

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: _____

Jump shifts after minor opening Weak _____

Jump shifts after major opening Splinters _____

Responses to strong 2 suit opening 2♦ = negative, all else natural

Responses to 2NT opening Puppet stayman and transfers

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: _____

Signal on declarer's lead Reverse count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse _____

CONVENTIONS

4NT: Blackwood RKCB Other: _____

4♣ Gerber when? 1NT/2NT openings _____

Other Conventions

4th suit Game Force _____

Long suit game tries _____

Splinters _____

Jacoby 2NT _____

1st/2nd cues _____



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PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
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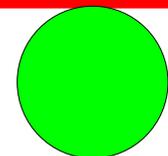
STANDARD SYSTEM CARD

Names: Alex Dunbar Jarrad Dunbar

ABF Nos: 557048 601161

Basic System: Standard 2/1 Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+♣, 11+ 1♦ 3+♦, 11+ 1♥ 5+♥, 11+ 1♠ 5+♠, 11+

1 NT (14) 15-17 may contain 5 card major

2♣ Stayman: simple extended Other: _____

Transfers 2♦ ♥'s 2♥ ♠'s 2♣ ♣'s

2 NT ♦'s Other: Super-accepts

2♣ Game Force

2♦ 5+♦, 6-10

2♥ 5+♥, 6-10

2♠ 5+♠, 6-10

2 NT 20-22

3 NT 1st/2nd Gambling, 3rd/4th to play

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

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥

Jump overcalls Weak Unusual NT LUBS

1NT overcall (immediate) 15-18 (re-opening) 11-14

Immed cue of minor Majors

Immed cue of major Other major and a minor

Over opponent's 1NT (weak) 2♣ = majors

Over opponent's 1NT (strong) 2♣ = majors

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♦	Suit, 6+	2NT	11-12, no major
	1♥/♠	Suit, 6+	3♣	5+♣, weak
	1NT	No major, 6-10	3♦	Splinter
	2♣	5+♣, 11+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4 bids	

1♦	1♥/♠	Suit, 6-10	3♣	Weak
	1NT	No major, 6-10	3♦	5+♦, weak
	2♣	Suit	3♥	Splinter
	2♦	5+♦, 11+	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4♦	
	2NT	No major, 11-12	4 Other	

1♥/♠	1NT	Forcing, 6-11	3♣	Splinter
	2♣	Suit, Game Force	3♦	Splinter
	2♦	Suit, Game Force	3♥/♠	4+ support, 10-12
	2♥/♠	3+ support, 6-9	3NT	4+ support, 13-15
	2NT	4+ support, Game Force	4♣/♦	Splinter

2♣	2♦	0-6	2♥/♠	5+ card suit, 7+
	other			

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

2♥/♠	2NT	Ogust	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	Splinter
	3♥/♠	Natural	4♥/♠	Natural

2NT	3♣	Puppet stayman	4♣	Gerber
	3♦	5+♥ transfer	4♦	5+♣/5+♦
	3♥	5+♠ transfer	4♥	To play
	3♠	Minor suit slam try	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam try
3♥/3♠	Slam try
4♣	Gerber
4♦	5+♣/5+♦
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+

RCO style 2-s

Other 2-s

Defence to strong ♣ X = Majors; 1NT = minors

Lebensohl Over NT interference

Other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT (2/3 suits)

OTHER NOTES