

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:	Jacoby 2NT
Jump shifts after minor opening			Weak - to play	
Jump shifts after major opening			Weak - to play at 2 level	
Responses to strong 2 suit opening			2♦ = relay	
Responses to 2NT opening			Better minor	

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A= attitude,K=count	
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 checked="" type="checkbox"/>
Other:	Suit preference where obvious	
Signal on declarer's lead	Natural count and attitude	
Discards	McKenney <input checked="" type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Natural count
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	30/41
4♣	Gerber <input type="checkbox"/>	when?		

Other Conventions

4th suit forcing, DOPI & ROPI	Lebensohl(after weak2-X-2NT partner must bid 3♣ & responder will pass or correct)
Truscott Raises	Disco over precision:X=♣, 2♣=black sts.
Limit raise after interference	2♦=red sts,1NT=Majors,2NT=Minors,
Cue raises	2♥/♠= weak, 1 bids natural.
Pottage	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Maureen Jakes	Meta Goodman
ABF Nos:	631590	99546
Basic System:	Standard American	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 - Rule of 20	1♦	3	1♥	5	1♠	5
1 NT	15 - 17			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♠	♣	
2 NT	♦	Other:					
2♣	23+ or 8 1/2 P.T. Game Force						
2♦	Multi - weak major or 20-22 Balanced						
2♥	5-9 ♥ + another suit (may be 4 card suit) (1/2nd seat and vul 5/5)						
2♠	5-9 ♠ + minor (may be 4 card suit) " " " "						
2 NT	5-9 5/5 minor suits (occasionally strong)						
3 NT	Gambling (solid minor with no outside A or K)						

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

Splinters	
Puppet Stayman	4 NT = specific ace ask
Unassuming Cue Bids	

COMPETITIVE BIDDING

Negative doubles through	3♠	Responsive doubles through	3♠
Jump overcalls	Weak	Unusual NT	2 suits same rank - see 'Other Notes'
1NT overcall (immediate)	16-18	(re-opening)	10-13
Immed cue of minor	Michaels (M +m)		
Immed cue of major	"		
Over opponent's 1NT (weak)		X = penalty, Pottage -2♣=Single Suit.2♦=majors	
Over opponent's 1NT (strong)		2♥/♠=♥/♠ +minor, 2NT= minors	
Over weak twos		Optional T/O double. 2NT=Natural 16-18 HCP	
Over opening threes		" " " 3NT=To play 19+ HCP	

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+, 4	2NT	11-12 No Major
	1♥/♠	"	3♣	Limit raise - 10/11 HCP
1NT		6 - 9 No Major	3♦	Splinter
2♣		6 - 9, 5+	3♥	"
2♦		Weak(<6HCP), 6 card suit	3♠	"
2♥		Weak(<6HCP), 6 card suit	3NT	13 - 15 No Major
2♠		Weak(<6HCP), 6 card suit	4 bids	Major suit is to play

1♦	1♥/♠	6+, 4	3♣	Splinter
1NT		6 - 9 No Major	3♦	Limit raise - 10/11 HCP
2♣		10+, 4	3♥	Splinter
2♦		6 - 8, 5	3♠	Splinter
2♥		Weak(<6HCP), 6 card suit	3NT	13 - 15 No Major
2♠		Weak(<6HCP), 6 card suit	4♦	Forcing - long suit
2NT		11-12 No Major	4 Other	- Major suit is to play

1♥/♠	1NT	6 - 9	3♣	Splinter
	2♣	10+, 4	3♦	Splinter
	2♦	10+, 4	3♥/♠	10 - 12, 3/4 card support
	2♥/♠	6 - 9, 3	3NT	13 - 15
	2NT	Jacoby 4 card support	4♣/♦	Void splinter

2♣	2♦	Relay	2♥/♠	N/A
other		2NT = 15+ HCP		

2♦	2♥	Relay	3♣/♦	To play
	2♠	Forcing to 3♥	3♥/♠	Pre-emptive
	2NT	Forcing, 14+	3NT	To Play

2♥/♠	2NT	Forcing	3NT	To play
	3♣/♦	Pass or correct over 2♠	4♣/♦	Forcing
	3♥/♠	Pre-emptive	4♥/♠	To play

2NT	3♣	To play	4♣	Invitational
	3♦	To play	4♦	Invitational
	3♥	Forcing to game -4♥ or 3 NT	4♥	To play
	3♠	Forcing to game -4♠ or 3 NT	4♠	To play
	3NT	to play, 18+ HCP	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Game force/slam interest
3♥/3♠	"
4♣	Minorwood in ♣
4♦	Minorwood in ♦
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

Defence to 3NT opening Double for t/o into majors

Defence to opening Two's: Multi 2♦ :2♥=t/o of ♥, X=t/o of ♠,

2♣=minors.2NT is natural 16+HCP

RCO style 2-s X=t/o. 2NT is natural 16+ HCP

Other 2-s

Defence to strong ♣ DISCO: 2♣=black suits,2♦=red suits,1 bids = natural13+

2♥/♠=weak, 1NT=majors,2NT=minors,X=♣

Lebensohl Over NT interference ☒

Other uses Over weak 2s

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ 4NT

OTHER NOTES

Splinter bids: 3 level shows singleton, 4 level shows void

Jacoby 2NT - further bid in new suit shows shortage

Over opps minor suit opening 2NT= Majors

" " major " " 2NT=Minors

Pottage: Over 1NT- 2♣=single suit,2♦=majors,2♥/♠=major+minor,2NT=minors