

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak
Jump shifts after minor opening	weak jump shift (fit showing if passed hand)		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2D = 0-3/10+ HCP, 2H = 4-6 HCP, other = 7-9 HCP		
Responses to 2NT opening	3C = Puppet Stayman, 3D/H = transfers, 3S = minors		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: Ace/Queen = attitude, King = count	
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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Suit Preference	
Signal on declarer's lead	v. NT = Smith Peter	
Discards	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Suit Preference if needed	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/> Present count

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 03/14
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

Drury when passed hand	Blackout after reverses
Fit showing jumps by passed hand	2-way checkback after 1NT rebid
4th suit game forcing (1S nat, 2S = 4SF)	Transfers after 2NT jump rebid
Long suit game tries	Lebensohl



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	CANDICE GINSBERG	BARBARA TRAVIS
ABF Nos:		
Basic System:	STANDARD almost 2/1	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♣	10+ HCP, 3+	1♦	10+ HCP, 3+	1♥	10+ HCP, 5+	1♠	10+ HCP, 5+
1 NT	(rare 14) 15-17 HCP, bal/semi-bal				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>		Other: Major/range ask			
Transfers	2♦ hearts	2♥ spades		2♠ clubs			
2 NT	diamonds		Other: 3-level = GF splinters				
2♣	22+ HCP, bal/semi-bal OR any GF						
2♦	weak 2 in hearts or spades, 3-7 HCP; 3rd/4th hand: good weak 2 in diamonds						
2♥	6 hearts, 8-11 HCP; 4th hand: good weak 2 in hearts						
2♠	6 spades, 8-11 HCP; 4th hand: good weak 2 in spades						
2 NT	(good 19) 20-21 HCP, bal/semi-bal						
3 NT	Gambling - solid 7+ card minor						

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

Bergen raises	Passed hand: Drury, fit showing jumps
2D opening bid	Transfers after 1MX (opening/overcall)
4C/4D opening bids = hearts/spades	Transfers after opener's 2NT rebid

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	3S
Jump overcalls	Weak (not bal)	Unusual NT	lower 2 unbid suits
1NT overcall (immediate)	15+ to 18 HCP	(re-opening)	11-14 HCP
Immed cue of minor	both Majors 5/5+		
Immed cue of major	other Major + minor 5/5+		
Over opponent's 1NT (weak)) X = Penalty, 2C = Majors, 2D = 1 Major,		
Over opponent's 1NT (strong)) 2M = M + minor		
Over weak twos	T/out X, Leaping Michaels		
Over opening threes	T/out X		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+ cards	2NT	clubs, GF, slam interest
	1♥/♠	4+ cards	3♣	0-6 HCP, clubs
	1NT	6-11 HCP, NF	3♦	10-13 HCP, splinter
	2♣	6-9 HCP, clubs	3♥	10-13 HCP, splinter
	2♦	10+ HCP, clubs, F to 3C+	3♠	10-13 HCP, splinter
	2♥	weak jump shift, 0-6 HCP	3NT	13-15 HCP, clubs
	2♠	weak jump shift, 0-6 HCP	4 bids	4M = to play (partial fit)
1♦	1♥/♠	4+ cards	3♣	10+ HCP, diamonds, F to 3D+
	1NT	6-11 HCP, NF	3♦	0-6 HCP, diamonds
	2♣	GF unless clubs rebid	3♥	10-13 HCP, splinter
	2♦	6-9 HCP, diamonds	3♠	10-13 HCP, splinter
	2♥	weak jump shift, 0-6 HCP	3NT	13-15 HCP, diamonds
	2♠	weak jump shift, 0-6 HCP	4♦	
	2NT	diamonds, GF, slam interest	4 Other	4M = to play (partial fit)
1♥/♠	1NT	5-11 HCP, SF	3♣	6-9 HCP, 4+ support
	2♣	GF unless suit rebid	3♦	10-12 HCP, 4+ support
	2♦	GF unless suit rebid	3♥/♠	0-6 HCP, 4+ support
	2♥/♠	6-9 HCP, 3 cards (or 4333)	3NT	13-15 HCP, 4+ cards, bal
	2NT	GF raise, slam interest	4♣/♦	10-13 HCP, splinters
2♣	2♦	any 0-3 HCP or any 10+ HCP	2♥/♠	2H : any 4-6 HCP
	other	7-9 HCP, transfers		
2♦	2♥	Pass or correct	3♣/♦	3C : To play; 3D : Invite
	2♠	Pass or correct (likes hearts)	3♥/♠	Forcing with that suit
	2NT	Ask	3NT	To play 4H : P/C
2♥/♠	2NT	Ask - range/feature	3NT	To play
	3♣/♦	Natural, F	4♣/♦	Splinter
	3♥/♠	Pre-emptive	4♥/♠	To play
2NT	3♣	Puppet Stayman	4♣	Transfer to 4H (weak or RKC)
	3♦	Hearts	4♦	Transfer to 4S (weak or RKC)
	3♥	Spades	4♥	To play
	3♠	minor suit Stayman	4♠	To play
	3NT	To play	other	

CONVENTIONS				
Additional responses to 1NT				
3♣/3♦) GF, 0/1 in bid suit, either 4441 or 5m431 or 6m331			
3♥/3♠) (at least 3 cards in each other suit, denies 5 card Major)			
4♣	transfer to 4H (weak or strong - RKC)			
4♦	transfer to 4S (weak or strong - RKC)			
4♥	to play			
4♠	to play			
Unusual NT:	minors	<input type="checkbox"/>	other suits	<input type="checkbox"/>
			lower 2 unbid suits	<input checked="" type="checkbox"/>
other				
Other slam bidding	Cue Bids	<input checked="" type="checkbox"/>	Asking Bids	<input type="checkbox"/>
4th Suit Forcing	One round	<input type="checkbox"/>		Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/>	Priorities	hearts first	
Defence to 3NT opening	4C and 4D = Major t/outs, heart and spade pref. respectively			
Defence to opening Two's:	Multi 2♦ X = 16+ (3rd X = penalty); Leaping Michaels;			
	2NT = 16-18, Majors stopped			
RCO style 2-s	X = 16+ (3rd X = penalty)			
Other 2-s	X = 16+ (3rd X = penalty)			
	v. 2NT : 3C and 3D = Majors with heart/spade respectively			
Defence to strong ♣	X = Majors, 1NT = minors, 1-bids to 2C = natural			
	2D = 1 Major, 2M = Major + minor			
Lebensohl	Over NT interference	<input checked="" type="checkbox"/>		
Other uses	After t/out Xs at 2-level			
Take out of 4 level pre-empts	4♣/4♦	X		
	4♥	X	4♠	4NT (X = general values)

OTHER NOTES	
Transfers after 1M X (opening and overcall)	
Transfers after opener's jump rebid of 2NT	
1NT (X) : if X = penalty, then:	
XX = single-suited (bid 2C for P/C)	
bid = that suit + higher suit	
1NT (X): if X = artificial, then system ON	