

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump shifts after minor opening	Weak			
Jump shifts after major opening	Weak			
Responses to strong 2 suit opening	See Other Notes			
Responses to 2NT opening	Arriving at 2NT - Puppet Stayman			

## 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 checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other: <input type="text"/>	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: <input type="text"/>	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: <input type="text"/>
From 3 cards (no honour)	top <input type="text"/>	middle <input type="text"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	<input type="text"/>	
Signal on declarer's lead	<input type="text"/>	
Discards	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other: <input type="text"/>	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/>

## CONVENTIONS

4NT:	Blackwood <input checked="" type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	
4♣	Gerber <input type="checkbox"/>	when?	<input type="text"/>	
Other Conventions				

Blackout	<input type="text"/>
Lebensohl	<input type="text"/>
Jacoby	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>



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PO Box 397  
Fyshwick ACT 2609  
Tel: 02 6239 2265  
FAX: 02 6239 1816  
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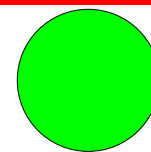


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Greer Tucker	Margaret Millar
ABF Nos:	107735	106135
Basic System:	2/1 Game Force	Brown Sticker <input type="checkbox"/>
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♠	11+ 3	1♦	11+ 3	1♥	10+ 5	1♠	10+ 5
1 NT	15 - 17				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input type="checkbox"/>		extended <input checked="" type="checkbox"/>		Other: <input type="text"/>		
Transfers	2♦	2H	2♥	2S	2♣	3C	
2 NT	3D	Other: Super accepts					
2♣	Game Force or 23 - 24 or 27 - 28 Balanced						
2♦	Multi - Weak Major, Strong Minor, Balanced 20 - 22 or 25 - 26						
2♥	5 Hearts and 4+ another - less than opening hand						
2♠	5 Spades and 4+ minor - less than opening hand						
2 NT	5/5 Minors - less than opening hand						
3 NT	Specific Ace Ask						

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

2/1 Game Force	Support Doubles and ReDoubles
Multi 2's	Splinters
Jacoby over Major and Minor	1NT Forcing

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	2 lowest
1NT overcall (immediate)	15 - 18	(re-opening)	10 - 14
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	Splash		
Over opponent's 1NT (strong)	Dont		
Over weak twos	Double		
Over opening threes	Double		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+	4+	2NT	Jacoby
	1♥/♠	6+	4+	3♣	Limit
	1NT	7 - 10	4+ Clubs	3♦	Splinter
	2♣	6 - 10	4+ Clubs	3♥	Splinter
	2♦	Weak		3♠	Splinter
	2♥	Weak		3NT	12 - 14
	2♠	Weak		4 bids	4H/S - to play

1♦	1♥/♠	6+	4+	3♣	Splinter
	1NT	6 - 10		3♦	Limit
	2♣	10+	4+ Clubs	3♥	Splinter
	2♦	6 - 10	4+ Diamonds	3♠	Splinter
	2♥	Weak		3NT	12 - 14
	2♠	Weak		4♦	Pre-emptive
	2NT	Jacoby		4 Other	4H/S - to play

1♥/♠	1NT	Forcing - up to bad 12	3♣	Weak
	2♣	Game Force	3♦	Weak
	2♦	Game Force	3♥/♠	Limit
	2♥/♠	8 - 10	3NT	12 - 14
	2NT	Jacoby	4♣/♦	Splinter

2♣	2♦	See Other Notes	2♥/♠	
	other			

2♦	2♥	Play or correct	3♣/♦	To play
	2♠	Play or 3/4 Hearts	3♥/♠	Pre-empt - pass or correct
	2NT	Strong enquiry	3NT	To play

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	H - to play, S-pass or correct	4♣/♦	
	3♥/♠	Pre-emptive	4♥/♠	To play

2NT	3♣	To play	4♣	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	Forcing	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Slam interest 5/4 minors
3♥/3♠	Splinter 5/5 minors 8+ HCP
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 3 card support

### Defence to 3NT opening

Double - takeout

### Defence to opening Two's:

Multi 2♦ Double = 16+ any shape

2 NT = 15 - 18 stop both majors

RCO style 2-s

Double = take out includes clubs

Other 2-s

3 Clubs = take out - no clubs

Double = take out

### Defence to strong ♣

Double=C/D;1D=D/H;1H=H/S;1S=S/C;1NT=Mismatch-S/D or H/C

At least 4/4

### Lebensohl

Over NT interference ☒

Other uses

Weak 2's and Multis

### Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ 4NT

## OTHER NOTES

2C Opening; 2D = 8+ any shape 3H = 4 - 7 with 5+ spades

2H = Horrible

2S = 5 - 8 balanced

2NT = 4 - 7 with 5+ clubs

3C = 4 - 7 with 5+ diamonds

3D = 4 - 7 with 5+ hearts