

## BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other:	7-9
Jump shifts after minor opening	GF, 12+, 6+ suit excpt passed hand = fit show			
Jump shifts after major opening	as above			
Responses to strong 2 suit opening	2D = neg or waiting			
Responses to 2NT opening	3C=5 cd suit ask, t/frs, 2S=5S+4H, 4m=ask in suit bid			

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A=att, K=count; Q or J may ask for unblock	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: 4 - 2nd highest in pd's suit, 3/5 in pd's suit - lowest	
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 checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	nat count - not compulsory; Q/J = J/10, or singltn, or mckenney	
Signal on declarer's lead	nat count or Mckenney - neither compulsory	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Mc Kenney only sometimes eg sngltn in dummy	
Count	natural <input type="checkbox"/>	reverse <input type="checkbox"/> not compulsory

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	quantitative
4♣	Gerber <input type="checkbox"/>	when?	1NT - 4C	

### Other Conventions




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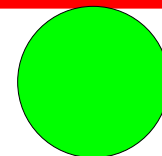


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Alida Clark and Candice Berman	
ABF Nos:		
Basic System:		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♣	4	1♦	4	1♥	4	1♠	4
1 NT	12-14				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: 5 cd M ask				
Transfers	2♦ H	2♥ S	2♠ 5 cd suit ask				
2 NT	5=/5+ H+S, invite +				Other:		
2♠	Acol 2 any suit, or 19-20 bal/semi-bal						
2♦	weak either M, or any GF, or 23+ bal/semi-bal						
2♥	5+/5+ H + another weak						
2♠	5+/5+ S + minor, weak						
2 NT	21-22 bal/semi-bal						
3 NT	gambling, 4th seat = to play						

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

leap + non leap michael's	
Swine if X of 1/2NT open or 1/2/3NT o/call	
3NT opening	

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	weak	Unusual NT	2 lowest
1NT overcall (immediate)	15-18	(re-opening)	15-18
Immed cue of minor	H+S, 5+/5+, any strength		
Immed cue of major	Other M + minor, 5+/5+, any strength		
Over opponent's 1NT (weak)	X=pen, 2C=H+S, 2D=H, 2H=S+other, 2NT=C/D		
Over opponent's 1NT (strong)	as above		
Over weak twos	X=t/out, michael's + leap michael's		
Over opening threes	as above		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ HCP, 4+ suit	2NT	15+ HCP, 4+ C
	1♥/♠	as above	3♣	9-11 HCP, 4+ C
	1NT	6-9 HCP, no M	3♦	splinter, 11-14 HCP, 4+ C
	2♣	5-9 HCP, 4+ suit	3♥	as above
	2♦	nat GF, 12+HCP, 6+ suit	3♠	as above
	2♥	as a bove	3NT	12-14HCP, flat, 4+C
	2♠	as above	4 bids	4C=pre-empt
1♦	1♥/♠	as above	3♣	
	1NT		3♦	
	2♣		3♥	
	2♦		3♠	
	2♥		3NT	
	2♠		4♦	
	2NT		4 Other	4C=spr, 11-14 HCP, 4+D
1♥/♠	1NT	5-9 HCP	3♣	nat, 12+ HCP, 6+ suit
	2♣	9+ HCP, nat	3♦	as above
	2♦	as above	3♥/♠	7-9 HCP, 4+ cd supp
	2♥/♠	5-9 HCP, 3/4 cd supp	3NT	12-14 HCP, flat, 4 cd supp
	2NT	limit raise or better	4♣/♦	Splinter, 11-14 HCP, 4+ supp
2♣	2♦	neg or waiting	2♥/♠	pos, nat
	other			
2♦	2♥	pass/correct	3♣/♦	invite
	2♠	pass/correct	3♥/♠	pre-empt pass/correct
	2NT	inq	3NT	to play
2♥/♠	2NT	inq	3NT	to play
	3♣/♦	pass/correct	4♣/♦	pass/correct
	3♥/♠	pre-empt pass/correct	4♥/♠	over 2H-4S =pass/correct
2NT	3♣	5 cd suit ask, then 3M=nat	4♣	inq re C fit
	3♦	H	4♦	as above
	3♥	S	4♥	to play
	3♠	5S+4H	4♠	to play
	3NT	to play	other	4NT=pick a minor

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	6+ suit, slam try
3♥/3♠	as above
4♣	gerber
4♦	pick a minor
4♥	to play
4♠	as above

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒

other

### Other slam bidding

Cue Bids ☒

Asking Bids ☐

### 4th Suit Forcing

One round ☐

3rd suit F

Game force ☒

### NT Checkback

☒

Priorities

range + support

### Defence to 3NT opening

X=cards, 4C=Ms or

### Defence to opening Two's:

Multi 2♦

X=good hand, 4C= 2 Ms OR 1M + 1m

RCO style 2-s

X=good hand

Other 2-s

if there is a weak single suited option X = t/out of that suit

### Defence to strong ♣

X=Ms, 1NT=ms, 2D=singl suit M,2H=H+m,2S=S+m

### Lebensohl

Over NT interference

☒

Other uses

after weak 2 open X'd by us

### Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠

X=cards, 4NT=2 places to play

## OTHER NOTES

blackout

2C checkback after 1NT response