

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: Pre-emptive

Jump shifts after minor opening Weak _____

Jump shifts after major opening Weak, 2NT = 12-15 Bal, 3C=invite, 3D=Slam Try

Responses to strong 2 suit opening 2D=Waiting, 2/3X = Good Suits + Extras

Responses to 2NT opening Stayman, Transfers, 3S=Minors

PLAY CONVENTIONS

✓ = Both

'NT' Versus Notrump 'S' Versus Suit

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

Underlead Other: Can underlead if you want partner to unblock

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: Natural Count

Signal on declarer's lead _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

1st and 2nd Round Controls _____

Variable Carding & Leads _____



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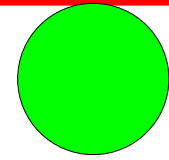
STANDARD SYSTEM CARD

Names: Justin Howard Stephen Burgess

ABF Nos: _____

Basic System: _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 1♦ 4+ 1♥ 4+ 1♠ 5+ _____

1 NT 15-17 (Good 14's, canbe slightly offshape) may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts 2♥ Spades 2♠ _____

2 NT _____ Other: _____

2♣ Game Force

2♦ 6 Card Weak In A Major

2♥ 5 Hearts 8-11

2♠ 5 Spades 8-11

2 NT 20-22 Can be Slightly Off Shape

3 NT 6H + 5S 9-12

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

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H

Jump overcalls 3-11 Unusual NT Lowest Unbid Suits

1NT overcall (immediate) 15-19 (re-opening) 10-15

Immed cue of minor Michaels

Immed cue of major Michaels

Over opponent's 1NT (weak) Landy

Over opponent's 1NT (strong) Landy

Over weak twos X = Take Out

Over opening threes X = Take Out

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣	1♦	Natural 0+	2NT	10-12
	1♥/♠	Natural 0+	3♣	10-12
	1NT	4-10 (0+ nv vs vul)	3♦	Natural 0-9
	2♣	6-9	3♥	Natural 0-9
	2♦	Natural Weak 0-9	3♠	Natural 0-9
	2♥	Natural Weak 0-9	3NT	To Play
	2♠	Natural Weak 0-9	4 bids	
1♦	1♥/♠	Natural 0+	3♣	Natural Weak 0-9
	1NT	4-11	3♦	10-12
	2♣	Natural 10+	3♥	Natural Weak 0-9
	2♦	6-9	3♠	Natural Weak 0-9
	2♥	Natural Weak 0-9	3NT	To Play
	2♠	Natural Weak 0-9	4♦	Natural Weak 0-9
	2NT	10-12	4 Other	To Play
1♥/♠	1NT	4-11 Semi Forcing	3♣	Invitational + Fit
	2♣	Natural 10+	3♦	Slam Going + Fit
	2♦	Natural 10+	3♥/♠	3-7 4+ Card Support
	2♥/♠	4-9	3NT	12-15 4+ Card Support
	2NT	Natural Game Forcing 12-15	4♣/♦	Splinter
2♣	2♦	Waiting	2♥/♠	Good Suits Extra Values
	other			
2♦	2♥	Pass or Correct	3♣/♦	To Play
	2♠	Pass or Correct	3♥/♠	Pass or Correct
	2NT	Asking about suit	3NT	To Play
2♥/♠	2NT	Asking about 2nd suit or Points	3NT	To Play
	3♣/♦	To Play	4♣/♦	To Play
	3♥/♠	To Play	4♥/♠	To Play
2NT	3♣	Stayman	4♣	Natural Slam Going
	3♦	Transfer	4♦	Natural Slam Going
	3♥	Transfer	4♥	Natural Slam Invite
	3♠	Minors	4♠	Natural Slam Invite
	3NT	To Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural Slam Going
3♥/3♠	Natural Slam Going
4♣	Pre-emptive
4♦	Pre-emptive
4♥	Pre-emptive / To Play
4♠	Pre-emptive / 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

Defence to opening Two's: Multi 2♦ 123

RCO style 2-s 123

Other 2-s 123

Defence to strong ♣ Natural Bidding

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES