

BASIC RESPONSES

Jump raises - minors limit ☒ forcing ☐ Other: _____

Jump raises - majors limit ☒ forcing ☐ Other: _____

Jump shifts after minor opening Weak _____

Jump shifts after major opening Weak _____

Responses to strong 2 suit opening See Other Notes _____

Responses to 2NT opening Arriving at 2NT - Puppet Stayman _____

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit ✓ = Both

Sequence leads: Overlead all ☒ All except AK x (x) ☒

Underlead ☐ Other: _____

Four or more with an honour 4th highest ☒ attitude ☐

3rd/5th ☐ Other: _____

From 4 small 2nd highest ☒ Other: _____

From 3 cards (no honour) top ☐ middle ☐ bottom ☐

Signal on partner's lead: high encourage ☒ low encourage ☐

Other: _____

Signal on declarer's lead _____

Discards McKenney ☐ high encourage ☒ low encourage ☐

odd/even ☐ Other: _____

Count natural ☐ reverse ☐

CONVENTIONS

4NT: Blackwood ☒ RKCB ☒ Other: _____

4♣ Gerber ☐ when? _____

Other Conventions _____

Blackout _____

Lebensohl _____

Jacoby _____



©ABF Marketing
PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION
INCORPORATED ©

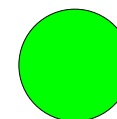
STANDARD SYSTEM CARD

Names: Margaret Millar Greer Tucker

ABF Nos: 107735 106135

Basic System: 2/1 Game Force Brown Sticker ☐

Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 11+ 3 1♦ 11+ 3 1♥ 10+ 5 1♠ 10+ 5

1 NT 15 - 17 may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☒ Other: _____

Transfers 2♦ 2H 2♥ 2S 2♠ 3C

2 NT 3D Other: Super accepts _____

2♣ Game Force or 23 - 24 or 27 - 28 Balanced

2♦ Multi - Weak Major, Strong Minor, Balanced 20 - 22 or 25 - 26

2♥ 5 Hearts and 4+ another - less than opening hand

2♠ 5 Spades and 4+ minor - less than opening hand

2 NT 5/5 Minors - less than opening hand

3 NT Specific Ace Ask

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

2/1 Game Force Support Doubles and ReDoubles

Multi 2's Splinters

Jacoby over Major and Minor 1NT Forcing

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls Weak Unusual NT 2 lowest

1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Splash

Over opponent's 1NT (strong) Dont

Over weak twos Double

Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+	4+	2NT	Jacoby
	1♥/♠	6+	4+	3♣	Limit
1NT	7 - 10	4+ Clubs		3♦	Splinter
2♣	6 - 10	4+ Clubs		3♥	Splinter
2♦	Weak			3♠	Splinter
2♥	Weak			3NT	12 - 14
2♠	Weak			4 bids	4H/S - to play

1♦	1♥/♠	6+	4+	3♣	Splinter
1NT	6 - 10			3♦	Limit
2♣	10+	4+ Clubs		3♥	Splinter
2♦	6 - 10	4+ Diamonds		3♠	Splinter
2♥	Weak			3NT	12 - 14
2♠	Weak			4♦	Pre-emptive
2NT	Jacoby			4 Other	4H/S - to play

1♥/♠	1NT	Forcing - up to bad 12	3♣	Weak
2♣		Game Force	3♦	Weak
2♦		Game Force	3♥/♠	Limit
2♥/♠	8 - 10		3NT	12 - 14
2NT	Jacoby		4♣/♦	Splinter

2♣	2♦	See Other Notes	2♥/♠	
	other			

2♦	2♥	Play or correct	3♣/♦	To play
	2♠	Play or 3/4 Hearts	3♥/♠	Pre-empt - pass or correct
2NT		Strong enquiry	3NT	To play

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	H - to play, S-pass or correct	4♣/♦	
	3♥/♠	Pre-emptive	4♥/♠	To play

2NT	3♣	To play	4♣	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	Forcing	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Slam interest 5/4 minors

3♥/3♠ Splinter 5/5 minors 8+ HCP

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

3 card support

Defence to 3NT opening

Double - takeout

Defence to opening Two's: Multi 2♦ Double = 16+ any shape

2 NT = 15 - 18 stop both majors

RCO style 2-s

Double = take out includes clubs

3 Clubs = take out - no clubs

Other 2-s

Double = take out

Defence to strong ♣

Double=C/D;1D=D/H;1H=H/S;1S=S/C;1NT=Mismatch-S/D or H/C

At least 4/4

Lebensohl

Over NT interference ☒

Other uses

Weak 2's and Multis

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ 4NT

OTHER NOTES

2C Opening; 2D = 8+ any shape

3H = 4 - 7 with 5+ spades

2H = Horrible

2S = 5 - 8 balanced

2NT = 4 - 7 with 5+ clubs

3C = 4 - 7 with 5+ diamonds

3D = 4 - 7 with 5+ hearts