

## BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: weak, unless PH = Limit

Jump raises - majors limit ☐ forcing ☐ Other: weak

Jump shifts after minor opening weak jump shift (fit showing jump if passed hand)

Jump shifts after major opening Bergen \*\* 1H - 2S = weak, 1S - 3H = invite \*\*

Responses to strong 2 suit opening 2D = 0-3 HCP or 10+ HCP, any; 2H = 4-6 HCP, any

Responses to 2NT opening 3C = Puppet Stay, 3D/H = transfers, 3S = 3NT (minor/s)

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit ✓ = Both

Sequence leads: Overlead all ☒ All except AK x (x) ☐

Underlead ☐ Other: Ace/Queen = attitude, King = count

Four or more with an honour 4th highest ☒ attitude ☐

3rd/5th ☐ Other:

From 4 small 2nd highest ☒ Other:

From 3 cards (no honour) top ☐ middle ☒ bottom ☐

Signal on partner's lead: high encourage ☒ low encourage ☐

Other: Suit Preference

Signal on declarer's lead Smith Peter v. NT

Discards McKenney ☐ high encourage ☒ low encourage ☐

odd/even ☐ Other: Suit Preference if needed

Count natural ☒ reverse ☐ Present Count

## CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other: 03/14

4♣ Gerber ☐ when?

### Other Conventions

Fourth Suit Game Forcing (1S = nat, 2S = F) Lebensohl

Long Suit Game Tries Fit Showing Jumps by passed hand/in comp.

Blackout after Reverses Drury by passed hand

2-way Checkback after opener's 1NT rebid Support doubles and redoubles

Transfers after opener's 2NT jump rebid



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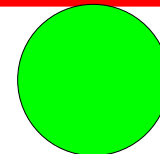
## STANDARD SYSTEM CARD

Names: CANDICE GINSBERG BARBARA TRAVIS

ABF Nos:

Basic System: 2 over 1 GAME FORCING Brown Sticker ☐

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 10+ HCP, 3+ 1♦ 10+ HCP, 3+ 1♥ 10+ HCP, 5+ 1♠ 10+ HCP, 5+

1 NT (14+) 15-17 HCP, bal/semi-bal may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☐ Other: Major + range ask

Transfers 2♦ hearts 2♥ spades 2♣ clubs (3C s/accept)

2 NT diamonds (3D s/acc) Other: 3-level = GF splinters, 4-level = artificial

2♠ 22+ HCP, bal/semi-bal OR any GF

2♦ 3-7 HCP, weak 2 in either hearts or spades 3rd/4th hand: weak 2 ish in diamonds

2♥ 8-11 HCP, 6 hearts 4th hand: 10-13 HCP, 6 hearts

2♠ 8-11 HCP, 6 spades 4th hand: 10-13 HCP, 6 spades

2 NT (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

\*\* Intermediate jump overcalls to 3-minor \*\* Transfers after opponents open Multi 2D

Fit showing jumps in competition/passed hand Transfers after 1MX (opening bid or overcall)

2C Drury by passed hand after 1M opening Transfers after opener's 2NT jump rebid

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 3S

Jump overcalls weak \*\* above Unusual NT lower 2 unbid suits

1NT overcall (immediate) 15+ to 18- HCP (re-opening) 13-16 HCP

Immed cue of minor hearts + spades 5/5+

Immed cue of major other Major + minor 5/5+

Over opponent's 1NT (weak) ) 2C = Majors 5/4+, 2D = 1 x Major, 2M = M +m,

Over opponent's 1NT (strong) ) 2NT = pre in min, X (weak) = pen, X (strong) = m +4M

Over weak twos X = takeout, Leaping Michaels

Over opening threes X = takeout, Leaping Michaels over 3-minor

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+ cards	2NT	GF, clubs, slam interest
	1♥/♠	4+ cards	3♣	~3-6 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 (3-7 HCP)	3NT	13-15 HCP, clubs, bal/semi-bal
	2♠	weak jump shift (3-7 HCP)	4 bids	4M = to play (partial fit)
1♦	1♥/♠	4+ cards	3♣	10+ HCP, diamonds, G to 3D+
	1NT	6-11 HCP, NF	3♦	~3-6 HCP, diamonds
	2♣	nat, GF	3♥	10-13 HCP, splinter
	2♦	6-9 HCP, diamonds	3♠	10-13 HCP, splinter
	2♥	weak jump shift (3-7 HCP)	3NT	13-15 HCP, diamonds, bal/semi
	2♠	weak jump shift (3-7 HCP)	4♦	
	2NT	GF, diamonds, slam interest	4 Other	4M = to play (partial fit)
1♥/♠	1NT	5-11 HCP, SF	3♣	6-9 HCP, 4+ trumps
	2♣	nat, GF	3♦	10-12 HCP, 4+ trumps
	2♦	nat, GF	3♥/♠	~3-6 HCP, 4+ trumps
	2♥/♠	7-9 (10) HCP, 3 trumps (or 4333)	3NT	13-15 HCP, 4 trumps, bal
	2NT	GF raise, slam interest	4♣/♦	10-13 HCP, splinters
2♣	2♦	0-3 HCP or 10+ HCP, any	2♥/♠	2H = 4-6 HCP, any
	other	2S = 7-9 HCP, bal, 2NT-3H = 7-9 HCP, transfers		
2♦	2♥	Pass or Correct	3♣/♦	3C = to play; 3D = bid M or D, F
	2♠	Pass or Correct	3♥/♠	nat, F
	2NT	asks suit + range	3NT	to play
2♥/♠	2NT	asks range + feature	3NT	to play
	3♣/♦	nat, F	4♣/♦	splinter
	3♥/♠	preemptive	4♥/♠	to play
2NT	3♣	Puppet Stayman	4♣	hearts (to play or RKCB)
	3♦	hearts	4♦	spades (to play or RKCB)
	3♥	spades	4♥	both Majors 5/5+, game only
	3♠	bid 3NT (1 or 2 minors, slam int)	4♠	ace ask
	3NT	to play	other	4NT = quantitative

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	) GF, 0/1 in bid suit, at least 3 cards in each other suit, denies 5-card Major
3♥/3♠	) (either 4441 or 5m431 or 6m331 or 5m440 or 6m430)
4♣	both Majors, 5/5, game only
4♦	transfer to hearts, weak or slam
4♥	transfer to spades, weak or slam
4♠	ace ask
Unusual NT:	<div> minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/> </div> <div> other <div></div> <div></div> </div>
Other slam bidding	<div> Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/> </div>
4th Suit Forcing	<div> One round <input type="checkbox"/> <div></div> Game force <input checked="" type="checkbox"/> </div>
NT Checkback	<div> <input checked="" type="checkbox"/> Priorities <div>hearts first</div> </div>
Defence to 3NT opening	<div> 4m = Major suit takeouts </div>
Defence to opening Two's:	<div> Multi 2♦ <div>X = hearts (or 18+ HCP), 2H = spades, 2S = clubs,</div> 2NT = 15-17 HCP, 3C = diamonds, 3D = minors, 3M = asks stop </div>
RCO style 2-s	<div> X = 16+ HCP (3rd double = penalty) </div>
Other 2-s	<div> X = 16+ HCP (3rd double = penalty) </div>
Defence to strong ♣	<div> X = Majors, 1NT = minors, 1-bids to 2C = natural,  2D = 1 x Major, 2M = Major + minor 5/5+ </div>
Lebensohl	<div> Over NT interference <input checked="" type="checkbox"/> <div></div> </div>
Other uses	<div> After takeout doubles at 2-level (2-openings, 1x P 2x X) </div>
Take out of 4 level pre-empts	<div> <div>4♣/4♦</div> <div>X</div> <div>4♥</div> <div>X</div> <div>4♠</div> <div>4NT (X = general values)</div> </div>

OTHER NOTES	
Transfers after 1M X (opening bid and overcalls) - eg 1NT = clubs, transfer raise = stronger	
Transfers after opener's 2NT jump rebid - incl. 3S = clubs + slam interest	
1NT (X): if X = artificial, then system ON	
1NT (X): if X = penalty, then XX = single-suited (bid 2C for Pass/Correct) and	
bid = that suit + higher suit	