3♣	To play	4♣	Invitational
	3♦	"	4♦	"
	3♥	"	4♥	To play
	3♠	"	4♠	"
	3NT	" 18+hcp	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Game force/slam interest
3♥/3♠	"
4♣	Gerber
4♦	Forcing to game
4♥	To play
4♠	"

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

Defence to 3NT opening

Double for t/o into majors

Defence to opening Two's:

Multi 2♦ Double for t/o 16+hcp, 2NT is natural 16+

RCO style 2-s

Double for t/o, 2NT natural 16+

Other 2-s

"

Defence to strong ♣

DISCO: 2♣=black suits,2♦=red suits,1 bids natural 13+,2 of a major =weak a

weak -6card suit,1NT=majors,2nt=minors,X=♣

Lebensohl

Over NT interference ☒

Other uses

Over weak 2s

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ 4NT

OTHER NOTES

CRO : Cue bid =2 suits same colour

2NT =2 suits same rank

3♣ =2 odd ranking suits