

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text" value="Preemptive"/>
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: <input type="text" value="Preemptive"/>
Jump shifts after minor opening	<input type="text" value="Weak"/>		
Jump shifts after major opening	<input type="text" value="Burgen"/>		
Responses to strong 2 suit opening	<input type="text" value="N/A"/>		
Responses to 2NT opening	<input type="text" value="Puppet Stayman; Transfers"/>		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: <input type="text" value="A for Count; K for attitude"/>
Four or more with an honour	4th highest <input 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="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: <input type="text"/>	
Signal on declarer's lead	<input type="text" value="Reversed"/>	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: <input type="text"/>
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

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

Other Conventions



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	<input type="text" value="Peter Chan"/>	<input type="text" value="William Zhang"/>	
ABF Nos:	<input type="text" value="195758"/>	<input type="text" value="279145"/>	
Basic System:	<input type="text" value="Standard"/>	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♣	<input 15%;"="" type="text" value="11+,2+</input></td> <td style=" width:=""/> 1♦	<input 20%;"="" type="text" value="11+,4+</input></td> <td style=" width:=""/> 1♥	<input 15%;"="" type="text" value="11+,5+</input></td> <td style=" width:=""/> 1♠	<input 3"="" type="text" value="11+,5+</input></td> </tr> <tr> <td>1 NT</td> <td colspan="/> <input type="text" value="15-17"/>	may contain 5 card major <input type="checkbox"/>			
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: <input type="text"/>					
Transfers	2♦ to H <input type="text"/>	2♥ to S <input type="text"/>	2♠ Baron <input type="text"/>					
2 NT	to C (or D) <input type="text"/>		Other: <input type="text"/>					
2♣	<input type="text" value="GF or Bal 25+"/> GF or Bal 25+							
2♦	<input type="text" value="Weak 2 in either H or S; or 23-24 Bal"/> Weak 2 in either H or S; or 23-24 Bal							
2♥	<input type="text" value="5H + 4m < 11"/> 5H + 4m < 11							
2♠	<input type="text" value="5S + 4m < 11"/> 5S + 4m < 11							
2 NT	<input type="text" value="20-22 Bal; may have 5 card Major"/> 20-22 Bal; may have 5 card Major							
3 NT	<input type="text" value="Gambling; solid 7 card minor"/> Gambling; solid 7 card minor							

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

<input type="text" value="Bergen Raises"/> Bergen Raises	<input type="text"/>
<input type="text" value="Splinters"/> Splinters	<input type="text"/>
<input type="text" value="Cue Raises"/> Cue Raises	<input type="text"/>

COMPETITIVE BIDDING

Negative doubles through	<input type="text" value="4H"/> 4H	Responsive doubles through	<input type="text" value="4H"/> 4H
Jump overcalls	<input type="text" value="Weak"/> Weak	Unusual NT	<input type="text" value="Lowest 2 suits 5+ 5+"/> Lowest 2 suits 5+ 5+
1NT overcall (immediate)	<input type="text" value="15-18"/> 15-18	(re-opening)	<input type="text" value="11-14"/> 11-14
Immed cue of minor	<input type="text" value="5M + 5M"/> 5M + 5M		
Immed cue of major	<input type="text" value="5M + 5m"/> 5M + 5m		
Over opponent's 1NT (weak)	<input type="text" value="2C=single suited;2D=Both Maj;2H/S=H/S+m"/> 2C=single suited;2D=Both Maj;2H/S=H/S+m		
Over opponent's 1NT (strong)	<input type="text" value="2C=single suited;2D=Both Maj;2H/S=H/S+m"/> 2C=single suited;2D=Both Maj;2H/S=H/S+m		
Over weak twos	<input type="text" value="X for T/O"/> X for T/O		
Over opening threes	<input type="text" value="X for T/O"/> X for T/O		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+cards, 5+ pts	2NT 16+ pts with fit
	1♥/♠	4+cards, 5+ pts	3♣ Premptive Raise (<9 pts)
	1NT	8-10 pts	3♦ Splinter
	2♣	5+ support, 9+ pts	3♥ Splinter
	2♦	Weak Good Suit	3♠ Splinter
	2♥	Weak Good Suit	3NT 12-15, 4 card support, balanced
	2♠	Weak Good Suit	4 bids 4C RKCB, others splinter/cue
1♦	1♥/♠	4+cards, 5+ pts	3♣ Weak Good Suit
	1NT	5-9 pts	3♦ Premptive Raise (<9 pts)
	2♣	4+ cards, 10+ pts	3♥ Splinter
	2♦	4+ support, 9+ pts	3♠ Splinter
	2♥	Weak Good Suit	3NT 12-15, 4 card support, balanced
	2♠	Weak Good Suit	4♦ RKCB
	2NT	16+ pts with fit	4 Other splinter/cue
1♥/♠	1NT	5-9 pts	3♣ Bergen 6-9 pts, 4+ support
	2♣	3+ cards, 10+ pts	3♦ Bergen 9-12 pts, 4+ support
	2♦	3+ cards, 10+ pts	3♥/♠ Bergen 0-6 pts, 4+ support
	2♥/♠	3+ support, 5-9 pts	3NT 12-15, 4 card support, balanced
	2NT	16+ pts with fit	4♣/♦ Splinter
2♣	2♦	0-1 Controls	2♥/♠ 2/3 Controls
	other	2NT=8+pts, < 2 Controls	
2♦	2♥	Pass or correct	3♣/♦ 6+ suit, little else
	2♠	Pass or correct	3♥/♠ Pass or correct
	2NT	Forcing enquiry	3NT To play
2♥/♠	2NT	Forcing enquiry	3NT To Play
	3♣/♦	Non-forcing	4♣/♦ Forcing
	3♥/♠	To Play	4♥/♠ To Play
2NT	3♣	Puppet Stayman	4♣ Forcing Slam Try
	3♦	Transfer to H	4♦ Forcing Slam Try
	3♥	Transfer to S	4♥ Slam try
	3♠	Minor Stayman, slam try	4♠ Slam try
	3NT	To Play	other

CONVENTIONS

Additional responses to 1NT

3♣/3♦	5+ suit, slam try
3♥/3♠	5+ suit, slam try
4♣	Gerber
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 Forcing on partner only Game force

NT Checkback Priorities Shape, but jump with extra strength

Defence to 3NT opening X

Defence to opening Two's: Multi 2♦ X shows good hand

RCO style 2-s X shows good hand

Other 2-s X shows good hand

Defence to strong ♣ Twerp; showing next suit up or other 2 suits

Lebensohl Over NT interference

Other uses In response to 2-level doubles where enemy has bid one suit only

Take out of 4 level pre-empts 4♣/4♦ X T/O for Majors

4♥ X Optional 4♠ 4NT

OTHER NOTES

Nearly all early doubles are for takeout
