

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: pre-emptive
Jump shifts after minor opening	2♦ = criss cross raise; other = strong		
Jump shifts after major opening	Bergen and crisscross raises (see over)		
Responses to strong 2 suit opening	2♦ = waiting		
Responses to 2NT opening	Puppet Stayman		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: _____
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"/>
<b>Signal</b> on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Natural count	
<b>Signal</b> on declarer's lead:	Natural count	
<b>Discards</b>	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: _____
<b>Count</b>	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/> _____

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 3041
4♣	Gerber <input type="checkbox"/>	when? _____	

### Other Conventions

Lebensohl	4th suit forcing to game
Bergen Raises of majors	Jacoby 2NT over majors
Criss Cross Raises (majors and minors)	Inverted minor raises
Crowhurst checkback over 1NT rebid	Cue raises
Michaels Cue Bids	



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## STANDARD SYSTEM CARD

Names:	Hashmat Ali	Bernie Waters	
ABF Nos:	226122	161217	
Basic System:	STANDARD		
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♣	11 - 20 HCP; 2+	1♦	11 - 20 HCP; 4+	1♥ 11 - 20 HCP; 5+ 1♠ 11 - 20 HCP; 5+
1 NT	15 - 17 HCP balanced		may contain 5 card major <input type="checkbox"/>	
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: _____	
Transfers	2♦ ♥ _____	2♥ ♠ _____	2♠ ♣ _____	
2 NT	♦ _____	Other: _____		
2♣	Game force			
2♦	Multi: 5 - 9 HCP and 6♥ or 6♠; or 21 - 22 HCP balanced			
2♥	5 - 9 HCP, 5+ ♥ and 4+ minor			
2♠	5 - 9 HCP, 5+ ♠ and 4+ minor			
2 NT	23 - 24 HCP, balanced			
3 NT	Gambling, no Ace or King outside			

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

2♦ = Multi (see above)	

## COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	lower unbid suits
1NT overcall (immediate)	15 - 18 HCP	(re-opening)	15 - 18 HCP
Immed cue of minor	majors		
Immed cue of major	other major and a minor		
Over opponent's 1NT (weak)	2♣=majors; 2♦= either major; 2♥/♠= suit+minor		
Over opponent's 1NT (strong)	as above		
Over weak twos	X		
Over opening threes	X		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	5+ HCP; 4+ ♦	2NT 11 - 12 HCP; no major
	1♥/♠	5+ HCP; 4+ ♥/♠	3♣ 5 - 7 HCP; 5+♣
	1NT	8 - 10 HCP	3♦ splinter
	2♣	11+ HCP; 5+ ♣	3♥ splinter
	2♦	8 - 10 HCP; 5+♣	3♠ splinter
	2♥	15+ HCP, good suit 5+♥	3NT to play; 4♣ = minorwood
	2♠	15+ HCP, good suit 5+♠	4 bids 4♣ = minorwood
1♦	1♥/♠	5+ HCP; 4+ ♥/♠	3♣ 8 - 10 HCP; 4+♦
	1NT	6 - 10 HCP; no major	3♦ 5 - 7 HCP; 4+♦
	2♣	9+ HCP; 5+ ♣	3♥ splinter
	2♦	11+ HCP; 4+♦	3♠ splinter
	2♥	15+ HCP; good suit 5+♥	3NT to play
	2♠	15+ HCP; good suit 5+♠	4♦ minorwood
	2NT	11 - 12 HCP; no major	4 Other
1♥/♠	1NT	5 - 9 HCP	3♣ Bergen: 4+♥/♠, 7 - 9 HCP
	2♣	10+ HCP; 4+♣	3♦ Bergen: 4+♥/♠, 10 - 12 HCP
	2♦	10+ HCP; 4+♦	3♥/♠ pre-emptive raise/ splinter
	2♥/♠	3 + card raise	3NT 13 - 15 HCP
	2NT	Jacoby game forcing raise	4♣/♦ splinter
2♣	2♦	Waiting	2♥/♠ Natural, forcing
	other	Natural, forcing	
2♦	2♥	pass or correct	3♣/♦ natural, forcing
	2♠	pass or correct	3♥/♠ pass or correct
	2NT	strong enquiry	3NT to play
2♥/♠	2NT	strong enquiry	3NT to play
	3♣/♦	pass or correct	4♣/♦ splinter
	3♥/♠	invitational	4♥/♠ to play
2NT	3♣	Puppet Stayman	4♣ natural, forcing
	3♦	transfer to ♥	4♦ natural, forcing
	3♥	transfer to ♠	4♥ to play
	3♠	4♥ + 5♠, forcing	4♠ to play
	3NT	to play	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	natural, forcing, slam try
3♥/3♠	natural, forcing, slam try
4♣	transfer to ♥
4♦	transfer to ♠
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 up the line

### Defence to 3NT opening

### Defence to opening Two's:

Multi 2♦                      X = 16+ HCP (Lebensohl responses)

2NT = 15 - 18 HCP; suit = natural, 12 - 15 HCP

### RCO style 2-s

as above

### Other 2-s

as above

### Defence to strong ♣

### Lebensohl

Over NT interference

### Other uses

over X of any twos

### Take out of 4 level pre-empts

4♣/4♦                      X  
4♥                      X                      4♠                      X

## OTHER NOTES

1♥ - P - 2♥ - P

1♠ - P - 2♠ - P

2♠ = ambiguous trial

2NT = ambiguous trial

2NT = ♠ feature

3♣/♦/♥ = feature

3♣/♦ = feature

3♠ = poor hand

3♥ = poor hand

4♠ = good hand

4♥ = good hand