

4. BASIC RESPONSES

Jump raises - minors	Inverted 6-9 HCP 5+ cards (off after bid of a suit; on after a X)
Jump raises - Majors	Limit raises 6-9, 2H/S; 10-12, 3H/3S; Weak 5+-cd support, 4H/4S
Jump shifts after minor opening	'Drop dead' 0-4 HCP & 6-card suit; invitational if partner raises
Jump shifts after Major opening	'Drop dead' 0-4 HCP & 6-card suit; nvitational if partner raises
Responses to strong 2 suit open.	2C - 2D = 8+, 2H = 0-3, 2NT = 4-7, 2S/3C/3D/3H = 5+ cards, 4-7
Responses to 2NT opening	Better minor

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle (MUD)	
In partner's suit	Low if from 3 without an honour	
Discards	Odd encourage, even McKenny	
Count	Natural when given	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Low encourage	
Notes	From 3 cards with honour = lead bottom card	

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 1430 4♣ Gerber ☐ when?

Slam Notes

Cue Bids ☐

Asking Bids ☐

7. OTHER CONVENTIONS

2NT Jacoby	4th suit forcing for 1 round at 1 level; to
Cue raises	game at 2/3 level (not asking for stopper)
Support doubles	Reverse bids 16+ HCP
Long suit trial bids (16 HCP)	Lebensohl
	2C Checkbacik (1f+ hcp and a 5-cd major)

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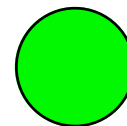
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Note: All systems off after interference (except with inverted minors still being on after a X by opps; off after the bid of a suit by opps)



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 861960 Lisa Westwood
& Names: 751138 Pamela McKittrick
Basic System: Standard American February 2026
Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ 3+, 12 HCP or Rule of 20 1♥ 5+, 12 HCP or Rule of 20
1♦ 3+, 12 HCP or Rule of 20 1♠ 5+, 12 HCP or Rule of 20
1NT 15-18 HCP balanced may contain 5 card Major ☒

1NT Responses 2♣ Puppet Stayman

2♦ Transfer to H (5+ cards) 2♠ Transfer to C (6+ cards)
2♥ Transfer to S (5+ cards) 2NT Transfer to D (6+ cards)
other

2♣ 23+ HCP balanced OR unbalanced with no more than 4 losers (& at least 17 HCP)
2♦ 21-22 HCP balanced OR 6-card major and 6-10 HCP
2♥ 5+ H and 5+ (4+ if not vul) of another suit 6-10 HCP
2♠ 5+ S and 5+ (4+ if not vul) of a minor 6-10 HCP

2NT 5/5 minors (less than opening points) 3NT

other Note: After 2D opening, 2NT = 15+ HCP (for opener & responder)

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3S Jump overcalls Weak 6-card suit
Responsive doubles through 3S Unusual NT Over major bid, both minors*
1NT overcall - immediate 15-18 HCP bal Immediate cue of minor 5/5 in the majors
1NT overcall - re-opening Immediate cue of Major 5 other major & 5 in a minor
Over weak twos Natural; takeout X; 11+HCP Over opening threes Natural; takeout X; 16+ HCP
Over opponent's 1NT X = penalty (17-18) or Modified Capaletti: 2C = 5/4+ majors; 2D = 6+ suit;
2H = 5H and 5/4+ in another suit; 2S 5S + 5/4+ in a minor: 2NT = 5/5 both minors
* Over minor bid, lower 2 unbid suits

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ D, 6+ hcp	2♦ 6+ D, 0-5 hcp	3♦ N/A
1♥ 4+ H, 6+ hcp	2♥ 6+ H, 0-5 hcp	3♥ N/A
1♠ 4+ S, 6+ hcp	2♠ 6+ S, 0-5 hcp	3♠ N/A
1NT 6 - 9/10 hcp, no major	2NT 10/11-12 hcp, no major	3NT 13+ hcp, no major
2♣ 5+ C, 11+ tp	3♣ 5+ C, weak	4♣ N/A
other Pass		
1♦ 1♥ 4+ H, 6+ hcp	2♥ 6+ H, 0-5 hcp	3♥ N/A
1♠ 4+ S, 6+ hcp	2♠ 6+ S, 0-5 hcp	3♠ N/A
1NT 6 - 9/10 hcp, no major	2NT 10/11-12 hcp, no major	3NT 13+ hcp, no major
2♣ 4+ C, 10+ hcp	3♣ N/A	4♣ N/A
2♦ 5+ D, 11+ tp	3♦ 5+ D, weak	4♦ N/A
other		
1♥ 1♠ 4+ S, 6+ hcp	2♥ 3+ H, 6-9/10 tp	3♦ 6+ D, 0-5 hcp
1NT 6 - 9/10 hcp, no 4-cd S	2♠ 6+ S, 0-5 hcp	3♥ 3+ H, 10-12 tp
2♣ 4+ C, 10+ hcp	2NT 3/4+ H, opening hand	3♠ N/A
2♦ 4+ D, 10+ hcp	3♣ 6+ C, 0-5 hcp	3NT 13+ hcp, no major
other Pass		
1♠ 1NT 6 - 9/10 hcp	2♠ 3+ S, 6-9/10 tp	3♥ N/A
2♣ 4+ C, 10+ hcp	2NT 3/4+ S, opening hand	3♠ 3+S, 10-12 tp
2♦ 4+ D, 10+ hcp	3♣ 6+ C, 0-5 hcp	3NT 13+ hcp, no major
2♥ 5+ H, 10+ hcp	3♦ 6+ D, 0-5 hcp	4♣ N/A
other Pass		
1NT 3♣ N/A	3♠ N/A	4♦ Forcing to 5D/slam
3♦ N/A	3NT 10+ hcp, bal, no major	4♥ N/A
3♥ N/A	4♣ Forcing to 5C/slam	4♠ N/A
other Pass; 4NT (16-18) hcp + invitation to slam		
2♣ 2♦ 8+ hcp	2NT 4-7 hcp, bal	3♥ 4-7 hcp, 5+ H
2♥ 0-3 hcp	3♣ 4-7 hcp, 5+ C	3♠ N/A
2♠ 4-7 hcp, 5+ S	3♦ 4-7 hcp, 5+ D	3NT N/A
other N/A		
2♦ 2♥ Pass or correct	3♣ N/A	3♠ N/A
2♠ Support for H or Pass	3♦ N/A	3NT N/A
2NT 15+ hcp bal & asking	3♥ N/A	4♣ N/A
other N/A		

Notes

2♥ 2♠ Pass or correct	3♦ N/A	3NT To play (19+ hcp)
2NT 15+ hcp bal & asking	3♥ 6-15 tp + 3-cd support	4♣ N/A
3♣ N/A	3♠ N/A	4♥ 15 tp + 4-cd support
other N/A		
2♠ 2NT 15+ hcp bal & asking	3♥ N/A	4♣ N/A
3♣ Pass or correct	3♠ 6-15 tp + 3-cd support	4♥ N/A
3♦ N/A	3NT To play (19+ hcp)	4♠ 15 tp + 4-cd support
other N/A		
2NT 3♣ Preference for C	3♠	4♦
3♦ Preference for D	3NT	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos

Overcall; takeout X; 2NT (17-18 hcp + stopper in opps suit)

Multi 2♦

Refer notes on front page

RCO style 2-s

Other 2-s

Defence

1♣ : {Replace with your defence to strong 1♣ openings}

to

Overcall or takeout X (10+ hcp)

strong

2♣ : {Replace with your defence to strong 2♣ openings}

♣

Overcall (at least AK or AQJ in a 5+ card suit)

Over 1NT Interference

Cappalletti (refer notes on front page)

Lebensohl - other uses

No other use

Take out of 4 level pre-empts

4♣/4♦

X = takeout

4♥

X = takeout

4♠

4NT = takeout; X = for penalties

10. OTHER NOTES