

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump shifts after minor opening	Weak if major, limit raise if other minor		
Jump shifts after major opening	Splinter		
Responses to strong 2 suit opening	Over 2C - 2D negative		
Responses to 2NT opening	Pass or correct		

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: <input type="text"/>	
Four or more with an honour	4th highest <input checked="" 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:	Sometimes Mckenny	
Signal on declarer's lead	Reverse Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" 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: RKCB (14/30)
4♣	Gerber <input type="checkbox"/>	when? <input type="text"/>	

Other Conventions

Crowhurst	4th suit forcing to game
Swine	Splinters and mini Splinters
Lebensohl	Good/Bad 2NT
Minorwood	



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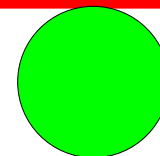


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Andy Creet	Steve Mendick
ABF Nos:	<input type="text"/>	<input type="text"/>
Basic System:	Two over One	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♣	3+, 11-20	1♦	3+, 11-20	1♥	5+, 11-20	1♠	5+, 11-20
1 NT	(11)12-14				may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings				
Transfers	2♦ to Hearts	2♥ to Spades	2♠ to Clubs				
2 NT	to Diamonds	Other: <input type="text"/>					
2♣	Game Force or 21-22 balanced						
2♦	Weak in ♥'s or weak in ♠'s or 23-24 balanced						
2♥	Weak two suiter in ♥'s and another						
2♠	Weak two suiter in ♠'s and minor						
2 NT	Weak two suiter in minors						
3 NT	Minor Preempt						

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

<input type="text"/>	Action over Opponents Strong 1C Opening
<input type="text"/>	
<input type="text"/>	

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	Lower unbid
1NT overcall (immediate)	15-18	(re-opening)	15-18
Immed cue of minor	Spades + another		
Immed cue of major	Other major plus minor		
Over opponent's 1NT (weak)	Toxic (X Penalties)		
Over opponent's 1NT (strong)	Toxic (X clubs)		
Over weak twos	2NT 15-18 balanced, X TO		
Over opening threes	X TO		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 5+ points	2NT	11-12 balanced, no 4 card major
	1♥♠	4+, 5+ points	3♣	preemptive
	1NT	6-10 no 4 card major	3♦	Splinter
	2♣	(Nearly) GF agreeing clubs	3♥	Splinter
	2♦	Limit raise in clubs	3♠	Spinter
	2♥	6+, weak 0-6 points	3NT	13-15, no 4 card major
	2♠	6+, weak 0-6 points	4 bids	4C - RKC, 4H/4S to play

1♦	1♥♠	4+, 5+ points	3♣	Limit raise in Diamonds
	1NT	6-10, no 4 card major	3♦	Preemptive
	2♣	5+, Forcing	3♥	Splinter
	2♦	(Nearly) GFagreeing Diamonds	3♠	Splinter
	2♥	6+, weak 0-6 points	3NT	13-15 balanced no 4 card major
	2♠	6+, weak 0-6 points	4♦	Preemptive
	2NT	11-12 balanced, no 4 card major	4 Other	4C - Splinter, 4D - RKC, 4H/4S to play

1♥/♠	1NT	Forcing for one round	3♣	Splinter
	2♣	4+, Forcing	3♦	Splinter
	2♦	5+, Forcing	3♥/♠	preemptive or splinter
	2♥/♠	8-10, 3+ card support	3NT	13-15 with 3 card support
	2NT	Limit or 16+	4♣♦	splinter (1st round control)

2♣	2♦	0+, negative (< 2 controls)	2♥/♠	2H 5+, positive
	other	2NT 5-8 balanced no ace, 3C/3D 5+ semi positive, 3NT 9-11 balanced no ace		

2♦	2♥	pass or correct	3♣♦	natural forcing
	2♠	pass or correct	3♥♠	pass or correct
	2NT	enquiry	3NT	to play

2♥/♠	enquiry	3NT	to play
3♣♦	pass or correct	4♣♦	pass or correct
3♥/♠	Raise -NatNF else Pass or Corr	4♥/♠	raise natural else pass or correct

2NT	3♣	To play	4♣	To play
	3♦	To play	4♦	To play
	3♥	natural forcing	4♥	To play
	3♠	natural forcing	4♠	To play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	5+ control ask
3♥3♠	5+ control ask
4♣	Minorwood in clubs
4♦	Minorwood in Diamonds
4♥	to play
4♠	to play

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

other	
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Other slam bidding Cue Bids ☒ Asking Bids ☐

4th Suit Forcing	One round	<input type="checkbox"/>		Game force	<input checked="" type="checkbox"/>
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NT Checkback	<input checked="" type="checkbox"/>	Priorities	

Defence to 3NT opening	
1NT	2NT
2NT	3NT
3NT	4NT
4NT	5NT
5NT	6NT
6NT	7NT
7NT	8NT
8NT	9NT
9NT	10NT
10NT	11NT
11NT	12NT
12NT	13NT
13NT	14NT
14NT	15NT
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98NT	99NT
99NT	100NT

Defence to opening Two's: Multi 2♦ x = 13+, 2♥/♠'s = TO, 2NT = 15-18 balanced

RCO style 2-s	x = 16+, 2NT 15-18 balanced
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Other 2-s	x = 16+, 2NT 15-18 balanced
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Defence to strong ♣	Wonder bids, 1NT onwards - Toxic
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Lebensohl	Over NT interference	<input checked="" type="checkbox"/>
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Other uses	weak twos
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Take out of 4 level pre-empts **4♣/4♦** x TO

4♥ x TO 4♠ x Penalty, 4NT TO

OTHER NOTES