

## 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 \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



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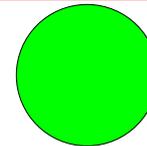
## STANDARD SYSTEM CARD

Names: Greer Tucker Margaret Millar

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

