

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 0-5

Jump raises - majors limit  forcing  Other: 0-5

Jump shifts after minor opening Reverse Flannery, mixed raise

Jump shifts after major opening Bergen style

Responses to strong 2 suit opening 2♣-2♦ NEG/waiting

Responses to 2NT opening Simple stayman, 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: 3rd vs suit

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: Reverse original count

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: \_\_\_\_\_

4♣ Gerber  when? \_\_\_\_\_

Other Conventions

2 way checkback \_\_\_\_\_

Support doubles \_\_\_\_\_

1♦-2♦ F through 3♦ \_\_\_\_\_



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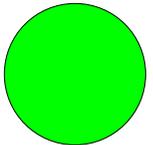
## STANDARD SYSTEM CARD

Names: Andrew Peake Murray Green

ABF Nos: 291269 244538

Basic System: 2/1, 5CM, Strong NT Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 \_\_\_\_\_ 1♦ 4 \_\_\_\_\_ 1♥ 5 \_\_\_\_\_ 1♠ 5 \_\_\_\_\_

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

2♣ Stayman: simple  extended  Other: \_\_\_\_\_

Transfers 2♦ ♥ \_\_\_\_\_ 2♥ ♠ \_\_\_\_\_ 2♣ ♣ \_\_\_\_\_

2 NT ♦ \_\_\_\_\_ Other: \_\_\_\_\_

2♣ Strong \_\_\_\_\_

2♦ Weak both majors, 5+4+ either way

2♥ Weak, can be 5 cards NV

2♠ Weak, can be 5 cards NV

2 NT 20+-22

3 NT Gambling, no side A or K in 1/2 position

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

Transfer responses to 1♣, transfer responses \_\_\_\_\_ One level responses can be light

after OPP T/O X @ 1-level. \_\_\_\_\_

After OPP 1♥ overall, 1♠ = 0-3♣, X = 4+♣ \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♠ \_\_\_\_\_ Responsive doubles through 4♠ \_\_\_\_\_

Jump overcalls Weak \_\_\_\_\_ Unusual NT \_\_\_\_\_ Low unbid 5/5 \_\_\_\_\_

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

Immed cue of minor 5/5 Majors \_\_\_\_\_

Immed cue of major 5/5 OM/m \_\_\_\_\_

Over opponent's 1NT (weak) Asptro \_\_\_\_\_

Over opponent's 1NT (strong) DONT \_\_\_\_\_

Over weak twos X T/O + leb \_\_\_\_\_

Over opening threes X T/O \_\_\_\_\_

# RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+ ♥	2NT	Inv, bal, no MAJ
	1♥/♠	4+ ♠ / 4+ ♣	3♣	0-5
	1NT	5-10, 4+ ♦, bal/semi-bal	3♦	Spl
	2♣	weak 6+♦/inv ♦+♣/GF 4+♦	3♥	Spl
	2♦	5+♠,4+♥, 5-9	3♠	Spl
	2♥	5♠,4♥,10-11	3NT	
	2♠	mixed raise	4 bids	

1♦	1♥/♠	Nat	3♣	mixed raise
	1NT	5-10	3♦	0-5
	2♣	Nat, F1	3♥	Spl
	2♦	Limit 5 card ♦, or GF 4+♦	3♠	Spl
	2♥	5+♠,4+♥, 5-9	3NT	
	2♠	5♠,4♥,10-11	4♦	pre
	2NT	Inv, bal, 4 card ♦	4 Other	

1♥/♠	1NT	5-11(12), F1	3♣	Limit to 1♥,6-9 raise to 1♣
	2♣	Nat, GF unless 3♣rebid	3♦	3 card inv to 1♥,limit to 1♣
	2♦	Nat, GF unless 3♦rebid	3♥/♠	weak, but 1♠-3♥ = 3 card inv
	2♥/♠	Nat, but 1♥-2♠ = Jacoby	3NT	Good preemptive raise
	2NT	6-9 raise to 1♥, Jacoby to 1♠	4♣♦	Spl

2♣	2♦	Negative, waiting	2♥/♠	Natural, positive
	other	Natural, positive		

2♦	2♥	To play	3♣♦	Natural NF
	2♠	To play	3♥/♠	To play
	2NT	Enq	3NT	To play

2♥/♠	2NT	Enq	3NT	To play
	3♣♦	Natural, NF-NV, FV	4♣♦	
	3♥/♠	To play	4♥/♠	To play

2NT	3♣	Simple Stayman	4♣	♥, slam interest
	3♦	♥	4♦	♠, slam interest
	3♥	♠	4♥	♣, slam interest
	3♠	minors	4♠	♦, slam interest
	3NT	to play	other	

# CONVENTIONS

## Additional responses to 1NT

3♣/3♦	Natural, slam interest
3♥/3♠	Fragment, singleton in other Major, both minors
4♣	♥
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                      up the line

Defence to 3NT opening                      4♣ = Majors, better ♥. 4♦ = Majors, better ♠

Defence to opening Two's:                      Multi 2♦                      X = 13-15 Bal, or 16+. 2NT = 16-18 Bal

RCO style 2-s                      As for 2♦ multi

Other 2-s \_\_\_\_\_

Defence to strong ♣                      X = 2MAJ, 1NT = 2min

Lebensohl                      Over NT interference

Other uses                      Double of weak 2

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

4♥ X                      4♠ X

# OTHER NOTES

See system notes

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_