

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump shifts after minor opening	Splinter			
Jump shifts after major opening	Splinter			
Responses to strong 2 suit opening	2♦ 0/1 controls, 2♥ 2, 2♠ 3			
Responses to 2NT opening	Puppet stayman, Transfers			

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: 1st & 3rd	
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 type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Count	
Signal on declarer's lead	Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" 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: 3041
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

2♣ Checkback	
Ghestem	



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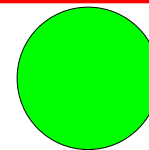


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Phil Markey	Justin Williams
ABF Nos:		
Basic System:	Weak NT	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+♣, ~9+HCP	1♦	4+♦, ~9+HCP	1♥	4+♥, ~9+HCP
1♠	5+♠, ~9+HCP				
1 NT	(9/10)11-14 (9-10 more likely in 1st/2nd)			may contain 5 card major <input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other:		
Transfers	2♦ ♥	2♥ ♠	2♣ Baron		
2 NT	Transfer to Minor		Other:		
2♣	Game Force				
2♦	4+♦, 4+♠ (♦ sometimes 3), less than opening (weak 2 in ♦ in 3rd/4th)				
2♥	4+♥, 4+♠ (♥ sometimes 3), less than opening (weak 2 in ♥ in 3rd/4th)				
2♠	4+♠, 4+♣ (♠ sometimes 3), less than opening (weak 2 in ♠ in 3rd/4th)				
2 NT	20 (+) - 22				
3 NT	To Play				

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

1NT Rebid 14(+) - 18(-); 2NT 18(+) - 20(-)	Shorter minor is sometimes opened
2♦/♥/♠ Openings	1♥ only 4 when exactly 4432
Most hands with 4+♠ are opened	1NT opening can be off-shape

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	Intermediate	Unusual NT	LUBS
1NT overcall (immediate)	15-18	(re-opening)	10-14
Immed cue of minor	Ghestem (cue = highest & lowest, 3OM = 2 highest)		
Immed cue of major	Ghestem (cue = highest & lowest, 3♣ = 2 highest)		
Over opponent's 1NT (weak)	Natural		
Over opponent's 1NT (strong)	Natural		
Over weak twos	X takeout		
Over opening threes	X takeout		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Natural, 5+HCP	2NT	16+ HCP, support, no major
	1♥/♠	Natural, 5+ HCP	3♣	Natural 9-11 HCP
	1NT	6-9 HCP, no major	3♦	Splinter
	2♣	Natural 5-8 HCP	3♥	Splinter
	2♦	Splinter	3♠	Splinter
	2♥	Splinter	3NT	12-15 HCP, no major
	2♠	Splinter	4 bids	

1♦	1♥/♠	Natural, 5+ HCP	3♣	Splinter
	1NT	6-9 HCP, no major	3♦	Natural 9-11 HCP
	2♣	Natural, ~9+ HCP	3♥	Splinter
	2♦	Natural 5-8 HCP	3♠	Splinter
	2♥	Splinter	3NT	12-15 HCP, no major
	2♠	Splinter	4♦	
	2NT	16+ HCP, support, no major	4 Other	

1♥/♠	1NT	6-9 HCP, no major	3♣	Splinter
	2♣	Natural, ~9+ HCP	3♦	Splinter
	2♦	Natural, ~9+ HCP	3♥/♠	Natural, 9-11 HCP/Splinter
	2♥/♠	Natural/1♥-2♠ Splinter	3NT	12-15 HCP, support
	2NT	16+ HCP, support	4♣/♦	Splinter

2♣	2♦	0/1 Controls	2♥/♠	2♥ 2 Controls/2♠ 3 Controls
	other			

2♦	2♥	To Play	3♣/♦	To Play
	2♠	To Play	3♥/♠	To Play
	2NT	Enquiry	3NT	To Play

2♥/♠	2NT	Enquiry	3NT	To Play
	3♣/♦	To Play	4♣/♦	
	3♥/♠	To Play	4♥/♠	To Play

2NT	3♣	Puppet Stayman	4♣	
	3♦	Transfer to ♥	4♦	
	3♥	Transfer to ♠	4♥	
	3♠	Minor Suit Stayman	4♠	
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam Try

3♥/3♠ Slam Try

4♣

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 ☐

Game force ☒

NT Checkback

☒

Priorities

Lowest feature

Defence to 3NT opening

Defence to opening Two's:

Multi 2♦ 1, 2, 3 Xs

RCO style 2-s

1, 2, 3 Xs

Other 2-s

Defence to strong ♣

Natural

Lebensohl

Over NT interference ☒

Other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

OTHER NOTES