

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: Inverted Minors
 Jump raises - majors limit ☐ forcing ☐ Other: Pe-emptive
 Jump shifts after minor opening < 6 HCPs; 6+ card suit
 Jump shifts after major opening Bergen Raises
 Responses to strong 2 suit opening 2♣/2♦ = Waiting; 2♦/2♥ = Pass or Correct
 Responses to 2NT opening 3♣/♦ = Pass/Correct; 3♥/♠ = 16+ Forcing

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: Journalist; KJ10-10; Q109-9; AQJ-Q
 From 4 small 2nd highest ☒ Other:
 From 3 cards (no honour) top ☐ middle ☒ bottom ☐
 Signal on partner's lead: high encourage ☐ low encourage ☐
 Other: Odds/Evens; Odds preferred; McKenney on Even; Count on King
 Signal on declarer's lead Natural Count
 Discards McKenney ☐ high encourage ☐ low encourage ☐
 odd/even ☒ Other:
 Count natural ☒ reverse ☐

CONVENTIONS

4NT: Blackwood ☐ RKCB ☒ Other: 3041
 4♣ Gerber ☒ when? over NT bids; 4♦ = 0 or 4; 4♥ = 1; 4♠ = 2; 4NT = 3

Other Conventions

5NT = all; 6♣ = all 5 plus Q Trumps Support Doubles & Redoubles
 5NT asks Kings; confirms all 5 KCs Rebid of suit at 3Level is competitive.
 Quantitative 4NT - Pass with min; bid 5NT X then bid is Invitational/GF
 wih 16 HCPs & bid 6NT with maximum. Inverted minors. Super Accepts after transfers
 Quantitative 5NT-Bid 6NT with min; 7NT if max. Redouble eg 1♠, X, XX shows 10+ HCPs



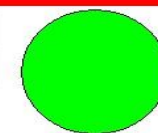
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AUSTRALIAN BRIDGE FEDERATION
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STANDARD SYSTEM CARD

Names: Christine Chandler Judy Atkins
 ABF Nos: 678112 425885
 Basic System: SA Brown Sticker ☐
 Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐



Click circle for color

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐
 1♣ 3; 11+ HCPs 1♦ 3+; 11+ HCPs 1♥ 5; 11+ HCPs 1♠ 5; 11+ HCPs
 1 NT 15-18 HCPs may contain 5 card major ☐
 2♣ Stayman: simple ☐ extended ☒ Other:
 Transfers 2♦ Tfr to ♥ 2♥ Tfr to ♠ 2♣ Tfr to ♣; 2NT = SA
 2 NT tfr to ♦; 3♣ = SA Other: 3♣ = Puppet Stayman; 3♦/♥/♠ = Slam Inv; GF
 2♠ 22+ HCPs balanced may include 5 card M); or 19+unbalanced with 9 playing tricks or wea
 2♦ Multi 19-21 HCPs balanced or 6-10 HCPs NV 6 card Major; 8-11 HCPs if Vulnerable
 2♥ 5+/4+ ♥s + another <11 HCPs (in 4th seat 12-14 HCPs)
 2♠ 5+/4+ ♠ + another <11 HCPs (in 4th seat 12-14 HCPs)
 2 NT Any 2 5 card suits; 6-9 HCPs
 3 NT Specific Ace Ask - 4♣ = 0; 4♦♥♠ = suit; 4NT = 2 = A♣

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

Reverse, Splinter & Cue Bids Bergen Raises; Negative Free Bids
 New Suit at 4L agrees last bid suit; GF 4NT o/call over 4♣ or Multi 2 = 2 suiter hand
 4SGF (4th suit game force); Inverted Minors Over Strong ♣ - X = Majors; NT = Minors

COMPETITIVE BIDDING

Negative doubles through 3♣ Responsive doubles through 3♠
 Jump overcalls Weak Unusual NT any 2 unbid suits (Min/Max)
 1NT overcall (immediate) 15-18 HCPs (re-opening) 10-12+ (bal passed hand 4
 Immed cue of minor Michaels - Both Majors (Min/Max)
 Immed cue of major Michaels - other Major and a minor (Min/Max)
 Over opponent's 1NT (weak) X = Penalties; 2♣ = gen t/out; 2♦ both M; 2♥ = ♥ & a m;
 Over opponent's 1NT (strong) 2♠ = ♠ and a minor; 2NT = both minors
 Over weak twos X = T/out 16+ HCPs; Suit = Natural, 5+ min 10+ HCPs
 Over opening threes X = T/out 16+ HCPs; Suit = Natural, X over 4♠ = Penalty