

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Splinter _____

Jump shifts after major opening Splinter _____

Responses to strong 2 suit opening 2D is negative or waiting _____

Responses to 2NT opening 3C is Baron, 3D/H are Transfers, 3S is minors _____

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: 2nd from bad suits _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: High Encourage _____

Signal on declarer's lead Nat Count _____

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: 1430 _____

4♣ Gerber when? Then step 1 no Queen _____

Other Conventions

Cue raise _____

Jump shift is singleton _____

Double Jump is void _____



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names: Ishmael Del'Monte Tony Burke

ABF Nos: 386431 8125

Basic System: Standard _____ Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+ pts 3+cards 1♦ 10+ pts 3+cards 1♥ 10+ pts 5+cards 1♠ 10+ pts 5+cards

1 NT 15-17 _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ Hearts _____ 2♥ Spades _____ 2♠ Clubs _____

2 NT Diamonds _____ Other: _____

2♣ GF or 23-24 Bal _____

2♦ Multi Weak 2 in either Major _____

2♥ 5 Hearts and 4+ of a minor _____

2♠ 5 Spades and 4+ of a minor _____

2 NT 20-22 _____

3 NT Gambling _____

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

Jump shifts = splinters _____

COMPETITIVE BIDDING

Negative doubles through 4H _____ Responsive doubles through 4H _____

Jump overcalls Weak _____ Unusual NT Lowest unbid suits _____

1NT overcall (immediate) 15-17 _____ (re-opening) 10-14 _____

Immed cue of minor Michaels _____

Immed cue of major Michaels then 4C/5C is P/C _____

Over opponent's 1NT (weak) 2C is majors X is Strong _____

Over opponent's 1NT (strong) 2C is majors X is Strong _____

Over weak twos X is T/O _____

Over opening threes X is T/O _____

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦		2NT	12-15 Bal
	1♥/♠		3♣	Limit
	1NT		3♦	
	2♣		3♥	
	2♦	Splinter	3♠	
	2♥	Splinter	3NT	
	2♠	Splinter	4 bids	

1♦	1♥/♠		3♣	Splinter
	1NT		3♦	Limit
	2♣		3♥	Void
	2♦		3♠	Void
	2♥	Splinter	3NT	
	2♠	Splinter	4♦	
	2NT	12-15 Bal	4 Other	

1♥/♠	1NT		3♣	Splinter
	2♣		3♦	Splinter
	2♦		3♥/♠	Limit/ Void
	2♥/♠		3NT	
	2NT	12-15 Bal	4♣/♦	Void

2♣	2♦	Negative or waiting	2♥/♠	Natural Positive good suit
	other			

2♦	2♥	P/C	3♣/♦	Nat NF
	2♠	P/C	3♥/♠	P/C
	2NT	Enquiry Then bid Maj is wk	3NT	To play

2♥/♠	2NT	Forcing Enquiry	3NT	To Play
	3♣/♦	Clubs is P/C 3D is Nat	4♣/♦	P/C
	3♥/♠	Nat	4♥/♠	To Play

2NT	3♣	Baron	4♣	Nat Slam try
	3♦	Trf	4♦	Nat Slam try
	3♥	Trf	4♥	To Play
	3♠	Minors	4♠	To Play
	3NT		other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Nat GF
3♥/3♠	Nat GF
4♣	Ace Ask
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 Only 1S _____ Game force

NT Checkback Priorities _____

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X is strong, next double is T/O 3rd Double is Penalty

RCO style 2-s As over Multi

Other 2-s X is T/O

Defence to strong ♣ 2NT is minors, 1NT is Majors

Vs 1D precision 2D is Natural

Lebensohl Over NT interference

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X is T/O

4♥ X is T/O 4♠ X is Cards, bid with good shape

OTHER NOTES

Help suit game tries

After they X 1NT XX is Blood and System on

1NT (2C) System off

(1NT) X (2X) X is Blood

1m (1H) X = 4 spades and 1S is 5 or more

System off after overcall but on after any double