

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☒ Other: _____
 Jump raises - majors limit ☒ forcing ☐ Other: _____
 Jump shifts after minor opening 16+ good suit
 Jump shifts after major opening 16+ good suit
 Responses to strong 2 suit opening Next suit negative
 Responses to 2NT opening Baron and Transfers

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit ✓ = Both
 Sequence leads: Overlead all ☐ All except AK x (x) ☐ NT
 Underlead ☐ Other: 3rd highest from interior sequence
 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 Natural count when necessary
Discards McKenney ☐ high encourage ☐ low encourage ☐
 odd/even ☒ Other: Odd encourage, even card McKenny
Count natural ☒ reverse ☐

CONVENTIONS

4NT: Blackwood ☒ RKCB ☐ Other: _____
 4♣ Gerber ☒ when? When NT range = 3 HCP

Other Conventions

Lebensohl Exclusion Blackwood
 DOPI, ROPI
 Grand Slam Force
 Positive Slam X
 Skewed Cues



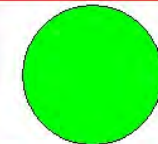
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STANDARD SYSTEM CARD

Names: Jane Tyson Margaret Gibbs
 ABF Nos: 162639 161829
 Basic System: 4 Card Standard Brown Sticker ☐
 Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



Click circle for color

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐
 1♣ 11+ hcp 3+ cds 1♦ 11+ hcp 4+ cds 1♥ 11+ hcp 4+ cds 1♠ 11+ hcp 4+ cds
 1 NT 15-17 baL. may contain 5 card major ☒
 2♣ Stayman: simple ☐ extended ☐ Other: _____
 Transfers 2♦ H 2♥ S 2♠ Either minor
 2 NT Invitational Other: _____
 2♣ 8 P.T. in any suit or 22-23 balanced
 2♦ Game Force
 2♥ 6-10HCP 5-6 cards (could be stronger or weaker in 3rd, intermediate in 4th)
 2♠ 6-10HCP 5-6 cards (could be stronger or weaker in 3rd, intermediate in 4th)
 2 NT 20-21 HCP balanced
 3 NT 4 level minor suit pre-empt

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

Jump raises over X very weak
 Jump shifts (responses) in comp. = weak
 4C/4D = Intermediate, major suit openings

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT 2 suited primarily for minors
 1NT overcall (immediate) 15-18 (re-opening) 10-12
 Immed cue of minor Michaels weak or strong
 Immed cue of major Michaels weak or strong
 Over opponent's 1NT (weak) Cappaletti
 Over opponent's 1NT (strong) Brozel
 Over weak twos Opt X
 Over opening threes Opt X

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ cds, 6+ HCP	2NT	13-15 Balanced
	1♥/♠	4+ cds, 6+ HCP	3♣	Forcing up to 4C
	1NT	8-9 HCP balanced	3♦	Splinter agreeing clubs
	2♣	4+ cds, 6-9 HCP	3♥	Splinter agreeing clubs
	2♦	16+ HCP, 6+ D	3♠	Splinter agreeing clubs
	2♥	16+ HCP, 6+ H	3NT	16-18 Balanced
	2♠	16+ HCP, 6+ S	4 bids	To play

1♦	1♥/♠	4+ cds, 6+ HCP	3♣	16+ HCP, 6+ C
	1NT	8-9 HCP balanced	3♦	Forcing up to 4D
	2♣	4+ clubs, 10 HCP	3♥	Splinter agreeing diamonds
	2♦	4+ cds, 6-9 HCP	3♠	Splinter agreeing diamonds
	2♥	16+ HCP, 6+ H	3NT	16-18 Balanced
	2♠	16+ HCP, 6+ S	4♦	Pre-emptive
	2NT	13-15 Balanced	4 Other	To play

1♥/♠	1NT	6-9 HCP balanced	3♣	16+ HCP, 6+ C
	2♣	4+ clubs, 10 HCP	3♦	16+ HCP, 6+ D
	2♦	4+ diamonds, 10 HCP	3♥/♠	Limit raise in major
	2♥/♠	3+ cds, 6-9 HCP	3NT	16-18 Balanced
	2NT	Game Forcing raise in Major	4♣/♦	Splinter agreeing major

2♣	2♦	Negative, fewer than 8 HCP	2♥/♠	Positive, 5+ cards
other		2NT= 8-10 bal, 3NT = 11-13 bal.		

2♦	2♥	Negative, fewer than 8 HCP	3♣/♦	Positive, 5+ cards
	2♠	Positive, 5+ cards	3♥/♠	Very weak 6+ cards
	2NT	8-10 bal.	3NT	11-13 bal.

2♥/♠	2NT	Ogust, forcing enquiry	3NT	To play
	3♣/♦	Natural and forcing	4♣/♦	N/A
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Baron	4♣	Natural and forcing
	3♦	Transfer to H	4♦	Natural and forcing
	3♥	Transfer to S	4♥	To play
	3♠	5S +4H	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Natural and forcing
3♥/3♠	Natural and forcing
4♣	Gerber
4♦	N/A
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

Defence to 3NT opening X for Penalties

Defence to opening Two's: Multi 2♦ H=T.O. of H, X= T.O. of S. or
strong in own suit.

RCO style 2-s X=16+ HCP

Other 2-s X= T.O. if suits are shown, otherwise X=16+
Cue =T.O. of t'fer style 2s, skewed cues apply

Defence to strong ♣ X=C+H, D=D+H, H=H+S, S=S+min. 1NT=Min.
2 levels bids weak jump style.

Lebensohl Over NT interference ☒

Other uses in response to X of weak 2s

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ 4NT

OTHER NOTES

Michaels Cue bids style up to the 4 level

Defence to 2NT= Minors, skewed cue bids for T.O. x=16+

Defence to 2C= Majors, skewed cue bids for T.O. x=16+

Over NT interference 'system on' where possible.

Baron in response to our X of weak NT