

#### 4. BASIC RESPONSES

Jump raises - minors Weak 0-6HCP, 5+ card support  
Jump raises - Majors Bergen, 4 card support plus a singleton  
Jump shifts after minor opening Weak 0-6HCP, 6+ for 2 level, 7+ for 3 level  
Jump shifts after Major opening Bergen: 3C 8-9 4 card support; 3D 10-11 4 card support; 2NT 12+  
Responses to strong 2 suit open. 2D 0-7HCP; 2H/S 8+HCP 5+; 2NT 8+HCP; 3C/D 8+HSP 5+  
Responses to 2NT opening 3C Puppet Stayman; 3D=Xfer to H; 3H=Xfer to S; 3S=4H+5S for

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	2nd highest	
In partner's suit	hxx; hxxX; xXx; Xx	
Discards	Odd encourage; even McKenny	
Count	High-low even (seldom used)	
Signal on partner's lead:	Attitude: Odd encourage	
Signal on declarer's lead:	Count: High-low even (seldom used)	
Notes		

#### 6. SLAM CONVENTIONS

4NT: Blackwood ☒ AKCB 0314 (4NT other meanings?)  
Asking Bids ☐ Cue Bids ☒

#### 7. OTHER CONVENTIONS

1H/S 2NT opener bids void or singleton 1NT (2C) X=Stayman other bids unchanged  
4th suit forcing 1NT (2D/H/S) Suit bids at 2 level to play  
Inverted minor 11+HCP no 4+M 1NT (2D/H/S) 2NT Xfer to 3C: next bid to play  
1NT (2?) 3C/D/H/S notional Xfer with 5+ and invitational values

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#### 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♠ 1♣ 6+HCP 4+	2♦ Weak 0-5HCP, 6+	3♦ Weak 0-5HCP, 7+
1♥ 6+HCP 4+	2♥ Weak 0-5HCP, 6+	3♥ Weak 0-5HCP, 7+
1♠ 6+HCP 4+	2♠ Weak 0-5HCP, 6+	3♠ Weak 0-5HCP, 7+
1NT 6-9HCP, no 4+M	2NT 11-12HCP, no 4+M	3NT To play
2♣ 11+HCP, 4+C, no 4+M	3♣ Weak 0-5HCP, 5+	4♣ N/A
other		
1♦ 1♥ 6+HCP 4+	2♥ Weak 0-5HCP, 6+	3♥ Weak 0-5HCP, 7+
1♠ 6+HCP 4+	2♠ Weak 0-5HCP, 6+	3♠ Weak 0-5HCP, 7+
1NT 6-9HCP, no 4+M	2NT 11-12HCP, no 4+M	3NT To play
2♣ 10+HCP, 4+C, no 4+M	3♣ Weak 0-5HCP, 7+	4♣ Splitter 5+D, void C
2♦ 11+HCP, 4+D, no 4+M	3♦ Weak 0-5HCP, 5+	4♦ N/A
other		
1♥ 1♠ 6+HCP 4+	2♥ 6-9HCP, 3+	3♦ Bergen 10-11HCP, 4+H
1NT 6-9HCP	2♠ Weak 0-5HCP, 6+	3♥ Bergen 7HCP, 4+H
2♣ 10+HCP, 4+	2NT Jacoby 12+HCP 4+H	3♠ Splitter 12+HCP Void 5
2♦ 10+HCP, 4+	3♣ Bergen 8-9HCP, 4+H	3NT To play
other 4C/4D=Splitter 12+HCP void C/D; 4H=0-10HCP 5+		
1♠ 1NT 6-9HCP	2♠ 6-9HCP, 3+	3♥ Weak 0-5HCP, 7+
2♣ 10+HCP, 4+	2NT Jacoby 12+HCP 4+S	3♠ Bergen 7HCP, 4+S
2♦ 10+HCP, 4+	3♣ Bergen 8-9HCP, 4+S	3NT To play
2♥ 10+HCP, 5+	3♦ Bergen 10-11HCP, 4+H	4♣ Splitter 4+S, void C
other 4C/4D=Splitter 12+HCP void C/D; 4S=0-10HCP 5+		
1NT 3♣ 6+, 8-9HCP invites 3NT	3♣ 6+, slam interest	4♦ To play
3♦ 6+, 8-9HCP invites 3NT	3NT To play	4♥ To play
3♥ 6+, slam interest	4♣ Gerber	4♠ To play
other 2C Puppet Stayman		
2♣ 2♦ Weak, 0-7 HCP	2NT 8+ HCP	3♥ Not allowed
2♥ 8+ HCP, 5+	3♣ 8+ HCP, 5+	3♠ Not allowed
2♠ 8+ HCP, 5+	3♦ 8+ HCP, 5+	3NT Not allowed
other		
2♦ 2♥ Pass or correct	3♣ Weak 7+C	3♠ Not allowed
2♠ 2♥ Invite game in H	3♦ Weak 7+D	3NT Not allowed
2NT Asking 15+HCP	3♥ Pass or correct	4♣ Not allowed
other After 2D 2NT Opener responds 3C/D good hand with H/S; 3H/S poor with H/S		

Notes



AUSTRALIAN BRIDGE  
FEDERATION LTD.

STANDARD SYSTEM CARD

ABF Nos. 598143 Lammie Barrett  
& Names: 728748 Ross Best  
Basic System: SAYC with Multi 2s  
Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐  
1. OPENING BIDS Describe strength, min. length, or specific meaning Canapé ☐

1♣ 11-21 HCP, 2+ 1♥ 11-21 HCP, 5+  
1♦ 11-21 HCP, 4+ 1♠ 11-21 HCP, 5+  
1NT 15-17 HCP, Balanced may contain 5 card Major ☒

1NT Responses 2♣ 5 card major enquiry  
2♦ Transfer to H, 5+ 2♠ T'fer to minor, 6+ (Opener bids 3C)  
2♥ Transfer to S, 5+ 2NT 8-9 HCP, Invite 3NT  
(Dbl) XX=Penalties other bids unchanged other

2♣ 22+ HCP or 4 loser hand. GF unless rebid 2NT (22-24 HCP)  
2♦ Weak with 6+ Major or 20/21 balanced  
2♥ Weak 5+H plus one other suit  
2♠ Weak 5+S plus a minor  
2NT 18-19 HCP 3NT Gambling, solid 7+ minor no side A  
other

#### 2. PRE-ALERTS

(1m) 1NT 10-15 HCP 4M, 5 other m  
(1M) 1NT 10-15 HCP 4 other M, 5m

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support doubles, negative, lead direct, penalties Negative DBL thru 4H  
(E.g. Support Doubles and Redoubles) Responsive DBL thru 3S  
Jump overcalls Weak Unusual NT Lower 2 unbid suits  
1NT overcall: (immediate) Raptor - see pre-alerts (re-opening) Raptor - see pre-alerts  
Immediate cue: (minor) 5H+5S 7-10 or 16+HCP (Major) 5M+5m, 7-10 or 16+HCP  
Over: Weak Twos 2NT 16~19, Take out X Opening Threes Take out X, 3NT to play  
Opponent's transfers X for lead direct  
Opponent's 1NT X=4M+5m; 2C=4H+4S; 2D=6+M; 2H=5+H+m; 2S=5+S+m; 2NT=4+C&4+D

2♥ 2♠ Pass or correct	3♦ To play	3NT To play
2NT Asking 15+HCP	3♥ Weak 3+	4♣ Not allowed
3♣ Pass or correct	3♠ Not allowed	4♥ Not allowed
other		
2♠ 2NT Asking 15+HCP	3♥ To play	4♣
3♣ Pass or correct	3♠ Weak, 3+	4♥
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Transfer to C, 6+ min	4♦
3♦ Transfer to H	3NT To play	4♥
3♥ Transfer to S	4♣ Gerber	4♠
other		

#### 9. CONVENTIONS

Unusual NT: 2 lower unbid suits  
4th Suit Forcing One round ☒ Game force ☐  
NT Checkback ☐ Priorities: N/A  
Defence to 3NT opening Natural  
Defence to Opening Twos Natural; 2NT 16~19 HCP  
Multi 2♦ Natural  
RCO style 2-s Natural  
Other 2-s Natural  
Defence (1♠): Natural  
to  
strong (2♠): Natural  
1♣/2♣  
Over 1NT Interference (2C) X = Sayman other bids as if no intervention  
Lebensohl - other uses  
Take out of 4 level pre-empts 4♣/4♦ X for take out  
4♥ X for take out 4♠ X shows 4+H, 5N = 2 places to play

#### 10. OTHER NOTES

Partner opens, RHO X, system on. RHO overcall system off.