

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Weak
Jump shifts after minor opening	Weak		
Jump shifts after major opening	Weak or Bergen		
Responses to strong 2 suit opening	N/A		
Responses to 2NT opening	3H Forcing, 3nt Play, rest 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 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: _____	
Signal on declarer's lead	_____	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
	odd/even <input 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: _____
4♣	Gerber <input checked="" type="checkbox"/> when?	Ace Identification	
Other Conventions			
Spanner Bids	4th suit forcing in certain situations		
Occasional Psyche	cue raises		
Hand of Pain	Josephine		
S.O.S xx in most partscores	Lightner X		
Some bergen raises	Beer Card Raises		



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AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Leigh Gold	Jamie Ebery	
ABF Nos:	398713	393290	
Basic System:	S.A.R.S	Brown Sticker <input checked="" type="checkbox"/>	
Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>		

OPENING BIDS

Describe strength, minimum length, or specific meaning			Canape <input type="checkbox"/>
1♣	11+ 0+♣	1♦	11-18 5+♦
1♥	11-18 5+♥	1♠	11-18 5+♠
1 NT	14-17 Bal	may contain 5 card major <input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input type="checkbox"/>	extended <input type="checkbox"/>	Other: Inv or ♦
Transfers	2♦ G.F Relay	2♥ Play	2♠ Play
2 NT	Any Splitter or ♣	Other: _____	
2♣	10-15 5+♣&4♦ or 6+♣		
2♦	6+♥ or ♠ 5-9HCP or 8+PT in ♣ or ♦ or 4414 11-15 or 7/4 Maj		
2♥	21-22 Bal or 8+PT in ♥ or 16-18 ♣&♦, 5-9(♣&♥, ♠+♦, 6♣&5♦) or (7♣ or ♦ & 4♥)		
2♠	8+PT in ♠ or 5-9(♣+♠, ♦+♥, ♥+♠, 6♦+5♣) or (7♣ or ♦ & 4♠)		
2 NT	5♣&5♦ or 6+♥&5+♠ or 6+♠&5+♥ 5-9		
3 NT	Gambling any suit		

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

4♦ Major raise	Comic NT
Relays	Beer Card Play Deviations
T.W.E.R.B	

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	3♠
Jump overcalls	Intermediate	Unusual NT	2 Lowest Unbid
1NT overcall (immediate)	Comic NT	(re-opening)	11-14
Immed cue of minor	♠ & Another		
Immed cue of major	Other Maj & Minor		
Over opponent's 1NT (weak)	Capaletti and top of NT X		
Over opponent's 1NT (strong)	Mod Capaletti		
Over weak twos	Leb & X		
Over opening threes	X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0-9 any or 10-12 no major	2NT	13-16 bal 5 or 6♣
	1♥/♠	4+ 8-16 HCP	3♣	13-16 5440 with 5♣
	1NT	13-16 5+♦ or 17+ any	3♦	1444 13-16
	2♣	5-9 any 4441 with 4♣	3♥	4144 13-16
	2♦	13-16 any (4432/4333)	3♠	4414 13-16
	2♥	13-16 5+c unb or with maj	3NT	4441 13-16
	2♠	13-16 5+♠ & 4+♦	4 bids	Play

1♦	1♥/♠	6-12 4+	3♣	Nat Weak Jump
	1NT	6-9 no maj	3♦	0-9 4+♦
	2♣	10-12 any or LR to 3♦	3♥	Nat Weak Jump
	2♦	13+any	3♠	Nat Weak Jump
	2♥	2-7 6+♥	3NT	Play
	2♠	2-7 6+♠	4♦	Pre-Emptive
	2NT	6-9 Good Points 4+♦	4 Other	Play

1♥/♠	1NT	6-9 No Maj	3♣	6-9 4+ Maj
	2♣	10-12 any or LM to 3 Maj	3♦	10-12 4+ Maj
	2♦	13+ any	3♥/♠	4+ 0-6
	2♥/♠	6-9 3+	3NT	Play
	2NT	6-9 Good POints 4+ Maj	4♣♦	Raises

2♣	2♦	11+ Any	2♥/♠	Invitational 5+
	other	2nt = 7-10 HCP 3+♣		

2♦	2♥	P/C	3♣♦	Play
	2♠	P/C, Good hand for H contract	3♥/♠	P/ZC
	2NT	Forcing Enq	3NT	4+/4+ Maj

2♥/♠	2NT	Suit above relay	3NT	
	3♣♦	Otherwise P/C	4♣♦	
	3♥/♠		4♥/♠	

2NT	3♣	P/C	4♣	P/C
	3♦	P/C	4♦	P/C
	3♥	Relay	4♥	P/C
	3♠	P/C	4♠	P/C
	3NT	Play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	Nat Slam Try RKBW
3♥/3♠	Nat Slam Try RKBW
4♣	Ace Identification
4♦	Transfer to ♥
4♥	Transfer to ♠
4♠	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 = 16+ unb 2nt = 15-18 Bal otherwise Nat

RCO style 2-s _____

Other 2-s _____

Defence to strong ♣ Twerb _____

Lebensohl Over NT interference _____

Other uses _____

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Bring it on Baby _____

Pairs Motto : Every Squeeze Counts _____

Teams Motto: It is not fun to underbid _____

Board A Match Motto : We create our own luck _____

Speed Ball : Make sure you get a clear picture of declarers hand b4 playing to the first trick _____
