

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump shifts after minor opening	Weak if major, limit raise if other minor		
Jump shifts after major opening	Splinter		
Responses to strong 2 suit opening	Over 2C - 2D negative		
Responses to 2NT opening	Pass or correct		

PLAY CONVENTIONS

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

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: RKCB (14/30)
4♣	Gerber <input type="checkbox"/>	when? _____	

Other Conventions

Crowhurst	4th suit forcing to game
Swine	Splinters and mini Splinters
Lebensohl	Good/Bad 2NT
Minorwood	



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Andy Creet	Steve Mendick	
ABF Nos:	_____	_____	
Basic System:	Two over One	Brown Sticker <input type="checkbox"/>	
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♣	3+, 11-20	1♦	3+, 11-20	1♥ 5+, 11-20
				1♠ 5+, 11-20
1 NT	(11)12-14			may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Lavings	
Transfers	2♦ to Hearts	2♥ to Spades	2♠ to Clubs	
2 NT	to Diamonds	Other: _____		
2♣	Game Force or 21-22 balanced			
2♦	Weak in ♥'s or weak in ♠'s or 23-24 balanced			
2♥	Weak two suiter in ♥'s and another			
2♠	Weak two suiter in ♠'s and minor			
2 NT	Weak two suiter in minors			
3 NT	Minor Preempt			

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

	Action over Opponents Strong 1C Opening

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4H
Jump overcalls	Weak	Unusual NT	Lower unbid
1NT overcall (immediate)	15-18	(re-opening)	15-18
Immed cue of minor	Spades + another		
Immed cue of major	Other major plus minor		
Over opponent's 1NT (weak)	Toxic (X Penalties)		
Over opponent's 1NT (strong)	Toxic (X clubs)		
Over weak twos	2NT 15-18 balanced, X TO		
Over opening threes	X TO		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 5+ points	2NT	11-12 balanced, no 4 card major
	1♥/♠	4+, 5+ points	3♣	preemptive
	1NT	6-10 no 4 card major	3♦	Splinter
	2♣	(Nearly) GF agreeing clubs	3♥	Splinter
	2♦	Limit raise in clubs	3♠	Spinter
	2♥	6+, weak 0-6 points	3NT	13-15, no 4 card major
	2♠	6+, weak 0-6 points	4 bids	4C - RKC, 4H/4S to play
1♦	1♥/♠	4+, 5+ points	3♣	Limit raise in Diamonds
	1NT	6-10, no 4 card major	3♦	Preemptive
	2♣	5+, Forcing	3♥	Splinter
	2♦	(Nearly) GF agreeing Diamonds	3♠	Splinter
	2♥	6+, weak 0-6 points	3NT	13-15 balanced no 4 card major
	2♠	6+, weak 0-6 points	4♦	Preemptive
	2NT	11-12 balanced, no 4 card major	4 Other	4C - Splinter, 4D - RKC, 4H/4S to play
1♥/♠	1NT	Forcing for one round	3♣	Splinter
	2♣	4+, Forcing	3♦	Splinter
	2♦	5+, Forcing	3♥/♠	preemptive or splinter
	2♥/♠	8-10, 3+ card support	3NT	13-15 with 3 card support
	2NT	Limit or 16+	4♣/♦	splinter (1st round control)
2♣	2♦	0+, negative (< 2 controls)	2♥/♠	2H 5+, positive
	other	2NT 5-8 balanced no ace, 3C/3D 5+ semi positive, 3NT 9-11 balanced no ace		
2♦	2♥	pass or correct	3♣/♦	natural forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	enquiry	3NT	to play
2♥/♠	2NT	enquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	pass or correct
	3♥/♠	Raise -NatNF else Pass or Corr	4♥/♠	raise natural else pass or correct
2NT	3♣	To play	4♣	To play
	3♦	To play	4♦	To play
	3♥	natural forcing	4♥	To play
	3♠	natural forcing	4♠	To play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦ 5+ control ask

3♥/3♠ 5+ control ask

4♣ Minorwood in clubs

4♦ Minorwood in Diamonds

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

Defence to opening Two's:

Multi 2♦ x = 13+, 2♥/♠'s = TO, 2NT = 15-18 balanced

RCO style 2-s

x = 16+, 2NT 15-18 balanced

Other 2-s

x = 16+, 2NT 15-18 balanced

Defence to strong ♣

Wonder bids, 1NT onwards - Toxic

Lebensohl

Over NT interference

Other uses

weak twos

Take out of 4 level pre-empts

4♣/4♦ x TO

4♥ x TO

4♠ x Penalty, 4NT TO

OTHER NOTES