

BASIC RESPONSES

Jump raises - minors limit ☒ forcing ☐ Other: 10 - 12 points
 Jump raises - majors limit ☒ forcing ☐ Other: 10 - 12 points
 Jump shifts after minor opening
 Jump shifts after major opening
 Responses to strong 2 suit opening Next suit up = waiting bid, or suit = 8+
 Responses to 2NT opening 3C = stayman, 3D/3H = transfer to 3H/3S

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



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STANDARD SYSTEM CARD

Names: 2019 Beginners System
 ABF Nos:
 Basic System: Standard American Brown Sticker ☐
 Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐ Click circle for color

OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐
 1♣ 3+ (13-20) 1♦ 3+ (13-20) 1♥ 5+ (13-20) 1♠ 5+ (13-20)
 1 NT 15-17 may contain 5 card major ☐
 2♣ Stayman: simple ☒ extended ☐ Other:
 Transfers 2♦ transfer to 2♥ 2♥ transfer to 2♠ 2♣
 2 NT 8-9 HCP Other:
 2♣ Forcing, Unbal 4 losers or less with 18+ HCP, or 22+ Balanced
 2♦ 6-10 HCP, 6+ diamonds, 5 tricks Non Vul or 6 tricks Vul
 2♥ 6-10 HCP, 6+ Hearts, 5 tricks Non Vul or 6 tricks Vul
 2♠ 6-10 HCP, 6+ Spades, 5 tricks Non Vul or 6 tricks Vul
 2 NT 20-21 HCP Balanced
 3 NT

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

COMPETITIVE BIDDING

Negative doubles through Responsive doubles through
 Jump overcalls 6-10 HCP Unusual NT
 1NT overcall (immediate) 15-18 Bal (re-opening)
 Immed cue of minor
 Immed cue of major
 Over opponent's 1NT (weak)
 Over opponent's 1NT (strong) X = Penalty, 16-18, other bids are natural
 Over weak twos X = Take-out 12+ HCP, re-bid shows 17+
 Over opening threes X = Take-out 14+ HCP, re-bid shows 17+

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+, 6+ HCP	2NT	11-12 HCP, no 4 card major
	1♥/♠	4+, 6+ HCP	3♣	11-12, 5+ clubs
	1NT	6-10 HCP, no other 4-card suit	3♦	
	2♣	5+, 6-10 points	3♥	
	2♦		3♠	
	2♥		3NT	13-15 HCP, no 4 card major
	2♠		4 bids	

1♦	1♥/♠	4+, 6+ HCP	3♣	
	1NT	6-10 HCP, no 4-card major	3♦	11- 12 Points
	2♣	10+, forcing for 1 round	3♥	
	2♦	4+, 6-10 points	3♠	
	2♥		3NT	13-15 HCP, no 4 card major
	2♠		4♦	
	2NT	11-12 HCP, no 4 card major	4 Other	

1♥/♠	1NT	6-9 HCP	3♣	
	2♣	10+ points, 4+ clubs	3♦	
	2♦	10+ points, 4+ diamonds	3♥/♠	10-12, 3+ card support
	2♥/♠	6-9 points	3NT	13-15 HCP, no 4 card major
	2NT	11-12 HCP	4♣♦	

2♣	2♦	Waiting Bid	2♥/♠	5-card good suit, 8+ points
other		3♣, 3♦ = 5-card good suit, 8+ points		

2♦	2♥	17+ HCP, forcing 1 round	3♣♦	3♣=17+ HCP, forcing 1 round
	2♠	17+ HCP, forcing 1 round	3♥/♠	
	2NT	14+ HCP, Feature Ask	3NT	To Play

2♥/♠	2NT	14+ HCP, Feature Ask	3NT	To Play
	3♣♦	17+ HCP, forcing 1 round	4♣♦	
	3♥/♠	competitive	4♥/♠	Weak or strong

2NT	3♣	Stayman	4♣	Ace Ask
	3♦	transfer to 3♥	4♦	
	3♥	transfer to 3♠	4♥	To Play
	3♠		4♠	To Play
	3NT	To Play	other	4NT = quantatative

CONVENTIONS

Additional responses to 1NT

3♣/3♦

3♥/3♠

4♣

Ace Ask

4♦

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

Defence to opening Two's:

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl

Over NT interference ☐

Other uses

Take out of 4 level pre-empt

4♣/4♦ X = Take-out

4♥ X = Take-out

4♠ X = Take-out

OTHER NOTES