

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening _____

Jump shifts after major opening _____

Responses to strong 2 suit opening 2 D negative (< 8 HCP) A+K = +ve

Responses to 2NT opening Staymen and transfers

PLAY CONVENTIONS

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

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

Underlead Other: Variable with AK

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: 4th highest

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: Count (natural) HL = even; LH = odd

Signal on declarer's lead Count (natural) HL = even; LH = odd

Discards McKenney high encourage low encourage

odd/even Other: Count (natural) HL = even; LH = odd

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? Immediately after NT Opening

Other Conventions

SHIT (Shape Inquiry Tool) _____

2NT response to weak 2 asks shape _____

3NT reply is 6-3-2-2; New suit 4+; _____

Repeat suit is 6-3-3-1 _____



©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 ©

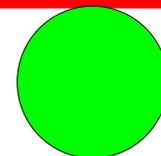
STANDARD SYSTEM CARD

Names: Chris Depasquale Lorna MacIntyre

ABF Nos: 856347 83542

Basic System: SAYC Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+HCP 3+C 1♦ 11+HCP 3+D 1♥ 11+HCP 5+H 1♠ 11+HCP 5+S

1 NT _____ may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ transfer to H 2♥ transfer to S 2♠ _____

2 NT _____ Other: _____

2♣ Game force, generally 23+

2♦ 6-10 HCP 6 diamonds

2♥ 6-10 HCP 6 hearts

2♠ 6-10 HCP 6 spades

2 NT 20-22 Balanced (can include a singleton or more than 1 shortage)

3 NT to play

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

Doubling immediate overcall is 10+ HCP _____

Redoubling immediate double is 10+ HCP _____

SHIT system for weak 2s (attached) _____

COMPETITIVE BIDDING

Negative doubles through 7 S Responsive doubles through _____

Jump overcalls Weak Unusual NT Minors

1NT overcall (immediate) = 1 NT opening (re-opening) 10+

Immed cue of minor 5(+)/5(+) in majors

Immed cue of major 5(+)/5(+) in other major and a minor

Over opponent's 1NT (weak) Natural

Over opponent's 1NT (strong) Natural

Over weak twos Natural

Over opening threes Natural

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ HCP; 4+	2NT	10-12 HCP balanced no 4CM
	1♥/♠	6+ HCP 4+	3♣	10-12 HCP no 4CM; 5+
	1NT	6-9 HCP 3-3-3-4	3♦	
	2♣	6-9 HCP 5+	3♥	
	2♦		3♠	
	2♥		3NT	To play
	2♠		4 bids	4 C invitational to game in clubs

1♦	1♥/♠	6+ HCP; 4+	3♣	
	1NT	6-9 HCP; No 4 Card Major	3♦	10-12 HCP no 4CM; 4+
	2♣	10+ HCP; 4+ No 4 Card Major	3♥	
	2♦	6-9 HCP; 4+ No 4 Card Major	3♠	
	2♥		3NT	To play
	2♠		4♦	Invitational to game in Diamonds
	2NT	10-12 HCP balanced no 4CM	4 Other	

1♥/♠	1NT	6-9 HCP denies support	3♣	
	2♣	10+ HCP; 4+	3♦	
	2♦	10+ HCP; 4+	3♥/♠	10-12 HCP with support
	2♥/♠	6-9 HCP with support	3NT	To play
	2NT	10-12 HCP denies support	4♣/♦	

2♣	2♦	< 8 HCP or less than A + K	2♥/♠	8+ HCP (or A + K); 5+
	other	2NT 8+ balanced; 3 C 8+ HCP, 5+; 3 D 8+ HCP, 5+		

2♦	2♥	Natural, non-forcing	3♣/♦	Natural, non-forcing
	2♠	Natural, non-forcing	3♥/♠	
	2NT	SHIT	3NT	To play

2♥/♠	2NT	SHIT	3NT	To play
	3♣/♦	Natural, non-forcing	4♣/♦	
	3♥/♠	Natural, non-forcing	4♥/♠	Natural, non-forcing

2NT	3♣	Stayman	4♣	Gerber
	3♦	Transfer to hearts	4♦	RKCB in Diamonds
	3♥	Transfer to spades	4♥	
	3♠	RKCB in clubs	4♠	
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ Natural, slam interest

3♥/3♠

4♣ Gerber

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

Defence to 3NT opening

Take first 5 tricks

Defence to opening Two's:

Multi 2♦ Natural

RCO style 2-s

Natural

Other 2-s

Natural

Defence to strong ♣

Natural

Lebensohl

Over NT interference

Other uses

Take out of 4 level pre-empts

4♣/4♦ Double

4♥ Double

4♠ Double

OTHER NOTES