

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 6 card suits		
Jump shifts after major opening	Modified Bergen, 1s 3h invitational natural		
Responses to strong 2 suit opening	2d negative/waiting		
Responses to 2NT opening	3c simple stayman, 3d/3h 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:	
Four or more with an honour	4th highest <input type="checkbox" value="NT"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox" value="S"/>	Other:	
From 4 small	2nd highest <input type="checkbox" value="NT"/>	Other: 3rd to suit
From 3 cards (no honour)	top <input type="checkbox" value="NT"/>	middle <input type="checkbox"/> bottom <input type="checkbox" value="S"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:		
Signal on declarer's lead	Reverse count, Smith's Echo to NT	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" 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: 1430
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

2 way checkback	
support doubles, and support 1nt after x	
blackout over reverses	
reverse drury	
exclusion key card	



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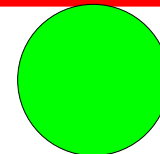


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Paul Gosney	Nathan Van Jole
ABF Nos:		
Basic System:	2 over 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♣	2	1♦	4	1♥	5	1♠	5
1 NT	15-17(14)			may contain 5 card major			<input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>		extended <input type="checkbox"/>		Other: <input type="checkbox"/>		
Transfers	2♦	-> 2h		2♥	-> 2s		2♠ range probe or clubs
2 NT	->3d		Other: <input type="checkbox"/>				
2♣	GF / 23-24 Bal						
2♦	3-7 weak 2 in a major, (may be 5 non vul and less than 3 hcp)						
2♥	8-11 6 (usually) hearts						
2♠	8-11 6 (usually) spades						
2 NT	20-22						
3 NT	Gambling, 7 solid in a minor with little outside						

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

Transfers in competition after 1* (x)	
Transfers over 1c	

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	Lowest unbid suits
1NT overcall (immediate)	15-18	(re-opening)	11-15
Immed cue of minor	Both Majors 5-5 wide ranging		
Immed cue of major	Other Major plus a minor 5-5 wide ranging		
Over opponent's 1NT (weak)	2c Majors, 2d 1 Major, 2h/s Major + a minor, x Pen		
Over opponent's 1NT (strong)	2c Majors, 2d 1 Major, 2h/s Major + Minor, x 4M 5+m		
Over weak twos	X T/O lebensohl		
Over opening threes	X T/O		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ hearts	2NT	16+ balanced
	1♥♠	4+ spades/5+ diamonds or no major	3♣	0-5 5+ clubs
	1NT	11-12 bal no major	3♦	splinter
	2♣	10+ 5+ clubs	3♥	splinter
	2♦	6-9 5+ clubs	3♠	splinter
	2♥	3-6 6+ hearts	3NT	13-15 bal
	2♠	3-6 6+ spades	4 bids	

1♦	1♥♠	natural	3♣	6-9 4+ diamonds
	1NT	6-9	3♦	0-5 4+ diamonds
	2♣	12+ 4+ clubs	3♥	splinter
	2♦	10+ 4+ diamonds	3♠	splinter
	2♥	3-6 6+ hearts	3NT	13-15 bal
	2♠	3-6 6+ spades	4♦	
	2NT	11-12 balanced	4 Other	

1♥/♠	1NT	5-11	3♣	6-9 4+ support, or 10-12 3 card R
	2♣	clubs or balanced game force	3♦	10-11 4 card support
	2♦	5+ diamonds game force	3♥/♠	weak, 1s 3h 10-11 6+ hearts
	2♥/♠	6-9 3 card support	3NT	any splinter
	2NT	10+ 4+ support	4♣/♦	void splinter

2♣	2♦	negative or waiting	2♥/♠	7+ points 5+ suit
	other			

2♦	2♥	pass or correct	3♣♦	3c to play, 3d forcing
	2♠	pass or correct (3+hearts)	3♥♠	pass or correct
	2NT	strong inquiry	3NT	to play

2♥/♠	strong inquiry	3NT	to play
3♣♦	natural and forcing	4♣♦	splinter
3♥/♠	to play	4♥/♠	to play

2NT	3♣	simple stayman	4♣	transfer to hearts
	3♦	transfer to hearts	4♦	transfer to spades
	3♥	transfer to spades	4♥	transfer to clubs
	3♠	minor suit stayman	4♠	transfer to diamonds
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	singleton in suit above
3♥/3♠	singleton in suit above
4♣	transfer to hearts
4♦	transfer to spades
4♥	transfer to clubs
4♠	transfer to diamonds

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

other wide ranging

Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing One round ☐ Game force ☒

NT Checkback		Priorities	2-way
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Defence to 3NT opening

Defence to opening Two's: Multi 2♦ double double double (points, takeout, penalties)

RCO style 2-s	double double double as above
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Other 2-s	double double double
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Defence to strong ♣	1nt minors, X majors
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Lebensohl	Over NT interference	<input checked="" type="checkbox"/>	
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Other uses	over weak 2s
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Take out of 4 level pre-empt

4♥ x takeout 4♠ x good hand, 4nt takeout

OTHER NOTES