

## BASIC RESPONSES

Jump raises - minors limit  forcing  other 6-9pts 5cd+ support  
 Jump raises - majors limit  forcing  other  
 Jump shifts after minor opening 6-9pts good 6cd+ suit  
 Jump shifts after major opening 6-9pts good 6cd+ suit  
 Responses to strong 2 suit opening 2♣ - 2♦ negative (<8 pts)  
 Responses to 2NT opening major suit transfers and 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 suit preference if switch is obviously needed  
 Signal on declarer's lead count  
 Discards McKenney  high encourage  low encourage   
 odd/even  other  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  other 0314  
 4♣ Gerber  when? after initial NT

### Other Conventions

Splinter Bids and Cue Bids	Support x/xx to 2♥
Cue Raises (Unassuming Cue Bid)	New Minor Forcing (1 round)
Jacoby 2NT	4th Suit Forcing (to game)
Long Suit Trial Bid	1M-2x Forcing (to 2NT)
Lebensohl	Sandwich 1NT



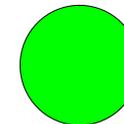
©ABF Marketing  
 PO Box 397  
 Fyshwick ACT 2609  
 Tel: 02 6239 2265  
 FAX: 02 6239 1816  
 Copyright © BCC 6.3.20



AUSTRALIAN BRIDGE FEDERATION  
 INCORPORATED ©

## STANDARD SYSTEM CARD

Names: Ryan/Geoff/George  
 ABF Nos:  
 Basic System: Standard American  
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 11pts+ (3) 1♦ 11pts+ (3) 1♥ 11pts+ (3) 1♠ 11pts+ (3)  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  other  
 transfers 2♦ 2♥ 2♥ 2♠ 2♠ 3♣  
 2 NT 3♦ other super accepts  
 2♣ game force or 23-24 balanced  
 2♦ 5-10 pts 6cd+ suit  
 2♥ 5-10 pts 6cd+ suit  
 2♠ 5-10 pts 6cd+ suit  
 2 NT 21-22 balanced  
 3 NT 25-26 balanced

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

Unusual vs Unusual  
 Lower suit = limit raise+ in partners suit  
 Higher suit = game force in unbid suit

## COMPETITIVE BIDDING

Negative doubles through 3♠ Responsive doubles through 3♠  
 Jump overcalls preemptive Unusual NT lower 2 suits  
 1NT overcall (immediate) 16-18 (re-opening) 11-14  
 Immed cue of minor micheals  
 Immed cue of major micheals  
 Over opponent's 1NT (weak) cappaletti (direct seat) natural re-opening  
 Over opponent's 1NT (strong) cappaletti (direct seat) natural re-opening  
 Over weak twos X=takeout (lebensohl)  
 Over opening threes X=takeout

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	(usually) no 4cd major 6pts+	2NT 11-12pts no 4cd major
	1♥/♠	4cd+ 6pts+	3♣ 5+ ♣ 6-10pts no 4cd major
	1NT	8-10pts no 4cd major	3♦ splinter
	2♣	5+ ♣ 11pts+ no 4cd major	3♥ splinter
	2♦	6-10pts 6cd+ good suit	3♠ splinter
	2♥	6-10pts 6cd+ good suit	3NT 13-15pts no 4cd major
	2♠	6-10pts 6cd+ good suit	4 bids
1♦	1♥/♠	4cd+ 6pts+	3♣
	1NT	6-10pts no 4cd major	3♦ 5+ ♦ 6-10pts no 4cd major
	2♣	10pts+ (usually) 4cd+	3♥ splinter
	2♦	5+ ♦ 11pts+ no 4cd major	3♠ splinter
	2♥	6-10pts 6cd+ good suit	3NT 13-15pts no 4cd major
	2♠	6-10pts 6cd+ good suit	4♦
	2NT	11-12pts no 4cd major	4 Other
1♥/♠	1NT	6-10pts no 3cd support	3♣
	2♣	10pts+ (usually) 4cd+	3♦
	2♦	10pts+ (usually) 4cd+	3♥/♠ 11-12pts 4cd+ support
	2♥/♠	6-10pts 3cd+ support	3NT 12pts+ 3cd+ support 4333 shape
	2NT	12pts+ 4cd+ support no sing/void	4♣/♦ splinter
2♣	2♦	0-7pts	2♥/♠ 8pts+ 5cd+ suit
	other	2NT 8pts+ no 5cd suit	
2♦	2♥	5cd+ suit forcing 1 round	3♣/♦ 3♣ forcing 3♦ preemptive
	2♠	5cd+ suit forcing 1 round	3♥/♠
	2NT	ogust	3NT to play
2♥/♠	2NT	ogust	3NT to play
	3♣/♦	5cd+ suit forcing 1 round	4♣/♦
	3♥/♠	preemptive	4♥/♠ to play
2NT	3♣	puppet stayman	4♣ gerber
	3♦	transfer 3♥	4♦
	3♥	transfer 3♠	4♥
	3♠		4♠
	3NT	to play	other 4NT and 5NT invites to slams

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦ 6cd suit 2 of top 3 honours and nothing else

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 3cd support, 4cd other major

Defence to 3NT opening

Defence to opening Two's: Multi 2♦ x=17pts+ other bids <17pts can pass /w good hand

RCO style 2-s

Other 2-s

Defence to strong ♣ x=majors 1NT=minors others natural - can pass /w good hand

Lebensohl Over NT interference

Other uses after takeout x of weak 2 bid

Take out of 4 level pre-empts 4♣/4♦ x

4♥ x 4♠ 4NT

## OTHER NOTES



## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	6+ hcp, 4+ length	2NT 15+, Club suit
	1♥/♠	6+ hcp, 4+ length	3♣ 6-9, 5 Clubs
	1NT	7-10, likely 4 Clubs	3♦ Splinter
	2♣	10-15, 5 Clubs	3♥ Splinter
	2♦	WJS	3♠ Splinter
	2♥	WJS	3NT To Play
	2♠	WJS	4 bids Splinters
	1♦	1♥/♠	6+ hcp, 4+ length
1NT		6-9	3♦ 6-9, 5 Diamonds
2♣		10+, 4+ promises another bid	3♥ Splinter
2♦		10-15, 4+ Diamonds	3♠ Splinter
2♥		WJS	3NT To Play
2♠		WJS	4♦ Preemptive
2NT		15+, Diamond Suit	4 Other Splinters
1♥/♠	1NT	6-12, Forcing, many shapes	3♣ Bergen R, depends on opening
	2♣	13+, 4+ suit, GF	3♦ Bergen R, depends on opening
	2♦	13+, 4+ suit, GF	3♥/♠ 0-5, 4 card support
	2♥/♠	8-10, 3 card support	3NT Bergen R, depends on opening
	2NT	Bergen R, depends on opening	4♣/♦ Bergen R, depends on opening
2♣	2♦	Neg, (-<7hcp, <3 Controls)	2♥/♠ Positive, 5 card suit
	other		
2♦	2♥	13+, 5 card suit	3♣/♦ To Play
	2♠	13+, 5 card suit	3♥/♠
	2NT	Ogust	3NT To Play
2♥/♠	2NT	Ogust	3NT To Play
	3♣/♦	13+, 5 card suit	4♣/♦
	3♥/♠	To Play	4♥/♠ To Play
2NT	3♣	5 Card Puppet Stayman	4♣ Gerber
	3♦	Transfer To Hearts	4♦ Transfer To Hearts
	3♥	Transfer To Spades	4♥ Transfer To Spades
	3♠	Minor Suit Stayman	4♠
	3NT	To Play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Shortage in Suit above, GF
3♥/3♠	Shortage in Suit above, GF
4♣	Gerber
4♦	Transfer To Hearts
4♥	Transfer To Spades
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    Cheapest Bid

Defence to 3NT opening    4c T/o 4d majors

Defence to opening Two's:    Multi 2♦ x 16+    suit very good hand 6.5 /7 tricks

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

Defence to strong ♣    X majors 1nt minors

Lebensohl    Over NT interference     Transfer Lebensohl

Other uses \_\_\_\_\_

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

4♥ x    4♠ x

## OTHER NOTES

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_