

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: \_\_\_\_\_  
 Jump raises - majors limit  forcing  Other: \_\_\_\_\_  
 Jump shifts after minor opening 2♥/♠ weak; 2♦/3♣ = raise  
 Jump shifts after major opening Bergen raises  
 Responses to strong 2 suit opening 2♦ = 0-3 or 10+; 2♥ = 4-6; 2♠+ = transfers  
 Responses to 2NT opening 3♣ = 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: 0314  
 4♣ Gerber  when? \_\_\_\_\_

### Other Conventions

4th suit GF \_\_\_\_\_ Leaping Michaels \_\_\_\_\_  
 FSJ in competition \_\_\_\_\_  
 supp X and XX at 2-level \_\_\_\_\_  
 blackout \_\_\_\_\_



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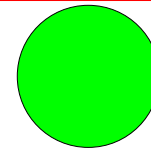


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Nicoleta Giura Candice Berman  
 ABF Nos: 208922 313092  
 Basic System: Standard Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 1♦ 4(3) 1♥ 5 1♠ 5  
 1 NT 14½ - 17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: 5 cd Stayman  
 Transfers 2♦ hearts 2♥ spades 2♠ clubs  
 2 NT diamonds Other: 3x = shortage  
 2♣ Acol 2 in any suit, or 22+ bal, or any GF  
 2♦ weak 2 in a Major  
 2♥ 5♥ & 4+ minor  
 2♠ 5♠ & 4+ minor  
 2 NT 20 - 21 hcp, bal  
 3 NT gambling

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

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 4♠  
 Jump overcalls Unusual NT  
 1NT overcall (immediate) 15 - 18 (sys ON) (re-opening) 11 - 14 (sys ON)  
 Immed cue of minor spades + other  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) Dbl = pen; 2♣ = Majors; 2♦ = multi  
 Over opponent's 1NT (strong) Dbl = 4cM & 5cm; others as above  
 Over weak twos Dbl = tko  
 Over opening threes Dbl = tko

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6+ hcp, nat	2NT	limit raise
	1♥/♠	6+ hcp, nat	3♣	pre-emptive
	1NT	6 - 10 hcp, no Maj	3♦	splinter, 10 - 13 hcp
	2♣	6 - 9 pts raise	3♥	splinter, 10 - 13 hcp
	2♦	GF club raise	3♠	splinter, 10 - 13 hcp
	2♥	0 - 6 hcp, nat	3NT	13 - 15 hcp, to play
	2♠	0 - 6 hcp, nat	4 bids	4M = to play

1♦	1♥/♠	6+ hcp, nat	3♣	GF diamond raise
	1NT	6 - 10 hcp, no Maj	3♦	pre-emptive
	2♣	11+ hcp, nat	3♥	splinter, 10 - 13 hcp
	2♦	6 - 9 pts raise	3♠	splinter, 10 - 13 hcp
	2♥	weak, 6+♥s & 0 - 6 pts	3NT	13 - 15 hcp, to play
	2♠	weak, 6+♠s & 0 - 6 pts	4♦	pre-emptive
	2NT	limit raise	4 Other	4M = to play

1♥/♠	1NT	6 - 10 hcp	3♣	Bergen raise, 6 - 9 pts
	2♣	11+ hcp, nat	3♦	Bergen raise, 10 - 12 pts
	2♦	11+ hcp, nat	3♥/♠	pre-emptive (1♠-3♥=10-12, 3♠)
	2♥/♠	6-9pts (1♥-2♠ = 10-12, 3♥)	3NT	13 - 15 pts, flat raise
	2NT	Jacoby, GF	4♣/♦	splinters

2♣	2♦	0-3 or 10+ hcp	2♥/♠	2♥ = 4 - 6 any
	other	if 7 - 9 pts 2♣ to 3♥ = transf, 3♣ = 5♠ & 4♥, 3NT = 5♦ & 4+♣		

2♦	2♥	PoC	3♣/♦	nat NF
	2♠	PoC	3♥/♠	PoC
	2NT	enquiry (only force)	3NT	to play

2♥/♠	2NT	enquiry (only force)	3NT	to play
	3♣/♦	PoC	4♣/♦	PoC
	3♥/♠	pre-emptive	4♥/♠	to play

2NT	3♣	Puppet Stayman	4♣	nat, slammish
	3♦	hearts	4♦	nat, slammish
	3♥	spades	4♥	to play
	3♠	5♠ & 4♥, weak	4♠	to play
	3NT	to play	other	

## CONVENTIONS

Additional responses to 1NT

3♣/3♦	shortage
3♥/3♠	shortage
4♣	hearts, mild slam try
4♦	spades, mild slam try
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                      4♣ & 4♦ = Majors

Defence to opening Two's:                      Multi 2♦    X = 16+ (vtp)

RCO style 2-s                      X = 16+ (vtp)

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

Defence to strong ♣                      X = Majors, 1NT = minors, 2♦/♥/♠ = multi

Lebensohl                      Over NT interference

Other uses                      after t/o dbl of 2-level bids

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

4♥    dbl                      4♠    dbl

## OTHER NOTES

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