

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing Other: _____
 Jump shifts after minor opening Weak _____
 Jump shifts after major opening Weak _____
 Responses to strong 2 suit opening See Other Notes
 Responses to 2NT opening Arriving at 2NT - Puppet Stayman

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 _____
 Discards McKenney high encourage low encourage
 odd/even Other: _____
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: _____
 4♣ Gerber when? _____
 Other Conventions

Blackout	
Lebensohl	
Jacoby	



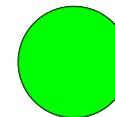
©ABF Marketing
 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816
 Copyright © BCC 6.3.20.1



AUSTRALIAN BRIDGE FEDERATION
 INCORPORATED ©

STANDARD SYSTEM CARD

Names: Margaret Millar Greer Tucker
 ABF Nos: 107735 106135
 Basic System: 2/1 Game Force Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 11+ 3 1♦ 11+ 3 1♥ 10+ 5 1♠ 10+ 5
 1 NT 15 - 17 may contain 5 card major
 2♣ Stayman: simple extended Other: _____
 Transfers 2♦ 2H 2♥ 2S 2♠ 3C
 2 NT 3D Other: Super accepts
 2♣ Game Force or 23 - 24 or 27 - 28 Balanced
 2♦ Multi - Weak Major, Strong Minor, Balanced 20 - 22 or 25 - 26
 2♥ 5 Hearts and 4+ another - less than opening hand
 2♠ 5 Spades and 4+ minor - less than opening hand
 2 NT 5/5 Minors - less than opening hand
 3 NT Specific Ace Ask

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

2/1 Game Force	Support Doubles and ReDoubles
Multi 2's	Splinters
Jacoby over Major and Minor	1NT Forcing

COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H
 Jump overcalls Weak Unusual NT 2 lowest
 1NT overcall (immediate) 15 - 18 (re-opening) 10 - 14
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) Splash
 Over opponent's 1NT (strong) Dont
 Over weak twos Double
 Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+	4+	2NT	Jacoby
	1♥/♠	6+	4+	3♣	Limit
	1NT	7 - 10	4+ Clubs	3♦	Splinter
	2♣	6 - 10	4+ Clubs	3♥	Splinter
	2♦	Weak		3♠	Splinter
	2♥	Weak		3NT	12 - 14
	2♠	Weak		4 bids	4H/S - to play

1♦	1♥/♠	6+	4+	3♣	Splinter
	1NT	6 - 10		3♦	Limit
	2♣	10+	4+ Clubs	3♥	Splinter
	2♦	6 - 10	4+ Diamonds	3♠	Splinter
	2♥	Weak		3NT	12 - 14
	2♠	Weak		4♦	Pre-emptive
	2NT	Jacoby		4 Other	4H/S - to play

1♥/♠	1NT	Forcing - up to bad 12		3♣	Weak
	2♣	Game Force		3♦	Weak
	2♦	Game Force		3♥/♠	Limit
	2♥/♠	8 - 10		3NT	12 - 14
	2NT	Jacoby		4♣/♦	Splinter

2♣	2♦	See Other Notes	2♥/♠	
	other			

2♦	2♥	Play or correct	3♣/♦	To play
	2♠	Play or 3/4 Hearts	3♥/♠	Pre-empt - pass or correct
	2NT	Strong enquiry	3NT	To play

2♥/♠	2NT	Strong enquiry	3NT	To play
	3♣/♦	H - to play, S-pass or correct	4♣/♦	
	3♥/♠	Pre-emptive	4♥/♠	To play

2NT	3♣	To play	4♣	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	Forcing	4♥	To play
	3♠	Forcing	4♠	To play
	3NT	To play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Slam interest 5/4 minors
3♥/3♠	Splinter 5/5 minors 8+ HCP
4♣	
4♦	
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 3 card support

Defence to 3NT opening Double - takeout

Defence to opening Two's: Multi 2♦ Double = 16+ any shape

2 NT = 15 - 18 stop both majors

RCO style 2-s Double = take out includes clubs

3 Clubs = take out - no clubs

Other 2-s Double = take out

Defence to strong ♣ Double=C/D; 1D=D/H; 1H=H/S; 1S=S/C; 1NT=Mismatch-S/D or H/C

At least 4/4

Lebensohl Over NT interference

Other uses Weak 2's and Multis

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ 4NT

OTHER NOTES

2C Opening; 2D = 8+ any shape 3H = 4 - 7 with 5+ spades

2H = Horrible

2S = 5 - 8 balanced

2NT = 4 - 7 with 5+ clubs

3C = 4 - 7 with 5+ diamonds

3D = 4 - 7 with 5+ hearts