

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: WEAK 5+ Card Raise
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: WEAK 4+ Card Raise
Jump shifts after minor opening	In a Major - 4-7 points 6 Card Suit, else SPLINTER		
Jump shifts after major opening	SPLINTER		
Responses to strong 2 suit opening	2D = WAITING, Transfer Suit = 2 of top 3 Honours		
Responses to 2NT opening	3H = Forcing, 3NT = To Play, All Else = 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 type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	REVERSE COUNT	
Signal on declarer's lead	<input type="text"/>	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
odd/even <input type="checkbox"/>	Other: first discard then reverse count	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/> <input type="text"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430
4♣	Gerber <input type="checkbox"/>	when? <input type="text"/>	

Other Conventions

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	HAYDEN BLAKEMAN	CHRIS HUGHES	
ABF Nos:	370320	139009	
Basic System:	STANDARD		
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	1♦	3	1♥	5	1♠	5
1 NT	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♦	HEARTS	2♥	SPADES	2♠	TO A MINOR	
2 NT	singleton (no 5 maj)				Other: <input type="text"/>		
2♣	GAME FORCE OR 23-24 BALANCED						
2♦	MULTI - EITHER WEAK 2 IN EITHER MAJOR OR 20-22 BALANCED						
2♥	TWO 5+ - 5+ SUITS OF THE SAME RANK (MAJORS OR MINORS)						
2♠	TWO 5+ - 5+ SUITS OF THE SAME COLOUR (REDS OR BLACKS)						
2 NT	TWO 5+ - 5+ SUITS THAT ARE ODD (♠ AND ♦ OR ♥ AND ♣)						
3 NT	GAMBLING						

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

RCO TWO OPENING BIDS	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	WEAK	Unusual NT	LOWER UNBID SUITS
1NT overcall (immediate)	15-17	(re-opening)	11-14
Immed cue of minor	MICHAELS		
Immed cue of major	MICHAELS		
Over opponent's 1NT (weak)	Dbl = PEN, 2C = Majors, 2D = a Maj, 2H/2S = Maj/Min		
Over opponent's 1NT (strong)	Dbl = a Min, 2C = Majors, 2D = a Maj, 2H/2S = Maj/Min		
Over weak twos	Dbl = Take Out		
Over opening threes	Dbl = Take Out		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	6 +, natural	2NT	10-11, natural no major
	1♥/♠	6 +, natural	3♣	6- 9, 5+ card raise
	1NT	8- 10, no major	3♦	splinter
	2♣	10+, club raise	3♥	splinter
	2♦	4- 7, 6 card suit	3♠	splinter
	2♥	4- 7, 6 card suit	3NT	12- 14, natural no major
	2♠	4- 7, 6 card suit	4 bids	4C/4D preempt, 4H/4S to play
1♦	1♥/♠	6 +, natural	3♣	splinter
	1NT	6- 9, no major	3♦	6- 9, 5+ card raise
	2♣	11+, natural	3♥	splinter
	2♦	10+, diamond raise	3♠	splinter
	2♥	4- 7, 6 card suit	3NT	12- 14, natural no major
	2♠	4- 7, 6 card suit	4♦	preempt
	2NT		4 Other	4C preempt, 4H/4S to play
1♥/♠	1NT	6- 9, natural	3♣	either short club or 8- 11, 4 raise
	2♣	11+, natural	3♦	short diamond + 4 card raise
	2♦	11+, natural	3♥/♠	5- 7, 4 card raise
	2♥/♠	6- 9, 3 card raise	3NT	13- 15, bal 4 card raise
	2NT	15+, 4 card raise	4♣/♦	11- 13, singleton + 4 card support
2♣	2♦	weak or waiting	2♥/♠	2 top 3 honours(tfer) H=S & S=H
	other	(tfer) 2NT = C, 3C = D 2 top 3 honours 6+ suit length, 3D3H/3S = preempt		
2♦	2♥	pass or correct	3♣/♦	non forcing to play
	2♠	pass or correct (heart tolerance)	3♥/♠	pass or correct
	2NT	forcing	3NT	weak with both majors
2♥/♠	2NT	forcing	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	pass or correct	4♥/♠	pass or correct
2NT	3♣	pass or correct	4♣	pass or correct
	3♦	pass or correct	4♦	pass or correct
	3♥	forcing	4♥	pass or correct
	3♠	pass or correct	4♠	pass or correct
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦

3♥/3♠

4♣

4♦

4♥

4♠

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

in order lowest first (forcing to 2NT)

Defence to 3NT opening

Double = penalties

Defence to opening Two's:

Multi 2♦

Double = 16+ unbal or 19+ bal, 2NT = 15- 18 bal,

RCO style 2-s

all non-jumps are natural limited to 15, jumps = 15+ good 6+ suit

1 2 3 doubles

Other 2-s

1 2 3 doubles

Defence to strong ♣

double = majors, 1NT = minors, 2NT = distrib minors

all non-jumps are natural, jumps = preemptive

Lebensohl

Over NT interference

Other uses

after double by partner of a weak 2

Take out of 4 level pre-empts

4♣/4♦

double

4♥

double

4♠

double shows cards, 4NT - 2 places to play

OTHER NOTES